

# 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.

### **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**

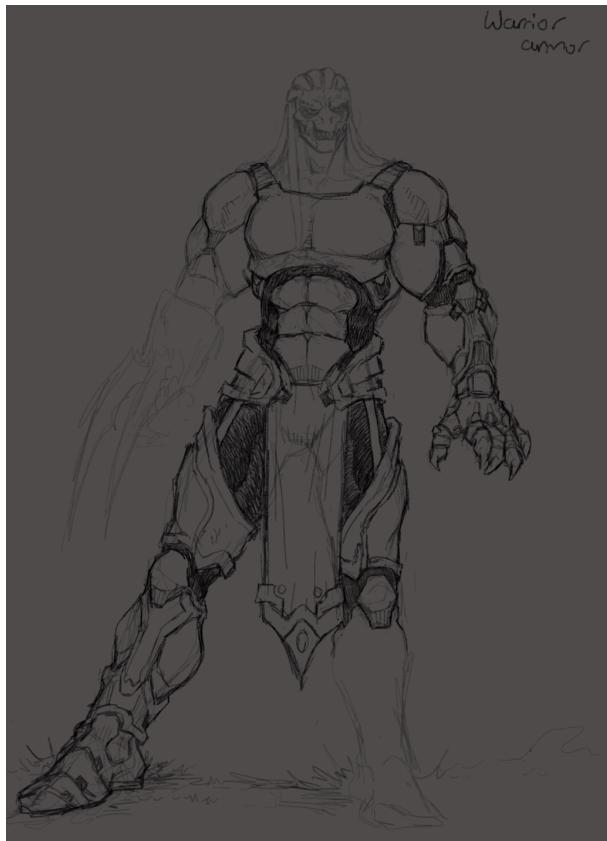
*Mure'Kai, the tradition of swarming an enemy to the point of overwhelming their defence.*

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

### **Owa'Kai**

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

All melee weapons equipped gain the [DESTRUCTIVE] ability.



# Rassa Moxol - Hakarak of Jian'Ha

## Detachment Rule

If your Army is the Hakarak of Jian'Ha, you can use this Combined Regiment Detachment 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 HAKARAK formation from your army has made an Assault move this round, add 1 to the swiftness of all their melee attacks.



# Rassa Moxol - Hakarak of Jian'Ha Enhancement

If you are using the Warriors of Exstintech Detachment rule, you can use these Warriors of Exstintech 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.*

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

## Lure of Battle

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

HAKARAK troops only. When the bearer is within 18" of an enemy formation they are eligible to make an Assault move.

## 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.*

HAKARAK 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).

# Rassa Moxol - Hakarak of Jian'Ha

## Battle-Manoeuvres

### ETERNAL STALWARTS

Rassa - Stratagem - 2MP

*The Rassa is unmoving, 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 Swiftness 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 Swiftness 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 Swiftness Statistics.

# Rassa Moxol - Hakarak of Jian'Ha

## Troop-Catalogue

### Warchief Ikarn'Eztlí

1 Troop - 145 pts

### Martial Akalan

1 Troop - 125 pts

### Maven Kaeda

1 Troop - 115 pts

### Hali'Ctoch Custodians

4 Troops - 170 pts

5 Troops - 215 pts

9 Troops - 385 pts

10 Troops - 425 pts

### Ruptorix Rancour's

2 Troops - 120 pts

3 Troops - 180 pts

5 Troops - 300 pts

6 Troops - 360 pts

### Hali'Ctoch Shade Hunters

1 Troops - 70 pts

2 Troops - 140 pts

3 Troops - 210 pts

### Xochar'Hasta Hussars

2 Troops - 180 pts

3 Troops - 270 pts

5 Troops - 450 pts

6 Troops - 540 pts

### Domi'Kornav Goliath

1 Troop - 185 pts

### Domi'Kornav Titan

1 Troop - 325 pts

# WARCHIEF IKARN'EZTLI

M	V	DE	W	HE	BE
7"	6	2+	?	5+	2

## RANGED WEAPONS

RANGE SW RS S AP D

Glaive Mionzi [EMISSION] [STORM]

24" 2 2+ 5 -2 2

## MELEE WEAPONS

RANGE SW MS S AP D

Glaive Mionzi [EMISSION]

Melee 6 2+ 10 -2 3

## ABILITIES

**CORE:** Reinforced Health 5+; Leader; Scouts 3"

**FACTION:** Hakarak Tradition

**Honour Bound:** While this troop is leading a formation, troops in that formation have the Fights First ability.

**Tenacious Assault:** While this troop is leading a formation which is making an Assault move, add an additional D6 to the Assault move.

**Moment of Clarity:** Once per battle, at the start of the Brawl Phase, you can give this troop 2+ Invulnerable Saves, or give his Glaive Mionzi a Swiftness statistic of 12. Both of these options last until the end of the phase.

