

Rassa Moxol - Hakarak of Jian'Ha

Hakarak Tradition

Hakarak are a long lineage of Rassa trained from the heart of the Rassa Moxol territories. The longest lasting traditions of the nation are still passed from ancient tellings on how to fight enemies in an honoured way.

At the start of the Brawl phase, select one Martial Tradition from the list below to be active in your army until the end of the round. While a tradition is active, each formation in your army is granted the relevant ability. Each ability can only be used once per game.

Egak'Kai

Egak'Kai, is a long drawn tradition from the grand warrior-lines of the Hali'Ctoch. Draw an enemy in, and destroy them.

All INFANTRY troops improve their Defence statistic by 1.

Mure'Kai

Mure'Kai, the tradition of swarming an enemy to the point of overwhelming their defence.

When at least half a formation is base-to-base with an enemy formation, they add 1 to Hit rolls.

Wore'Kai

Wore'Kai, the tradition of striking an enemy with such precision it's hard not to kill.

When at least half a formation is base-to-base with an enemy formation, they add 1 to Wound rolls.

Owa'Kai

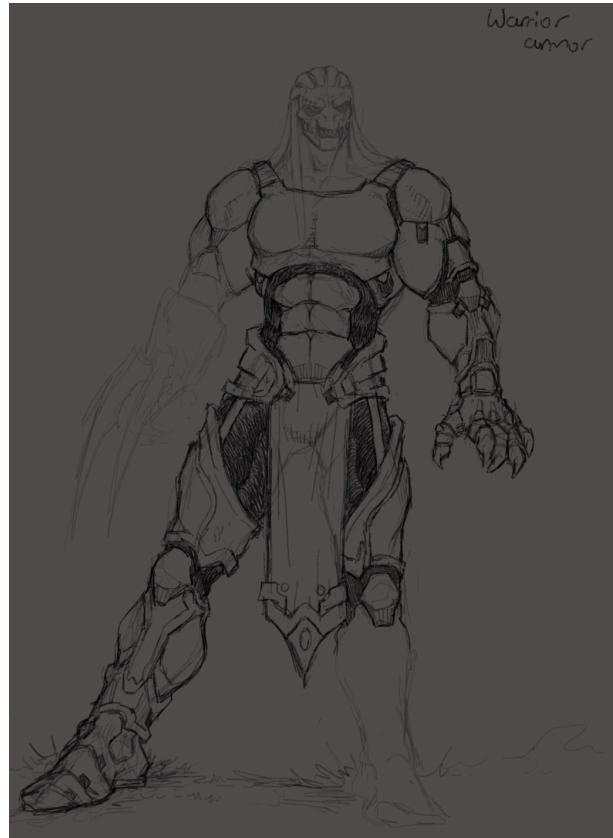
Hali'Ctoch can grow impatient, Owa'Kai will swiftly end a battle.

All melee weapons equipped by troops gain the DEVASTATING ability.

Swaha'Kai

Speed is sometimes a warrior's greatest asset. Striking more in less time will always be beneficial.

All melee weapons equipped by troops have 1 added to their Swiftiness.



Rassa Moxol - Hakarak of Jian'Ha

Doctrine Rule

If your Army is the Hakarak of Jian'Ha, you can use one of these Combined Regiment Doctrine rule.

Warriors of Exstintech

The Hakarak are the most entrenched of the Exstintech gatherers within the Rassa Moxol, they use it to their advantage, and gather it to continue their technological build up. When Exstintech is at risk of being captured by foes, these Warriors will fight to the death.

Each time a RASSA MOXOL formation from your army has made an Assault move this round, add 1 to the swiftness of all their melee attacks.

Hali'Ctoch Prowess

The Hali'Ctoch are the most honourable species within the pact of the Rassa-Moxol. Wielding weapons of great strength, with unmatched skill.

HALI'CTOCH troops when fighting with Owa'Kai gain [ANNIHILATION] instead of [DESTRUCTIVE].

Additionally when fighting with Mure'Kai have 1 added to their Armour Piercing statistics.

Ruptorix Rage

The Ruptorix are monsters through and through and are unmatched in their pure strength and vigour.

All attacks made against RUPTORIX troops have their Armour Piercing statistic reduced by 1.

Additionally, when fighting with Wore'Kai have 1 added to their Damage statistics.



Rassa Moxol - Hakarak of Jian'Ha

Enhancement

If you are using the Hakarak Traditions Army rule, you can use these Enhancements.

Exstintech Ya’Kahii

The Ya’Kahii of the Hakarak must be fast on their feet when charging into the front of battle, we cannot be left behind lest the Xeno-foe steal our tech.

CHARACTER troops only. If the bearers formation is within range of an Objective Marker at the beginning of the round, all troops in that formation may reroll Hit rolls of 1 until the end of the round.

Lure of Battle

We cannot shy ourselves from battle, and so we shall enter it, even if others may shy from it.

HAKARAK JIAN’HA troops only. When the bearer is making an Assault Move, add an additional D3 to the movement roll.

Heirs of the Galaxy

Us Rassa are the heir children of the Centirum, we will fight to our ascension to the next masters of Robura, and we will last till such a time.

CHARACTER troops only. When the bearer is the target of an attack, you may choose once a round to halve the damage of the attack (to a minimum of 1 damage).

If you are using the Hali’Ctoch Prowess or Warriors of Exsintech Doctrine rule, you can use these Enhancements.

Modifications of Strength

The Hali’Ctoch spend much time imbewing their biological bodies with cybernetics and biomedics of Cent’Irum origin, improving their own strength and vigour.

HALI’CTOCH CHARACTER troops only. Add 2 to the bearers Wound statistic.

If you are using the Ruptorix Rage or Warriors of Exsintech Doctrine rule, you can use these Enhancements.

Illusion Shields

The Rassa-Moxol specialise in utilising and innovating upon Cent’Irum technologies, and can even manipulate the light surrounding their troops.

HAKARAK CHARACTER troops only. All troops in the Bearers formation gain the Stealth ability.

Rassa Moxol - Hakarak of Jian'Ha

Battle-Manoeuvres

ETERNAL STALWARTS

Rassa - Stratagem - 1MP

The Rassa is unmovable, our troops are invulnerable in their belief and desire.

When: Start of the Brawl Phase.

Target: One Hakarak Of Jian'Ha formation from your army that is within range of an objective marker.

Effect: Until the end of the phase, your formation has the Fights First ability.

AVENGE OUR BROTHERS

Rassa - Stratagem - 1MP

The loss of a single warrior of the Rassa-Moxol is to be commemorated with vengeance from our brothers on the warfield.

