# RELTHOZA
## AND BA'KASH

This document contains model statistics for the
**Relthozan** and **Ba'Kash Factions.**

The statistics are compatible with the **Firestorm: Planetfall 1.0 Game Engine**.

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Version 6.0
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# RELTHOZA
## WEAPON TABLE RULES

| RELTHOZAN / BA'KASH TRIBES WEAPONS TABLE | | |
|---|---|---|
| **Weapons** | **Model Assigned Rule** | |
| Chrysalis Shard Cannon | *Kinetic* | |
| Aurelia Shard Cannon | *Kinetic* | |
| Nympha Shard Cannon | *Corrosive* | |
| Pupa Shard Cannon | *Corrosive* | |
| Spinnaret Flak-Launcher | *Interceptor & Pinpoint [1]* | |
| Chelicerae Missiles | *Barrage* | |
| Blood-Maw Bio-Toxin Projector | *Anti-Personnel* | |
| Shriek Cannon | *Scatter & Terror Weapon* | |
| Dirge Missiles | *Anti-Personnel & Barrage* | |

# RELTHOZA &
# BA'KASH

| | |
|---|---|
| **Tactical Bonus** | • The Forces of Relthoza have a Tactics Bonus = +2. |
| **Logistical Strength** | • Relthoza Forces may purchase Logistics Points for +25 Points each.<br>• Relthoza Forces may spend up to 4 Logistics Points in a single Bid Action.<br>• Relthoza Forces may elect to spend Logistics Points during the *Play TACs Step of the Pre-Turn Phase* to place Squadrons on Overwatch:<br>    • It costs **1 Logistics Point** to place a Light Squadron on Overwatch.<br>    • It costs **2 Logistics Points** to place an Armoured Squadron on Overwatch, unless it is a Heavy Armoured Squadron (identified as having the word Heavy in its designation) or Leviathan Squadron (identified as having the word Leviathan in its designation) which cost **3 Logistics Points** to place on Overwatch.<br>    • Aerial Forces may **NOT** use Logistics Points to be placed on Overwatch unless specifically noted.<br>    • In the case of mixed Squadrons (*A Squadron made up of Light and Armoured Elements for example*) use the largest Logistics Cost. |
| **Sky Drop Capability** | • The Forces of the Relthoza set their initial Sky Drop Site Markers to 5.<br>• The Forces of the Relthoza set their initial Artillery Drop Site Markers to 6. |
| **Artillery** | • The Forces of Relthoza use Artillery with 4D6 Attack Dice.<br>• All Relthoza Artillery Attacks use the *Barrage* and *Scatter* **MARs**. |
| **Special Rules** | • **Nano-Tech** - All Relthozan Non-Infantry elements gain the *Enhanced Repair Systems* **MAR**.<br>• **Apex Predators** – All Ba'Kash Aerial and Light elements have the *Recon Specialist* **MAR**. |

# RELTHOZA
## HELIX BUILDING

| RELTHOZA CORE HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Visith Heavy Walker Squadron** |
| | 1-2 | **Salamas Medium Walker Squadrons** |
| | 1-2 | **Namisc Light Walker Squadrons** |
| **OPTIONS** | 0-4 | *Jabri Drone Swarms. Each Swarm may purchase a Yayiss Sky Pod Transport for the appropriate points. If the Transport is purchased the Swarm MUST be deployed embarked upon it.* |
| | 0-2 | *Varic Medium Specialist Walkers (attached individually to the Heavy or Medium Tank Battle Squadrons within the Helix).* |

| BA'KASH RECON HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Novian Heavy Gunship Squadron** |
| **OPTIONS** | 0-1 | *Vakuro Heavy Ground Attack Squadron* |

| RELTHOZA HEAVY HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Vardiss Heavy Armour Squadron** |
| **OPTIONS** | 0-1 | *Namisc Light Walker Squadron* |
| | 0-1 | *Talamis Tank Hunter Squadron* |

| RELTHOZA FIREPOWER LEVIATHAN HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Varisei-Kei Leviathan** |
| **OPTIONS** | 0-2 | *Namisc Light Walker Squadrons* |

| RELTHOZA RECON HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Caramis Anti-Aircraft Walker Squadron** |
| **OPTIONS** | 0-2 | *Jamriss Drone Swarm. Each Swarm may purchase a Yayiss-Va Sky Pod Transport for the appropriate points. If the Transport is purchased the Swarm MUST be deployed embarked upon it.* |

# RELTHOZA
## HELIX BUILDING

| RELTHOZA INTERCEPTOR AERIAL HELIX ** | | |
|---|---|---|
| **REQUISITES** | 1 | **Savimasc Heavy Battle Suit** |
| **OPTIONS** | *0-1* | *Halamasc Drone Pods Squadron* |
| | \*\*An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor | |

| RELTHOZA GROUND ATTACK AERIAL HELIX ** | | |
|---|---|---|
| **REQUISITES** | 1 | **Vaxiss Ground Attack Leviathan** |
| **OPTIONS** | *0-1* | *Massith Drone Nexus* |
| | \*\*An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor | |

| RELTHOZA GROUND COMMAND HELIX ** | | |
|---|---|---|
| **REQUISITES** | 1 | **Javi Command Spire Squadron** – This Squadron MUST have at least 2 Narissa Gunnery Nodes attached |
| | 1 | **Salamas Medium Walker Squadron** – This squadron MUST be embarked on the Javi at the start of the battle. |
| **OPTIONS** | 0 | *No Options* |
| | \*\*This Helix occupies a Field Support Helix Slot | |

| RELTHOZA ASSAULT HELIX | | |
|---|---|---|
| **REQUISITES** | 1 | **Salavi-Kei Battle Warrior Squadron** |
| **OPTIONS** | *0-1* | *Jakariss Light Tank Squadron* |

# RELTHOZA
## LEVIATHAN FORCES

| RELTHOZA | FIREPOWER LEVIATHAN – *VARISEI-KEI* | 820 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Chrysalis **SHARD CANNONS** | | F / L / R | EF | 20 | 12 |
| | | | LR | 40 | 10 |
| Chrysalis **SHARD CANNONS** | | F / L / R | EF | 20 | 12 |
| | | | LR | 40 | 10 |
| Blood-Maw **BIOTOXIN PROJECTORS** | | AR | EF | 10 | 12 |
| | | | LR | 15 | 6 |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 8 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 7" / 11" | 10+10+11+11 | 0 | 10/5 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Elevated | Elite | 15 |

| Model Assigned Rules | Cloaked, Command Element (16"), Drone Nexus (16"), Independent Targeting, Lumbering, Walker |
|---|---|
| Additional Rules | • **Conditional Upgrade** – All Namisc Light Walker Squadrons in the Helix **MUST** upgrade to have the *Kill Team* MAR for an additional +5 Points per model<br>• **Focused Horror** – If **BOTH** Chrysalis Shard Cannons fire at the same target squadron, the weapons gain the *Terror Weapon* MAR in addition to any other effects |

The Varisei-Kei Leviathan bestrides the battlefields of the Firestorm Galaxy like a colossus of death, its shimmering countenance a vision of horror to those who behold it.

Armed with a par of fearsome Chrysalis Shard Cannons and a powerful Blood-Maw Bio Toxin Projector, the Leviathan can be easily considered to be one of the most powerful ground based elements that can be brought to bear.

Given its battlefield dominance, the Varisei-Kei is often the focal point of an enemy engagement strategy with all manner of targeting solutions that are desperately mapped to bring it down!

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | HEAVY COMMAND SPIRE – *JAVI* | 260 Points | |
|---|---|---|---|

### WEAPONS

| Weapon | MAR | Arc | RB | R" | AD |
|---|---|---|---|---|---|
| | | | | | |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 0" / 0" | 9+10+11 | 0 | 15 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Elevated | Elite | 7 |

| Model Assigned Rules | *Cloaked, Command Element (20"), Drone Nexus (20"), Fearless, Sectored Armour, Transport (Salamas Only, 2)* |
|---|---|
| Additional Rules | • **Sky Drop Asset** – Unless a Scenario Condition applies, this model **MUST** deploy via Sky Drop<br>• **Quake Deployment** – When this model deploys into the battlefield from Sky Drop, all enemy Squadrons within 12" of its eventual entry point must take a Disorder Test requiring **TWO** successes<br>• **Command Centre** – A Force that contains a Javi Command Spire may take an **ADDITIONAL** Tactical Action Card over and above the number stated for the game size. In addition friendly Relthozan forces within the Command Spire's Command Radius are **ALWAYS** considered to be within range of their Command Element, even if this is not possible (due to their Command Element being destroyed or out of range!)<br>• **Gunnery Nodes** – The Javi Command Spire Squadron **MUST** include 2 to 4 Narissa Gunnery Nodes. These are placed onto the battlefield within coherency of the Javi after its own deployment has been determined. All Gunnery Nodes deployed are considered to form a Squadron with the Command Spire<br>• **Icon of the Empire** – All friendly Relthozan Infantry Cadres within 8" of this model gain the *Fearless* MAR. |

The Javi Command Spire smashes its way into the battlefield like a lightning strike, causing those nearby to seek cover fearful the planet is being bombarded. The crashing impact of the Javi's arrival into the battlefield can often lead to nearby enemy forces buckling under the concussive impact. The massive spire then acts as a core command point for the Relthozan forces, providing support to both light and armoured forces in equal measure with extended Drone Nexus and Command effects.

Once deployed, the Javi expels a number of gunnery nodes to act as close defence and fire support. These nodes are outfitted literally as the Command Spire hurtles towards its target point on the battlefield and are considered to be highly flexible gunnery positions, despite their lack of manoeuvrability.

Finally, the Javi will release its bonded Salamas Bodyguards who are tasked with the Command Spire's defence. Heavily armed and highly aggressive, these warriors will fight to the last breath to protect their primary commander on the field.

# RELTHOZA

## ARMOURED FORCES

| RELTHOZA | HEAVY SUPPORT WALKER – *VARDISS* | | | | 315 Points | |
|---|---|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Heavy Aurelia **SHARD CANNON** | | F | EF | 10 | 10 |
| | | | LR | 20 | 8 |
| Heavy Aurelia **SHARD CANNON** | | F | EF | 10 | 10 |
| | | | LR | 20 | 8 |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 3 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 7" / 13" | 7+8+9 | 0 | 3 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Armoured | Regular | 6 |

| Model Assigned Rules | *Cloaked, Command Element [8"], Independent Targeting, Sky Drop Nexus [1], Walker* |
|---|---|
| Additional Rules | **None** |

| RELTHOZA | HEAVY WALKER – *VISITH* | | | | 260 Points | |
|---|---|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Chrysalis **SHARD CANNON** | | F | EF | 12 | 10 |
| | | | LR | 24 | 8 |
| Chelicerae **MISSILES** | | AR | EF | 10 | 9 |
| | | | LR | 20 | 7 |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 3 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 7" / 13" | 7+7+8 | 0 | 6 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 *or* 2 | Armoured | Regular | 4 *or* 9 |

| Model Assigned Rules | *Cloaked, Command Element [12"], Drone Nexus [8"], Independent Targeting, Sky Drop Nexus [1], Walker* |
|---|---|
| Additional Rules | • **Predator** – This Squadron may purchase the *Recon Specialist* MAR for an additional +20 points per model. If chosen, all models in the Squadron MUST purchase the upgrade. |

# RELTHOZA
## ARMOURED FORCES

*VISITH*

The bio-spliced Relthozan Warriors that join together to create the Visith Heavy Walker are always from the same birthing pool. Their strengthened bond allows them an almost preternatural understanding of the battle unfolding in front of them.

When two Visith Walkers are present this bond across the four Relthozan warriors intensifies, and as a result these broods are highly capable on the battlefield.

Taller than many Battle Robots deployed by other factions, the Vardiss is an intimidating Relthozan battlefield creation. With two fully developed Relthozan warriors bio-spliced within its confines, the Support Walker is armed with dual Aurelia Shard Cannons that provide a long ranged powerhouse of kinetic ordnance that capable of overloading enemy shields with ease.

*VARDIS*

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | MEDIUM WALKER – *SALAMAS* | 160 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Aurelia **SHARD CANNON** | | F | EF | 12 | 12 |
| | | | LR | 24 | 9 |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 8" / 12" | 8+9 | 0 | 5 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 2 | Armoured | Regular | 6 |

| Model Assigned Rules | *Cloaked, Independent Targeting, Walker* |
|---|---|
| Additional Rules | • **Predator** – This Squadron may purchase the *Recon Specialist* MAR for an additional +20 points per model. If chosen, all models in the Squadron MUST purchase the upgrade<br>• **Command Secondment** – If deployed as part of a Command Helix, this Squadron gains the *Fearless* **MAR** |

| RELTHOZA | ANTI-AIR WALKER – *CARAMIS* | 125 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Spinnaret **FLAK LAUNCHER** | | AR | EF | 24 | 9 |
| | | | LR | - | - |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 3 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 10" / 15" | 5+6 | 0 | 4 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 2 | Armoured | Regular | 5 |

| Model Assigned Rules | *Cloaked, Command Element (12"), Recon Specialist, Sky Drop Nexus (1), Walker* |
|---|---|
| Additional Rules | None |

*SALAMAS*



*CARAMIS*

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | LIGHT WALKER – *NAMISC* | | 40 Points | |
|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Blood-Maw **BIO TOXIN PROJECTOR** | | AR | EF | 10 | 3 |
| | | | LR | – | – |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 12" / 15" | 5 | 0 | 1 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 4 *or* 6 | Light | Militia | 3 *or* 5 |

| Model Assigned Rules | *Drone, Hard Target [-1], Recon Specialist, Take & Hold, Walker* |
|---|---|
| Additional Rules | None |

| RELTHOZA | SUPPORT WALKER – *VARIC* | | 100 Points | |
|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 5 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 7" / 11" | 5+6 | 0 | 5 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| Attachment | Armoured | Regular | +2 |

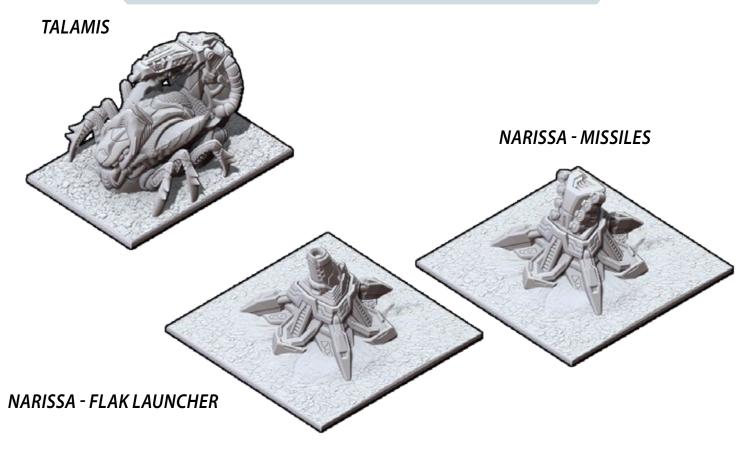| Model Assigned Rules | *Cloaked, Sky Drop Nexus [2], Walker* |
|---|---|
| Additional Rules | • **Attachment** – A single Varic Walker may be purchased as an Attachment to an Armoured Squadron in the Helix for an additional +2 TV. An Armoured Squadron may not take more than ONE Attachment.<br>• **Predator** – This Squadron may purchase the *Recon Specialist* MAR for an additional +15 points per model. If chosen, all models in the Squadron MUST purchase the upgrade. |

*VARIC*



*NAMISC*

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | TANK DESTROYER WALKER – *TALAMIS* | | 150 Points | |
|---|---|---|---|---|

| WEAPONS | | | | |
|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Nympha **SHARD CANNONS** | | F | EF | 15 | 12 |
| | | | LR | 30 | 9 |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 7" / 11" | 7+8 | 0 | 2 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 2 | Armoured | Regular | 6 |

| Model Assigned Rules | *Cloaked, Walker* |
|---|---|
| Additional Rules | None |

| RELTHOZA | GUNNERY NODE – *NARISSA* | | 60 Points | |
|---|---|---|---|---|

| WEAPONS | | | | |
|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Spinnaret **FLAK LAUNCHER** | | AR | EF | 24 | 6 |
| | | | LR | - | - |
| **OR** | | | | | |
| Chelicerae **MISSILES** | | AR | EF | 16 | 6 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 0" / 0" | 5+5 | 0 | 2 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| Special | Armoured | Mllitia | +1 |

| Model Assigned Rules | *Cloaked, Fearless, Independent Targeting, Sectored Armour* |
|---|---|
| Additional Rules | • **Dialled in Asset** – The Commanding player need not specify which type of weapon the squadron will be armed with until the Squadron is nominated for Sky Drop deployment during a Game Turn |

*TALAMIS*



*NARISSA - MISSILES*



*NARISSA - FLAK LAUNCHER*

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | SKY DROP TRANSPORT – *YAYISS-YA* | 40 Points | |
|---|---|---|---|

| WEAPONS | | | | | | Mv | DR | SH | CQB |
|---|---|---|---|---|---|---|---|---|---|
| **Weapon** | MAR | Arc | RB | R" | AD | 0" / 0" | 5+5+5 | 0 | 4 |
| | | | | | | | | | |

| | | | Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|---|---|---|
| | | | 1 | Armoured | Militia | 1 |

| Model Assigned Rules | *Drone Nexus (12"), Fearless, Rear Echelon, Sectored Armour, Sky Drop, Transport (10)* |
|---|---|
| Additional Rules | • **Sky Drop Asset** – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop. |

| RELTHOZA | SKY DROP TRANSPORT – *YAYISS SPIRE* | 35 Points | |
|---|---|---|---|

| WEAPONS | | | | | | Mv | DR | SH | CQB |
|---|---|---|---|---|---|---|---|---|---|
| **Weapon** | MAR | Arc | RB | R" | AD | 0" / 0" | 4+4+4 | 0 | 3 |
| | | | | | | | | | |

| | | | Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|---|---|---|
| | | | 1 | Armoured | Militia | 0 |

| Model Assigned Rules | *Drone Nexus (12"), Fearless, Rear Echelon, Sectored Armour, Sky Drop, Transport (8)* |
|---|---|
| Additional Rules | • **Sky Drop Asset** – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop. |

*YAYISS-YA*

# RELTHOZA
## ARMOURED FORCES

| RELTHOZA | BATTLE WARRIOR – *SALAVI-KEI* | | 380 Points | |
|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R″ | AD |
| Quad Blood-Maw **BIOTOXIN PROJECTORS** | | AR | EF | 10 | 18 |
| | | | LR | 15 | 15 |
| Extended **CLAWS** | (4) | Leviathan CQB Weapon | | | |
| Nexus **DESIGNATOR** | | AR | EF | 20 | 5 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 8″ / 12″ | 9+10+10 | 0 | 10/20 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Elevated | Elite | 8 |

| Model Assigned Rules | *Cloaked, Command Element (8″), Drone Nexus (12″), Fearless, Walker* |
|---|---|
| Additional Rules | • **Leviathan Weapon** – The Extended Claws count as having the *Pinpoint (4)* **MAR** in Leviathan CQB<br>• **Predator** – This model may purchase the *Recon Specialist* **MAR** for an additional 50 points.<br>• **Thunderous Charge** – The Leviathan may perform a Leviathan CQB Action after moving *Flat Out*. This CQB Attack is considered to be *Rushed*. |

| RELTHOZA | LIGHT WALKER – *JAKARISS* | | 60 Points | |
|---|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R″ | AD |
| Chelicerae **MISSILES** | | F | EF | 10 | 4 |
| | | | LR | 20 | 3 |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 10″ / 16″ | 5 | 0 | 2 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 5 | Light | Militia | 5 |

| Model Assigned Rules | *Cloaked, Drone, Hard Target (-1), Walker* |
|---|---|
| Additional Rules | • **Predator** – This model may purchase the *Recon Specialist* **MAR** for an additional 10 points. If chosen, all models in the Squadron MUST purchase the upgrade. |



*SALAVI-KEI*

*JAKARISS*

# RELTHOZA
## INFANTRY FORCES

| RELTHOZA | HEAVY INFANTRY – *JAMRISS SWARM* | | | 45 Points | |
|---|---|---|---|---|---|

| WEAPONS | | | | | | Mv | DR | SH | CQB |
|---|---|---|---|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD | 7" / 9" | 4 | 0 | 2 |
| Blood-Maw **BIO TOXIN PROJECTOR** | | AR | EF | 10 | 4 | | | | |
| | | | LR | - | - | Sq-Size | LoS Class | Quality | TV |
| | | | | | | 5 | Light | Militia | 5 |

| Model Assigned Rules | Bulky [2], Drone, Hard Target [-1], Recon Specialist, Take & Hold |
|---|---|
| Additional Rules | None |

| RELTHOZA | LIGHT INFANTRY – *JABRI DRONE SWARM* | | | 20 Points | |
|---|---|---|---|---|---|

| WEAPONS | | | | | | Mv | DR | SH | CQB |
|---|---|---|---|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD | 7" / 9" | 3 | 0 | 1 |
| | | | | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV |
| | | | | | | 8 | Light | Militia | 3 |

| Model Assigned Rules | Drone, Hard Target [-2], Take & Hold |
|---|---|
| Additional Rules | None |



*JAMRISS*



*JABRI*

# RELTHOZA
## AERIAL FORCES

| RELTHOZA | GROUND ATTACK LEVIATHAN – *VAXISS* | 525 Points |
|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| **Weapon** | **MAR** | **Arc** | **RB** | **R"** | **AD** |
| Dual Pupa SHARD CANNONS | | F | EF | 10 | 15 |
| | | | LR | 20 | 10 |
| Chelicerae MISSILES | | F | EF | 10 | 12 |
| | | | LR | 20 | 10 |
| Nexus DESIGNATOR | | AR | EF | 20 | 6 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 12" / 24" | 8+8+9+9 | 0 | 12/4 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Flying | Regular | 8 |

| Model Assigned Rules | *Cloaked, Command Element (12"), Drone Nexus (8"), Independent Targeting, Flying Vehicle, Sectored Armour, Sky Drop Nexus (1)* |
|---|---|
| **Additional Rules** | • **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models – These shots are considered to be *Rushed* <br> • **Strafing Run** – This Squadron may initiate a CQB Attack during its own activation while moving *Flat Out* provided the target squadron are Surface Models. These shots are considered to be *Rushed* |

The mighty Vaxiss Ground Attack Flyer is extensively used by the Relthoza as a first strike element. The monstrous battle suit spurs the forces of Relthoza onwards with a combination of speed and focused aggression, accelerated by the insertion of the Massith Drone Node – a prototype synaptic-inducer that is delivered using the Leviathan's boosted Nexus Designator.

*VAXISS*

# RELTHOZA
## AERIAL FORCES

| RELTHOZA | SKY DROP DRONE NODE – *MASSITH* | 50 Points | |
|---|---|---|---|

| WEAPONS | | | | | | Mv | DR | SH | CQB |
|---|---|---|---|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD | 0" / 0" | 6+6 | 0 | 0 |
| | | | | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV |
| | | | | | | 1 | Armoured | Militia | 1 |

| Model Assigned Rules | *Drone Nexus (12"), Fearless, Rear Echelon, Sectored Armour, Sky Drop* |
|---|---|
| Additional Rules | • **Sky Drop Asset** – Unless a Scenario Condition applies, this model **MUST** deploy via Sky Drop<br>• **Frenzy Node** – All Relthozan Drone Infantry within 8" gain the *Kill Team* **MAR** |

The Massith Drone Node is a relatively new Relthozan technological advance. The node is entirely passive until activated by the proximity of Relthozan Light Elements. When active, the Node interfaces with all the nearby younger Relthozan battle suits, increasing their aggression and combat potential.

This Node is often deployed by the Vaxiss Ground Attack Leviathan prior to a focused orbital assault by the light elements, turning these small elements into frenzied battlefield killers!
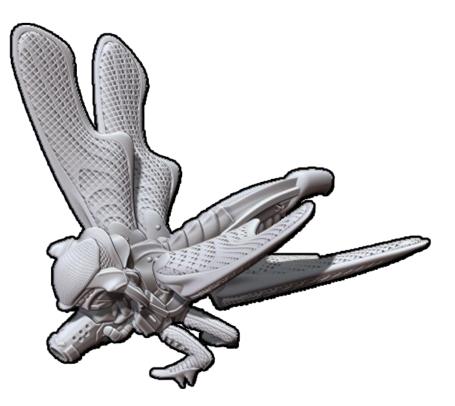
*MASSITH*

# RELTHOZA
## AERIAL FORCES

| RELTHOZA | HEAVY BATTLE SUIT – *SAVIMASC* | 250 Points | |
|---|---|---|---|

### WEAPONS

| Weapon | MAR | Arc | RB | R" | AD |
|---|---|---|---|---|---|
| Heavy Spinneret **FLAK-LAUNCHER** | | F | EF | 24 | 16 |
| | | | LR | - | - |
| *Nexus* **DESIGNATOR** | | AR | EF | 20 | 4 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 16" / 24" | 7+7+8 | 0 | 4 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Flying | Regular | 5 |

| Model Assigned Rules | *Artillery Support (2)*, *Cloaked, Command Element (12"), Drone Nexus (12"), Flying Vehicle, Sectored Armour* |
|---|---|
| Additional Rules | • **Aerial Assault** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Flying models – These shots are considered to be *Rushed*.<br>• **Dogfighter** – This Squadron may ignore the **Sectored Armour** MAR when targeting Flying models. Flying Target models may therefore suffer *Flanking* or *Rear* penalties to their Damage Rating when attacked by a Dogfighter! |

The Savimasc Battle Suit creates a light and flexible aerial amalgam that gives Relthozan forces a rapid aerial response to incoming enemy flyers. The suit is equipped with a heavy Spinneret Launcher that is especially created to launch deadly nano-tech munitions which foul and cloud enemy flyers. In addition, the suit is mounted with a close range Nexus Designator that, coupled with the enhanced communications equipment that links neutrally to the occupant, can be used to bring in locally designated artillery barrages.