## INVULNERABLE SAVE



KEYWORDS: INFANTRY, CHARACTER, EPIC-HERO, RASSA MOXOL, WARCHIEF IKARN'EZTLI

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 instill fear in their adversaries, rivaled only by the infamous Infinite.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Warchief Ikarn'Eztli – EPIC HERO

This troop is equipped with: Glaive Mionzi.

## LEADER

This troop can be attached to the following formations:

- HALI'CTOCH CUSTODIANS
- RUPTORIX RANCOUR'S

## SUPREME GENERAL

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

KEYWORDS: INFANTRY, CHARACTER, EPIC-HERO, RASSA MOXOL, WARCHIEF IKARN'EZTLI

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# MARTIAL, AKALAN

M V DE W HE BE  
6" 6 3+ 6 6+ 2

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Aeth'Emano [EMISSION] [VOLATILE]

36"	D6	3+	6	-1	1
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Aeth'Emano

Melee	7	2+	8	-1	4
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## ABILITIES

CORE: Reinforced Health 6+; Leader

FACTION: Hakarak Tradition

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

**Wreathe Shield:** 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 SAVE



KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MARTIAL AKALAN

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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'lrum fuels his resolve, rendering him a lethal and resolute combatant on the battlefield.*

## GEAR OPTIONS

- None.
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## FORMATION COMPOSITION

- 1 Martial Akalan

This troop is equipped with: Aeth'Emano.

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## LEADER

This troop can be attached to the following formations:

- HAL'CTOCH CUSTODIANS
  - RUPTORIX RANCOUR'S
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KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MARTIAL AKALAN

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# MAVEN, Kaeda

M	V	DE	W	HE	BE
7"	4	6+	5	6+	1

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Kaeda's Gauntlet [DESTRUCTIVE] [SIDEARM]	18"	1	2+	5	-1	1
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Kaeda's Gauntlet [ANTI-INFANTRY 3+]	Melee	3	2+	5	-1	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 9" of this troop, that formation gains +1 to Wounds rolls until the end of the phase.

**Wreathe Protector:** In your manoeuvres phase, choose one friendly formation within 9" of this troop, that formation gains 4+ Invulnerable Saves until the end of the Round.

**Ormolian 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 SAVE



KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MAVEN KAEDA

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 Ikar'n'Ezli. 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: Kaeda's Gauntlet.

## LEADER

This troop can be attached to the following formations:

- HALI'CTOCH CUSTODIANS
- RUPTORIX RANCOUR'S

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MAVEN KAEDA

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# HALI'CTOCH CUSTODIANS

M V DE W HE BE  
6" 6 2+ 3 6+ 2

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Aetheric Carronade	[STORM]	24"	2	2+	4	-1	2
Atlatl Phaser	[STORM] [SIDEARM]	12"	2	2+	4	-1	1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Aetheric Blades		Melee	6	2+	6	-2	2
Chi'Mallin Sai		Melee	5	2+	5	-2	1

## ABILITIES

CORE: Reserve Troop

FACTION: Hakarak Tradition

**Dual Storm:** Once per battle, in your shooting phase, after this formation has shot, it may shoot again.

**Embalmers:** Each time this troop makes an attack within range of an Objective Marker you control; all attacks deal 1 extra damage.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, BATTLELINE, RASSA MOXOL, HALI'CTOCH CUSTODIANS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 Chi'Mallin Sai's, 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

- For every 5 troops in this formation you may replace its Aetheric Blade and Carronade with 1 Chi'Mallin Sai, 1 Labarum and 1 Iubar Shield.

## FORMATION COMPOSITION

- 4-10 Hali'Ctoch Custodians

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

## GEAR ABILITIES

**Labarum:** Add 1 to the Battle Effectiveness statistic of troops in the bearer's formation.

**Iubar Shield:** Add 1 to the bearer's Wounds statistic.

KEYWORDS: INFANTRY, BATTLELINE, RASSA MOXOL, HALI'CTOCH CUSTODIANS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# RUPTORIX RANCOUR'S

M V DE W HE BE  
5" 7 2+ 5 6+ 2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Photonic Cannon [EMISSION] [VOLATILE]	18"	D6	2+	4	-1	1
Aetheric Carronade [STORM]	24"	2	2+	4	-1	2

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Aetheric Blades	Melee	6	2+	6	-2	2
Warmaul	Melee	4	3+	9	-1	3

## ABILITIES

CORE: Reserve Troop

FACTION: Hakarak Tradition

**Reflective Carapace:** Ruptorix Rancour's are immune to the [EMISSION] weapon ability.

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

INVULNERABLE SAVE



KEYWORDS: INFANTRY, RUPTORIX, RASSA MOXOL, RUPTORIX RANCOURS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# RUPTORIX RANCOUR'S

*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'lrum.*

## GEAR OPTIONS

- Any number of troops may replace their Aetheric Carronade and Blades with a Warmaul and Irumite Armour.

