

HOW TO USE THE ARMY LISTS.

These army lists are intended for use with the figures supplied by Kryomek™ for the Kryomek game system. As the rule system is based on model representation then, the figures armour class and weapon will be determined by its representation on the figure itself. This means that in exceptional circumstances non standard weapons will be permissible in units that do not normally list that weapon type.

1. At least 3 Squads of standard troops are required for each Heavy Support Weapon, unless otherwise stated in the army list.

2. At least 8 Squads are required per HQ element (This does not apply to sub HQ elements)

3. The Morale list shown is the available troop types, units cannot have a morale level different from the one's listed.

4. The armour class shown is the maximum available to that unit lower armour classes are permissible.

5. Where two armour classes are listed the second figure denotes the availability of laminated shield to that unit.

6. If more than one HQ Unit is used (Excluding sub HQ's) then one must be nominated as senior Command.

7. APC's are not counted as support weapons or AFV's only as transport.

8. for every Infantry heavy weapon squad used a least 2 normal Squads must also be used.

9. Army List Abbreviations

G Green Morale level

R Regular Morale level

V Veteran Morale level

E Elite Morale level

AC Armour class

NCO Non Commissioned Officer

HQ Headquarters

AAA Anti Atmospheric artillery

PA Power Armour

ARMY LISTS SYMBOLS KEY

	Infantry
	Mechanised Infantry
	Armour
	Armoured Support
	Support
	Anti-Atmospheric Artillery
	Reconnaissance
	Armoured Reconnaissance
	Military Police
	Engineering
	Maintenance
..	Myriad
.	Cention
...	Platoon
..	Squad
.	Section

POINTS SYSTEM

In trying to produce a balanced points value system it is obvious that the characteristic differences between humans and Kryomek make a direct comparison almost impossible.

The basic problem stems from the fact that Humans are better at ranged combat than Kryomek, and Kryomek are better at close combat than humans. So in order to produce a balanced game there needs to be a points value adjustment for the terrain in which the combat is to take place.

Terrain type is listed below with the points value modifier for the Kryomek listed separately. The terrain listed below is subjective and needs to be agreed to before the game starts, if no agreement can be made we suggest that after the first game the players swap sides i.e. Humans become Kryomek and visa versa.

E.g. in a barren terrain system the Kryomek player would be given 3 times as many points as the human.

TERRAIN TYPE DESCRIPTION	HUMAN	::	KRYOMEK
DENSE	1	::	1
Solid Towns, Woods Caves, Hives (Virtually all firing at close range) Terrain very unsuitable or impossible for vehicles.			
HEAVY	1	::	1.5
Open woods, Scattered, Hills villages and trees, plus other additional terrain (Most firing at short range)			
AVERAGE	1	::	2
Scattered, buildings, trees, hillocks, etc. (Most firing at medium or shorter range)			
LIGHT	1	::	2.5
A few Scattered items of terrain such as hills etc. (Most firing at long or shorter range)			
BARREN	1	::	3
Nil or virtually no terrain Ideal terrain for vehicles. (Most firing at extreme range or less)			

EARLY REBEL ARMY LISTS

(Notes. Undergunned and underequipped, the rebels were an undisciplined and irregular force, lacking much of the discipline and organisation of their opponents. To make up the difference Mobs of militia were used to swamp enemy positions by sheer weight of numbers.)

1. REBEL HEADQUARTERS.

Up to 1 HQ Squad consisting of
HQ Squad 2 Officer (R,V,E : AC6 : AP MP CR GR)
3 NCO (R,V,E : AC6 : Any Rebel issue)
Guard Squad 1 NCO (R,V, E : AC8 :
Any Rebel issue)
4 Infantry (G,R,V,E : AC8 : Any Rebels issue)
Transport Up to 2 APC (Optional)

2. ELITE REBEL UNITS.

(Mostly retired ex Marine and Nexus Troops)
Up to 2 Squads each consisting of
1 Infantry HVY WPN (V,E : AC6 :
Any Rebel issue)
4 Infantry (V,E : AC6 : CR GR SMG LF)

3. REGULAR AND EXPERIENCED REBELS.

(Previously Local defence forces)
Up to 4 Squads each consisting of
1 Infantry HVY WPN (R,V,E : AC7 :
Any Rebel issue)
4 Infantry (R,V,E : AC7 : Any Rebel issue)
Up to 1 Heavy Weapon Squad consisting of
1 NCO (R,V,E : AC7 : Any Rebel issue)
4 HVY WPN (R,V,E : Any Rebel issue)

4. GREEN REBELS.

(Dedicated Rebel Volunteers)
Up to 4 Squads each consisting of
5 Infantry (G,R : AC10 : CR AS MP SMG)
Up to 4 Squads each consisting of

