KURAK ALLIANCE
The Defenders of the Storm Zone

Anton Kurak of Centaurs was the last Charter President of the Terran Alliance whose term of office took place wholly during peacetime. However, Kurak was also one of the few Terran leaders to take seriously the idea of a Dindrenzi invasion.

Kurak deepened Terran ties to their traditional allies, the Aquan Sebrutan and the Sorylian Collective. In the last years of his presidency, Kurak secured a mutual defensive pact with both powers, forming the core of his Alliance.

Kurak enlisted Hawker Industries, which had extensive contacts with several alien races who the President felt could be potential partners. The hardy Terquai joined the pact without hesitation in solidarity with both the Aquan Sebrutan and the Terran Alliance.

The bird-like Xelocians and the bitter, exiled Ryushi became signatories to Kurak's coalition through Hawker's efforts. The Xelocians' great Mother-Fleet and their expeditionary flotillas had come under attack from a variety of raiders believed to be sponsored by Dindrenzi-affiliated powers. The Ryushi, meanwhile, had been driven from their original Outer Reach homeworlds and hungered for revenge.

Hawker's efforts also induced the Alliance's most volatile members to sign up. The fierce Veydreth of Muishkin's Rift had once plagued Terra's galactic southern colonies. However, Kurak tempted many tribes into his Alliance as mercenaries. The Veydreth, always adventurous and enthusiastic warriors, flocked to Kurak's banner in great numbers.

But it was the last power to join Kurak's coalition that was the most surprising. Only a few weeks before Kurak's presidency ended, a delegation from the mysterious Tarakian Conclaves made contact with his office, pledging their support.

The Alliance of Kurak almost came to nothing before the war even broke out, when Kurak was replaced as Charter President by Umar Sallandro. However, it was the coming of the war that vindicated Kurak's long struggle. Now Secretary-General of Alien Affairs, Kurak marshals his Alliance against the forces of the perfidious Zenian League.

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FIRESTORM ARMADA

FLEET MANUAL

AQUAN PRIME

GUARDIANS OF CSERA

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build an Aquan Prime Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Escort Carrier Squadron
Up to 2	Cruiser Squadrons
Up to 2	Light Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 3	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Escort Carrier Squadrons
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 3 Squadrons, chosen from the following:	
Up to 2	Light Cuiser Squadrons
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 3	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Escort Carrier Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Defence Platform Squadron

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 3	Light Criuser Squadrons
Up to 4	Frigate Squadrons
Up to 3	Light Frigate Squadrons
Up to 4	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Aquan Prime models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Alliance of Kurak, including vessels from the Terran Alliance and Sorylian Collective, and any of those found within the Alliance of Kurak Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Aquan Prime, and your Fleet Admiral must be placed on a Tier 1 Aquan Prime model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Aquan Prime Only'; only General or Alliance of Kurak cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Terran Cruisers and an Aquan Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, an Aquan Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, for the listed points cost.

Important Note: Even if the only models selected from outside the Aquan Prime are an Accompaniment to an Aquan model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Aquan Prime Fleets are Natural Allies with the Terquai Empire. One quarter of your MFV in an Aquan Prime Fleet may be chosen from Terquai Empire models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of an Aquan Fleet could be comprised of Terquai Empire models.

Additionally, if an Aquan Fleet contains only Aquan Prime and Terquai Empire models, 'Aquan Prime Only' TACs may be chosen and used by all Squadrons in the Fleet.

AQUAN PRIME FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	6"

DREADNOUGHT
Kraken and Medusa Class

Designation	**DREADNOUGHT**
Name	**Kraken, Medusa**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
8	11	7"	10	8	5	6	9

Points Cost	Shield Rating	Wings	Turn Limit
275	1	6	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	12	16	8	6
Fore	7	8	6	5
Aft	7	8	6	5
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	9	9	9	9

MARs

Elite Crew, Energy Transfer (Beam, 2), Impervious, Minefields (3, 6AD), Secured Bulkheads

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield	+15
0-2: +1" Mv	+5
0-1: -1" Turn Limit	Free
0-1: +2 PD	+ 5
0-1: +3 Wing Capacity	Free
Upgrades	**Points**
Gain the Drone Mines MAR	+5
Give all Beam Weapons the Precision Strike MAR	+5
Give Torpedoes the Corrosive MAR	+10
Accompaniment	**Points**
0-3 Remora or Kappa Class Escorts	+20 each
0-3 Snapper Class Corvettes	+15 each
0-3 Alliance of Kurak Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLE CARRIER
Dagon and Manta Class

