

Kryomek House Rules

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With contributions from

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3.8.2. TALOS T62 Special Damage



If the hit is on zone A or B the CBU is destroyed as usual.

Hits which score in zone C cause cyberneural damage: roll d10.

- 1-2:** Propulsion control problems. T62s may not move this turn.
- 3-4:** Weapons control problems. T62s may not shoot this turn.
- 5:** General control problems. T62s may not move or shoot this turn.
- 6-7:** Damage negated by network protocols.
- 8:** Movement program failure. T62s in this unit move max distance in a random direction every turn.
- 9:** Combat program failure. T62s in this unit fire on nearest unit.
- 10:** Targeting program failure. T62s in this unit switch sides and target enemy as friends, friends as enemies. Will not fire on other T62s.

Hits which score in zone D cause normal CBU randomised damage.

5.4h. Nexus Command Units

Nexus command units may perform a special action once per turn, either during their activation or at any other time. Unused special actions may not be carried across into the next turn. Special actions require that the command unit has at least 3 figures remaining. Only one special action may be carried out during the activation of any given unit; it may only be commanded by one command unit.

Hold on just a second:

After revealing a unit's motivation token, it can be changed from move to fire or *vice-versa* provided the unit is within 400mm of the command unit.

Check your targets:

After a unit's motivation token is revealed to be fire motivation, the command unit may re-prioritise the targetting. The unit may shoot at any enemy target.

Controlled bursts:

During its activation, the command unit can cause another unit which is within 400mm and has already been activated to re-activate to shoot a second time.

Keep it tight, people:

If the command unit charges into close combat, it may lead a second unit to do so as well. The unit must be within 400mm and not in close combat.

5.9h. Coherency and Incapacitation

Some figures (notably Kryomek Warriors and Nexus Talos units) can be incapacitated. The rules do not cover squad coherency in these circumstances. The following rule is designed to fill this gap;

While a figure is incapacitated (shell-down or knocked-out) it does not count for squad coherency rules. If the figure recovers, the trailing figures count as move motivated until back in coherency. The trailing figures must move so as to reduce the total diameter of the unit.

12.26h. Acid-Pistols

Acid Pistols have no listed price or stats. Use them as Acid-Spray.

5.6. *Different Kryomek Castes*

WORKER: Hives contain a large number of non-fighting workers of a range of sizes. Small workers clean and care for the fighting castes and produce resin coatings for the hive walls. Larger workers move eggs, food bundles and other resources around the hive. Wormlike workers dig new tunnels and caverns.

5.7. *Kryomek Groups*

Worker groups consist of between 1 and 12 workers depending on their role and size.

5.8. *Kryomek Group Cohesion*

WORKER: Must stay within 70mm of another member of the Group and the Core.

7.4.1 *Uncontrolled Kryomek*

Workers: Always have tasks to do and can be activated as normal without Control Counters. They may never Charge opponent forces.

7.7. *Kryomek Civil Wars*

From time to time, hives of Kryomek have been seen to fight each other for territory or resources. While their struggle with humans is devastating, Kryomek hold back nothing when fighting each other and losing hives are often devastated with no creature left alive.

Swarmmaster: Have unyielding loyalty to their **Warmaster:** hive and activate and fight as normal. **Reaper:** Warmaster fighting warmaster is a terrifying and brutal sight.

Warrior: Loyal to the hive that raised them unless overcome by the strong allure of a rival **Drone:** Warmaster using its control influence to its maximum.

Helion: Simple minded and easily led by whoever seeks to control them at a given time.

7.7.1 *Kryomek Allegiances*

Drones and Warriors belong to a hive. Their Allegiance may be changed if they are activated by a different player. They will spend a turn shell-down coping with the change. This counts as their entire activation. After the change, they belong to that hive.

7.7.2 *Contesting Control in Civil Wars*

All Warmasters may place their allowance of Control Counters on any unit provided it is within range and the normal limit of 15 face-down Control Counters applies.

7.7.3 *Resolving Contested Control*

In Phase 4, the players will choose groups to activate in turn. If their Control Counters are the only ones near it, they may activate it as normal.

If more than one hive's CCs are near a group, the hives take it turns to reveal Control Counters.

A counter may only be revealed if that hive has a Warmaster within range which has not yet reached its CV limit; each revealed counter must be counted against one Warmaster's CV rating. Fewer counters may be revealed than are present on the group and players may stop revealing counters whenever they wish.

When all the players have stopped revealing Control Counters, the numbers of counters should be compared. If one player has more face-up counters, they may activate the group.

7.7.4 *Contested Control Ties*

If the bidding with revealed Control Counters for a Helion group is a tie, then the group is activated by the current player.

If the tie was for a Drone or Warrior Group, then they remain allied to their current hive and may be activated by it.