1 HVY WPN (G,R : AC10 : Any Rebel issue)
4 Infantry (G,R : AC9/8 : Any Rebel issue)

5. REBEL MOB.

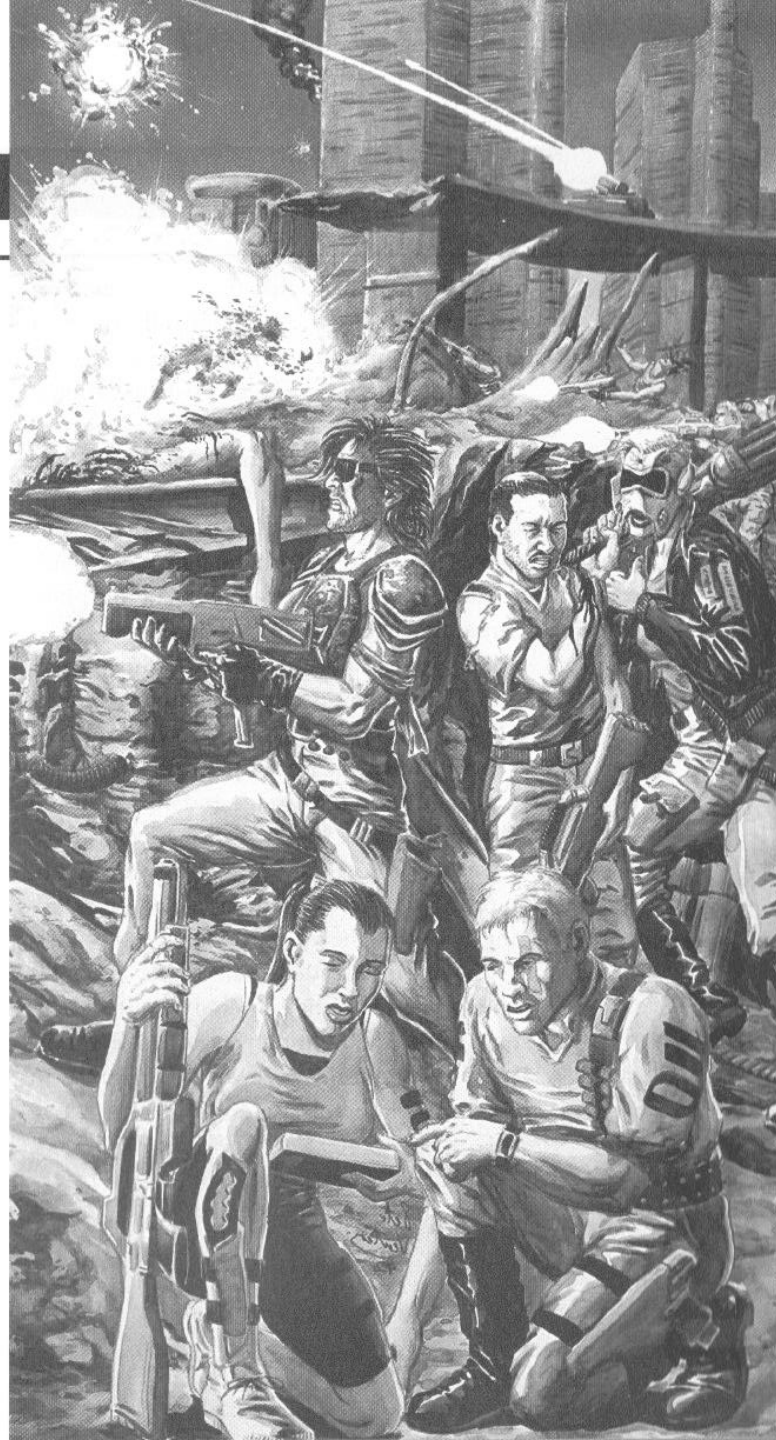
(If any Mob troops are used, a minimum of 6 Squads must be used, there is no maximum limit to the number of Squads of this type which may be used)
Up to 1/3 of the Squads may be of the following type
5 Infantry (G : AC10 : AP AS SG MP SMG, RIFLE)
Up to 2/3 of the Squads may be of the following type
5 Infantry (G : AC10 : SG RIFLE Hand Weapon)
Up to 2/3 of the Squads may be of the following type
5 Infantry (G : AC10 : Hand Wpns, Improvised Wpns)

6. ARMOUR AND HEAVY WEAPONS.

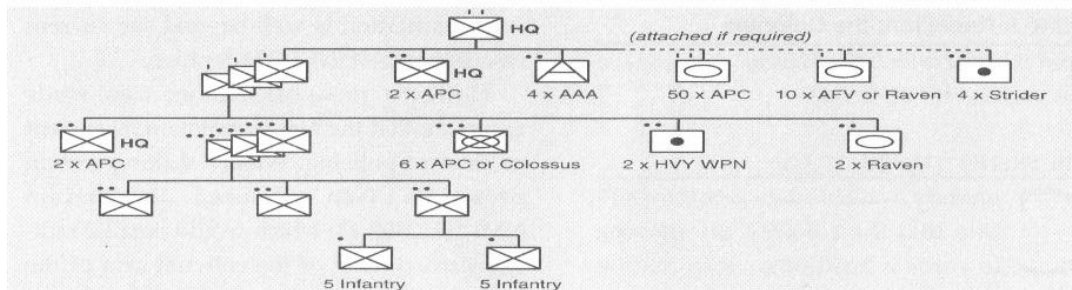
Up to RAVENs or AFV's
Up to 2 HVY WPNS Squads each consisting of
1 NCO (R,V : AC10 : Any Rebel issue)
2 Support Weapons each with 2 crew (R,V : AC10 :
SMG CR MP)
Or up to 3 Squads of 3 HELCATS.

REBEL WEAPON ISSUE

(Any Human weapon listed)



EARLY MARINE ARMY LISTS



1. MARINE HEADQUARTERS.

Up to 2 HQ Squads each consisting of
 HQ Squad 2 Officers (R,V,E : AC6 : AP
 MP SMG CR GR)
 3 NCO's (R,V,E : AC6 : Any Marine issue)
 Guard Squad 1 NCO (R,V,E : AC6 :
 Any Marine issue)
 4 Infantry (R,V,E : AC6 : Any Marine issue)
 Transport up to 2 APC (optional)

2. INTERDICT MARINES.

Up to 4 Squads of Infantry each consisting of
 1 HVY WPN (V,E : AC6 : Any
 Interdict Marine issue)
 4 Infantry (V,E : AC6/5 : Any
 Interdict Marine issue)
 Up to 2 Squads of HVY WPNs each consisting of
 1 NCO (V,E : AC6/5 : Any Interdict Marine issue)
 4 HVY WPN (V,E : AC6 : Any
 Interdict Marine issue)
 Transport Squad up to 2 Colossus (optional)

3. MARINES.

Up to 15 Squads of Marines each consisting of
 1 HVY WPN (G,R,V,E : AC10 : Any Marine issue)
 4 Infantry (G,R,V,E : AC10 : Any Marine issue)
 Up to 3 HVY WPN Squads each consisting of
 1 NCO (G,R,V,E : AC10 : Any Marine issue)
 4 HVY WPNs (G,R,V,E : AC10 : Any Marine issue)
 Up to 6 APC's (in special circumstances all Squads

may have an APC)

Up to 2 Heavy Support Squads each consisting of
 2 T-51 TALOS units or 3 HELCATS

4. TWISTERS.

These may be purchased as required.

5. SPECIAL.

In Special circumstances the following units may
 be available to support the marines.

Up to 5 AFV Squads each consisting of
 2 AFV's or 2 RAVEN

Up to 2 Heavy AAA Squads each consisting of
 1 NCO (R,V,E : AC10 : MP SMG CR GR)

2 AAA Support WPNs each with 2 Marine crew
 (R,V,E : AC10 MP SMG CR GR)

Up to 2 Heavy Support Squads each consisting of
 2 STRIDERS.

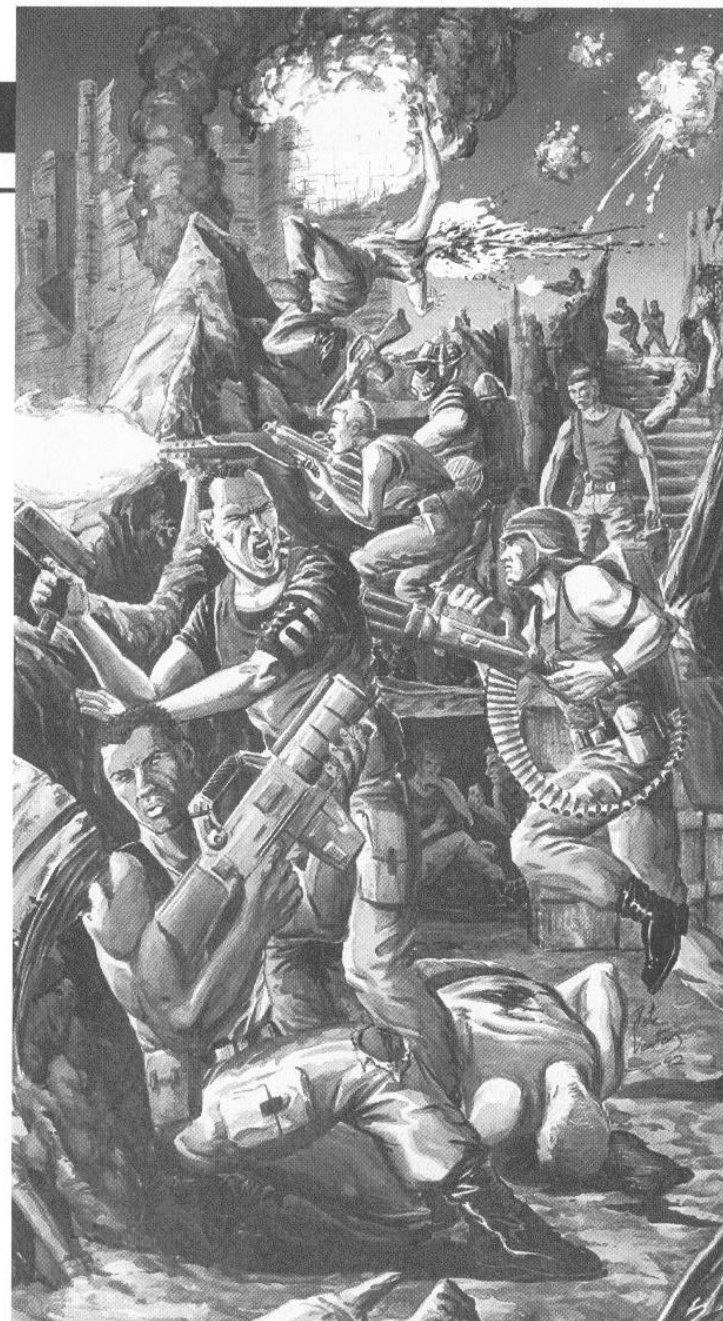
(NOTES : For every heavy weapon or support squad used at
 least three squads of normal infantry are required. Whole units
 of interdict marines are possible but rare and would be used in
 high value operations. Also for every APC bought there must
 be a squad of infantry or support weapon for it to transport)

MARINE ISSUE WEAPONS.

Heavy Weapons (RR HF CG)
 Infantry (GR CR LF MP AP SMG SG)

INTERDICT MARINE ISSUE WEAPONS.

Heavy Weapons (RR HF CG)
 Infantry (GR/GL LF GR SMG MP LMG)



COLONIAL MARINE ARMY LISTS

1. COLONIAL MARINES HEADQUARTERS

Up to 2 HQ Squads each consisting of
HQ Squad of 2 officers (R,V,E : AC9/8 :
AP MP SMG CR GR)
3 NCO's (R,V,E : AC9/8 : AC9/8 :
Any Marine issue)
Guard Squad 1 NCO (R,V,E : AC9/8 :
Any Marine issue)
4 Infantry (R,V,E : AC9/8 : Any Marine issue)

2. COLONIAL INTERDICT MARINES

Up to 4 Squads of Interdict Marines each
consisting of
1 HVY WPN (V,E : AC6 :
Any Interdict Marine issue)
4 Infantry (V,E : AC6/5
Any Interdict Marine issue)
Up to 2 Squads on Interdict
Marine HVY WPNS each consisting of
1 NCO (V,E : AC6/5 : Any Interdict Marine issue)
4 HVY WPN (V,E : AC6/5 :
Any Interdict marine issue)
Transport up to 2 Colossus (optional)

3. COLONIAL MARINES

Up to 15 Squads of Colonial Marines
each consisting of
1 HVY WPN (G,R,V,E : AC9 : Any Marine issue)
4 Infantry (G,R,V,E : AC 9/8 : Any Marine issue)
Up to 3 Squads of Colonial Marine HVY WPN's
each consisting of
1 NCO (G,R,V,E : AC9/8 : Any Marine issue)
4 HVY WPN (G,R,V,E : AC9 : Any Marine issue)
Up to 6 APC's as standard (in special circum-
stances all Squads may be in APC's)

4. HEAVY WEAPONS

Up to 2 Heavy Weapon Squads each consisting of

2 CBU units

Up to 1 Squad of 2 RAVENS

Up to 1 Support WPN Squad consisting of

1 NCO (R,V,E : AC9/8 : Any Marine issue)

2 Support Weapons each with 2 crew (R,V,E : AC9
: MP SMG CR GR)

5. TWISTERS.

These may be purchased as required.