When: Start of the Brawl Phase.

Target: One Hakarak Of Jian'Ha formation from your army that is Below Starting Strength and has not been selected to fight this phase.

Effect: Until the end of the phase, add 1 to the Swiftiness statistic of melee weapons equipped by troops in that formation, if that formation is Below Half-Strength, until the end of the phase, add 2 to the Swiftiness statistic instead.

BATTLE SPIRITS

Rassa - Stratagem - 1MP

The warriors of the Rassa are second to none, their bloody efficiency is not to be slowed by the concept of staying still.

When: Your Movement phase.

Target: One Hakarak Of Jian'Ha formation from your army that is within range of an objective marker you control.

Effect: That Objective Marker remains under your control even if you have no troops within range of it, until your opponent gains control of it, or it gains you a Tactical Point.

Rassa Moxol - Hakarak of Jian'Ha

Battle-Manoeuvres

RAMA-TECH OVERSIGHT

Rassa - Stratagem - 2MP

The Rama 'Toui serve as our skilled engineers and craftsmen, and when they focus their efforts on a soul chapter of artisans, the maintenance they perform on our weapons is truly remarkable.

When: Your Shooting or Brawl phase.

Target: One Hakarak Of Jian'Ha formation from your army that has not been selected to make attacks.

Effect: Until the end of the phase, all weapons in that formation have 1 added to all their weapons Swiftiness Statistics.

ESCAPE BEACON

Rassa- Battle Tactic - 2MP

Sometimes troops must escape the line of fire.

When: Your enemies Movement or Shooting phase.

Target: One INFANTRY formation.

Effect: The selected Infantry formation is removed from the Warfield and is placed into strategic reserves.

Rassa Moxol - Hakarak of Jian'Ha

Troop-Catalogue

Warchief Ikarn'Eztli

1 Troop - 145 pts

Martial Akalan

1 Troop - 125 pts

Maven Kaeda

1 Troop - 125 pts

Ramma'Toui Artisans

3 Troops - 155 pts

Horde'Nor

1 Troop - 130 pts

Hali'Ctoch Custodians

4 Troops - 160 pts

5 Troops - 200 pts

9 Troops - 360 pts

10 Troops - 400 pts

Hali'Ctoch Dismantlers

4 Troops - 180 pts

5 Troops - 225 pts

9 Troops - 405 pts

10 Troops - 450 pts

Ruptorix Rancour's

2 Troops - 100 pts

3 Troops - 150 pts

5 Troops - 250 pts

6 Troops - 300 pts

Ruptorix Exterminators

4 Troops - 220 pts

8 troops - 440 pts

Hali'Ctoch Shade Hunters

1 Troops - 70 pts

2 Troops - 140 pts

3 Troops - 210 pts

Xochar'Hasta Hussars

2 Troops - 120 pts

3 Troops - 180 pts

5 Troops - 240 pts

6 Troops - 320 pts

Extasis Carrier

1 Troop - 250 pts

Extasis Predator

1 Troop - 270 pts

Muina'Kornav

1 Troop - 250 pts

Tecpat'Kornav

1 Troop - 210 pts

Tlahhu'Kornav

1 Troop - 220 pts

Domi'Kornav Titan

1 Troop - 350 pts

Zilon Serpent

1 Troop - 270 pts

Sky-Kraken Zar'Quilath

1 Troop - 420 pts

Rassa Moxol - Hakarak of Jian'Ha

Lexicon

THE HAKARAK

A core state of the grand Oligarchy which is the Rassa-Moxol, the Hakarak of Jian'Ha is a large once chiefdom evolved into a Warclan which oversees an entire chunk of the Rassa's territory.

Originating on the jungle moon of Tera'Codra the Hali'Ctoch evolved in the presence of entire former cities of Cent'Irum design. Building upon their technology and integrating their own culture they formed hundreds of warring clans. By the time of the species' exodus from their solar system three major clans remained, Hakarak Udeth'Kor, Jian'Ha and Gurdan'Lorst. Although the three Hakaraks remained peaceful, one would politically and militarily dominate the other two under Warchief Ikarn'Iorsan.

When the Hali'Ctoch would come into contact with the Ormollians under the stewardship of Warchief Ikarn'Iorsan they would form a union out of individual interests. The Ormollians lacked military force when they came into contact with hostile life and the Hali'Ctoch lacked a cohesive culture, with the freshly united race having severely differing interests and cultures. Within the guiding document, the Rassa-Moxol was formed, a union and coalition of interests and with it the Hakarak of Jian'Ha was made a united force with the Ormollian Directive.

As the Rassa-Moxol grew from a handful of star systems their bureaucratic system grew more complex. The Ormollian solution was to break the two unified races administrations into a central governance overseen by Maven Ormollians would serve twelve independent Hakarak clans all of which would originate from Hali'Ctoch cultural groups. As the Rassa-Moxol integrated more races into its coalition such as Ramma'Toui, and Ruptorix more Hakaraks would be created with each having Ormollian oversight for administration, Hali'Ctoch oversight for Military matters, Ramma'Toui for innovation and Ruptorix for warring.

THE RUPTORIX AND HALI'CTOCH

The Hali'Ctoch stand as the main force warriors of the Rassa-Moxol, smart and honourable warriors they favour and value strong and fast melee, their counterpart the Ruptorix fill a similar position, large hulking siege infantry of the Rassa preferring large and heavy weapons. This naturally leads to difficulty in cooperation.

The Hali'Ctoch are a slender race of traditionalist warriors, wearing and wielding bio-augmented armour and wielding blades of solid light and plasma. Despite their ruthless appearance they are surprisingly diplomatic and smart, often honouring their enemies in battle and preferring even fights rather than ones of their own guaranteed domination. Excess is something rarely used by these men and women. Coming in two major warrior breeds, standard Hali'Ctoch and the more specialised sub-race the Tera'Ctoch who tend to act as special operations troops of Hakaraks.

Where the Hali'Ctoch are smart, and creative warriors the Ruptorix stand as towering chitinous monoliths of bug-mass. With large piercing mandibles and massive crushing claws these monsters are driven by instinct and emotion rather than thought. Growing in large hives and lead by Horde'Nors and Swarm'Nor's the Ruptorix are brutal creatures, preferring an excess of destruction, revelling in pure victory no matter the price in manpower.

With the Hali'Ctoch being the senior race compared to the relatively recently integrated Ruptorix yet serving both as prominent members of the military, leaders of both races more often than not taking up subterfuge or simply open warfare against one another. Entire planets have been fought over between these two races over the simple matter of which race is to predominantly occupy it.

Rassa Moxol - Hakarak of Jian'Ha

Lexicon

LOGISTICAL BURDENS

Although most see the front-line warriors of the Rassa-Moxol most, the coalition runs on a complex administration overseen by the cruelly intelligent Ormollians and maintained by the dedicated Ramma'Toui.

At the head of the oligarchic structure of the Rassa-Moxol sit the Ormollians, a race of skeletal and bio-augmented humanoids. Despite their cruel and scary appearance they stand as one of the most diplomatic and intelligent races within the galaxy. Seemingly they share ancestry with the Hinode. Naturally as the founding race of the Rassa-Moxol they act as its leaders, with a Maven overseeing every Hakarak and acting as consults to the Grand Convention in order to advise and vote on matters under the watchful eye of the Maven Concilium. Throughout their history on the stage of Robura, they have been observed many times approaching other races for alliances, although the xenophobic nature of most races makes this near impossible.

The Ormollian race despite leading and having supreme governance over the Rassa are constantly in a difficult position of attempting to balance the xenophobic nature of the coalition's own races. This coupled with the race's low birth rate due to highly selective breeding principles leads to an internally fragile coalition despite its extreme external strength.

In a supporting position within the Rassa are the strange aquatic artisans of the Ramma'Toui. Small natural craftsmen were integrated into the Rassa-Moxol by Ormollians who took an interest in their ability to decipher Cent'Irum technologies, with the race having a near religion centred around the understanding of ancient technologies and how to build it with correct tributes. Their creations are the pinnacle of technology only rivalled by the arcane knowledge of the Auterieum, although due to the dedication of the Ramma'Toui and their artisan guilds, a single rifle can take months to produce, with larger naval ships taking up to decades if not centuries. Despite their slow and meticulous work, everything designed by these men and women are perfect, with no simple fault.

THE WARCHIEF

Ikarn'Eztli is the 31st Warchief of the Hakarak of Jian'Ha. A highly talented warrior he stands at the forefront of the coalitions armies.

Born Eztli on the planet of Tera'Codra under its brilliant blue sun he was selected early on as a warrior. First modified at the young age of three, he was biologically modified.

As a lowly Larvan he was sent out to war against the Kolkata, finding their large machines a novel way of alleviating their race's natural short-comings. Despite his position his superiors noticed his talent for fighting and tactical planning, he found his first major success when he directed a group of Custodians to destroy a Par-Princhev Drighten which was hailing their position with fusion-cannon fire. He returned to his master with the Drightens head and all his men remaining.

Quickly the noble warrior proved himself and soon became an Honour guard of the Jian'Ha's Warchief before finally becoming the Martial of the Hakarak near the late 19th Millenia.

Eztli found himself granted the title Warchief when his master was impaled by the blade of a Boyarin which the two were left to fight. With Eztli left to fight alone he too was skewered, but in a rage he drove his body down the blade and into the cockpit killing the Boyar.

Only at the battle of Korella was Eztli granted the honour of being crowned Ikarn when he successfully noticed the deceit his Maven and men had fallen to at the hands of the Auterieum menace.

As of the modern time, Ikarn'Eztli has found a new protege in his martial Aklan, despite his young age he sees a capable and talented warrior.

WARCHIEF IKARN'EZTLI

M

7"

V

6

DE

3+

W

7

HE

5+

BE

2

— RANGED WEAPONS —

RANGE

SW

RS

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AP

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Glaive Mionzi	[EMISSION, STORM]	24"	2	3+	5	-2	2
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— MELEE WEAPONS —

RANGE

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AP

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Glaive Mionzi	[DISMEMBERING]	Melee	6	3+	10	-2	3
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— ABILITIES —

CORE: REINFORCED HEALTH 5+; SCOUTS 7"; LEADER

FACTION: HAKARAK TRADITION

Teacher of Honour: When making a Melee attack against an enemy CHARACTER add 1 to the Glaive Mionzi's Damage statistic.

Tenacious Assault: While this troop is leading a formation which is making an Assault or Advance move, add 3" to the result.

Moment of Clarity: Once per battle, at the start of the Brawl Phase, you can give this troop 3+ Invulnerable Defence, or give his Glaive Mionzi a Swiftiness statistic of 12. Both of these options last until the end of the phase.

— INVULNERABLE DEFENCE —

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC-CHARACTER, JIAN'HA, HALI'CTOCH, WARCHIEF IKARN'EZTLI

FACTION RASSA MOXOL
KEYWORDS:

WARCHIEF IKARN'EZTLI

The formidable Warchief of the Jian'Ha, Ikarn'Eztli, stands as a peerless Hali'Ctoch warrior, possessing unparalleled skill akin to a living army. Armed with his mighty Glaive 'Mionzi,' he projects lethal rays of radioactive particles at range and expertly cleaves through foes in close combat. Under his command, the Jian'Ha warriors instil fear in their adversaries, rivaled only by the infamous Infinite

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 WARCHIEF IKARN'EZTLI – EPIC CHARACTER
- This troop is equipped with: Glaive Mionzi.

—LEADER—

- This formation can be attached to the following formations:
- *HALI'CTOCH CUSTODIANS*
 - *HALI'CTOCH DISMANTLERS*
 - *RUPTORIX RANCOURS*

—GENERAL—

If this troop is in your army, it must be your General.

KEYWORDS: INFANTRY, CHARACTER, EPIC-CHARACTER, JIAN'HA, HALI'CTOCH, WARCHIEF IKARN'EZTLI

FACTION RASSA MOXOL
KEYWORDS:

MARTIAL, AKALAN

M

7"

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6

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4+

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6

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6+

BE

2

— RANGED WEAPONS —

RANGE

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RS

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AP

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Surik'Akalan	[VOLATILE]	24"	D6	3+	6	-1	1
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— MELEE WEAPONS —

RANGE

SW

MS

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AP

D

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Surik'Akalan		Melee	8	3+	8	-2	3
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— ABILITIES —

CORE: REINFORCED HEALTH 6+; LEADER

FACTION: HAKARAK TRADITION

Martial Adept: Once per round, you can re-roll one Hit, Wound or Defence Save for this troop or one troop in an Escort formation.

Cent'Irum Blessing: While this troop is leading a formation, each time an attack targets that formation, worsen the Armour Penetration statistic of that attack by 1.

— INVULNERABLE DEFENCE —

5+

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, HALI'CTOCH, MARTIAL AKALAN

FACTION RASSA MOXOL
KEYWORDS:

MARTIAL, AKALAN

Akalan, the bold warrior, emerges as a rising leader within the Jian'Ha, recognized for his potential for greatness and mentored by Ikarn'Eztli himself. His unwavering dedication to the Rassan Accord and the pursuit of Cent'Irum fuels his resolve, rendering him a lethal and resolute combatant on the battlefield.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 MARTIAL, AKALAN

This troop is equipped with: Surik'Akalan.

—LEADER—

This formation can be attached to the following formations:

- *HALI'CTOCH CUSTODIANS*
- *HALI'CTOCH DISMANTLERS*

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, HALI'CTOCH, MARTIAL AKALAN

FACTION RASSA MOXOL
KEYWORDS:

MAVEN, KAEDA

M

6"

V

4

DE

7+

W

5

HE

6+

BE

1

RANGED WEAPONS

RANGE

SW

RS

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AP

D

Illuminators Gauntlet [DESTRUCTIVE, SIDEARM]	12"	2	3+	5	-0	1
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MELEE WEAPONS

RANGE

SW

MS

S

AP

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Illuminators Gauntlet	Melee	D3+3	3+	5	-0	1
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—ABILITIES—

CORE: LEADER

FACTION: HAKARAK TRADITION

Illuminator Maven: Once per phase during your shooting phase, choose one friendly formation within 12" of this troop, that formation gains +1 to Wounds rolls until the end of the phase.

Maven Protector: In your Shooting phase, choose one friendly formation within 12" of this troop, that formation gains 5+ Invulnerable Defence until the end of the Phase.

Ormollian Oversight: Once per round, you can target this troops formation with a Battle-Manoeuvre even if you have already used that Battle-Manoeuvre on a different formation this phase.

—INVULNERABLE DEFENCE—

5+

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, ORMOLLIAN, MAVEN KAEDA

FACTION RASSA MOXOL
KEYWORDS:

MAVEN, KAEDA

Kaeda, a formidable and composed administrator within the Maven Concilium, assumes a crucial role in overseeing the affairs of the Jian'Ha, collaborating closely with Warchief Ikarn'Eztli. Unlike his warrior counterparts, Kaeda's strength lies in his strategic acumen rather than martial prowess. Preferring to remain behind the frontline, he provides invaluable tactical insights and guidance to the armies of the Jian'Ha, ensuring their success on the battlefield.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 MAVEN, KAEDA

This troop is equipped with: Illuminators Gauntlet.

—LEADER—

This formation can be attached to the following formations:

- *HALI'CTOCH CUSTODIANS*
- *HALI'CTOCH DISMANTLERS*
- *RUPTORIX RANCOURS*

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, ORMOLLIAN, MAVEN KAEDA

FACTION RASSA MOXOL
KEYWORDS:

RAMMA'TOUI ARTISANS

M

6"

V

3

DE

4+

W

2

HE

7+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Artisans Carver	[SIDEARM]	12"	2	3+	3	-0	1
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Artisans Hammer	Melee	1	3+	6	-1	2
Artisans Blade	Melee	3	3+	3	-0	1

— ABILITIES —

CORE: REINFORCED HEALTH 6+; COVERT

FACTION: HAKARAK TRADITION

Artisan Repairs: At the end of the Move phase, you can select up to the current formations troop counts worth of friendly Rassa-Moxol Vehicle troops within 3" of this troop. That Vehicle troop regains up to a D3 lost wounds. A Vehicle can only be selected once per round to be subject to this ability.

— INVULNERABLE DEFENCE —

5+

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, RAMMA'TOUI, ARTISANS

FACTION RASSA MOXOL
KEYWORDS:

RAMMA'TOUI ARTISANS

The Ormollians argue that the Ramma'Toui Artisans are the most important race within the Rassa-Moxol. These master craftsmen are deployed to the front lines to maintain and repair the masterwork vehicles of their forces.

— GEAR OPTIONS —

- Any number of troops may replace their Artisan Hammer with 1 Artisan Blade.

—FORMATION COMPOSITION—

- 3 RAMMA'TOUI ARTISANS

This troop is equipped with: Artisan Carver; Artisan Hammer.

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, RAMMA'TOUI, ARTISANS

FACTION RASSA MOXOL
KEYWORDS:

HORDE'NOR

M

7"

V

8

DE

3+

W

7

HE

5+

BE

2

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Horde'Nor's Cleanser	[IGNORES COVER, DISMEMBERING]	12"	D3+3	N/A	5	-0	2
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MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Horde'Nor Claws	[TWIN-WEAPON]	Melee	6	4+	4	-1	2
Horde'Nor Axe	[ANTI-CHARACTER-3+]	Melee	2	4+	10	-3	2

ABILITIES

CORE: REINFORCED HEALTH 5+; LEADER

FACTION: HAKARAK TRADITION

Reflective Carapace: This troop is immune to the EMISSION ability.

Unconventional Tactics: If this troop is leading a formation, that formation may Assault even if they have made an Advance or Retreat move this round.

INVULNERABLE DEFENCE

5+

KEYWORDS: INFANTRY, CHARACTER, JIAN'HA, RUPTORIX, HORDE'NOR

FACTION RASSA MOXOL
KEYWORDS:

HORDE’NOR

The title of Horde’Nor is given to the lesser rulers of a Ruptorix Broodhive. These powerful warriors earn their position by killing and consuming their predecessors. Only the largest, strongest, and most formidable individuals become Horde’Nors.

— GEAR OPTIONS —

- *This troop may replace its Horde’Nor Claws with 1 Horde’Nor Axe.*

—FORMATION COMPOSITION—

- 1 HORDE’NOR

This troop is equipped with: Horde’Nor’s Cleanser; Horde’Nor Claws.

—LEADER—

This formation can be attached to the following formations:

- *RUPTORIX RANCOURS*
- *RUPTORIUX EXTERMINATORS*

KEYWORDS: INFANTRY, CHARACTER, JIAN’HA, RUPTORIX, HORDE’NOR

FACTION RASSA MOXOL
KEYWORDS:

HALI'CTOCH CUSTODIANS

M

7"

V

5

DE

3+

W

3

HE

6+

BE

2

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Aetheric Carronade	[STORM]	24"	2	3+	4	-1	1
Aetheric Anlace	[SIDEARM]	12"	2	3+	3	-0	1
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Aetheric Blade		Melee	5	3+	6	-2	2
Chi'Mallin Anlace		Melee	4	3+	5	-1	1

— ABILITIES —

FACTION: HAKARAK TRADITION

Custodians of Battle: Once per battle and during your Movement phase, you may add 3" to the Movement statistic of all troops until the end of the phase.

Embalmers: If this formation is within range of an Objective Marker, add 1 to the Swiftiness statistic of all Melee weapons.

— GEAR ABILITIES —

Warrior Shield: The bearer has 5+ Invulnerable Defense.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: INFANTRY, BATTLELINE, JIAN'HA, HALI'CTOCH, CUSTODIANS

FACTION RASSA MOXOL
KEYWORDS:

HALI'CTOCH CUSTODIANS

These warriors comprise the bulk and the very essence of the Jian'Ha fighting force, serving as its formidable backbone. Each one embodies a fearsome force of destruction, rivalling even the mightiest of adversaries. Whether wielding Aetheric arm-blades or a Chi'Mallin Anlace, their every movement is a testament to mastery, with each cut, thrust, and parry delivering devastation upon their foes, searing flesh and leaving devastation in their wake.

— GEAR OPTIONS —

- Any number of troops in this formation may replace their Aetheric Blade and Aetheric Carronade with 1 Aetheric Anlace, 1 Chi'Mallin Anlace and 1 Warrior Shield.

—FORMATION COMPOSITION—

- 4-10 Hali'Ctoch Custodians

This troop is equipped with: Aetheric Carronade; Aetheric Blade.

KEYWORDS: INFANTRY, BATTLELINE, JIAN'HA, HALI'CTOCH, CUSTODIANS

FACTION RASSA MOXOL
KEYWORDS:

HALI'CTOCH DISMANTLERS

M

7"

V

5

DE

4+

W

3

HE

6+

BE

1

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Geminatic Dismantlers	[TWIN-WEAPON]	24"	4	3+	6	-1	1
Anlatic Depriver	[DEVASTATING]	18"	2	3+	8	-2	1

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Geminatic Dismantlers	[TWIN-WEAPON]	Melee	4	3+	4	-0	1
Anlatic Depriver	[DEVASTATING]	Melee	2	3+	6	-2	2

ABILITIES

FACTION: HAKARAK TRADITION

Wreathe Jaunt: Once per battle, in your enemies Movement Phase you may redeploy this formation into the Warfield anywhere that is not within 9" of an enemy formation and is wholly within 12" of any Warfield edge.

Dismantlers: When this formation makes attacks against Monstruous or Vehicle formations, it gains +1 to all its Melee Damage Statistics.

INVULNERABLE DEFENCE

5+

KEYWORDS: INFANTRY, JIAN'HA, HALI'CTOCH, DISMANTLERS

FACTION RASSA MOXOL
KEYWORDS:

HALI'CTOCH DISMANTLERS

These warriors are the honoured among the Hali'Ctoch. They have trained day and night for years to master the ancient technology of the Cent'Irum. Using immensely powerful weapons, they are capable of employing a Wreathe-Pack to make extremely short-range WreatheWay jumps on the scale of a battlefield. None meet their abilities on the battlefield.

— GEAR OPTIONS —

- *Any number of troops in this formation may replace their Geminatic Dismantlers 1 Anlatic Depriver.*

—FORMATION COMPOSITION—

- 4-10 Hali'Ctoch Dismantlers

This troop is equipped with: Geminatic Dismantler.

KEYWORDS: INFANTRY, JIAN'HA, HALI'CTOCH, DISMANTLERS

FACTION RASSA MOXOL
KEYWORDS:

RUPTORIX RANCOUR

M

5"

V

7

DE

3+

W

5

HE

6+

BE

2

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Photonic Ripper	[EMISSION, VOLATILE]	24"	D6	4+	4	-0	1
Photonic Cannon	[INFERNO 2]	12"	D3	4+	6	-2	2
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Rancour Cleaver	[DISMEMBERING]	Melee	D3+1	4+	5	-1	2
Rancour Maul	[HEAVY 2]	Melee	2	4+	8	-2	2

— ABILITIES —

FACTION: HAKARAK TRADITION

Reflective Carapace: Ruptorix Rancour's are immune to the EMISSION ability.

Will of Rancour's: Each time a troop in this formation makes an attack that targets a CHARACTER, MONSTEROUS or VEHICLE formation, you can re-roll the Wound roll.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: INFANTRY, RUPTORIX, JIAN'HA, BATTLELINE, RUPTORIX, RANCOURS

FACTION RASSA MOXOL
KEYWORDS:

RUPTORIX RANCOUR

Within the intricate psyche of the Hali'Ctoch, the Ruptorix emerge as brutish instruments of siege, deployed en masse to overwhelm formidable adversaries without needlessly sacrificing Custodians. The Rancour's epitomize this function with their imposing presence, clad in formidable armour and wielding colossal weaponry as they thunder into enemy lines, driven by the fervent desire to secure the elusive secrets of the Cent'rum.

— GEAR OPTIONS —

- Any number of troops in this formation may replace their Photonic Ripper for 1 Photonic Cannon.
- Any number of troops in this formation may replace their Rancour Cleaver for 1 Rancour Maul.

—FORMATION COMPOSITION—

- 2-6 Ruptorix Rancours

This troop is equipped with: Photonic Ripper; Rancour Cleaver.

KEYWORDS: INFANTRY, RUPTORIX, JIAN'HA, BATTLELINE, RUPTORIX, RANCOURS

FACTION RASSA MOXOL
KEYWORDS:

RUPTORIX EXTERMINATORS

M

5"

V

7

DE

3+

W

4

HE

6+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Photonic Flooder	[IGNORES COVER, DEVASTATING, EMISSION]	18"	D6+1	N/A	5	-0	1
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Radiotheric Claws	[EMISSION]	Melee	D6	4+	4	-1	1
Radiotheric Maul	[EMISSION]	Melee	2	4+	8	-2	2

— ABILITIES —

FACTION: HAKARAK TRADITION

Reflective Carapace: Ruptorix Exterminators are immune to the EMISSION ability.

No One Escapes the Slaughter: When this formation has the Onslaught Overwatch BM used upon it, its Photonic Flooder gains the ANNIHILATION ability until the end of the round.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: INFANTRY, JIAN'HA, RUPTORIX, EXTERMINATORS

FACTION RASSA MOXOL
KEYWORDS:

RUPTORIX EXTERMINATORS

The Exterminators, as named by the Ormollian Mavens, are a cadre of elite Ruptorix warriors led by a local swarm chief. They are a formidable force, a raging mass of chitin with the one goal of burning all enemies with radioactive flame.

