

# The Kraytonians

A *Strike Legion*® Army List

These rules have been written for Dark Real Miniatures' Kraytonian line of miniatures. Please visit the DRM website (<http://www.darkrealminiatures.com/>) for vehicle images and brief descriptions.

## New Attribute

**Inspiring:** Any Personnel unit within 6" of a unit/element with this Attribute adds one to its IFT, CC, and CA dice roll totals. *[80 points].*

## New Systems

**Advanced Shields:** act as both shields and armor, with an armor rating two points lower than its shield rating. Advanced Shields are immune to the effects of Ion weapons. *TL7. Cost: 100% of BHV per point of shielding. Maximum Advanced Shield rating is 8, and each point of shielding uses 1/2 System Point.*

Advanced Area Shields function as Area Shields with the Advanced Shields properties. *TL7. Cost is 30 x shield AoE x shield rating.*

**Displacement Amplifier (DA):** A DA automatically places all elements/units within 4" of the final placement of a Displacement move under Suppression. Suppression markers are placed at the end of the moving unit's activation and do not affect any elements of the DM-moving unit. *TL7. 120 points; uses 3 System Points. May only be purchased for a vehicle having Displacement, Advanced Displacement, or Primary Displacement mobility types.*

**Docking Bay:** A Docking Bay allows an Air/STOVL element to transport a Cargo Pod as if it were any other transported element [see Transport rules]. *TL2. Cost: 60 points; 4 System Points. May only transport a Cargo Pod that is one or more Signature sizes smaller than the transport element.*

## New Weapon

**High-Yield Multi-Purpose (HYMP) Missiles:** These missiles may function as MPM missiles with the range bands indicated on the lower left section of the element's Data Card. Each missile may also function as if it were an individual ART weapon, using the range and AoE listed in the weapons data section of the element's Data Card. No more than four HYMP from the same firing platoon may strike a single target point in the same activation.

HYMP fired as ART may not be intercepted by Vulcan systems (they *may* be intercepted by Aegis systems). As with other missiles, some, non, or all HYMP may be launched in a single activation. *TL8; construction cost per missile is [range x damage die x 2], based on the direct-fire range band. The direct-fire extreme range band may not exceed the ART function's Long range; basic AoE is 1". Each HYMP uses one Hard Point, regardless of Damage die.*

## Kraytonian Special Rules

**Arka Artillery:** The Arka may only use additional firing vehicles to modify Avoidance numbers. It may never use additional firing vehicles to increase the AoE of an ART strike.

**Blood Frenzy:** Kraytonian Personnel do not use the normal rules for Broken units. Instead, while Broken, a Kraytonian Personnel unit is considered to have Move and Fire orders and must attempt to engage an enemy unit in CC/CA. The unit receives a +2 to all CC/CA dice totals while Broken. A unit under Blood Frenzy reduces its Training die by one die type when making ranged fire attacks on the IFC.

The unit rallies back from Broken at the end of any CC/CA in which it eliminates its opponent, and may also rally normally.

**Drop Pods:** only the Araspan may transport the Araspan Drop Pod. Any of the three large Drop Ships may transport a Cargo Pod.

## Unit Organizations

All Kraytonian forces must include one Basileus Command and from three to six subordinate Brood formations. A Second Basileus Command may not be taken unless the minimum force requirements for the first Basileus Command have been met.

### **Basileus Command**

A Kraytonian force is based on a Basileus Command. The Basileus Command Platoon consist of one Basileus Team and one platoon of three Veteran Monitor Squads. All units may be mounted in Aurika Light Tanks.

A Basileus Command may also include up to three of the following units:

*Mystic Brood*: one platoon of three Ketzali Priests Squads.

*Rider Brood*: one platoon of three Rakkat Rider Squads OR three Torakk Rider Squads OR three Elohe Rider Squads, plus one Leader Team.

*Scout Brood*: one platoon of three Kameli Scout Squads. May be mounted in Aurika Light Tanks.

*Support Section*: three Kijakk Recon Skimmers OR three Kurall Support Skimmers.

*Veteran Brood*: one platoon of three Veteran Monitor Squads. May be mounted in Aurika Light Tanks.

*Warrior Brood*: one platoon of one Brood Boss and three Monitor Squads OR three Support Squads OR three Heavy Support Squads.

### ***Brood Formations***

*Monitor Brood*: a monitor Brood consists of one Warrior Brood (as above, with 3 Monitor Squads), and up to three of the following formations:

*Artillery Battery*: three Arka Artillery Vehicles.