## FORMATION COMPOSITION

- 2-6 Ruptorix Rancour's

**This troop is equipped with:** Photonic Cannon; Aetheric Carronade; Aetheric Blades.

## GEAR ABILITIES

**Irumite Armour:** The bearer troop gains 4+ Invulnerable Saves.

KEYWORDS: INFANTRY, RUPTORIX, RASSA MOXOL, RUPTORIX RANCOURS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# HALI'CTOCH SHADE HUNTERS

M V DE W HE BE  
9" 6 3+ 5 6+ 2

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Aetheric BladeBow [PRECISION]

48"	3	2+	6	-1	2
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Shade Legs

Melee	2	3+	4	-1	1
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Aetheric BladeBow

Melee	6	2+	6	-2	2
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## ABILITIES

CORE: Scouts 6"

FACTION:Hakarak Tradition

**Canopy Shade:** If this troop Remains Stationary, this troop gets the Stealth ability.

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

INVULNERABLE SAVE

5+

KEYWORDS: MOUNTED, WALKER, RASSA MOXOL, HALI'CTOCH SHADE HUNTERS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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:** Aetheric BowBlade; Shade Legs.

KEYWORDS: MOUNTED, WALKER, RASSA MOXOL, HALI'CTOCH SHADE HUNTERS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# XOCHAR'HASTA HUSSARS

M V DE W HE BE  
12" 6 2+ 4 6+ 2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Aetheric Battery	24"	D3	2+	8	-1	3
Aetheric Assaulter [RAPID FIRE 3] [TWIN-WEAPON]	16"	4	2+	4	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Aetheric Spire [DEVASTATING]	Melee	5	2+	8	-1	3

## ABILITIES

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

INVULNERABLE SAVE



KEYWORDS: MOUNTED, FLY, RASSA MOXOL, XOCHAR'HASTA HUSSARS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 Hal'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

- Any number of troops may replace their Aetheric Battery with an Aetheric Assaulter.

## FORMATION COMPOSITION

- 2-6 Xochar'Hasta Hussars

**This troop is equipped with:** Aetheric Battery; Aetheric Spire.

KEYWORDS: MOUNTED, FLY, RASSA MOXOL, XOCHAR'HASTA HUSSARS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# DOMI'KORNAV GOLIAITH

M V DE W HE BE  
6" 8 2+ 10 6+ 3

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Aetheric Arsenal	[RAPID FIRE 2]	24"	2	2+	4	-0	1
Distruttrice Cannon	[ANNIHILATION] [EMMISION]	24"	6	2+	10	-2	D3+1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Kelak Tusks	[DEVASTATING]	Melee	6	3+	10	-2	2

## ABILITIES

CORE: Deadly Demise 2

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 Thread Range of any enemy formations, with D6 Wounds remaining.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, DOMI'KORNAV GOLIAITH

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# DOMI'KORNAV GOLIATH

*The Rama'Toui's siege engine stands as a formidable creation, manned by a crew of their own kind. Bearing a striking resemblance to the undying beast, Kornav'Kelak, native to the Ruptorix home world, it exudes an imposing presence on the battlefield. Fuelled by an eternal Wreathe engine, this mechanical marvel poses a significant threat wherever it treads.*

## GEAR OPTIONS

- Any number of troops may replace their Aetheric Arsenal with Irumlite Armour.

## FORMATION COMPOSITION

- 1 Domi'Kornav Goliath

This troop is equipped with: Aetheric Arsenal; Distrutrice Cannon; Kelak Tusks.

## GEAR ABILITIES

**Irumite Armour:** The bearer troop gains 4+ Invulnerable Saves.

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, DOMI'KORNAV GOLIATH

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA



# DOMI'KORNAV TITAN

M V DE W HE BE  
10" 10 2+ 20 6+ 8

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
▶	Heliospheric Cannons [DEVASTATING] [TWIN-WEAPON]	36"	D3	2+	14	-2	D6
▶	Heliospheric Cannon - Supernova [ANNIHILATION] [HAZARD]	36"	2D3	2+	18	-4	2D6
	Stellatheric Flares [IGNORES COVER]	24"	8	2+	5	-1	1
	Stellatheric Lance [SUSTAINED FIRE 1] [INFERNO 3]	48"	3	2+	12	-4	3

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
	Titanic Tusks [DEVASTATING]	Melee	6	3+	10	-1	3
▶	Photonis Blade - Strike	Melee	5	2+	18	-3	6
▶	Photonis Blade - Sweep	Melee	15	2+	8	-2	2

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TITANIC, WALKER, RASSA MOXOL, DOMI'KORNAV TITAN

## 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).

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 Stellatheric Lance.
- This troops Irumite Armour may be replaced with 1 Heliospheric Cannon.

## FORMATION COMPOSITION

- 1 Domi'Kornav Titan

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

## GEAR ABILITIES

**Irumite Armour:** The bearer troop gains 4+ Invulnerable Saves.

KEYWORDS: VEHICLE, TITANIC, WALKER, RASSA MOXOL, DOMI'KORNAV TITAN

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA