5.1 The Technical Data Section

This section contains information that is necessary to use any element with the KRYOMEK 25mm Skormish Game System.

It is roughly divided into three main sections: *STATS ; POINTS ; WEAPONS* . The use of each of these is described in detail in the following paragraphs.

5.2 STATS

The pages headed "STATS" contain the complete games statistics for every Vehicle, Module and CBU that is described in this book. Here will be found information about movement, armour, weapons and a host of other things.

NOTE: some of the Stats given here will differ from that described in "Chapter 10: Hardware" of KRYOMEK. Where this happens the information given here should beused in preference.

5.21 Key for the STATS Tables

The name of the Elements is given on the left hand side of the Tables. The columns of each Table correspond to the different game statistics and each is labelled at its foot.

Their meaning is as follows:

CHASSIS TYPE
– whether it is Wheeled **[W]**, Tracked **[T]**, Hover **[H]** or Strider **[S]**. (Vehicles only)

HANDLING CLASS: TOP SPEED: MAX. SPEED : ACCELERATION: DECELERATION
– standard Vehicle characteristics [see K10.1]

CREW: MASS: SIZE
-standard Vehicle & Module characteristics.

ARMOUR CLASS
– standard Armour Class and whether it is Soft **[S]** or Hard **[H].** [see K11.4 &K 11.5]

HULL SWIVEL
– the maximum angle that a hull can turn fromthe direction of travel [in degrees]

PRIMARY / SECONDARY
– whether the described function or weapon is Primary **[P]** or Secondary **[S]** [see K11.10]

NUMBER
– the Number of Weapon Housings of that Type.

FIRE CONTROL
– whetherthe weapon is Independant **[IND]** or Linked **[LNK].**

CATEGORY
– whether the weapon is Mono or Twin

WEAPON TYPE

– the name of that weapon as described in the Weapon Tables.

PLATFORM
– whether the weapon Platformis Fixed **[FX]** or Free **[FE]**

MOUNTING
– whether the weapon is Hull **[H]** or Turret **[T]** mounted.

DIRECTION OF FIRE

– whether the weapon fires Forward **[F]**, to the Right **[R]**, to the Left **[L]**, to both **[RL]**, to the Back **[B]** or in All directions **[A]**.

FIRE ARC

– the angle to either side of straight ahead that the weapon can fire [in degrees].

ACCESSWAYS

– how many ways a Module can be entered and whether this can only be done through a single Hatch **[H]**.