## SAVIMASC

# RELTHOZA
## AERIAL FORCES

| RELTHOZA | DRONE POD – *HALAMASC* | 115 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| **Weapon** | **MAR** | **Arc** | **RB** | **R"** | **AD** |
| Spinneret **FLAK-LAUNCHER** | | F | EF | 12 | 7 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 16" / 24" | 6 | 0 | 3 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 3 | Flying | Militia | 6 |

| Model Assigned Rules | *Cloaked, Drone, Flying Vehicle, Hit and Run, Sectored Armour* |
|---|---|
| Additional Rules | • **Aerial Assault** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Flying models – These shots are considered to be *Rushed*. <br> • **Dogfighter** – This Squadron may ignore the **Sectored Armour** MAR when targeting Flying models. Flying Target models may therefore suffer *Flanking* or *Rear* penalties to their Damage Rating when attacked by a Dogfighter! |

### HALAMASC



The Halamasc Drone Pod is crewed by Jabri Light Infantry who show an early aptitude for aerial combat. These hopefuls are kept in separation of their fellows and given advanced training and indoctrination in the form of augmented nano-tech that augments their burgeoning talents.
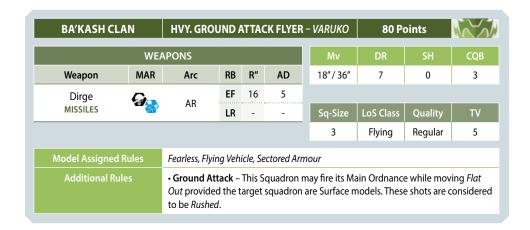
Armed with a lighter version of the highly efficient Spinneret Launchers that are allocated to the Savimasc Battle Suit, the Halamasc Drone Pod is often used in direct support of their larger command elements when engaging immediate enemy aerial threats.
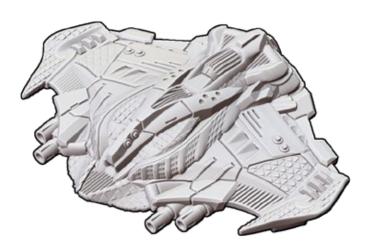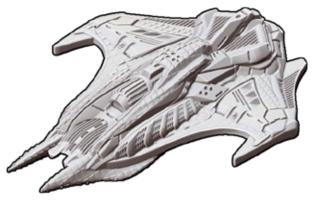
# BA'KASH CLAN

## AERIAL HELIX

| BA'KASH CLAN | HEAVY GUNSHIP – *NOVIAN* | 220 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Shriek **CANNONS** | | F | EF | 10 | 12 |
| | | | LR | 20 | 8 |
| Dual Dirge **MISSILES** | | AR | EF | 12 | 10 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 16" / 32" | 7+6+5 | 0 | 7 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 1 | Flying | Regular | 5 |

| Model Assigned Rules | *Command Element [12"], Fearless, Flying Vehicle, Sectored Armour* |
|---|---|
| Additional Rules | • **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models. These shots are considered to be *Rushed*. |

| BA'KASH CLAN | HVY. GROUND ATTACK FLYER – *VARUKO* | 80 Points | |
|---|---|---|---|

| WEAPONS | | | | | |
|---|---|---|---|---|---|
| Weapon | MAR | Arc | RB | R" | AD |
| Dirge **MISSILES** | | AR | EF | 16 | 5 |
| | | | LR | - | - |

| Mv | DR | SH | CQB |
|---|---|---|---|
| 18" / 36" | 7 | 0 | 3 |

| Sq-Size | LoS Class | Quality | TV |
|---|---|---|---|
| 3 | Flying | Regular | 5 |

| Model Assigned Rules | *Fearless, Flying Vehicle, Sectored Armour* |
|---|---|
| Additional Rules | • **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models. These shots are considered to be *Rushed*. |

*NOVIAN*



*VARUKO*