Designation	**BATTLE CARRIER**
Name	**Dagon, Manta**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	7"	9	8	3	6	8

Points Cost	Shield Rating	Wings	Turn Limit
205	1	9	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	12	15	7	-
Fore	6	8	3	-
Aft	6	8	3	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	7	7	7	7

MARs
Secured Bulkheads

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield	+15
0-2: +1" Mv	+5
0-1: -1" Turn Limit	Free
0-1: +2 PD	+5

Upgrades	Points
Give all Beam Weapons the Energy Transfer (1) MAR	+5
Gain the Quick Launch MAR	+10
Give all Beam Weapons the Precision Strike MAR	+5
Give Torpedoes the Corrosive MAR	+5

Accompaniment	Points
0-3 Remora or Kappa Class Escorts	+20 each
0-3 Snapper Class Corvettes	+15 each
0-3 Alliance of Kurak Escorts	Variable

HEAVY CARRIER
Oannes Class

Designation	**HEAVY CARRIER***
Name	**Oannes Class**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	9	8"	7	6	3	5	0

Points Cost	Shield Rating	Wings	Turn Limit
140	0	8	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	7	3	-
Fore	10	11	5	2
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	7	7

MARs
Energy Trandfer (1), Reinforced Fore, Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating & +1 HP	+20
0-1: Gain thd *Difficult Target* **MAR**	+25
0-1: +2 Shield Rating	+20

Upgrades	Points
+2" Command Distance	+10
+1" Movement	+5
Replace the *Energy Transfer (1)* **MAR** with *Energy Transfer (2)* **MAR**	+5
Give Torpedoes the Corrosive MAR	+5

Accompaniment	Points
0-1 Shiva Class Gunship	+80 each
0-3 Remora or Kappa Class Escorts	+20 each
0-2 Sulis Class Heavy Cruisers	+50 each
0-3 Alliance of Kurak Escorts	Variable

*A Heavy Carrier takes up TWO Carrier (and hence Tier 1) slots in an Aquan Prime Fleet Tier List.

BATTLESHIP
Hydra, Maelstrom and Poseidon Class

Designation	**BATTLESHIP**
Name	**Hydra, Maelstrom, Poseidon**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	10	7"	8	7	3	5	6

Points Cost	Shield Rating	Wings	Turn Limit
170	1	3	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	11	14	7	3
Fore	5	7	4	3
Aft	5	7	3	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	8	8	8	8

MARs
Secured Bulkheads

Hardpoints	Points
Select up to THREE from the following:	
0-2: +1 Shield	+15
0-2: +1" Mv	+5
0-1: -1" Turn Limit	Free
0-1: +2 PD	+5
0-1: +3 Wing Capacity	Free

Upgrades	Points
Give all Beam Weapons the Energy Transfer (2) MAR	+10
Give all Beam Weapons the Precision Strike MAR	+5
Give Torpedoes the Corrosive MAR	+10

Accompaniment	Points
0-3 Remora or Kappa Class Escorts	+20 each
0-3 Snapper Class Corvettes	+15 each
0-3 Alliance of Kurak Escorts	Variable

CARRIER

Charybdis and Triton Class

Designation	**CARRIER**
Name	**Charybdis, Triton**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	8	7"	7	5	3	5	5

Points Cost	Shield Rating	Wings	Turn Limit
105	1	7	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	7	8	3	-
Fore	4	5	-	-
Aft	4	5	-	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	6	6	6	6

MARs
Secured Bulkheads

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield	+10
0-1: +1" Mv	+5
0-1: +2 PD	+5
0-1: +3 Wing Capacity	+5

Upgrades	Points
Give all Beam Weapons the Energy Transfer (1) MAR	+5
Give all Beam Weapons the Precision Strike MAR	+5
Gain the Deck Crews MAR	+10

Accompaniment	Points
0-3 Remora or Kappa Class Escorts	+20 each
0-2 Chironex, Isonade or Storm Class Cruisers	+50 each
0-2 Namazu or Tsunami Class Heavy Cruisers	+80 each
0-3 Alliance of Kurak Escorts	Variable

BATTLE STATION
Vortex Class

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

Designation	**BATTLE STATION**
Name	**Vortex**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
8	12	2"/6"	9	7	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
180	2	9	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	11	9	6
Fore	6	11	9	6
Aft	6	11	9	6
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	8	8	8	8
Any	8	8	8	8

MARs
Energy Transfer (Beam, 2), Impervious, Manoeuvrable, No FSD

Hardpoints	Points
Select up to TWO from the following:	
0-1: Gain the Minefields (4, 6 AD) MAR	+5
0-1: +1 Shield	+15
0-1: +4" Command Distance	+10
0-1: +3 Wing Capacity	+5

Upgrades	Points
Give all Beam Weapons the Precision Strike MAR	+5
Give Torpedoes the Corrosive MAR	+10

DEFENCE PLATFORM

Cyclone Class

Designation	**DEFENCE SATELLITE**
Name	**Cyclone**
Size class	**Small**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	0/6”	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0”

Beam Weapons	10”	20”	30”	40”
Fore	3	4	-	-
Port/Starboard	3	4	-	-
Aft	3	4	-	-

MARs
Difficult Target, Energy Transfer (1), No FSD, Orbit

Hardpoints (1)	Points
0-1 +1 HP	+5
0-1 Gain the Manoeuvrable MAR	Free

Upgrades	Points
Replace the Energy Transfer (1) MAR with the Energy Transfer (2) MAR	+5

The Cyclone has been purpose built to shore up the defences of Aquan Sebrutan worlds blighted by the repeated incursions of the Directorate and their nefarious associates. Of incredibly tough semi-organic construction, the Cyclone is able to bear and blunt the thrust of an attacking force, buying time for escape - or retaliation.

BATTLECRUISER
Orca Class

The Orca Class Battlecruiser is the latest in military innovation for the Aquan Shoals. The first thing that strikes a military observer about the Orca is its speed. Boosting into battle on the latest bio-electric impulse drives, the Orca's power to mass ratio is far greater than many other vessels of a similar size.

Compass batteries of beam weapons cover all conceivable angles of approach, lashing out like rods of fire at any who enter their impressive range. Thick armour and high energy shields guard its hull and bombardments of corrosive torpedoes eat through Zenian hulls with a voracious appetite.

Designation	**BATTLECRUISER**
Name	**Orca**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
6	9	9"	6	5	4	4	6

Points Cost	Shield Rating	Wings	Turn Limit
120	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	9	11	5	2
Fore	5	7	3	2
Aft	5	7	3	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	6	6	6	6

MARs
Drone Mines, Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield	+10
0-1: +2" Mv	+10
0-1: +3 Wing Capacity	+5

Upgrades	Points
Give all Beam Weapons the Energy Transfer (2) MAR	+10
Give all Torpedo Weapons the Corrosive MAR	+5

Accompaniment	Points
If this Squadron contains only **1** model, it may be accompanied by:	
0-2 Barracuda, Chimaera or Piranha Class Frigates	+20 each

GUNSHIP
Shiva Class

Designation	**GUNSHIP**
Name	**Shiva**
Size class	**Medium Capital**
Squadron size	**2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	9"	5	6	4	4	0

Points Cost	Shield Rating	Wings	Turn Limit
80	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	6	-	-
Fore	8	9	7	4
Torpedo Weapons	12"	24"	36"	48"
Any	6	6	6	6

MARs
Reinforced (Fore), Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield	+10
0-1: Gain the Energy Transfer (1) MAR	+5

Accompaniment	Points
0-1 Sulis Class Cruiser	+50 each

HEAVY CRUISER
Sulis Class

New MAR: ***Energy Locus (Value)***
Once per turn, an Aquan Beam Weapon attack may be made by a friendly squadron with line of sight against the model with Energy Locus. The player then takes a Command Check (requiring the Energy Locus Value number of successes). If the check is passed, this value is **added** to the total Attack Dice Pool (after firing options). If failed, the value is **subtracted** from the Pool, to a minimum of 1 AD. In either case, the attack must then be immediately resolved against an enemy model within 20" and with line of sight to the model with Energy Locus.

Only one Energy Locus bonus may be added to any attack, and a model may NOT use the **Energy Locus** MAR on an attack it takes part in. Targeted strikes may not be made, nor do weapon coherence and MARs take effect, through the redirected attack. The attack otherwise follows all normal rules regarding to hit and AD modifiers from the attacking models to the redirecting model and from it to the target enemy model.