6. SPECIAL

In special circumstances the following units may
also be purchased

Up to 5 AFV Squads each consisting of

2 AFV's or RAVENS

Up to 2 AAA Support Weapon Squads
each consisting of

1 NCO (R,V,E : 9/8 : Any Marine issue)

2 AAA Support Weapons each with 2 crew
(R,V,E : AC9 : MP SMG CR GR)

Up to 4 Heavy Support Squads each consisting of
2 STRIDERS.

(NOTES : For every heavy weapon, AFV, Strider, Raven, or
support squad, at least two basic infantry squads are required.
Whole units of Colonial Interdict Marines are possible but are
rare and are usually only used in high value operations. Also for
every APC used there must be an attendant cargo for it to trans-
port)

COLONIAL MARINE WEAPON ISSUE

Heavy Weapons (RR HF CG)

Infantry Weapons (CR GR LF SMG

AP MP SG GL)

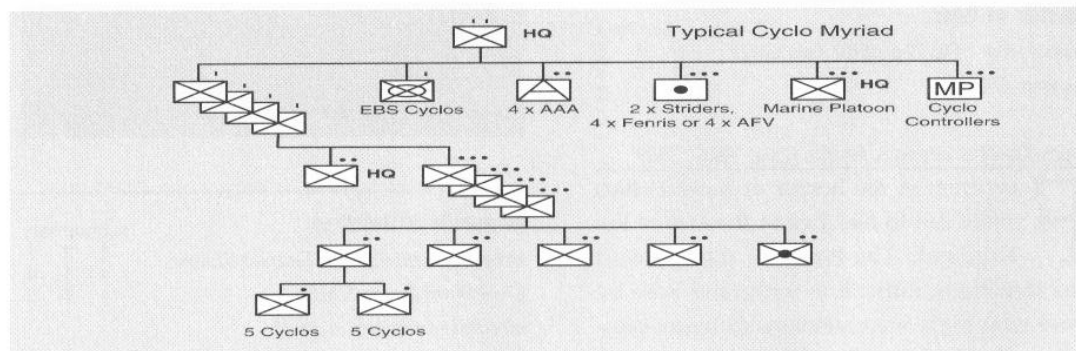
COLONIAL INTERDICT MARINE WEAPON ISSUE

Heavy Weapons (RR HF CG)

Infantry Weapons (GR/GL CR LF GR SMG MP)



CYCLO ARMY LISTS



1. CYCLO HEADQUARTERS

Up to 1 Command Squad consisting of
 HQ Squad 2 Officers (Marines)
 (V,E : AC6 : Any Marine issue)
 3 NCO's (Marines) (V,E : AC6 : Any Marine issue)
 Guard Squad 1 EBS Cyclo NCO
 (V,E : AC8/7 : CG)
 4 Cyclo Infantry (R,V,E : AC10 : Any Cyclo issue)

2. CYCLO INFANTRY

Up to 16 Squads of Cyclos each consisting of
 1 HVY WPN (G,R,V,E : AC10 : Any Cyclo issue)
 4 Infantry (G,R,V,E : AC10 : Any Cyclo issue)
 Up to 4 Squads of Cyclo Heavy Weapons
 each consisting of
 1 NCO (G,R,V,E : AC10 : Any Cyclo issue)
 4 HVY WPN (G,R,V,E : AC10 : Any Cyclo issue)

3. ELITE EBS CYCLO'S

Up to 4 Squads of Cyclos in EBS each consisting of
 1 HVY WPN (V,E : AC8 : Any Cyclo issue)
 4 Infantry (V,E : AC8/7 : Any Cyclo issue)
 Up to 1 Squad of Cyclo HVY WPN's consisting of
 1 NCO (V,E : AC8/7 : Any Cyclo issue)
 4 HVY WPNS (V,E : AC8 : Any Cyclo issue)

4. HEAVY SUPPORT UNITS

Up to 1 Support Weapon Squad consisting of
 1 NCO (R,V,E : AC10 : Any Cyclo issue)
 2 Heavy Support weapons each with 2 crew
 (R,V,E : AC10 : MP SMG GR CR)
 Up to 1 Squad of 2 STRIDERS or RAVENS

5. TWISTERS..

These may be purchased as required

6. TRANSPORT APC'S

In special circumstances APC's may be purchased
 to transport Cyclo units (One APC per 2 Squads,
 i.e. one Squad inside, one Squad riding the outside
 of the APC)

CYCLO ISSUE WEAPONS

Heavy Weapons (RR HF CG)
 Infantry (GR CR MP SMG ZS SG GL LF)

(NOTES : Cyclos are meant to be expendable, and are often
 mixed in with other troop types. In exceptional circum-
 stances all Cyclos may be EBS equipped and not just veter-
 an or elite troops. At least for squads of Cyclos must be
 used before any other troop types are used)



EARLY KRYOMEK SWARMS

NOTES : Military organisation as we understand it does not apply to the KRYOMEK. Unlike humans they know no fear, nor do they disobey orders, as a balance they lack the individual judgement and initiative of human troops.

EARLY KRYOMEK LIST:

1. COMMAND

Up to 4 Command Groups each consisting of
1 Warmaster
3 Warriors
6 Helions

2. WARROIRS

Up to 6 Warrior Groups each consisting of
3 Warriors

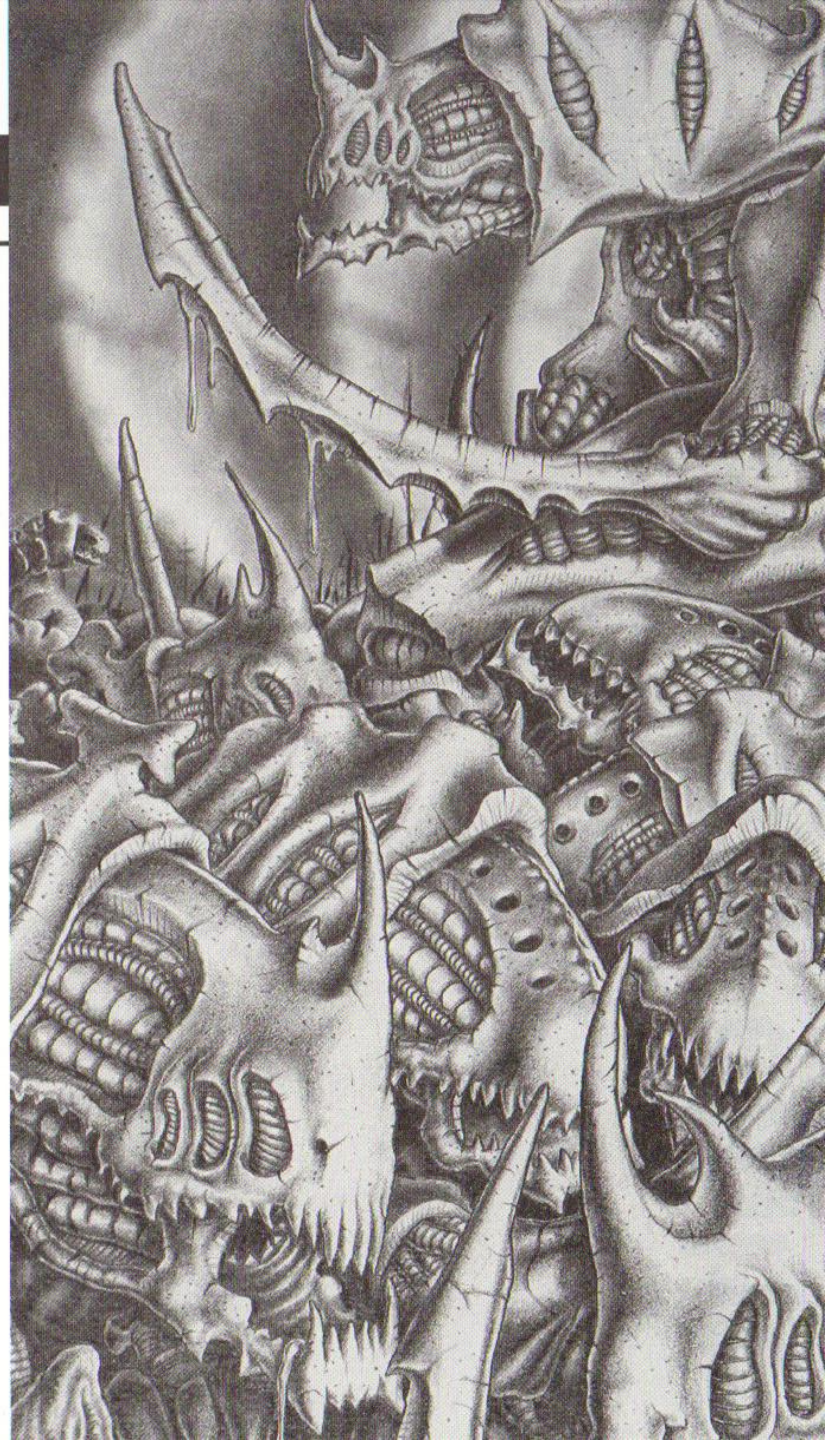
3. HELION SWARMS

Realistically there are no limits to the number of Helion Groups that can be used. Each Helion Group must consist of 6 Helions.

4. LIGHT SUPPORT

Up to 3 Light Support Groups each consisting of
3 Drones

NOTES : These are suggested forces, which with agreement between players can be changed. Theoretically the force could be entirely composed of one any cast of Kryomek, except that at least one Warmaster is required. Also all the Kryomek in these lists must be of the alpha type



tion of humanity the Krellians were not cowed but instead the news inflamed them further and the unrest turned suddenly into a vast conflagration. By the time the Shiva came through the Trans-Maktorian Diman more than half of the worlds in the Krellian Ring were in full and open rebellion against the Nexus Quorumate.

For several months the Shiva appeared and disappeared like a wraith. Xarungis resorted to violent reprisals when his threats went unheeded and to outright terror when the violence did not bring the results he wanted. In a series of lightning campaigns brilliant in their audacity, Xarungis slowly broke the back of the rebellion. By this time he had acquired the epithet "the Wolf". It is possible that he had already become insane. His atrocities lost even the excuse of purpose -

he began to wreak terrible revenge even upon those that had surrendered to him. The rebellion was made lean and desperate by his terrorism.

Xarungis the Wolf was undone by his madness. He became careless in his arrogance and finally when the Shiva was making a punitive attack on Yetagana the Rebels managed to board and take the dreadnought. Xarungis escaped with several of his stracons and some centions of elite troops loyal to him. But having lost the single most powerful weapon in the Ring to the Rebellion he was reduced to relative powerlessness.

The Quorumate had overlooked his excesses because they too were desperate. The Rebellion had spread throughout the Maktorian Cluster and the war against the Kryomek was not going well. Xarungis was their only chance. With the loss of the Shiva

the Quorumate lost all hope of putting down the Rebellion.

Seeing panhumanic spacetime slipping into hopeless anarchy, anticipating the collapse of the Nexus forces in the Kryomek warzone if they were not supplied with men and materials and fearing a Kryomek incursion that would result in the extinction of humanity the Quorumate abdicated their role in the government of the panhumanic society.

In 3507 the Quorumate passed the Statutes of Disestablishment and passed the ruling power to the megacorps in exchange for their treaties of feudal loyalty.