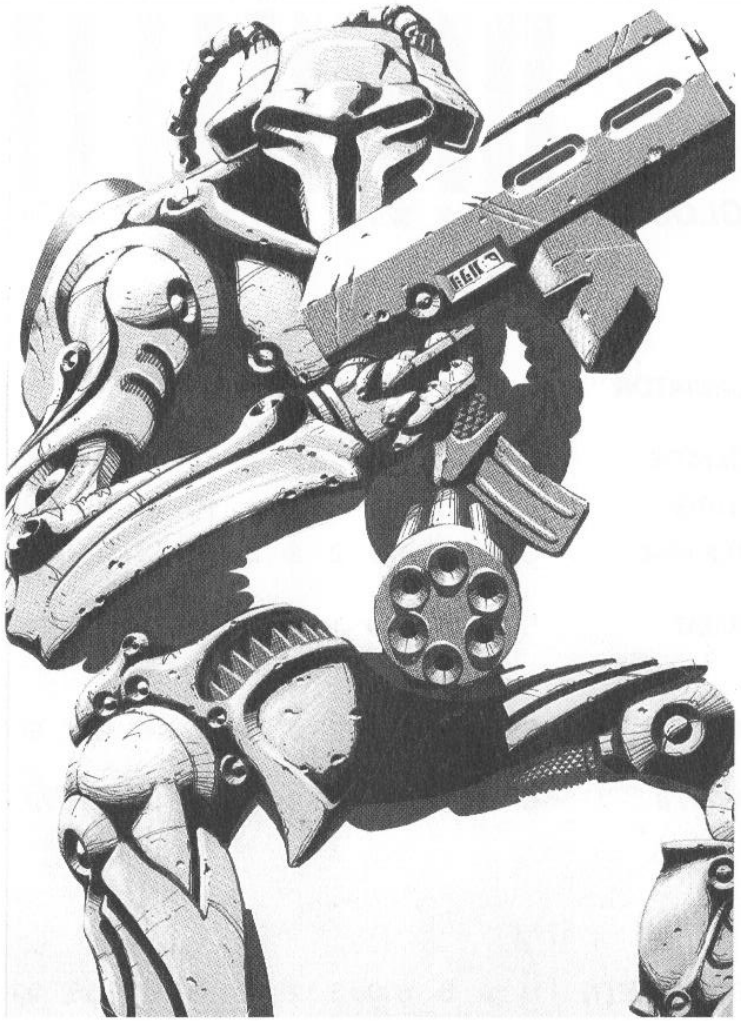
CAPACITY

– how many men (beyond the crew) that that Module can accomodate.

5.3 Points

The pages headed "POINTS" contain Points for use with the game for every Troop Type (with all the allowed weapon and armour combinations); Vehicle, Module and CBU that is described in this book.

NOTE: These Points have been calculated using all the rules and modifications found in this book and are accurate only if these are all used as described.



STATS

VEHICLES

		chassis type	handling class	top speed	max. speed (mm)	acceleration	deceleration	crew	mass	size	armour class	hull swivel	primary/secondary	number	fire control	category	weapon type	platform	mounting	direction of fire	fire arc
COLOS-SUS	***COLOSSUS***	S	1	2	320	1	1	7	128	52	4H	45	P	2	LNK	Mono	Auto Cannon	FX	H	F	Hull
													S	2	LNK	Twin	Machine Cannon	FE	T	A	360
													S	8	IND	Mono	Chain Gun	FE	H	RLFB	45
													S	3	IND	Mono	Squad Issue	FE	H	RLF	45
													(Squad Issue is passenger personal weapons)								
STORM STRIDERS	***GLADIATOR***	S	3	3	400	1	2	2	16	13	7H	90	P	2	LNK	Mono	Machine Cannon	FX	H	F	Hull
													S	1	IND	Mono	LMG	FE	H	F	90
	GOLIATH	S	2	3	320	1	2	2	17	13	4H	90	P	2	LNK	Mono	Cannon	FX	H	F	Hull
	FENRIS	S	3	3	480	1	2	2	15	13	10H	90	P	3	LNK	Mono	Chain Cannon	FX	H	F	Hull
	VALKYRIE	S	3	3	480	2	2	3	15	13	10H	90	P	1	IND	Twin	Chain Gun	FX	H	F	Hull
													S	2	IND	Mono	LMG	FE	H	LR	90
	TIAMAT	S	3	3	400	1	2	2	16	13	7H	90	P	2	LNK	Mono	Napalm Cannon	FX	H	F	Hull
RAVEN	***RAVEN***	S	4	4	560	2	2	1	12	10	13H	90	P	3	IND	Mono	Chain Gun	FE	H	RLF	45
													S	2	LNK	Twin	LMG	FX	H	F	Hull
	RAVEN II	S	4	4	560	2	2	1	12	10	13H	90	P	1	IND	Mono	Chain Gun	FE	H	RLF	45
													P	2	LNK	V12	Cluster Missiles	FX	H	F	Hull
													S	2	LNK	Twin	LMG	FX	H	F	Hull
JET CYCLES	***JET CYCLE (1)***	H	5	5	800	3	2	1	3	7	8S	90	P	1	IND	Twin	LMG	FX	H	F	22.5
	JET CYCLE (2)	H	4	5	720	3	2	2	3	7	8S	90	P	1	IND	Twin	LMG	FX	H	F	22.5
													S	1	IND	Twin	LMG	FX	H	B	22.5

