

FUBAR IC - Kra'vak Beamstrike Army Sheet

Type	Training	Armor	Main weapon	Other weapons	Skills	Cost
Light Infantry Warrior	Vet	LA 4+	Bolt Rifle			18
LI Warrior Support	Vet	LA 4+	Heavy Bolter			20
LI Warrior Support	Vet	LA 4+	Storm Bolter			24
LI Warrior Support	Vet	LA 4+	Missile Launcher			20
Light Infantry Master	Elite	LA 4+	Plasma Pistol		Leadership	38
Kra'vak Axe-Hero	Hero	PA 3+	Power Sword: Ignores Inf. Armor Saves		Leadership Swordsman Martial Arts Aggressive	63
Kra'vak Sia'na Path Walker	REG	FI 5+			Path Walker Leadership	20
Power Armour Gauss/Grens	VET	PA 3+	Storm Bolter	Grenade Launcher Adv Grenades	Leadership	46
Power Armour Gauss/ Missile	VET	PA 3+	Storm Bolter	Missile Launcher		53
Power Armour Plasma Gun	VET	PA 3+	Plasma gun			47

Weapon	Range	Fire Pts	Experience Level	Activation	Expertise	Score To Be Hit	Morale	Level	Maximum Suppressed	Melee Bonus
Bolt Pistol*	8"	2FP	Regular	4+	5+	3+	50%	Regular	2	+0
Bolt Rifle*	32"	2FP	Veteran	3+	4+	4+	75%	Veteran	3	+1
Grenade Launcher*	16"		Elite	2+	3+	5+	75%	Elite	4	+2
Adv. Grenades**		4FP	Hero	2+	2+	5+	+1 to roll	Hero	-	+3
Heavy Bolter*	32"	4FP								
Heavy Flamer***	8"	5FP								
Missile Launcher	48"	3FP								
Plasma Gun**	24"	3FP								
Plasma Pistol**	8"	3FP								
Storm Bolter*	32"	3FP								

*Effects unarmored units & Inf./Vehicle saves of 5/6+

** : Ignores all armor saves

KRA'VAK LIGHT INFANTRY WARRIOR (Light armoured, Veteran infantry) Standard infantryman.

Squads are fielded in coherent groups of 8 Kra'Vak. 5 will be armed with bolt rifles (or assault rifles in some cases), one will have a heavy bolt rifle (or support bolter), and a heavy support trooper will be armed with either a standard missile launcher, or an Anti-Armour Rifle. The 8th member of the squad is usually an infantry master leader (See below).

KRA'VAK LIGHT INFANTRY MASTER (light armour Elite infantry, leadership)

MUST be included in each squad of 8 troops, the Infantry master keeps control of the warriors and directs their battle rage during combat. Armed with a particularly compact Kra'Vak Gauss rifle.

KRA'VAK AXE-HERO (Power armour, leadership, Hero)

A hero figure, the An'Ax clan have been trained to high levels in hand to hand combat. Wielding heavy power axes, with leadership, swordsman and martial arts, along with the aggressive trait, the An'Ax Hero is a fearsome foe up close, but must be protected whilst at range. Power armoured, but moves as light armour. Kra'Vak power axe included in points cost and this functions as the Imperial standard power axe.

KRA'VAK SIA'NA -Path Walker (Regular, Fast Infantry, leadership)

See psychological notes above. The Sia'Na calms the enraged warriors and can think clearly during heated combat situations. Adding a Sia'Na as an 'Advisor' in an army gives the following bonuses: When the Kra'Vak army is 'shaken', if the sia'Na makes a successful troop roll, the whole army may ignore the 'enraged' state of mind, if desired. If the combat situation would favour that the 'enraged' effect kick in then the player still has this option. Whilst a Sia'Na is present in a Kra'Vak army, it will never reach 'broken' status.

KRA'VAK POWER ARMOUR (Veteran, Power armour, leadership)

Power armoured Kra'Vak troops are either fielded in squads of 3 independent troops, or individual Powered troopers are added to standard squads to fortify them. The Kra'Vak power armour is of a particularly flexible design, and although provides the same protection level as standard Human power armour, movement rate is as Light armour. Power armoured troops have leadership skill, and are of veteran troop class.

Weapon load-outs usually deployed:

1. Gauss rifle and Specialised grenade pack
2. Gauss rifle and head mounted missile launcher 'pod'
3. Plasma gun

KRA'VAK RIDING BEAST AND RIDER

The rider is exactly as the light infantry master, but with scout skill and a laser painter as additions. The Riding beast is a terrifying, thick skinned reptilian quadruped with large mandibles and a spiked, poisoned tail. Able to emit glass-shattering roars in combat, or sneak silently into enemy territory, it is a true scout beast. Classed as wheeled vehicle for movement purposes, and having a skin equivalent to power armour, it ignores glancing hit results and 2 kill results are needed before the beast is removed from play. Has no ranged attack, but may engage in close combat at 3 inches instead of 2, counts as a veteran for any troop rolls, roll 1d10+7 in hand to hand combat, and has an additional poison barb attack, which may be used in either close combat or hand to hand combat phase. A troop roll is made, a success meaning one enemy figure within 2 inches of the figure takes a 'high' damage hit. If the Riding beast/ rider is selected as a target, roll 1d6 to see what is hit. If one rider 1-4= beast hit, 5,6 rider hit. If the rider and beast are within a blast template, roll for damage on both as separate units. If either the beast or rider is killed, the survivor may function normally without the other. Riding beasts with riders are considered independent units and are often used as fast scouts.

Kra'vak technology is similar to humans, but in some cases they are not as advanced. They favour powerful non-energy based weaponry such as rail-guns and missile launchers, and they also lack shield technology.

- Kra'Vak have a sort of reverse morale or 'war mind' When the Kra'vak lose ½ their morale points, instead of being shaken, they are 'enraged':
 1. +1 extra bonus to HtH rolls.
 2. -1 penalty to ranged combat rolls
- If the Kra'Vak army then becomes Broken (2d6 throw made at the end of each players own turn, 7 or more for broken army), it is instead in 'Battle rage':
 1. +2 bonus in HtH rolls (on the 1d10)
 2. -2 to all ranged combat
 3. They may engage in close combat at a range of 3 inches instead of 2 inches.
 4. **MUST** advance toward nearest enemy on the table.
- Kra'Vak may use Bolt weapons, CPP guns, Gauss rifles, grenade and missile launchers
- Kra'Vak **MAY NOT** use: Any shields, jetpacks, ECM suites, laser or beam weapons
- Kra-Vak infantry do not carry melee weapons usually, although their martial combat training and physical strength, mean that they have an overall HtH bonus of +1, even though unarmed.
- Kra'Vak Power armoured troops move as Light armour.