SWAT Hivestone Incursion Units

HEAVY HIVESTONE INCURSION UNITS

(NOTE : These are the Quorumates shock troops, the best lead and equipped, and more than a match for any other units)

1. HEADQUARTERS AND COMMAND UNITS

Up to 1 Headquarters Squad consisting of
HQ Squad 2 SWAT Officers (V,E : AC5 :
MP SMG CR GR)
3 SWAT NCO's (V,E : AC5 : Any SWAT issue)
Guard Squad 1 SWAT NCO (V,E : AC5 :
Any SWAT issue)

2. SWAT INFANTRY

Up to 3 SWAT Infantry HQ's each consisting of

1 SWAT Officer (V,E : AC5 : Any SWAT issue)
4 SWAT Infantry (V,E : AC5 : Any SWAT issue)
Up to 9 SWAT Squads each consisting of
1 SWAT HVY WPN (V,E : AC5 : Any SWAT issue)
4 SWAT Infantry (V,E : AC5 : Any SWAT issue)
Up to 3 SWAT Heavy Weapons Squads
each consisting of
1 SWAT NCO (V,E : AC5 : Any SWAT issue)
4 SWAT HVY WPNS (V,E : AC5 :
Any SWAT issue)

3. TWISTERS

These may be purchased as required

4. TRANSPORT

APC's may be purchased as required

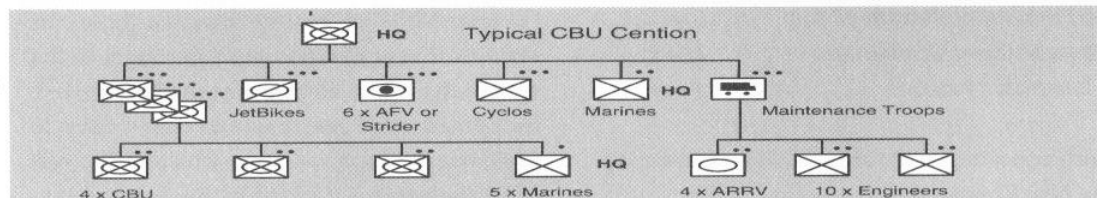
5. HEAVY ATTACK UNIT

Up to 3 Attack HQ Squads each consisting of
2 STRIDERS, or 2 RAVENS, or 2 AFV's
Up to 6 Attack Squads each consisting of
2 STRIDERS, or 2 RAVENS, or 2 AFV's
Up to 6 Assault units each consisting of
2 COLOSSUS

SWAT ISSUE WEAPONS

Heavy Weapons (RR HF CG)
Infantry (GR CR LF MP SMG GL SG)

Warzone Army Lists



(NOTES : The following lists are the Nexus heavy's, and include special units which consist solely of CBU's. The pur CBU units are intended for use in suicidal operations like deep hive incursions where the unit goes deep into the hive and then self destructs, or in situations where human troop loyalties may become suspect.)

TYPICAL CBU CENTION

1. COMMAND AND HEADQUARTERS TROOPS

Up to 1 HQ Squad consisting of
 HQ Squad of 2 Officers (Interdict Marines) (V,E : AC6 : Any Interdict Marine issue)
 3 NCO's (V,E : AC6 : Any Interdict Marine issue)
 1 APC or STRIDER
 Guard Squad consisting of
 2 CBU units or 3 HELCATS

2. CBU CONTROL

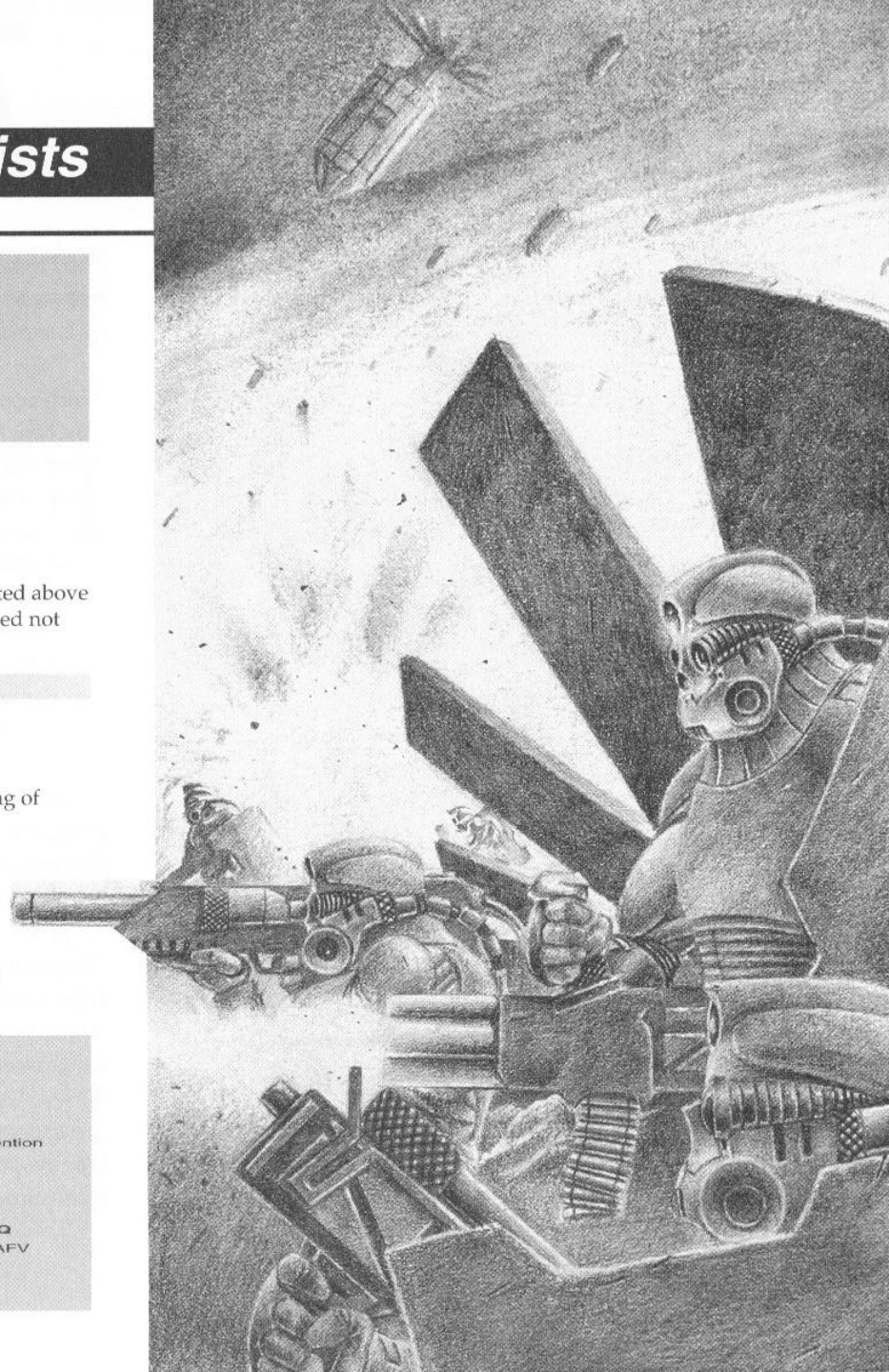
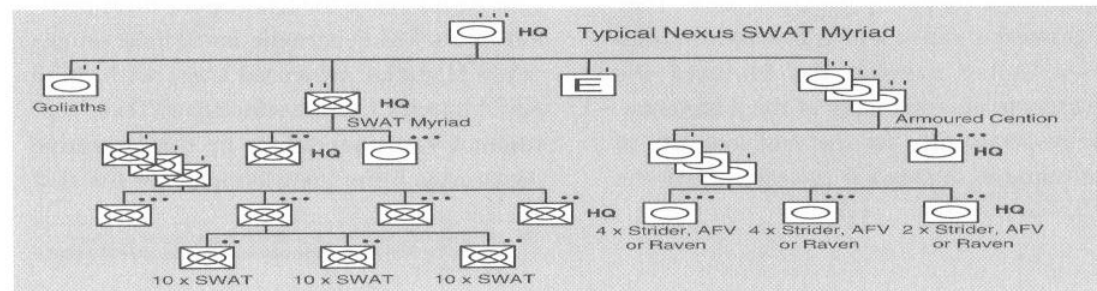
Up to 3 CBU Command and Control Squads (Interdict Marines) each consisting of

