

# 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**

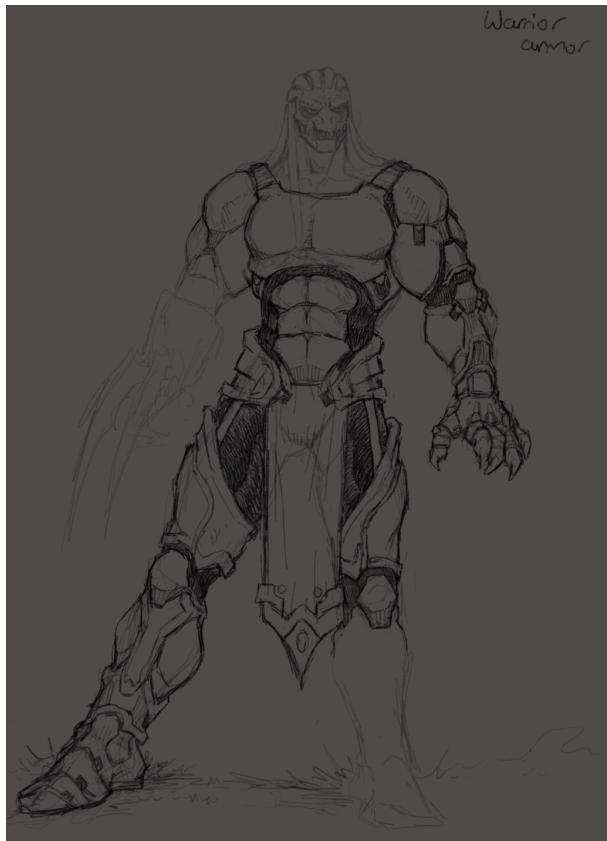
*Mure'Kai, the tradition of swarming an enemy to the point of overwhelming their defence.*

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 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 HAKARAK 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, all RUPTORIX troops have their Movement statistic improved by 1.

# 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.*

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).

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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.

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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. When the bearer's formation is the target of an attack made within 12", subtract 1 from the attackers Hit roll.

# 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'Eztl

1 Troop - 145 pts

### Martial Akalan

1 Troop - 125 pts

### Maven Kaeda

1 Troop - 125 pts

### Ramma'Toui Artisans

3 Troops - 155 pts

### Ruptorix Horde'Nor

1 Troop - 130 pts

### Hali'Ctoch Custodians

4 Troops - 170 pts

5 Troops - 215 pts

9 Troops - 385 pts

10 Troops - 425 pts

### Hali'Ctoch Dismantlers

4 Troops - 190 pts

5 Troops - 240 pts

9 Troops - 430 pts

10 Troops - 475 pts

### Ruptorix Rancour's

2 Troops - 120 pts

3 Troops - 180 pts

5 Troops - 300 pts

6 Troops - 360 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 - 160 pts

3 Troops - 240 pts

5 Troops - 400 pts

6 Troops - 480 pts

### Extasis Carrier

1 Troop - 260 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

# 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, HALI'CTOCH, 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
- HALI'CTOCH DISMANTLERS
- 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
7"	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, HALI'CTOCH, 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.

## FORMATION COMPOSITION

- 1 Martial Akalan

This troop is equipped with: Aeth'Emano.

## LEADER

This troop can be attached to the following formations:

- HAL'I'CTOCH CUSTODIANS
- HAL'I'CTOCH DISMANTLERS
- RUPTORIX RANCOUR'S

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MARTIAL AKALAN

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# MAVEN, Kaeda

M V DE W HE BE  
6" 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, ORMOLLIAN, 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 trooper can be attached to the following formations:

- HALI'CTOCH CUSTODIANS
- HALI'CTOCH DISMANTLERS
- RUPTORIX RANCOUR'S

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, MAVEN KAEDA

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# RAMMA'TOUI ARTISANS

M V DE W HE BE  
6" 4 3+ 4 7+ 1

## RANGED WEAPONS

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

## MELEE WEAPONS

Artisan Drill	RANGE	SW	MS	S	AP	D
	Melee	1	2+	10	-3	2
Artisan Saw	Melee	3	3+	4	-0	2

## ABILITIES

CORE: Leader

FACTION: Hakarak Tradition

**Artisan Irumite Shield:** This formation cannot be the target for attacks made by an enemy formation from more than 12" away.

**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 SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, RAMMA'TOUI, ARTISANS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 Drill with 1 Artisan Saw.

## FORMATION COMPOSITION

- 3 Ramma'Toui Artisans

This troop is equipped with: Atlatl Phaser; Artisan Drill .

## LEADER

This formation can be attached to the following formations:

- HALI'CTOCH CUSTODIANS
- HALI'CTOCH DISMANTLERS
- RUPTORIX RANCOUR'S

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, RAMMA'TOUI, ARTISANS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# RUPTORIX HORDE'NOR

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

## RANGED WEAPONS

Nor'ciner Cleanser [IGNORES COVER] [EMISSION]	RANGE	SW	RS	S	AP	D
	16"	D3+3	N/A	6	-0	2

## MELEE WEAPONS

Nor'ciner Claws [EMISSION]	RANGE	SW	MS	S	AP	D
	Melee	6	3+	8	-1	2
Nor'ciner Gauntlet [ANTI-VEHICLE-3+]	Melee	4	3+	10	-2	3

## ABILITIES

CORE: Leader; Reinforced Health 5+

FACTION: Hakarak Tradition

**Reflective Carapace:** This troop is immune to the [EMISSION] weapon ability.

**Unstoppable Chief:** If this trooper is leading a formation, that formation may Assault even if they have made an Advance move this round.

INVULNERABLE SAVE



KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, RUPTORIX, HORDE'NOR

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# RUPTORIX 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 Nor'ciner Claws with 1 Nor'Ciner Gauntlet.

## FORMATION COMPOSITION

- 1 Ruptorix Horde'Nor

This troop is equipped with: Nor'ciner Cleanser; Nor'ciner Claws.

## LEADER

This troop can be attached to the following formations:

- RUPTORIX RANCOUR'S
- RUPTORIX EXTERMINATORS

KEYWORDS: INFANTRY, CHARACTER, RASSA MOXOL, RUPTORIX, HORDE'NOR

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# HALI'CTOCH CUSTODIANS

M V DE W HE BE  
7" 6 2+ 3 6+ 2

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Aetheric Carronade	[STORM]	24"	2	2+	5	-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

# HALI'CTOCH DISMANTLERS

M	V	DE	W	HE	BE
7"	6	3+	3	6+	2

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Aetheric Deprivers	[TWIN-WEAPON]	18"	4	2+	6	-1	2
Atlatl Depriver	[DEVASTATING]	12"	2	2+	8	-2	2

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Aetheric Deprivers		Melee	6	2+	6	-2	2
Atlatl Depriver		Melee	2	2+	3	-0	1

## 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.

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

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

5+

# 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'lrum. 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

- All troops in this formation may replace their Aetheric Deprivers for 1 Atlatl Depriver and 1 Warp Beacon.

## FORMATION COMPOSITION

- 4-10 Hali'Ctoch Dismantlers

**This troop is equipped with:** Aetheric Deprivers.

## GEAR ABILITIES

**Warp Beacon:** The bearer troop the Infiltrator ability.

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

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	3+	4	-1	1
Aetheric Carronade [STORM]	24"	2	3+	5	-1	2

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Aetheric Blades	Melee	6	3+	6	-2	2
Warmaul	Melee	3	3+	8	-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

5+

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

# RUPTORIX EXTERMINATORS

M V DE W HE BE  
5" 7 2+ 4 6+ 1

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
En'ciner Cleanser [IGNORES COVER] [EMISSION]	16"	D6+1	N/A	5	-0	1
Stellatheric Batteries – standard [TWIN-WEAPON] [VOLATILE]	32"	2D6	3+	4	-0	1
Stellatheric Batteries– focused [HAZARD]	32"	3	3+	8	-1	4

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Radiotheric Claws [EMISSION]	Melee	4	3+	8	-1	2
Radiotheric Maul [ANTI-VEHICLE-3+]	Melee	4	3+	8	-2	2

## ABILITIES

FACTION: Hakarak Tradition

**Reflective Carapace:** Ruptorix Exterminators are immune to the [EMISSION] weapon ability.

**Enraged Warriors:** If this formation is not within 12" of an enemy formation their Movement Statistic is 7".

KEYWORDS: INFANTRY, RASSA MOXOL, RUPTORIX, EXTERMINATORS

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA



# 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 strength to withstand the heaviest hits and the power to tear vehicles apart.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

One of the following:

- 3 Ruptorix Exterminators & 1 Ruptorix Chief
- 7 Ruptorix Exterminators & 1 Ruptorix Chief

**Every Ruptorix Exterminator is equipped with:**  
En'ciner Cleanser; Radiotheric Claws.

**The Ruptorix Chief is equipped with:** Stellatheric Batteries; Radiotheric Maul.

KEYWORDS: INFANTRY, RASSA MOXOL, RUPTORIX, EXTERMINATORS

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"	4	2+	6	-1	2
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Shade Legs [EXTRA-ATTACKS]

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



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 4] [TWIN-WEAPON] 24" 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 or terrain feature as if it were not there. This formation may not end its movement inside of the formation or terrain feature.

INVULNERABLE SAVE

5+

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

# EXTASIS CARRIER

M V DE W HE BE  
10" 12 2+ 16 6+ 5

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Twin Aetheric Arsenal [RAPID FIRE 2] [TWIN-WEAPON]	24"	2	2+	4	-0	1
Twin Distrutrice Cannon [ANNIHILATION] [EMISSION] [TWIN-WEAPON]	24"	6	2+	10	-2	D3+1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D6

FACTION: Hakarak Tradition

**Prism Shields:** Once per battle, during your enemies Shooting or Brawling Phase this troops gains 3+ Invulnerable Saves until the end of the phase.

INVULNERABLE SAVE



KEYWORDS: VEHICLE, TRANSPORT, RASSA MOXOL, EXTASIS CARRIER

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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; Aetheric Ram Blade.

## TRANSPORT

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

KEYWORDS: VEHICLE, TRANSPORT, RASSA MOXOL, EXTASIS CARRIER

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# EXTASIS PREDATOR

M	V	DE	W	HE	BE
10"	12	2+	12	6+	2

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Twin Aetheric Arsenal [RAPID FIRE 2] [TWIN-WEAPON]	24"	2	2+	4	-0	1
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Twin Jagtheric Cannons [DEVASTATING] [ANTI-FLY 3+] [TWIN-WEAPON] [RAPID FIRE 4]	36"	4	2+	8	-2	3
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Cosmotheric Destroyer [SUSTAINED FIRE 1] [INFERNO 6]	36"	2	2+	12	-4	6
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Venotheric Plasma Blade [ANTI-VEHICLE 3+]	Melee	4	3+	8	-1	2
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## ABILITIES

CORE: Deadly Demise D3+1

FACTION: Hakarak Tradition

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

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, RASSA MOXOL, EXTASIS PREDATOR

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 troop's 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; Venotheric Plasma Blade.

KEYWORDS: VEHICLE, RASSA MOXOL, EXTASIS PREDATOR

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# MUINA'KORNAV

M V DE W HE BE  
8" 10 2+ 12 6+ 3

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Muina Arsenal [RAPID FIRE 8]	24"	8	2+	8	-1	1
Tlanex Cannon [ANNIHILATION] [EMMISION]	36"	3	2+	10	-3	3
Aetheric Arsenal [RAPID FIRE 2]	24"	2	2+	4	-0	1
Radiotheric Cleanser [EMISSION]	16"	D6	N/A	5	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Muina'Blade [DEVASTATING]	Melee	5	3+	12	-2	3

## 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).

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, MUINA'KORNAV

INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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

- The Muina'Korav may replace its Muina Arsenal with 1 Tlanex Cannon.
- The Muina'Korav 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, RASSA MOXOL, MUINA'KORNAV

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# TECPAT'KORNAV

M	V	DE	W	HE	BE
8"	10	2+	12	6+	3

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Twin Tie Driver	[INFERNO 1] [TWIN-WEAPON]	16"	3	2+	9	-4	3
Aetheric Arsenal	[RAPID FIRE 2]	24"	2	2+	4	-0	1
Radiotheric Cleanser	[EMISSION]	16"	D6	N/A	5	-0	1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Tecpat'Blades	[TWIN-WEAPON]	Melee	5	3+	12	-2	3
Energid Blade - Strike	[TWIN-WEAPON]	Melee	6	2+	12	-3	4
Energid Blade - Sweep	[TWIN-WEAPON]	Melee	12	2+	6	-2	2

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

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, TECPAT'KORNAV

## 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 SAVE

5+

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# 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 trooper's Twin Tie Driver and Tecpat'Blade may be replaced with 1 Energid Blade.
- The trooper's Aetheric Arsenal may be replaced with 1 Radiotheric Cleanser.

## FORMATION COMPOSITION

- 1 Tecpat'Kornav

This trooper is equipped with: Twin Tie Driver; Aetheric Arsenal; Tecpat'Blade.

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, TECPAT'KORNAV

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA

# TLAHHU'KORNAV

M	V	DE	W	HE	BE
6"	10	2+	12	6+	2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Tlahhu Culverin [DEVASTATING] [SUSTAINED FIRE 1]	48"	D3+1	2+	12	-3	D6+2
Topillin Spear [INFERNO 4] [ANTI-VEHICLE 3+]	36"	2	2+	14	-3	4
Aetheric Arsenal [RAPID FIRE 2]	24"	2	2+	4	-0	1
Aetheric Storm Arsenal [STORM]	24"	2	2+	4	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Tlahhu Fists [TWIN-WEAPON]	Melee	2	3+	8	-0	2

## ABILITIES

CORE: Deadly Demise 3

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..

KEYWORDS: VEHICLE, WALKER, RASSA MOXOL, TLAHHU'KORNAV

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA



# 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, RASSA MOXOL, TLAHHU'KORNAV

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 [DEVASTATING] [HAZARD]	36"	D6	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 [EXTRA-ATTACKS]	Melee	5	3+	8	-1	2
▶	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 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.

## 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

# ZILON SERPENT

M	V	DE	W	HE	BE
20"+	8	2+	12	6+	0

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Aetheric Assaulter	[RAPID FIRE 4] [TWIN-WEAPON]	24"	4	2+	4	-0	1
Stellatheric Lance	[SUSTAINED FIRE 1] [INFERNO 3]	48"	3	2+	12	-4	3
Noxtheric Needles	[RAPID FIRE D6+3] [ANTI-AIR 3+]	48"	D6+3	2+	6	-1	2

## 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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, RASSA MOXOL, ZILON SERPENT

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA



# 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 Stellarhetic Lance with 1 Noxtheric Needles.

## FORMATION COMPOSITION

- 1 Zilon Serpent

**This troop is equipped with:** Aetheric Assaulter ; Stellarhetic Lance ; Venotheric Plasma Blade.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, RASSA MOXOL, ZILON SERPENT

FACTION KEYWORDS:  
HAKARAK OF JIAN'HA