		chassis type	handling class	top speed	max. speed (mm)	acceleration	deceleration	crew	mass	size	armour class	hull swivel	primary/secondary	number	fire control	category	weapon type	platform	mounting	direction of fire	fire arc
ASSAULT GUN	***OGRE***	W	2	2	240	1	2	3	20	14	4H	45	P	1	IND	Mono	Howitzer	FX	H	F	22.5
													S	1	IND	Mono	LMG	FE	H	F	90
	DARK OGRE	T	2	2	240	1	2	3	20	14	4H	45	P	1	IND	Mono	Howitzer	FX	H	F	22.5
													S	1	IND	Mono	LMG	FE	H	F	90
	CLOUD OGRE	H	1	2	240	1	1	3	20	14	4H	45	P	1	IND	Mono	Howitzer	FX	H	F	22.5
													S	1	IND	Mono	LMG	FE	H	F	90
APC	***CARRIER***	W	3	3	480	1	2	2	17	14	13H	45	P	1	IND	Twin	Chain Gun	FX	T	F	135
	SANDCARRIER	T	3	3	400	1	2	2	17	14	13H	45	P	1	IND	Twin	Chain Gun	FX	T	F	135
	CLOUDCARRIER	H	2	3	480	1	1	2	17	14	13H	45	P	1	IND	Twin	Chain Gun	FX	T	F	135
TANK	***NOMAD***	W	3	2	320	1	2	3	19	14	7H	45	P	1	IND	Twin	Cannon	FX	T	A	360
	ASSEGAI	T	3	2	320	1	2	3	19	14	7H	45	P	1	IND	Twin	Cannon	FX	T	A	360
	THUNDERCLOUD	H	3	2	320	1	2	3	19	14	7H	45	P	1	IND	Twin	Cannon	FX	T	A	360
ROCKET LAUNCHER	***STORM***	W	3	3	400	1	2	2	18	14	10H	45	P	1	IND	V12	Cluster Missiles	FX	T	A	360
	DARKSTORM	T	3	2	320	1	2	2	18	14	10H	45	P	1	IND	V12	Cluster Missiles	FX	T	A	360
	CLOUDDART	H	2	3	400	1	1	2	18	14	10H	45	P	1	IND	V12	Cluster Missiles	FX	T	A	360

STATS

MODULES

	Modules-Points	crew (men)	mass	size	armour class	accessways	capacity (men)	primary/secondary	number	fire control	category	weapon type	platform	mounting	direction of fire	fire arc
COMMAND BUNKER [A]	**94.5**	4	35	26	5H	3	5	P	-	-	-	Sensors	-	-	-	-
								S	1	IND	Twin	LMG	FX	T	O	360
COMMAND BUNKER [B]	**199.0**	4	35	26	5H	3	5	P	1	IND	Mono	Cannon	FX	T	O	RST
								S	1	IND	Mono	Cluster Missiles	FX	T	O	RST
LIGHT GUN BUNKER [A]	**113.0**	2	20	15	10H	1	–	P	1	IND	Twin	LMG	FX	T	O	360
								P	1	IND	Twin	LMG	FX	T	O	RST
LIGHT GUN BUNKER [B]	**102.0**	2	20	15	10H	1	–	P	1	IND	Twin	LMG	FX	T	O	360
								P	1	IND	Mono	LMG	FX	T	O	RST
HEAVY GUN BUNKER [A]	**144.0**	3	34	24	5H	1	–	P	1	IND	Mono	Howitzer	FX	T	O	360
HEAVY GUN BUNKER [B]	**175.3**	3	34	24	5H	1	–	P	1	IND	Mono	Auto-Cannon	FX	T	O	360
HEAVY GUN BUNKER [C]	**42.0**	3	34	24	5H	1	–	P	1	IND	Mono	Guided Missiles	FX	T	O	360
HEAVY GUN BUNKER [D]	**148.0**	3	34	24	5H	1	–	P	2	LNK	V12	Cluster Missiles	FX	T	O	360
GUN TOWER - DEFENCE [A]	**0.0**	1	27	20	10H	3	–	P	-	-	-	Sensors	-	-	-	-
GUN TOWER - DEFENCE [B]	**105.5**	1	27	20	10H	3	–	P	1	IND	Mono	Auto-Cannon	FX	T	O	360
GUN TOWER - DEFENCE [C]	**51.0**	1	27	20	10H	3	–	P	1	IND	Mono	Guided Missiles	FX	T	O	360
GUN TOWER - DEFENCE [D]	**99.0**	1	27	20	10H	3	–	P	1	LNK	V12	Cluster Missiles	FX	T	O	360
GUN TOWER - ADVANCE	**124.0**	1	19	14	10H	H	–	P	1	IND	Mono	Cannon	FX	T	O	360
SQUAD BUNKER	**62.5**	0	27	20	7H	2	10	P	1	IND	Mono	LMG	FX	T	O	360
MICRO GUN TOWER [A]	**59.0**	0	11	8	16H	0	–	P	1	IND	Twin	LMG	FX	T	O	360
MICRO GUN TOWER [B1]	**44.5**	0	11	8	16H	0	–	P	1	IND	Mono	LMG	FX	T	O	360
MICRO GUN TOWER [B2]	**59.0**	0	11	8	16H	0	–	P	1	IND	Twin	LMG	FX	T	O	360
LANDING PAD	**0.0**	1	27	20	10H	1	–									
HOSPITAL	**0.0**	3	34	24	10H	3	10									
POWER DOME	**0.0**	1	21	16	5H	1	–									
STRATEGIC MISSILE SILO	**0.0**	0	25	19	5H	H	–									
ANTI-MISSILE SILO	**0.0**	0	12	9	5H	H	–									
LINKING CORRIDORS [2]	**0.0**	0	12	9	10H	2	5									
LINKING CORRIDORS [3]	**0.0**	0	12	9	10H	3	5									

POINTS VALUES

VEHICLES, STRIDERS AND CBUS

VEHICLE[1] TYPE	Assault	APCs	Tanks	Rocket	Loki Helcat	Fury Helcat	Cerberus Helcat
Green	179.0	52.0	117.0	100.0			
Regular	238.5	60.5	142.0	102.0			
Veteran	246.5	72.5	151.5	105.5			
Elite	260.8	80.5	153.5	114.0	16.5	37.0	25.0

	Gladiator	Goliath	Tiamat	Valkyrie	Fenris	Raven Alpha	Raven Beta	Colossus
Green						122.0	79.5	
Regular	135.0	229.5	179.0	129.5	124.5	159.5	85.5	
Veteran	150.0	255.0	213.0	152.5	142.5	198.0	96.0	550.0
Elite	160.5	274.5	217.0	167.5	149.5	213.0	103.5	605.5

TALOS CBU Units	T-51 Chassis	T-62 Chassis	T-62M Chassis	T-72 Chassis	T-82 Chassis	Sword GR GL	Shield Arm	Heavy Flamer	Recoilless Rifle	Power Hand	Chain Gun	Twin LMG	Combat Rifle/ Gauss Rifle	Twin Combat Rifle	Sensor Arm
Item	20	25.0	30.0	40.0	50.0	15.0	5.0	14.0	20.0	5.0	21.5	19.0	9.0	8.0	0.0

Note: To calculate Talos Value, add the chassis type points value to the combined value of the arms.

1 - The points value is the same irrespective of whether the vehicle is tracked, wheeled, grav or air-cushion type.

POINTS

NEXUS MILITARY & HEPTADIC REBELS

		Unarmed	Hand Weapons	Auto-Pistol	Machine Pistol	Sub-Machine Gun	Combat Rifle	Gauss Rifle	Auto-Shotgun	Light Machine Gun (gyro)	Chain Gun (gyro)	Recoilless Rifle	Greande Launcher	Heavy Flamer	Light Flamer
GREENS	AC10	3.5	4.0	5.5	7.0	8.0	9.5	11.5	7.5	10.0	12.5	11.0	10.5	12.0	9.0
	AC9	4.0	4.0	6.0	8.0	8.5	10.0	12.0	8.5	11.0	13.5	12.0	11.0	13.5	10.0
	AC8	3.5	4.5	6.5	9.0	9.5	10.5	13.0	9.0	12.0	14.5	13.0	12.0	15.5	11.0
	AC7	5.5	6.0	7.5	10.0	10.5	11.5	14.0	10.0	13.5	16.5	14.0	12.5.	18.0	12.5
	AC6	6.5	7.0	8.5	11.5	12.0	12.5	15.0	11.0	15.0	18.5	16.0	13.5	21.0	15.0
REGULARS	AC10	3.5	4.0	6.5	8.5	10.0	13.0	15.5	9.5	13.0	16.5	16.0	13.0	15.5	11.0
	AC9	5.0	5.5	7.0	9.5	11.0	13.5	16.5	10.5	14.0	18.0	17.0	14.0	17.0	12.0
	AC8	5.5	6.0	7.5	10.5	11.5	14.5	17.5	11.5	15.5	20.0	18.5	15.0	19.0	13.5
	AC7	6.5	7.0	8.5	12.0	13.0	16.0	19.0	12.5	17.0	22.0	20.0	16.5	21.5	15.5
	AC6	7.5	8.0	9.5	13.5	14.5	17.5	21.0	14.5	19.0	25.0	22.0	18.5	24.5	18.5
VETERANS	AC10	5.0	5.5	7.0	10.0	12.0	16.5	20.0	11.0	16.5	21.0	20.5	15.0	16.5	11.5
	AC9	6.0	6.5	8.0	11.0	13.0	17.5	21.0	12.0	17.5	22.5	22.0	16.0	18.5	13.0
	AC8	6.5	7.0	8.5	12.0	14.0	18.5	22.0	13.0	19.0	24.5	23.5	17.5	21.0	14.5
	AC7	7.5	8.0	9.5	13.5	15.5	20.0	23.5	14.5	20.5	26.5	25.0	19.0	24.0	16.5
	AC6	8.5	9.0	10.5	15.0	17.0	22.0	25.5	16.5	23.0	29.5	27.5	21.0	28.0	19.5
	AC5	10.0	10.5	12.0	18.0	19.5	24.5	28.5	19.0	26.0	34.0	31.0	24.0	33.5	23.0
ELITES	AC10	6.0	6.5	8.0	11.0	13.5	18.5	21.5	11.5	18.0	23.0	22.5	16.0	17.5	12.5
	AC9	6.0	6.5	8.0	12.0	14.5	19.5	22.5	12.5	19.5	24.5	23.5	17.0	19.5	14.0
	AC8	7.0	7.5	9.0	13.0	15.5	21.0	24.0	13.5	21.0	26.5	25.5	18.5	22.0	15.5
	AC7	8.0	8.5	10.0	14.5	17.0	22.5	25.5	15.0	23.5	29.5	27.5	20.5	25.5	18.0
	AC6	9.0	9.5	11.0	16.5	19.0	24.5	28.0	17.0	26.0	33.0	30.5	22.5	29.5	21.0
	AC5	10.5	11.0	12.5	19.5	22.0	27.0	31.5	20.0	30.5	38.0	34.0	25.5	35.5	25.0

SNIPERS

	Gauss Rifle	Gauss Rifle [E]
VETERAN		
AC10	21.0	22.0
AC9	22.5	23.5
AC8	24.0	25.0
AC7	25.5	26.5

	Gauss Rifle	Gauss Rifle [E]
ELITE		
AC10	22.5	23.5
AC9	23.5	24.5
AC8	25.5	26.5
AC7	26.0	27.0

	Combat Rifle	Gauss Rifle
BATTLE-TRIED		
AC10	15.5	19.5
AC9	17.0	20.0
AC8	18.0	21.0
AC7	19.0	22.5

	Combat Rifle	Gauss Rifle
EXPERIENCED		
AC10	17.5	20.5
AC9	18.5	21.5
AC8	19.5	22.5
AC7	23.0	24.0

	Unarmed	Hand Weapons	Auto-Pistol	Machine Pistol	Sub-Machine Gun	Combat Rifle	Gauss Rifle	Auto-Shotgun	Chain Gun(Gyro)	Recoilless Rifle	Grenade Launcher	Heavy Flamer	Light Flamer	Shotgun/Rifle
MOB														
AC10	2.0	2.5	4.5	6.0	7.0	-.-	-.-	6.5	-.-	-.-	-.-	-.-	-.-	5.5
RAW														
AC10	3.0	3.5	6.0	7.5	9.0	11.0	13.5	8.5	14.5	13.5	11.5	13.5	10.0	5.5
AC9	3.5	4.0	6.5	8.5	9.5	11.5	14.0	9.0	15.5	15.5	12.5	15.0	11.0	8.0
AC8	4.0	4.5	7.0	9.5	10.0	12.5	15.0	10.0	17.0	16.5	13.5	17.0	12.0	9.0
AC7	4.5	5.0	8.0	11.5	11.5	13.5	16.5	11.0	19.0	17.0	14.5	20.0	14.0	11.0
BATTLE TRIED														
AC10	4.0	4.5	6.5	9.0	12.0	14.0	17.5	10.0	18.5	18.0	14.0	16.0	11.0	8.5
AC9	4.5	5.0	7.5	10.0	12.5	15.5	18.5	11.0	20.0	19.5	15.0	17.5	12.5	9.5
AC8	5.0	5.5	8.0	11.0	13.5	16.5	19.5	12.0	22.0	21.0	16.0	20.0	14.0	10.5
AC7	5.5	6.0	9.0	12.5	15.0	18.0	21.0	13.5	24.0	22.5	17.5	22.5	16.0	12.0
AC6	6.0	6.5	10.0	14.0	15.5	19.5	23.0	15.5	27.0	24.5	19.5	26.0	19.0	13.5
EXPERIENCED														
AC10	4.5	5.0	7.5	10.5	12.5	17.5	20.5	11.0	22.0	21.0	15.5	17.0	12.0	10.0
AC9	5.0	5.5	8.0	11.5	13.5	18.0	21.5	12.0	23.0	22.5	16.5	19.0	13.5	11.0
AC8	5.5	6.0	8.5	12.5	14.5	19.5	23.0	13.0	25.5	24.0	18.0	21.5	15.0	12.0
AC7	6.0	6.5	9.5	14.0	16.0	21.0	24.5	14.5	27.5	26.0	19.5	24.5	17.0	13.5
AC6	6.5	7.0	10.5	15.5	18.0	23.0	26.5	16.5	31.5	28.5	21.0	28.5	20.0	15.0

POINTS

NEXUS CYCLOS

		Auto-Pistol	Machine Pistol	Sub-Machine Gun	Combat Rifle	Gauss Rifle	Auto-Shotgun	Chain Gun (Gyro)	Recoilless Rifle	Greande Launcher	Heavy Flamer	Light Flamer	Unarmed	Hand Weapons
GREENS	AC10	6.0	6.5	8.5	9.0	10.5	7.0	13.5	12.0	12.5	13.0	10.0	5.0	5.5
	AC9	6.5	7.5	9.0	9.5	11.0	8.0	14.5	13.0	13.0	14.5	11.0	6.0	6.5
	AC8	7.5	8.0	10.0	10.5	11.5	8.5	15.5	14.0	14.0	15.5	12.0	6.5	7.0
	AC7	8.0	8.5	11.0	11.5	12.5	9.0	17.5	15.0	14.5	17.0	13.5	7.0	7.5.
REGULARS	AC10	6.5	7.5	9.5	10.0	11.5	8.0	14.5	13.0	13.5	14.0	12.5	6.0	6.5
	AC9	7.5	8.5	10.0	10.5	12.0	9.0	15.5	14.0.	14.0	15.5.	13.0	7.0	7.5.
	AC8	8.0	9.0	11.0	11.5	12.5	9.5	16.5	15.0	15.0	16.5.	14.0	7.5	8.0.
	AC7	8.5	9.5	12.0	12.5	13.5	10.0	18.5	16.0	15.5.	18.0	14.5	8.0.	8.5
VETERANS	AC10	7.0	8.0	10.0	10.5	12.0	8.5	15.0	13.5	14.0	14.5	13.0	6.5	7.0
	AC9	8.0	9.0	10.5	11.0	12.5	9.5	16.0	14.5	14.5	16.0	13.5.	7.0	7.5.
	AC8	8.5	9.5	11.0	12.5	13.0	10.0	17.0	15.5	15.5	17.0	14.5.	8.0	8.5.
	AC7	9.0	10.0	12.5	13.0	14.0	10.5	19.0	16.5	16.0	18.0	15.0	8.5	9.0.
	AC6	10.0	11.0	13.5	14.0	15.0	11.5	20.0	17.5	17.0	19.5	16.0.	9.0	9.5.
ELITES	AC10	8.0	9.0	11.0	11.5	13.0	9.5	16.0	14.5	15.0	15.5	14.0	7.0	7.5
	AC9	9.0	10.0	11.5	12.0	13.5	10.0	17.0	15.5	16.0	17.0	14.5	7.5	8.0
	AC8	9.5	10.5	12.5	13.5	14.0	11.0	18.0	16.5	17.0	18.0	15.5	8.5	9.0
	AC7	10.0	11.0	13.5	14.0	15.0	11.5	20.5	17.5	18.0	19.0	16.0	9.0	9.5
	AC6	11.0	12.0	14.5	15.0	16.0	12.5	21.5	18.5	19.0	21.0	17.0	9.5	10.0

The cost in Points of a Heptadic Rebel Cyclo is the same as a standard Nexus marine of the same Training Class, Armour Class and armed with the same weapons.

KRYOMEK

POINTS AND STATS

Note: Kryomek vehicles are treated as their human equivalent except they require 4 CVs and have no crew to kill.

		Points Value	chassis type	handling class	top speed	max. speed (mm)	acceleration	deceleration	mass	size	armour class	hull swivel	primary/secondary	number	fire control	category	weapon type	platform	mounting	direction of fire	fire arc
BIO-POD	***KYBP T3***	**263.0**	T	2	2	300	1	2	20	14	12H	45	P	1	IND	?	Cloud Duster	FX	H	F	22.5
													S	1	IND	?	Bio-Acid Spray	FE	H	F	22.5
	KYBP G3	**263.0**	G	2	2	380	1	2	20	14	12H	45	P	1	IND	?	Cloud Duster	FX	H	F	22.5
													S	1	IND	?	Bio-Acid Spray	FE	H	F	22.5
APC	***KYAP T2***	**100.5**	T	2	3	400	2	2	17	14	15H	45	P	1	IND	?	Bio-Acid Spray	FE	T	F	45.0
	KYAP G2	**100.5**	G	2	3	480	2	2	17	14	15H	45	P	1	IND	?	Bio-Acid Spray	FE	T	F	45.0
TANK	***KYPP T1***	**360.0**	T	2	2	300	1	2	20	14	10H	45	P	1	IND	?	Corroder Lance	FE	T	A	360
													S	1	IND	?	Bio-Acid Jet	FE	T	A	360
	KYPP T1	**360.0**	G	2	2	380	1	2	20	14	10H	45	P	1	IND	?	Corroder Lance	FE	T	A	360
													S	1	IND	?	Bio-Acid Jet	FE	T	A	360
SPORE LAUNCHER	***KYTT T4***	**163.0**	T	2	2	300	1	2	20	14	8H	45	P	4	IND	?	Spore Launcher	FX	H	F	22.5
													S	1	IND	?	Bio-Acid Spray	FE	H	F	22.5
	KYTT G4	**163.0**	T	2	2	380	1	2	20	14	8H	45	P	4	IND	?	Spore Launcher	FX	H	F	22.5
													S	1	IND	?	Bio-Acid Spray	FE	H	F	22.5

KRYOMEK

POINTS AND STATS

HELIONS	
Somatic Natural	*13*
Warriors and Drones	
Somatic Natural	*47.5*
Bio-Acid Spray	*60.0*
Molecular Blade	*83.0*
Molecular Blade and Bio-Acid Spray	*92.0*
Two Molecular Blades	*105.0*
Bio-Acid Jet	*65.5*
Spore Launcher	*63.0*
Claws	*105.5*
Warmasters	
Somatic Natural	*138.0*
Plasmid Cloud Duster	*185.0*
Corroder Lance	*309.5*
Molecular Cleaver	*212.0*
Two Molecular Cleavers	*298.0*
Cleaver and Cloud Duster	*224.0*
Kryomek Support Weapons	
Serumic Pipes (2 Crew)	*202.0*
Serumic Pipes (4 Crew)	*302.0*
Ballistae (2 Crew)	*223.0*
Swarmmasters	
Somatic Natural	*926.0*

Caste	*Close Combat*	*Ranged Combat*	*Armour Class*	*Size*	*Number of Natural Attacks*	*Strike*	*Rank*	*Impact*	*Number of Attacks*
α Helion	9	-	8	3	1	0	1	+3	1
α Warrior	12	8	4	5	2	0	1	+1	2
α Warmaster	15	9	2	6	3	0 2	1 1	+2 +3	2 1
β Helion	11	-	8	3	1	0	1	+3	1
β Warrior	13	7	4	5	2	0	1	+2	2
β Warmaster	16	8	2	6	3	0 2	1 1	+2 +3	2 1
γ Helion	10	-	8	3	1	0	1	+3	1
γ Warrior	11	9	4	5	2	0	1	+1	1
γ Warmaster	14	10	2	6	3	0 2	1 1	+2 +3	2 1
Drone	10	10	6	4	2	0	1	+2	2
Swarmmaster	16	10	4H	18+	4	0 2	1 1	+3 +2	2 2