1 Officer/NCO (V,E : AC6
 Any Interdict Marine issue)
 4 Controllers (R,V,E : AC6 :
 Any Interdict Marine issue)
 1 APC or STRIDER

(NOTES : All the Headquarters troops listed above may be used as remote controllers and need not actually be used or purchased)

3. CBU UNITS

Up to 18 CBU Squads each consisting of
 4 CBU Units or 6 HELCATS (Weapons issued as required)
 4. Up to 6 Squads of Cyclos each consisting of
 1 HVY WPN (G,R,V,E : AC8/7 : Any Cyclo issue)
 4 Cyclos (G,R,V,E : AC8/7 : Any Cyclo issue)
 5. Up to 6 Squads of Jet Bikes each consisting of
 2 Jet Bikes each with 2 crew (May be T62)



Heptadic Rebel List

1. HEPTADIC REBELS HEADQUARTERS

Up to 1 Battle group HQ consisting of
 HQ Squad 2 Officers (R,V,E : AC7 :
 MP SMG CR GR)
 3 NCO's (R,V,E : AC7 : Any Rebel issue)
 Guard Squad 1 NCO (R,V,E : AC7 :
 Any Rebel issue)
 4 Infantry (R,V,E : AC7 : Any Rebel issue)
 Transport Squad (optional) 2 APC or 2 STRIDER

2. STRIDER SUB GROUP HEADQUARTERS

Up to 3 Sub HQ Squads each consisting of
 1 STRIDER or APC (optional)
 1 Officer (R,V,E : AC7 : MP SMG CR GR)
 4 Infantry (R,V,E : AC7 : Any Rebel issue)

3. STRIDER UNITS

Up to 9 STRIDER Squads each consisting of
 2 STRIDERS each carrying 5 Infantry (G,R,V,E :
 AC7 : Any Rebel issue)

4. JET BIKE HQ SUB UNITS

Up to 3 Jet Bike HQ Squads each consisting of
 1 Officer (G,R,V,E : AC9 : MP SMG CR GR)
 4 Infantry (G,R,V,E : AC9 : MP SMG CR GR SG)
 3 Jet Bikes

5. JET BIKE UNITS

Up to 9 Jet Bike Squads each consisting of
 3 jet bikes each carrying 2 Infantry (G,R,V,E : AC9 :
 MP SMG CR GR SG)

6. COLOSSUS SUB GROUP HEADQUARTERS

Up to 1 COLOSSUS HQ Consisting of
 1 COLOSSUS

7. COLOSSUS UNITS

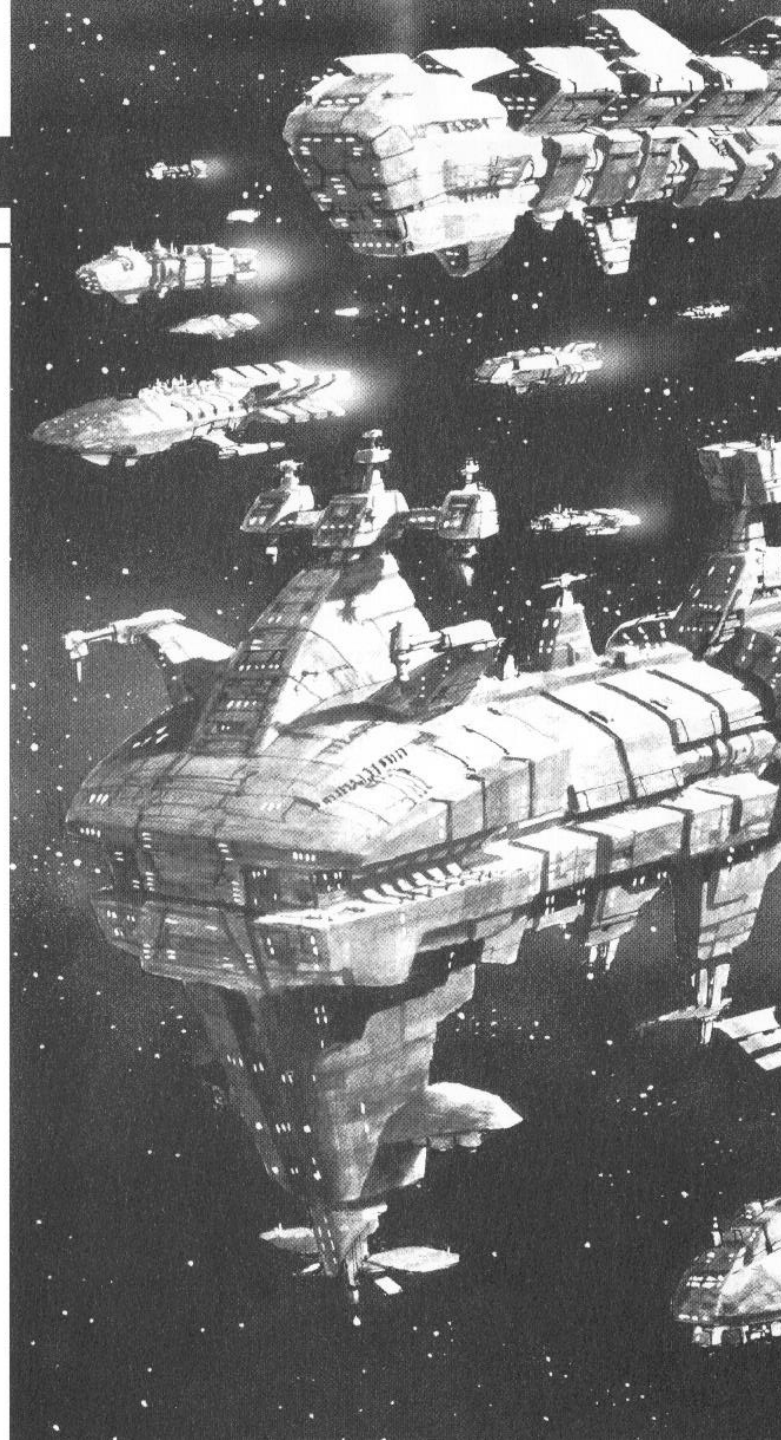
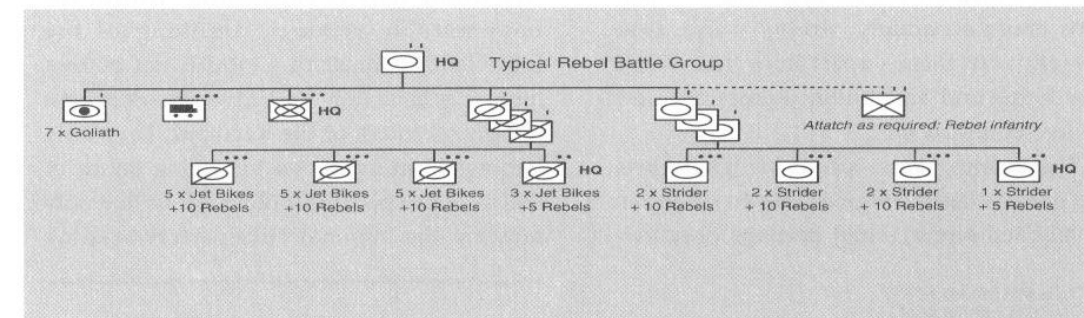
Up to COLOSSUS Squads each consisting of
 2 COLOSSUS

8. ATTACHED INFANTRY

(NOTES : These infantry units are for use with the
 COLOSSUS Units. Of these up to 8 Squads may be
 Cyclos and 4 Squads may be Marines)
 Up to 35 Squads of Infantry (G,R,V,E : AC10 :
 Any Rebel issue)

HEPTADIC REBEL ISSUE WEAPONS

Heavy Weapons (RR HF CG)
 Infantry (GR CR LF MP AP SMG SG GL)



2nd Swarm list

LATE KRYOMEK SWARMS

NOTES : Later Kryomek Swarms were it appears slightly more structured, whether from copying human organisations, or not, it is impossible to say. These later Kryomek Swarms also included new and previously unencountered strains, such as "Kite Kryomek" for use in space, and flying Kryomek for use in planetary atmospheres. General organisation for these new strains appear to be the same as for regular Kryomek groups. Also making their first appearance were the new Kryomek heavy support weapons. Also unlike the earlier Kryomek Swarms which had only one type of Kryomek there are now several different strains of them.

BASIC KRYOMEK CHAIN OF COMMAND

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IMPERIAL HIVEMASTERS (Kryomek base worlds)
/
HIVEMASTERS (Hivestones)
/
BATTLEFIELD SWARMMASTERS
/
SWARMMASTERS (1 or 2 per Swarm)
/
WARMASTERS
/
WARRIORS ..... SUPT-WPNS
/
HELIONS and DRONES
    
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TYPICAL KRYOMEK GREAT SWARM

1. COMMAND

Up to 1 Battlefield Swarmmaster
 Up to 2 Swarmmasters
 Up to 6 Command Groups each consisting of
 1 Warmaster
 3 Warriors
 6 Helions

2. WARRIORS

Up to 9 Warrior Groups each consisting of
 3 Warriors

3. HELION SWARMS

Realistically there are no limits to the number of Helion Groups that can be used. Each Helion Group must consist of 6 Helions)

4. KRYOMEK SUPPORT WEAPONS

Up to 3 Groups of Ballistae each consisting of
 2 Ballistae with 2 or 4 Warrior crew
 Up to 3 Groups of Serumic pipes
 each consisting of
 2 Serumic pipes with 2 Warrior crew
 Up to 5 AFV Groups each consisting of 2 AFV's

5. DRONES

Up to 6 Drone Groups each consisting of
 3 Drones