— GEAR OPTIONS —

- *Any number of troops in this formation may replace their Radiotheric Claws for 1 Radiotheric Maul.*

—FORMATION COMPOSITION—

- One of the following:
- **3 Ruptorix Exterminations & 1 Ruptorix Chief**
 - **7 Ruptorix Exterminators & 1 Ruptorix Chief**

This troop is equipped with: Photonic Flooder; Radiotheric Claws.

KEYWORDS: INFANTRY, JIAN'HA, RUPTORIX, EXTERMINATORS

FACTION RASSA MOXOL
KEYWORDS:

HALI'CTOCH SHADE HUNTERS

M

6"

V

5

DE

4+

W

4

HE

6+

BE

2

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Umbratic Bladebow	[PRECISION]	48"	4	3+	6	-1	2
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Umbratic Bladebow		Melee	6	3+	5	-1	2
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KEYWORDS: MOUNTED, WALKER, JIAN'HA, HALI'CTOCH, SHADE HUNTERS

— ABILITIES —

CORE: INFILTRATORS

FACTION: HAKARAK TRADITION

Canopy Shade: If this formation Remains Stationary, every troop gets the Stealth ability until the end of the round.

Shade-Stilt Legs: This troop may Climb terrain features that are 4" or less in height as if they were not there.

— INVULNERABLE DEFENCE —

6+

FACTION RASSA MOXOL
KEYWORDS:

HALI’CTOCH SHADE HUNTERS

The Hali’Ctoch Shade Hunters are a distinctive force, equipped with elongated mechanical legs and wielding formidable Plasma-firing bows. Drawn from the ranks of the Hali’Ctoch, a specialized subtype of their species adapted for traversing trees and hunting in dense foliage, they stand apart from their more common brethren who dwell in the open plains. With their unique abilities and weaponry, they excel in navigating challenging terrain and launching devastating ambushes upon unsuspecting foes.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1-3 Hali’Ctoch Shade Hunters

This troop is equipped with: Umbratic Bladebow.

KEYWORDS: MOUNTED, WALKER, JIAN’HA, HALI’CTOCH, SHADE HUNTERS

FACTION RASSA MOXOL
KEYWORDS:

XOCHAR'HASTA HUSSARS

M12"

V6

DE3+

W4

HE6+

BE2

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Aetheric Assaulter	[RAPID FIRE 4] [TWIN-WEAPON]	24"	4	3+	4	-0	1
Aetheric Remotion	[INFERNO 3]	12"	3	3+	7	-2	3

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Hussarian Lance	[ANNIHILATION]	Melee	4	3+	8	-1	2
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ABILITIES

CORE: SCOUTS 12"

FACTION: HAKARAK TRADITION

Aetheric Engine: Each time this formation Advances, add 6" to the move statistic of the troops in this formation instead of rolling.

Superlumic: Oncer per battle, during your movement phase, this formation may pass through an enemy formation or terrain feature as if it were not there. This formation may not end its movement inside of the formation or terrain feature.

INVULNERABLE DEFENCE

6+

KEYWORDS: MOUNTED, FLY, JIAN'HA, XOCHAR'HASTA HUSSARS

FACTION RASSA MOXOL
KEYWORDS:

XOCHAR'HASTA HUSSARS

The Xochar'Hasta stands as a pinnacle of Rama'Toui engineering, a swift and agile hovercraft crafted to be piloted by only the most elite Hali'Ctoch warriors. These Hussars epitomize mastery in combat, seamlessly delivering precise strikes and volleys with remarkable precision even while navigating at breakneck speeds

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 2-6 Xorchar'Hasta Hussars

This troop is equipped with: Aetheric Assaulter; Hussarian Lance.

KEYWORDS: MOUNTED, FLY, JIAN'HA, XOCHAR'HASTA HUSSARS

FACTION RASSA MOXOL
KEYWORDS:

EXTASIS CARRIER

M

10"

V

12

DE

3+

W

16

HE

6+

BE

5

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Twin Aetheric Arsenal	[RAPID FIRE 2] [TWIN-WEAPON]	24"	2	3+	4	-0	1
Twin Distruttrice Cannon	[DISMEMBERING] [TWIN-WEAPON]	24"	6	3+	10	-2	D3+1

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Extasis Ram Blade	[DEVASTATING]	Melee	4	3+	8	-1	2
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KEYWORDS: VEHICLE, TRANSPORT, JIAN'HA, EXTASIS CARRIER

ABILITIES

CORE: Deadly Demise D6

FACTION: HAKARAK TRADITION

Prism Deployments: When a troop Disembarks from this Transport after it has made a Normal Move, the Disembarked formation may also make a Normal move.

Prism Shield: Once per battle, at the start of the Shooting phase you may choose for this troop to gain an Invulnerable Defence of 4+ until the end of the round.

INVULNERABLE DEFENCE

6+

FACTION RASSA MOXOL
KEYWORDS:

EXTASIS CARRIER

Crafted by the skilled hands of the Ramma'Toui Artisans, the unique hovercraft serves as the pivotal transport for the elite Rassa warriors. With its robust weaponry and a distinctive design tailored for swift field repairs, it emerges as a cornerstone vehicle within the Rassa's arsenal.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 Extasis Carrier**

This troop is equipped with: Twin Aetheric Arsenal; Twin Distruttrice Cannon; Extasis Ram Blade.

—TRANSPORT—

This troop has a capacity of 6 RASSA MOXOL troops and 1 CHARACTER troop.

KEYWORDS: VEHICLE, TRANSPORT, JIAN’HA, EXTASIS CARRIER

FACTION RASSA MOXOL
KEYWORDS:

EXTASIS PREDATOR

M

10"

V

12

DE

3+

W

12

HE

6+

BE

5

— RANGED WEAPONS —

	RANGE	SW	RS	S	AP	D
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Twin Aetheric Arsenal	[RAPID FIRE 2] [TWIN-WEAPON]	24"	2	3+	4	-0	1
Twin Jagtheric Cannons	[ANTI-FLY-3+] [TWIN-WEAPON] [RAPID FIRE 4]	36"	4	3+	8	-2	3
Cosmotheric Destroyer	[SUSTAINED FIRE 1] [INFERNO 4]	24"	2	3+	12	-4	4

— MELEE WEAPONS —

	RANGE	SW	MS	S	AP	D
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Extasis Ram Blade	[DEVASTATING]	Melee	4	3+	8	-1	2
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— ABILITIES —

CORE: Deadly Demise D6+1

FACTION: HAKARAK TRADITION

Machine of Elegant War: When this vehicle is destroyed its Deadly Demise ability does not affect any friendly formations.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: VEHICLE, JIAN'HA, EXTASIS PREDATOR

FACTION RASSA MOXOL
KEYWORDS:

EXTASIS PREDATOR

The Extasis Predator is a machine that strikes fear into all who see its hull crest over a hillside. Equipped with twin anti-air guns and a massive particle beam, it is ready to annihilate any who stand in its way. Built on the elegant Carrier's hull, it is both a formidable and sophisticated weapon of war.

— GEAR OPTIONS —

- *This troops Twin Jagtheric Cannons may be replaced with 1 Cosmotheric Destroyer.*

—FORMATION COMPOSITION—

- 1 Extasis Predator

This troop is equipped with: Twin Aetheric Arsenal; Twin Jagtheric Cannons; Extasis Ram Blade.

KEYWORDS: VEHICLE, JIAN'HA, EXTASIS PREDATOR

FACTION RASSA MOXOL
KEYWORDS:

MUINA’KORNAV

M

8"

V

10

DE

3+

W

12

HE

6+

BE

3

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Aetheric Arsenal	[RAPID FIRE 2]	24"	2	3+	4	-0	1
Radiotheric Cleanser	[EMISSION]	12"	D6	3+	4	-0	1
Muina Arsenal	[RAPID FIRE 8]	24"	6	3+	8	-1	1
Tlanex Cannon	[ANNIHILATING] [PENETRATION 2]	36"	3	3+	10	-2	3

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Muina’Blade	[DEVASTATING]	Melee	5	3+	12	-2	3
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— ABILITIES —

CORE: Deadly Demise 2

FACTION: HAKARAK TRADITION

Chimalli Shields: Once per round, when an enemy formation targets you for an attack, you may reduce the Damage statistic of all their attacks by 2 (minimum 1).

— INVULNERABLE DEFENCE —

6+

KEYWORDS: VEHICLE, WALKER, JIAN’HA, MUINA’KORNAV

FACTION RASSA MOXOL
KEYWORDS:

MUINA’KORNAV

The Muina’Kornav or Guardian Beast is a famed battlesuit equipped upon Ramma’Toui warriors taught by Ruptorix or Hali’Ctoch warlords. This suit offers a good mix of ranged and capable close quarters combat. Equipped with a Chimalli Shield generator this machine can soak up most damage handily.

— GEAR OPTIONS —

- *This troop may replace its Muina Arsenal with 1 Tlanex Cannon.*
- *This troop may replace its Aetheric Arsenal with 1 Radiotheric Cleanser.*

—FORMATION COMPOSITION—

- **1 Muina’Kornav**

This troop is equipped with: Muina Arsenal; Aetheric Arsenal; Muina’Blade.

KEYWORDS: VEHICLE, WALKER, JIAN’HA, MUINA’KORNAV

FACTION RASSA MOXOL
KEYWORDS:

TECPAT'KORNAV

M8"

V10

DE3+

W12

HE6+

BE3

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Twin Tle Drivers	[INFERNO 1] [TWIN-WEAPON]	16"	3	3+	9	-4	3
Aetheric Arsenal	[RAPID FIRE 2]	24"	2	3+	4	-0	1
Radiotheric Cleanser	[EMISSION]	12"	D6	3+	4	-0	1

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Tecpat'Blades	[TWIN-WEAPONS]	Melee	5	3+	12	-2	3
⚔ Energid Blade - Strike		MELEE	6	3+	12	-3	4
⚔ Energid Blade - Sweep		MELEE	12	3+	6	-2	2

ABILITIES

CORE: Deadly Demise D3

FACTION: HAKARAK TRADITION

Perpetual Engine: The first time this troop is destroyed, do not resolve its Deadly Demise. Roll one D6: on a 2+, set this troop back up on the Warfield as close as possible to where it was destroyed and not within Threat Range of any enemy formations, with D6+1 Wounds remaining.

INVULNERABLE DEFENCE

6+

KEYWORDS: VEHICLE, WALKER, JIAN'HA, TECPAT'KORNAV

FACTION RASSA MOXOL
KEYWORDS:

TECPAT’KORNAV

The Tecpat’Kornav, also known as the Blade Beast, is a renowned battlesuit worn by Ramma’Toui warriors trained by Ruptorix or Hali’Ctoch warlords. This suit provides a significant advantage in close combat, featuring expertly crafted blades capable of slicing through even larger vehicles in seconds.

— GEAR OPTIONS —

- *This troop may replace its Twin Tle Drivers with 1 Energid Blade.*
- *This troop may replace its Aetheric Arsenal with 1 Radiotheric Cleanser.*

—FORMATION COMPOSITION—

- **1 Tecpat’Kornav**

This troop is equipped with: Twin Tle Drivers; Aetheric Arsenal; Tecpat’Blades.

KEYWORDS: VEHICLE, WALKER, JIAN’HA, TECPAT’KORNAV

FACTION RASSA MOXOL
KEYWORDS:

TLAHHU’KORNAV

M

6''

V

10

DE

3+

W

12

HE

6+

BE

3

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Tlahhu Culverin	[DEVASTATING] [SUSTAINED FIRE 1]	48''	D3+1	3+	12	-3	D6+2
Topillin Spear	[INFERNO 4] [ANTI-VEHICLE-3+]	36''	2	3+	14	-3	4
Aetheric Arsenal	[RAPID FIRE 2]	24''	2	3+	4	-0	1
Aetheric Storm Arsenal	[STORM]	24''	2	3+	4	-0	1

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Tlahhu Fists	[TWIN-WEAPONS]	Melee	2	4+	8	-0	2
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KEYWORDS: VEHICLE, WALKER, JIAN’HA, TLAHHU’KORNAV

— ABILITIES —

CORE: Deadly Demise D3

FACTION: HAKARAK TRADITION

Focused Attention: Each time this troop makes a ranged attack that targets a troop that is within half its weapons range, you can re-roll Wound rolls.

— INVULNERABLE DEFENCE —

6+

FACTION RASSA MOXOL
KEYWORDS:

TLAHHU’KORNAV

The Tlahhu’Kornav, also known as the Bow Beast, is a renowned battlesuit worn by Ramma’Toui warriors trained by Ruptorix or Hali’Ctoch warlords. This suit excels in ranged combat, equipped with some of the most powerful weaponry of its size, capable of piercing the thickest shields and the heaviest armor.

— GEAR OPTIONS —

- *This troop may replace its Aetheric Arsenal with 1 Aetheric Storm Arsenal.*

—FORMATION COMPOSITION—

- 1 Tlahhu’Kornav

This troop is equipped with: Tlahhu Culverin; Topillin Spear; Aetheric Arsenal; Tlahhu Fists.

KEYWORDS: VEHICLE, WALKER, JIAN’HA, TLAHHU’KORNAV

FACTION RASSA MOXOL
KEYWORDS:

DOMI’KORNAV TITAN

M	V	DE	W	HE	BE
10’’	10	3+	20	6+	8

RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Heliospheric Cannon - Conserve	[DEVASTATING] [TWIN-WEAPON] 36’’	D3	3+	14	-2	D6
Heliospheric Cannon- Aggress	[HAZARD] [DISMEMBERING] 36’’	D6	3+	18	-4	2D6
Stellartheric Flares	[IGNORES COVER] 24’’	8	3+	5	-1	1
Stellartheric Lance	[SUSTAINED FIRE 1] [INFERNO 3] 48’’	3	3+	12	-4	3

MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Titanic Tusks	[EXTRA ATTACKS] Melee	5	3+	8	-1	2
Photonis Blade - Strike	MELEE	5	3+	18	-3	6
Photonis Blade - Sweep	MELEE	15	3+	8	-2	2

ABILITIES

CORE: Deadly Demise D6

FACTION: HAKARAK TRADITION

Phase Engine: Each time an attack is allocated to this troop, reduce the incoming damage from that attack by 1.

Elegant Design: Each time this troop makes an Advance, or Assault move add 3 to the result, additionally while making these moves it can move over friendly troops (excluding Titanic troops).

GEAR ABILITIES

Irumite Armour: The bearer has 5+ Invulnerable Defense.

KEYWORDS: VEHICLE, TITANIC, WALKER, JIAN’HA, DOMI’KORNAV TITAN

FACTION RASSA MOXOL
KEYWORDS:

DOMI'KORNAV TITAN

The Rama'Toui's pinnacle creations are the Domi'Kornav Titans, manned by severely injured Ruptorix or Hali'Ctoch warriors who can no longer engage in direct combat with their natural bodies. Together with their two Rama'Toui Artisan-Mechanics, they command these colossal walkers on the battlefield, wielding devastating weapons capable of rending enemy formations asunder.

— GEAR OPTIONS —

- *This troops Photonis Blade can be replaced with 1 Heliospheric Cannon.*
- *This troops Irumite Armour may be replaced with 1 Stellatheric Lance.*

—FORMATION COMPOSITION—

- 1 Domi'Kornav Titan

This troop is equipped with: Photonis Blade; Stellatheric Flares; Titanic Tusks; Irumite Armour.

KEYWORDS: VEHICLE, TITANIC, WALKER, JIAN'HA, DOMI'KORNAV TITAN

FACTION RASSA MOXOL
KEYWORDS:

ZILON SERPENT

M

20''+

V

8

DE

3+

W

12

HE

6+

BE

0

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Terathopic Assaulter	[RAPID FIRE 4] [TWIN-WEAPON]	24''	4	3+	4	-0	1
Noxtheric Needles	[RAPID FIRE D6+3] [ANTI-AIR-3+]	48''	D6+3	3+	6	-1	2
Stellartheric Lance	[SUSTAINED FIRE 1] [INFERNO 3]	48''	3	3+	12	-4	3
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Venotheric Plasma Blade	[ANTI-VEHICLE-3+]	Melee	4	3+	8	-1	2

— ABILITIES —

CORE: Deadly Demise 2

FACTION: HAKARAK TRADITION

Sky Dart: When this troop is FLYING it may turn up to 180 degrees instead of 90.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, JIAN'HA, ZILON SERPENT

FACTION RASSA MOXOL
KEYWORDS:

ZILON SERPENT

The Zilon Serpent is a unique creation attributed to the enigmatic Maven Eztli, a close associate of several members of the POU's Skolurgy and Autereium's Mecherrum. This machine soars through the air like a winged mechanical beast, firing high-energy beams or firing blades of dark energy at its foes.

— GEAR OPTIONS —

- *This troop may replace its Stellartheric Lance with 1 Noxtheric Needles.*

—FORMATION COMPOSITION—

- 1 Zilon Serpent

This troop is equipped with: Terathopic Assaulter; Stellartheric Lance; Venotheric Plasma Blade.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, JIAN'HA, ZILON SERPENT

FACTION RASSA MOXOL
KEYWORDS:

SKY-KRAKEN ZAR'QUILATH

M

20''+

V

12

DE

3+

W

24

HE

6+

BE

0

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Tlo’Khaan Lance – low cohesion [VOLATILE] [IGNORES COVER]		36''	2D6+3	N/A	6	-2	2
	Tlo’Khaan Lance – high cohesion [PRECISION] [ANTI-FLY 3+] [DEVASTATING]	48''	6	4+	8	-3	4
Qlaz’Ra Nestguns	[ANTI-FLY 3+]	48''	D6	3+	6	-1	1
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Zar’Kraken Plasma Maw	[ANTI-VEHICLE-3+]	Melee	8	3+	10	-2	2

— ABILITIES —

CORE: DEADLY DEMISE D6+2; HOVER; FIRING DECK 4

FACTION: HAKARAK TRADITION

Gravity Tethers: During your shooting phase, you may select one enemy formation which is neither TITANIC or FLY. This selected formation gains the FLY keyword until the end of the round.

Gravity Chute: When a troop Disembarks from this Transport after it has made a Normal Move, the Disembarked formation may also make a Normal move.

— INVULNERABLE DEFENCE —

6+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, JIAN’HA, ZAR’QUILATH, TITANIC

FACTION RASSA MOXOL

KEYWORDS:

SKY-KRAKEN ZAR'QUILATH

The Zar'Quilath, feared across the skies as the Sky-Kraken, is a vast behemoth of forged metal and ruinous purpose. Commissioned by Rhonor and Mornor, the bond-brothers of the Ruptorix Horde, it serves as a colossal airborne weapons platform. With its devastating Cent'lrum gravity harnesses, the Zar'Quilath seizes enemy vehicles and prey mid-air—suspending them helplessly as its naval-grade Plasma Lance rips through armour and hull alike. A brutal fusion of power and slaughter, it is less an aircraft and more a predator born from war itself.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 SKY-KRAKEN ZAR'QUILATH

This troop is equipped with: Tlo'Khaan Lance; Qlaz'Ra Nestguns; Zar'Kraken Plasma Maw.

—TRANSPORT—

This troop has a capacity of 6 RASSA MOXOL troops and 1 CHARACTER troop.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, JIAN'HA, ZAR'QUILATH, TITANIC

FACTION RASSA MOXOL
KEYWORDS: