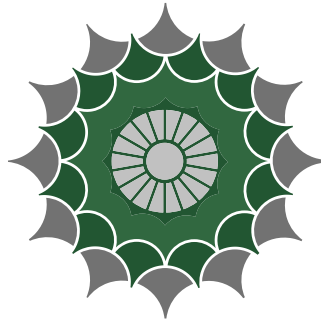




RELTHOZA AND BA'KASH



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

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




These statistics have been made available as a free download to support the **Firestorm: Planetfall Rulebook.** The contents of these documents are Copyright Spartan Games, but have been made available to our community for personal use only.

Revisions to this document will occur as new models are announced and enter the Spartan Games release schedule. Please check our online downloads at **www.spartangames.co.uk** for the latest version of this document.

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RELTHOZA

FORCE GUIDE

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

RELTHOZA / BA'KASH CLAN RULES

Relthoza / Ba'Kash Tactical Bonus

- › The Relthozans have a **Tactics Bonus = +2**.

Relthoza / Ba'Kash Logistical Strength

- › Relthozan Forces may purchase Command Points for **+25 Points** each.
- › Relthozan Forces may spend up to **4 Command Points** in a single Bid Action.

Relthoza / Ba'Kash Sky Drop Capability

- › The Relthozans set their initial **Sky Drop Site Markers to 4**.
- › The Relthozans set their initial **Artillery Drop Site Markers to 6**.

Relthoza / Ba'Kash Special Rules

- › The Relthozans use Artillery with **4D6 Attack Dice**.
- › All Relthozan Artillery Attacks use the **Barrage** and **Scatter** MARs.
- › **Nano-Tech** - All Relthozan non-Infantry Elements gain the **Enhanced Repair Systems** MAR.
- › **Apex Predators** – All Ba'Kash elements have the **Recon Specialist** MAR.

RELTHOZA

HELIX BUILDING

Relthoza Core Helix MUST contain:

- 1 Visith Heavy Walker Squadron
- 1-2 Salamas Medium Walker Squadrons
- 1-2 Namisc Light Walker Squadrons

Options: In addition, the Core Helix may add the following squadrons:

- 0-4 Yayiss Spires (Sky Pods) each with 1 Jabri Drone Swarm embarked
 - 0-2 Varic Medium Specialist Walkers (attached individually to the Heavy or Medium Tank Battle Squadrons within the Helix)
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Relthoza Heavy Support Helix MUST contain:

- 1 Vardiss Heavy Support Squadron

Options: In addition, the Heavy Support Helix may add the following squadrons:

- 0-2 Talamis Tank Hunter Squadrons
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Ba’Kash Aerial Helix MUST contain:



- 1 Novian Heavy Gunship Squadron




Options: In addition, the Aerial Helix may add the following squadrons:



- 0-1 Vakuro Heavy Ground Attack Squadron


RELTHOZA


GROUND FORCES

RELTHOZA		HEAVY SUPPORT TANK – VARDISS				300 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 13"	7+8+8	0	3
Heavy Aurelia SHARD CANNON 	F / L / R		EF	15	10	Sq-Size	LoS Class	Quality	TV
			LR	30	8				
Heavy Aurelia SHARD CANNON 	F / L / R		EF	15	10				
			LR	30	8				
Nexus DESIGNATOR	AR		EF	30	5				
			LR	-	-				
Model Assigned Rules		<i>Cloaked, Command Element [8"], Lumbering, Sky Drop Nexus [1], Walker</i>							
Additional Rules		None							



RELTHOZA		HEAVY TANK – VISITH				265 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 13"	7+7+8	0	3
Chrysalis SHARD CANNON 	F / L / R		EF	16	10	Sq-Size	LoS Class	Quality	TV
			LR	32	8				
Chelicerae MISSILES 	AR		EF	16	8				
			LR	32	6				
Nexus DESIGNATOR	AR		EF	30	4				
			LR	-	-				
Model Assigned Rules		<i>Cloaked, Command Element [12"], Drone Nexus [8"], Lumbering, Sky Drop Nexus [1], Walker</i>							
Additional Rules		None							


RELTHOZA		MEDIUM TANK – SALAMAS				155 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	7+8	0	6
Aurelia SHARD CANNON		F / L / R	EF	12	10				
			LR	24	8				
						Sq-Size	LoS Class	Quality	TV
						2	Armoured	Regular	6
Model Assigned Rules		<i>Cloaked, Independent Targeting, Walker</i>							
Additional Rules		None							

RELTHOZA		SKY POD – YAYISS SPIRE				30 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	3+3+3	0	3
						Sq-Size	LoS Class	Quality	TV
						1	Armoured	Militia	1
Model Assigned Rules		<i>Drone Nexus [12"], Fearless, Rear Echelon, Sky Drop, Transport [8]</i>							
Additional Rules		Unless a Scenario Condition applies, this model MUST deploy via Sky Drop							

RELTHOZA		SUPPORT WALKER – VARIC				85 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	5+6	0	5
Nexus DESIGNATOR		AR	EF	30	5				
			LR	-	-				
						Sq-Size	LoS Class	Quality	TV
						Attachment	Armoured	Regular	+2
Model Assigned Rules		<i>Cloaked, Sky Drop Nexus [2], Walker</i>							
Additional Rules		• This model MUST attach to an Armoured Squadron within the Helix, increasing the Squadron's TV by +2. An Armoured Squadron may not take more than ONE Attachment.							




RELTHOZA		LIGHT WALKER – NAMISC				50 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	11" / 15"	4	0	1
Blood-Maw BIO TOXIN PROJECTOR		AR	EF	10	3	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Drone, Hard Target [-1], Recon Specialist, Take & Hold, Walker</i>							
Additional Rules		None							



RELTHOZA		TANK DESTROYER – TALAMIS				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7+7	0	2
Nympha SHARD CANNONS		F / L / R	EF	24	9	Sq-Size	LoS Class	Quality	TV
			LR	48	6				
Model Assigned Rules		<i>Cloaked, Walker</i>							
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
Model Assigned Rules		<i>Drone, Hard Target [-2], Take & Hold</i>							
Additional Rules		None							

BA'KASH CLAN

AERIAL HELIX

BA'KASH CLAN		HEAVY GUNSHIP – NOVIAN				250 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 30"	9+7+5	0	7
Shriek CANNONS 	F		EF	10	16	Sq-Size	LoS Class	Quality	TV
			LR	20	6				
Dual Dirge MISSILES 	AR		EF	12	8	1	Flying	Regular	5
			LR	-	-				
Model Assigned Rules		Command Element [12"], Fearless, Flying Vehicle							
Additional Rules		This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are <i>Surface</i> models. These shots are considered to be <i>Rushed</i> .							

BA'KASH CLAN		HVY. GROUND ATTACK FLYER – VARUKO				95 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	18" / 30"	5+4	0	3
Dirge MISSILES 	AR		EF	12	5	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		Fearless, Flying Vehicle							
Additional Rules		This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are <i>Surface</i> models. These shots are considered to be <i>Rushed</i> .							