*Dropship*: one Aryx with Drop Pod. Maximum one per Monitor Brood.

*Light Armor Platoon*: three Aurika Light Tanks.

*Warrior Brood*: one platoon of one Brood Boss and three Monitor Squads OR three Support Monitor Squads OR three Heavy Monitor Squads.

*Armor Brood*: an Armor Brood consists of one platoon of 3 Arkalest Heavy Tanks, plus up to three of the following formations:

*Armor Platoon*: three Arkalest Heavy Tanks.

*Artillery Battery*: three Arka Artillery Vehicles.

*Light Armor Platoon*: three Aurika Light Tanks.

*Warrior Brood*: one platoon of one Brood Boss and three Support Monitor Squads OR three Heavy Monitor Squads.

*Scout Brood*: a Scout Brood consist of one platoon of three Kameli Scout Squads OR one platoon of three Rakkat Rider Squads OR one platoon of three Torakk Rider Squads OR one platoon of three Elohe Rider Squads, plus up to three of the following formations:

*Mounted Scout Platoon*: three Rakkat Rider Squads OR three Torakk Rider Squads OR three Elohe Rider Squads.

*Scout Platoon*: three Kameli Scout Squads mounted in three Aurika Light Tanks.

*Shock Platoon*: three Kameli Scout Squads mounted in three Gara Field Teleporters.

*Support Section*: three Kijakk Recon Skimmers OR three Kurall Support Skimmers.

*Winged Brood*: a Winged Brood consists of one wing of three Artiken Fighters, plus up to three of the following formations. Only one Dropship (Araspan, Aryx, or Karrok) may be chosen>

*Fighter Wing*: three Artiken fighters.

*Gunship Support*: one Araspan OR Aryx OR one Karrok Drop Ship. Each may be deployed with or without a Drop/Cargo Pod.

*Heavy Fighter Wing*: three Arkator Bombers.

### **Training**

All Basileus, Brood Boss, Arkalest, Veteran Monitor, and Rider (any type) units are *Veteran*. All other units are *Trained*.

### **C2**

All Kraytonian forces have *Average C2* ratings.

**AURIKA LIGHT TANK**

PV: 101

MV: 14"/Grav Sig: 4 EW: 8 Def: 8

EMU Gauss (d8)(T) 8/16/28/40

Advanced Shields  
5**SYSTEMS**

Troop Bay (2)

**NOTES****ARKA ARTILLERY VEHICLE**

PV: 191

MV: 12"/Grav Sig: 3 EW: 6\* Def: 9

ART (2d8)(T) \*\* Range: 30/45 AoE: 2"

Advanced Shields  
6**SYSTEMS****NOTES**\*Fixed DEW  
\*\*Antimatter**ARKALEST HEAVY TANK**

PV: 173

MV: 12"/Grav Sig: 3 EW: 10 Def: 9

EMU Gauss (d12)(T) 10/20/35/50

Advanced Shields  
6**SYSTEMS****NOTES****ARKATOR BOMBER**

PV: 200

MV: 24"/Air Sig: 3 EW: 12 Def: 9

AA Laser (d8)(FF)\* 4/8/14/20  
4x HYMP (d10) Range: 10/15\*\* AoE: 1"Advanced Shields  
6**SYSTEMS**Chaff (2)  
Stabilizers  
Streamlined**NOTES**Chaff HYMP  
1.00 0000  
2.00 0000  
3.00 0000  
\*Pulse weapon.  
\*\*3/6/10/15**ARTIKEN FIGHTER**

PV: 126

MV: 30"/Air Sig: 4 EW: 10 Def: 8

EMU Laser (d10)(FF)\* 6/12/21/30

Advanced Shields  
5**SYSTEMS**Chaff (2)  
Stabilizers  
Streamlined**NOTES**Chaff  
1.00  
2.00  
3.00

\*Pulse weapon.

**GARA FIELD TELEPORTER**

PV: 106

MV: 14"/Grav\* Sig: 4 EW: 8\*\* Def: 8

Advanced Shields  
5**SYSTEMS**Displacement Amplifier  
Troop Bay (2)**NOTES**\*\*+10"/15"  
Displacement  
\*\*Fixed DEW**GERRESH AA**

PV: 143

MV: 12"/Grav Sig: 3 EW: 12 Def: 9

Dual AA Gauss (d8)(T) 8/16/28/40

Advanced Shields  
5**SYSTEMS****NOTES****KIJACK RECON SKIMMER**

PV: 155

MV: 18"/Grav Sig: 3 EW: 10 Def: 9

Pulse APT (d8)(FF) 6/12/21/30  
APT (d6)(F) 4/8/14/20Advanced Shields  
5**SYSTEMS****NOTES**

**KURALL SUPPORT SKIMMER**

**PV: 145**

MV: 16"/Grav Sig: 3 EW: 10 Def: 9

4x ATM (d10) 6/12/21/30  
APT (d6)(F) 4/8/14/20

Advanced Shields  
5

**SYSTEMS**

**NOTES**

ATM  
1. 0000  
2. 0000  
3. 0000

**BASILEUS TEAM**

**PV: 157**

MV: 6"/Foot Defense: 9

AP (d6) 4/8/14/20

**NOTES**

Personality  
2 Hits 00

**TRAITS**

Fights Dirty  
Leader Team  
Save (5+)  
Sneaky  
Superior Tactician 1

**ATTRIBUTES**

Power Weapons  
Rapid Fire

**BROOD BOSS TEAM**

**PV: 66**

MV: 6"/Foot Defense: 9

AP (d6) 4/8/14/20

**NOTES**

Personality

**TRAITS**

Fights Dirty  
Leader Team  
Save (5+)

**ATTRIBUTES**

Power Weapons

**KETZALI PRIESTS (2 TEAMS)**

**PV: 68**

MV: 6"/Foot Defense: 9

AP (d6) 4/8/14/20

**NOTES**

Personnel Target

**ATTRIBUTES**

CCW  
Inspiring  
Power Weapons

**KAMELI SCOUTS (2 TEAMS)**

**PV: 63**

MV: 6"/Foot Defense: 10

AP (d6) 4/8/14/20

**NOTES**

Personnel Target

**ATTRIBUTES**

CCW  
FSO  
Stealth

**MONITORS (2TEAMS)**

**PV: 43**

MV: 6"/Foot Defense: 8

AP (d6) 4/8/14/20

**NOTES**

Personnel Target

**ATTRIBUTES**

CCW

**VETERAN MONITORS (2 TEAMS)**

**PV: 61**

MV: 6"/Foot Defense: 10

AP (d6) 4/8/14/20

**NOTES**

Personnel Target

**ATTRIBUTES**

CCW  
Fearless  
Power Weapons

**SUPPORT MONITORS**

**PV: 93**

MV: 6"/Foot Defense: 10

AP (d6) 4/8/14/20  
AP SAW (d8) 6/12/21/30

**NOTES**

Personnel Target

**ATTRIBUTES**

CCW  
Power Armor

**HEAVY MONITORS (2 TEAMS)**

PV: 144

MV: 6"/Foot

Defense: 10

APT (d10)

8/16/28/40

NOTES

Personnel Target

## ATTRIBUTES

Fearless  
Power Armor**RAKKAT RIDERS (3 TEAMS)**

PV: 132

MV: 8"/Hoof

Defense: 10

AP (d6)

4/8/14/20

NOTES

AP (d12)

0/0/0/0

Personnel Target  
2 Hits per team

## ATTRIBUTES

Fearless  
Power Weapons**TORAKK RIDERS (3 TEAMS)**

PV: 126

MV: 8"/Hoof

Defense: 9

AP (d6)

4/8/14/20

NOTES

AP (d10)

0/0/0/0

Personnel Target

## ATTRIBUTES

Fearless  
FSO  
Hit and Run  
Power Weapons**ELOHE RAIDERS (2 TEAMS)**

PV: 117

MV: 12"/Flight

Defense: 10

AP (d6)

4/8/14/20

NOTES

AP (d10)

0/0/0/0

Personnel Target  
2 Hits per Team

## ATTRIBUTES

Fearless  
FSO  
Hit and Run  
Power Weapons**ARASPAN**

PV: 878

MV: 24"/STOVL

Sig: -2

EW: 12

Def: 12

UNI Disruptor (d10)[FF]\*

6/12/21/30

Advanced Shields

UNI Disruptor (d8)[FL]\*

6/12/21/30

7

UNI Disruptor (d8)[FR]\*

6/12/21/30

## SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined  
\*Pulse weapons

## Primary

1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)

## Secondary

1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO**ARASPAN**

PV: 878

MV: 24"/STOVL

Sig: -2

EW: 12

Def: 12

UNI Disruptor (d10)[FF]\*

6/12/21/30

Advanced Shields

UNI Disruptor (d8)[FL]\*

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UNI Disruptor (d8)[FR]\*

6/12/21/30

## SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined  
\*Pulse weapons

## Primary

1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)

## Secondary

1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO**ARASPAN DROP POD**

PV: 423

MV: 0

Sig: 0

EW: 10

Def: 12

UNI Disruptor (d8)[T]\*

6/12/21/30

Advanced Shields

UNI Disruptor (d8)[T]\*

6/12/21/30

4

UNI Disruptor (d8)[T]\*

6/12/21/30

## SYSTEMS

Cloaking Field (+4)  
Troop Bay (6)

## Primary

1-2: 2ndary (roll)  
3-4: Mobility OOO (-)  
5-6: Wpns OOO (2)  
7-8: EW OOO (4)  
9: Crew OOO  
10: Critical (2d10)

## Secondary

1-6: No Damage  
7: Cloaking Field  
8: Troop Bay  
9-10: Shields (2)  
OO**ARASPAN DROP POD**

PV: 423

MV: 0

Sig: 0

EW: 10

Def: 12

UNI Disruptor (d8)[T]\*

6/12/21/30

Advanced Shields

UNI Disruptor (d8)[T]\*

6/12/21/30

4

UNI Disruptor (d8)[T]\*

6/12/21/30

## SYSTEMS

Cloaking Field (+4)  
Troop Bay (6)

## Primary

1-2: 2ndary (roll)  
3-4: Mobility OOO (-)  
5-6: Wpns OOO (2)  
7-8: EW OOO (4)  
9: Crew OOO  
10: Critical (2d10)

## Secondary

1-6: No Damage  
7: Cloaking Field  
8: Troop Bay  
9-10: Shields (2)  
OO

ARYX

PV: 871

MV: 20"/STOVL Sig: -2 EW: 12 Def: 12

UNI Disruptor (d12)[FF]\* 8/16/28/40  
UNI Disruptor (d12)[FF]\* 8/16/28/40  
Advanced Shields  
7

SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO

ARYX

PV: 871

MV: 20"/STOVL Sig: -2 EW: 12 Def: 12

UNI Disruptor (d12)[FF]\* 8/16/28/40  
UNI Disruptor (d12)[FF]\* 8/16/28/40  
Advanced Shields  
7

SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO

KAROK ASSAULT SHIP

PV: 802

MV: 20"/STOVL Sig: -2 EW: 12 Def: 12

Antimatter (2d10)[F] 6/12/21/30  
Dual ART (d10)[FF] Range: 20/30 AoE: 2"  
Advanced Shields  
7

SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)

Secondary  
1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO

KAROK ASSAULT SHIP

PV: 802

MV: 20"/STOVL Sig: -2 EW: 12 Def: 12

Antimatter (2d10)[F] 6/12/21/30  
Dual ART (d10)[FF] Range: 20/30 AoE: 2"  
Advanced Shields  
7

SYSTEMS

Chaff (2)  
Cloaking Field (+4)  
Docking Bay  
Stabilizers  
Streamlined

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)

Secondary  
1-4: No Damage  
5: Chaff  
6: Docking Bay  
7: Cloak  
8: Stabilizers  
9-10: Shields (3)  
OOO

CARGO POD

PV: 178

MV: 0 Sig: 0 EW: 10\* Def: 12

Advanced Shields  
4

SYSTEMS

Troop Bay (18)

\*Fixed DEW

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-7: No Damage  
8: Troop Bay  
9-10: Shields (2)  
OO

CARGO POD

PV: 178

MV: 0 Sig: 0 EW: 10\* Def: 12

Advanced Shields  
4

SYSTEMS

Troop Bay (18)

\*Fixed DEW

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-7: No Damage  
8: Troop Bay  
9-10: Shields (2)  
OO

CARGO POD

PV: 178

MV: 0 Sig: 0 EW: 10\* Def: 12

Advanced Shields  
4

SYSTEMS

Troop Bay (18)

\*Fixed DEW

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-7: No Damage  
8: Troop Bay  
9-10: Shields (2)  
OO

CARGO POD

PV: 178

MV: 0 Sig: 0 EW: 10\* Def: 12

Advanced Shields  
4

SYSTEMS

Troop Bay (18)

\*Fixed DEW

Primary  
1-2: 2ndary (roll)  
3-4: Mobility OOOO (5)  
5-6: Wpns OOOO (2)  
7-8: EW OOOO (3)  
9: Crew OOOO  
10: Critical (2d10)  
\*Adv Pulse Wpn

Secondary  
1-7: No Damage  
8: Troop Bay  
9-10: Shields (2)  
OO