

# **KRYOMEK™**

The Kryomek™ Great Hive Hegemony is a biochemical alliance of once disparate Hives. Their military is nothing more than an extension of the species' collective drive to dominate and survive. Their technology has become intrinsic to their evolution, fused imperceptibly with their bodies.

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**Tech Level: 3**

**Strategy Rating: 25 (neotech 3)**

**Tactical Rating: 9**

**Frame Rating: 16**

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Max Unit Size	12	4
Mob Option	yes	2
Max Ad-hoc Units	25%	0
Max Elite Units	25%	0
Max Vehicle Units	50%	3
Initial ADR	11	6
Tactical Advantage: Banzai Charge		2
Failed Figure Morale: Shell Down*		0
Failed Unit Morale: Hunger**		-1

\*Use Cover

\*\*Use Group Selection

<u>Frame Aspect</u>	<u>Value</u>	<u>FR Cost</u>
Max Frames	15	0
Max SI Weapon Cost	20	0
Max PI Weapon Cost	100	3
Max Veh Weapon Cost	120	1
Max Phase Weap. Cost	50/120	1
Minimum Armor Rating	-1	1
Maximum PI Speed	5+	1
Minimum Field Save	n/a	0
Maximum HTH Cost	20/30	1
Maximum IF AOE	4"	1

**VP Advantage: Glory**

## **STANDARD INFANTRY**

### **Hellion-28**

The earliest stage of Kryomek(tm) development, under the crude but effective control of powerful command chemicals.

Type	SI
Size	2
Quality	Matrix
Move	6S
Armour Rating	+3
Damage Cap.	1
Field Save	none
HTH Rating	1@2+
Reflex	2
Agility	11
Officer	FP1 +30, FP2 +60
Hero Cost	none
Covert Ops	4I (+12)

**Primary Weapon:** Tracheal Weapon +8

**Support Weapon:** Tracheal Weapon +8

**Sidearm:** Acid Explosion CDW +12 (suicide), Miasma CDW +13/+46

**Augmentation:** Kinetic Enhancement +5 per Hellion per Hellion Brood

## **POWERED INFANTRY**

### **Warrior -36**

Larger, more dexterous and much more dangerous than a Hellion, a Kryomek Warrior is a serious threat to infantry, especially at close range.

Type	PI
Size	2
Quality	Matrix
Move	4S
Armour Rating	0
Damage Cap.	1
Field Save	none
HTH Rating	2@4+
Reflex	+3
Agility	8
Officer	FP1 +30 FP2 +60
Hero Cost	none
Covert Ops	none

**Primary Weapon:** Acid Spray +32 or Spore Launcher +63

**Support Weapon:** Acid Jet +90 or Spore Launcher/ Spore Rocket Combo +92

**Sidearm:** Miasma CDW +13/+46

**Augmentation:** Perfect Balance (use gyro-stabilized harness) +5PV per Warrior per Warrior Brood

### **Elder Warrior-49**

Better armoured and much, much more cunning than normal Warriors.

Type	PI
Size	2
Quality	Linked
Move	4S
Armour Rating	-1
Damage Cap.	1
Field Save	none
HTH Rating	1@2+V
Reflex	+1
Agility	6
Officer	none

Hero Cost none  
Covert Ops none

**Primary Weapon:** Acid Spray +32 or Spore Launcher +63

**Support Weapon:** Acid Jet +90 or Spore Launcher/ Spore Rocket Combo +92

**Sidearm:** Miasma CDW +13/+46

**Augmentation:** Perfect Balance (use gyro-stabilized harness) +5PV per Elder Warrior per Elder Warrior Brood; Phase Blade +5PV per Elder Warrior per Elder Warrior Brood.

## Warmaster-70

The largest and most intelligent of commonly encountered Kryomek forms. The Matrix designation is indicative of a Warmaster exerting control over Hellions.

Type PI  
Size 3  
Quality Matrix  
Move 4S  
Armour Rating -1  
Damage Cap. 2  
Field Save none  
HTH Rating 2@4+  
Reflex +3  
Agility 8  
Officer FP1 +30, FP2 +60  
Hero Cost +68  
Covert Ops 3 (+5)

**Primary Weapon:** Corroder Lance +83

**Support Weapon:** Plasmid Duster +49

**Sidearm:** Cover of Darkness grenade +6, Miasma CDW +13/+46, Bio-acid Borer +9

**Augmentation:** none

## Elder Warmaster-117

An old and subtle Warmaster capable of immense guile, the equal or better of any human commander.

Type PI  
Size 3  
Quality Linked

Move	4S
Armour Rating	-1
Damage Cap.	3
Field Save	none
HTH Rating	1@2+V
Reflex	+1
Agility	6
Officer	Comm1 +60, Comm2 +90
Hero Cost	+88
Covert Ops	3 (+5)

**Primary Weapon:** Corroder Lance +83

**Support Weapon:** Plasmid Duster +49

**Sidearm:** Cover of Darkness grenade +6, Miasma CDW +13/+46, Bio-acid Borer +9

**Augmentation:** none

## **VEHICLES**

### **Carrier-176**

A weird fusion of organism and machine, the Carrier is little more than a highly mobile shell, usually with its internal cavities stuffed full of Hellions.

Type	APC
Size	5
Quality	Vehicle
Move	10S
Armour Rating	+1
Damage Cap.	4(4)
Field Save	none
HTH Rating	none possible
Reflex	none possible
Fire Actions	2
Passengers	24
Entry Arcs	rear, left, right

**Primary Weapon:** Dual Acid Spray (T) +130 or Poison Burst CDW +32/+105

**Secondary Weapon:** Corroder Lance (F) +83 or Dual Acid Spray (F) +65

**CDW (Extra CDWs):** Miasmatic Fog +23/+79

**Augmentation:** On-board mechanic +20

### **Devourer-240**

This hybrid of biology and machine is fast and well-armed, though not especially durable.

Type	AFV
Size	5
Quality	Vehicle
Move	10S
Armour Rating	+1
Damage Cap.	4
Field Save	none
HTH Rating	none possible
Reflex	none possible
Fire Actions	4
Passengers	none
Entry Arcs	none

**Primary Weapon:** Corroder Lance (T) +166 or Acid Spray (T) +64

**Secondary Weapon:** Corroder Lance (T) +166 or Acid Jet (T) +180

**Tertiary Weapon:** Dual Acid Spray (F) +65 or Acid Jet (F) +90

**Quaternary Weapon:** Poison Burst CDW +32/+105

**CDW (Extra CDWs):** Miasmatic Fog CDW +23/+79

**Augmentation:** On-board mechanic +20

## Archer-188

A sluggish and slug-like *thing* that compensates for its poor mobility with single-minded destructiveness.

Type	AFV
Size	5
Quality	Vehicle
Move	6
Armour Rating	-1
Damage Cap.	4
Field Save	none
HTH Rating	none possible
Reflex	none possible
Fire Actions	4
Passengers	none
Entry Arcs	none

**Primary Weapon:** Advanced Spore Launcher (F) +122 or Corroder Lance (F) +83

**Secondary Weapon:** Advanced Spore Launcher (F) +122 or Corroder Lance (F) +83

**Tertiary Weapon:** Advanced Spore Launcher (F) +122 or Bio-Cannon (F) +115

**Quaternary Weapon:** Dual Acid Sprays (F) +65 or Poison Burst CDW +32/+105

**CDW (Extra CDWs)** Miasmatic Fog +23/+79

**Augmentation:** On-board mechanic +20

## "Raptor" hover-216

A tank-like vehicle/organism amalgam that has dispensed with armour and durability in favour of extreme speed.

Type	LV
Size	4

Quality	Vehicle
Move	14F
Armour Rating	+2
Damage Cap.	3
Field Save	none
HTH Rating	none possible
Reflex	none possible
Fire Actions	2
Passengers	none possible
Entry Arcs	none possible

**Primary Weapon:** Acid Jet (T) +180 or Acid Spray (T) +64

**Secondary Weapon:** Corroder Lance (T) +166 or Acid Spray (T) +64

**CDW (extra CDWs):** Miasmatic Fog +23/+79

**Augmentation:** none



## **STANDARD INFANTRY WEAPONS**

### **Tracheal Weapon -8**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	10/15/20/25/--					-	-	-	un

## **POWERED INFANTRY WEAPONS**

### **Acid Spray-15**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2	10/15/20/25/--					-	-	-	un

### **Acid Jet-90**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1C	5/10/15/ -- / --					-	-	-	un

### **Corroder Lance -53**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4V	10/15/20/25/--					-	-	-	un

### **Plasmid Duster-49**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	--/--/15/30/--					4"5+B	-	yes	4

### **Spore Launcher-63** *Bracing*

*May be combined (parallel) with the Spore Rocket for a new total of **85**.*

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	--/--/UN/--/--					4"5+	-	-	4

### **Spore Rocket -43** *Bracing*

*Only available in combination with the Spore Launcher.*

**Type Target FR 3+/5+/7+/9+/11+ AOE IR IF Ammo**

**PI AV 1P --/--/30/60/-- - - - un**

## **VEHICLE WEAPONS**

### **Advanced Spore Launcher-84**

*Only available in combination with the Advanced Spore Rocket for a new total of **113**.*

**Type Target FR 3+/5+/7+/9+/11+ AOE IR IF Ammo**

**VE AI 1 --/--/UN/--/-- 4"5+ - - - 4**

### **Advanced Spore Rocket -57**

*Only available in combination with the Advanced Spore Launcher.*

**Type Target FR 3+/5+/7+/9+/11+ AOE IR IF Ammo**

**VE AV 1P --/--/30/60/-- - - - un**

### **Dual Acid Spray-39**

**Type Target FR 3+/5+/7+/9+/11+ AOE IR IF Ammo**

**VE AI 4K 10/15/20/25/-- - - - un**

### **Bio-Cannon -115**

**Type Target FR 3+/5+/7+/9+/11+ AOE IR IF Ammo**

**VE AV 1U --/30/60/--/-- - 6 - un**

## **GRENADES AND CDWs**

*Extra CDW army augmentation: 1 extra each of vehicle and infantry CDW designs, but all CDWs cost +2/+5*

### **Grenade: Acid Borer (heavy AV grenade) -9**

**2@5+A, no AOE, no penalty vs. Vehicles, does not "scatter" if misses.**

### **Grenade: Cover of Darkness (persistent smoke grenade)-6**

**3" -2 LOS penalty template lasts until the second of two resolution phases after the resolution phase if the turn in which it was thrown.**

### **Infantry CDW: Acid Explosion (heavy shrapnel infantry CDW)-23/76 OR suicide 12**

**3" 2@5+**

**Infantry CDW: Miasma** (*heavy terror infantry CDW plus light smoke burst*)-**13/46**

**3" 2@5+T**

**plus: 2" -1 LOS until the following turn's resolution phase.**

**Vehicle CDW: Poison Burst-32/105**

**2" 1@5+B, Poison.**

**Vehicle CDW: Miasmatic Fog** (*mega-terror vehicle CDW plus smoke burst vehicle CDW*)-**23/79**

**4"2@5+T**

**plus: 2" -2LOS until the following turn's resolution phase.**

## **STANDARD UNITS**

### **WARRIOR BROOD (M)**

**6-12 Warriors**

### **ELDER WARRIOR BROOD (Ex)**

**4-12 Elder Warriors**

### **HELLION BROOD (M)**

**6-12 Hellions**

### **WARRIOR SWARM (M, Ex)**

**5-11 Warriors**

**1-2 Warmasters**

### **ELDER WARRIOR SWARM (Ex)**

**3-11 Elder Warriors**

**1-2 Elder Warmasters**

### **HELLION SWARM (M, Ex)**

**5-11 Hellions**

**1-2 Warmasters**

### **RAPTOR BROOD (Ex, Vehicle)**

**2-12 Raptors**

### **DEVOURER BROOD (Ex, Vehicle)**

**2-12 Devourers**

### **CARRIER BROOD (Ex, Vehicle)**

**2-12 Carriers**

### **ARCHER BROOD (Ex, Vehicle)**

**2-12 Archers**

### **HIVE GUARDIAN SWARM (Ex, Vehicle)**

**1-10 Raptors**

**1-10 Archers**

### **HEAVY ASSAULT SWARM (Ex, Vehicle)**

**1-9 Raptors**

**1-9 Carriers**

**1-9 Devourers**

## **AUGMENTATIONS**

**ARMY:** Extra CDWs

### **INFANTRY INDIVIDUAL:**

Air strike: 6"3+S +99 per air strike.

Command Armour: +70 per hero or officer.

Data net: +30, primary commander only.

### **INFANTRY UNIT:**

Gyro stabilized harness (perfect balance): +5 per Warrior per Warrior Brood.

Phase Blade: +5 per Warrior per Warrior Brood.

Gyro stabilized harness (perfect balance): +5 per Elder Warrior per Elder Warrior Brood.

Kinetic Enhancement: +5 per Hellion per Hellion Brood.

ECCM (acute senses): +10 per Hellion Brood

### **VEHICLE:**

On board mechanic: +20 per Devourer, Archer or Carrier.

Weapon Stabilizers: +10 per Devourer Weapon.