Designation	HEAVY CRUISER
Name	Sulis
Size class	Medium Capital
Squadron size	2

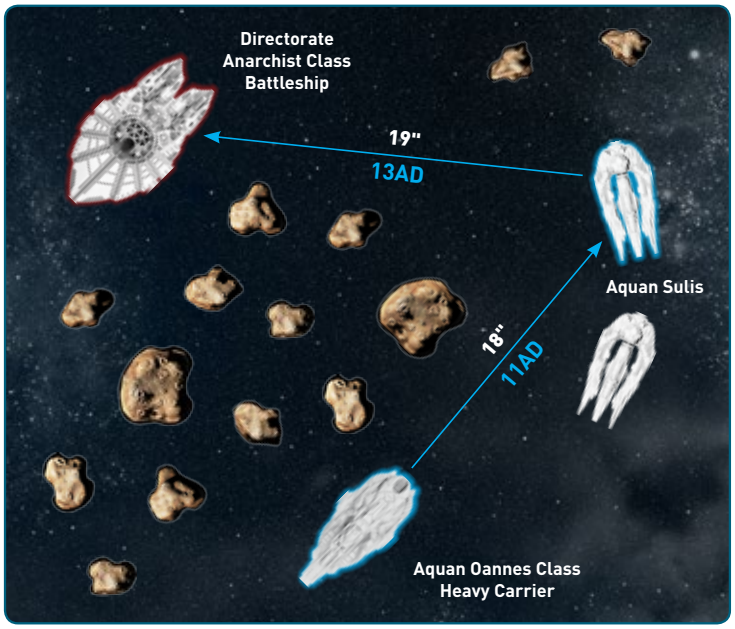
DR	CR	Mv	HP	CP	AP	PD	MN
6	7	9"	4	4	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	0"

Beam Weapons	10"	20"	30"	40"
Turrets	5	6	3	-

MARs
Energy Locus (2), Secured Bulkheads, Vulnerable

Upgrades	Points
Select up to TWO from the following:	
0-1: Give the Beam Weapons the Energy Transfer (1) MAR	+10
0-1: +3" Command Distance	+5



Example: *In this example an Aquan Heavy Carrier moves to within 18" of a Sulis Heavy Cruiser. It fires its Fore beam weapon at the Sulis for 11AD.*

The Commander is feeling lucky, so elects to add 2AD to the roll, and makes a Command Check needing 2 Successes. Fortune favours the brave and the dice rolls are successful, so the total goes from 11AD to 13AD.

The Sulis is within 20" of the Directorate Battleship with a clear Line of Sight and the attack can therefore take place. This counts as the once per Turn use for the Aquan player.

HEAVY CRUISER
Namazu and Tsunami Class

Designation	**HEAVY CRUISER**
Name	**Namazu, Tsunami**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	10"	5	6	2	4	4

Points Cost	Shield Rating	Wings	Turn Limit
80	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	6	-	-
Fore	6	7	4	-
Aft	4	5	-	-
Torpedo Weapons	12"	24"	36"	48"
Any	4	4	4	4

MARs
Energy Transfer (Beam, 1), Reinforced (Fore), Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: -1" Turn Limit	+5
0-1: Replace Energy Transfer (Beam, 1) with Energy Transfer (Beam, 2)	+5

CRUISER

Chironex, Isonade and Storm Class

Designation	CRUISER
Name	Chironex, Isonade, Storm
Size class	Medium Capital
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	11"	4	4	3	3	3

Points Cost	Shield Rating	Wings	Turn Limit
50	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	5	-	-
Fore	5	6	3	-
Aft	3	4	-	-
Torpedo Weapons	12"	24"	36"	48"
Any	4	4	4	4

MARs
Precision Strike, Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Difficult Target MAR	+10
0-1: +1 MN	Free

Upgrades	Points
Give all Beam Weapons the Energy Transfer (1) MAR	+5

DESTROYER

Stingray Class

Designation	DESTROYER
Name	Stingray
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	7"	4	3	0	4	4

Points Cost	Shield Rating	Wings	Turn Limit
70	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	6	7	5
Fore	3	4	-	-

MARs
Secured Bulkheads, Stealth Systems

Upgrades	Points
Give all Beam Weapons the Precision Strike MAR	+5

FRIGATE

Barracuda, Chimaera and Piranha Class

Designation	FRIGATE
Name	Barracuda, Chimaera, Piranha
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	12"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	4	-	-
Fore	2	3	-	-
Aft	2	3	-	

MARs
Difficult Target

Upgrades	Points
Gain the Energy Transfer (Beam, 1) MAR	+5

CORVETTE
Snapper Class

Designation	CORVETTE
Name	Snapper
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	4	14"	2	2	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Torpedo Weapons	12"	24"	36"	48"
Fore	4	-	-	-

MARs
Elusive Target

Upgrades	Points
Gain the Pack Hunters MAR	+5

ESCORT
Kappa and Remora Class

Designation	ESCORT
Name	Kappa, Remora
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	10"	2	2	0	3	2

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

MARs
Difficult Target, Minefield (1, 6 AD)

ESCORT CARRIER
Carcinus Class

Designation	ESCORT CARRIER
Name	Carcinus
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	9"	4	4	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
40	0	2	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	4	-	-
Fore	3	4	-	-
Torpedo Weapons	12"	24"	36"	48"
Any	4	4	4	4

MARs
Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Difficult Target MAR	+5
0-1: +1 Shield	Free

Upgrades	Points
Gain the Energy Transfer (Beam, 1) MAR	+5

Accompaniment Rules:

The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 18 & 19:

- Add Accompaniment option to Oannes Carrier: 0-1 Carcinus, 0-2 Ladons.
- Add Accompaniment option to Charybdis & Triton Carrier: 0-1 Carcinus, 0-2 Ladons.
- Add Accompaniment option to single Orca: 0-1 Ladon.

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

CRUISER
Ladon Class

Designation	CRUISER
Name	Ladon
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	10"	3	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
40	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	4	-	-
Fore	6	7	3	-

MARs

Secured Bulkheads, Reinforced (Fore)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Difficult Target MAR	+5
0-1: +1 Shield	Free

Upgrades	Points
Gain the Energy Transfer (Beam, 1) MAR	+5

LIGHT FRIGATE
Nereid Class

Designation	LIGHT FRIGATE
Name	Nereid
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
4	4	13"	2	1	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Beam Weapons	10"	20"	30"	40"
Fore	3	2	-	-

MARs

Elusive Target, Reinforced (Fore)

CARRIER
Nectridea Class

Designation	**CARRIER**
Name	**Nectridea**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	8	8"	7	7	2	6	0

Points Cost	Shield Rating	Wings	Turn Limit
105	1	4	1"

Beam Weapons	10"	20"	30"	40"
Fore	7	6	-	-
Fore	7	6	-	-
Port/Starboard	5	6	3	-

MARs
Planetfall (5), Durable, Reinforced Fore, Energy Transfer (Beams, 1)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield, -1" Mv	+5
0-1: Gain the Difficult Target MAR, -1 HP	+15
0-1: +3 Wing Capacity, Remove the Planetfall MAR	Free
0-1: Gain the Quick Launch MAR	+10
0-1: +1 Planetfall MAR Value, Remove Durable MAR	Free

Upgrades	Points
Replace Energy Transfer (Beam, 1) with Energy Transfer (Beam, 2)	+5

Accompaniment	Points
0-2 Chimaera Class Frigates	+20 each
0-1 Sulis Class Heavy Cruiser	+60 each

ASSAULT CRUISER
Limulus Class

Designation	ASSAULT CRUISER
Name	Limulus
Size class	Medium Capital
Squadron size	3-4

DR	CR	Mv	HP	CP	AP	PD	MN
6	7	10"	4	4	2	4	0

Points Cost	Shield Rating	Wings	Turn Limit
45	1	0	1"

Beam Weapons	10"	20"	30"	40"
Fore	2	3	-	-
Port/Starboard	3	4	-	-

MARs

Planetfall (2), Durable

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Reinforced Fore MAR	+5
0-1: Gain the Difficult Target MAR, Remove the Durable MAR	+10
0-1: +2 MN, Remove the Planetfall MAR	Free

Upgrades	Points
Gain the Energy Transfer MAR (Beam, 1)	+5
Gain the Double Mines MAR	+5

FRIGATE
Antiarchi Class

Designation	FRIGATE
Name	Antiarchi
Size class	Small
Squadron size	3-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	12"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
15	1	0	0"

MARs

Difficult Target, Planetfall (1), Durable

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2 Mn and Gain the Drone Mines MAR, Remove the Planetfall MAR	+5
0-1: +2" Mv	+5

FIRESTORM ARMADA

FLEET MANUAL

SORYLIAN COLLECTIVE

WARRIORS OF KERENDER

SPARTAN GAMES

As described in the Fleet Building chapter of the core rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Sorylian Collective Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented in here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 2	Light Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 2	Light Cruiser Squadrons
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 1	Battle Carrier
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons
Up to 3	Gunship Squadrons
Up to 2	Defence Platform Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 3	Light Cruiser Squadrons
Up to 4	Frigate Squadrons
Up to 3	Light Frigate Squadrons
Up to 4	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Sorylian Collective models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Kurak Alliance, including vessels from the Aquan Prime and Terran Alliance, and any of those found within the Alliance of Kurak Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Sorylian Collective, and your Fleet Admiral must be placed on a Tier 1 Sorylian Collective model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Sorylian Collective Only'; only General or Alliance of Kurak cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Sorylian Cruisers and an Aquan Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Sorylian Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, for the listed points cost.

Important Note: Even if the only models selected from outside the Sorylian Collective are an Accompaniment to a Sorylian model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Sorylian Collective Fleets are Natural Allies with the Veydreth Tribes. One quarter of your MFV in a Sorylian Collective Fleet may be chosen from Veydreth Tribes models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Sorylian Fleet could be comprised of Veydreth Tribes models.

Additionally, if a Sorylian Fleet contains only Sorylian Collective and Veydreth Tribes models, 'Sorylian Collective Only' TACs may be chosen and used by all Squadrons in the Fleet.

SORYLIAN COLLECTIVE FLEET STATISTICS	
Fleet Tactics Bonus	I
Command Distance	7"

DREADNOUGHT
Broadsword Class

Designation	**DREADNOUGHT**
Name	**Broadsword**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	6"	10	9	7	6	0

Points Cost	Shield Rating	Wings	Turn Limit
280	1	1	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	7	5	4
Scatter Weapons	**8"**	**16"**	**24"**	**32"**
Starboard / Port	15	17	9	3
Fore (Fixed)	7	8	6	5

MARs
Elite Crew, Experienced Engineers, Impervious, Protected Systems

Hardpoints	Points
Select up to THREE from the following:	
0-2: +1" Mv	+5
0-1: +1 Shield	+15
0-2: +2 AP	+10
0-1: +2 Wing Capacity	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+20
Give the Scatter Weapons the Split Fire MAR	+5
Give the Primary Weapons the Precision Strike MAR	+5

Accompaniment	Points
0-3 Arrow or Kontos Class Escorts	+20 each
0-3 Alliance of Kurak Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Falx and Swordbreaker Class

Designation	**BATTLESHIP**
Name	**Falx, Swordbreaker**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	7	6	5	0

Points Cost	Shield Rating	Wings	Turn Limit
175	1	0	2"

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	7	8	5	4
Scatter Weapons	**8"**	**16"**	**24"**	**32"**
Starboard / Port	12	14	8	3
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Starboard / Port	6	7	7	7

MARs
Experienced Engineers, Reinforced (Starboard/Port)

Hardpoints	Points
Select up to THREE from the following:	
0-2: +1" Mv	+5
0-1: +1 Shield	+15
0-2: +2 AP	+10
0-1: Upgrade Fore (Fixed) to a Scatter Weapon	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+15
Gain the Second Assault MAR	+10
Give the Scatter Starboard/Port Weapons the Split Fire MAR	+5

Accompaniment	Points
0-3 Arrow or Kontos Class Escorts	+20 each
0-3 Alliance of Kurak Escorts	Variable

CARRIER
Morning Star and Xiphos Class

Designation	**CARRIER**
Name	**Morning Star, Xiphos**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	7"	7	6	5	7	0

Points Cost	Shield Rating	Wings	Turn Limit
110	1	6	2"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	5	7	4	-
Fore (Fixed)	8	9	7	4
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	7	7

MARs
Experienced Engineers

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1" Mv	+5
0-1: +1 Shield	+10
0-1: +2 AP	+10
0-1: +2 Wing Capacity	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+10

Accompaniment	Points
0-3 Arrow or Kontos Class Escorts	+20 each
0-2 Skyhammer or Falcata Class Cruisers	+60 each
0-2 Bombard Class Gunships	+90 each
0-3 Alliance of Kurak Escorts	Variable

BATTLE STATION
Phalanx Class

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

Designation	**BATTLE STATION**
Name	**Phalanx**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	12	1"/6"	10	8	8	6	0

Points Cost	Shield Rating	Wings	Turn Limit
190	1	6	0"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	12	12	9	6
Fore	12	12	9	6
Aft	12	12	9	6
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Starboard / Port	5	9	9	9
Fore	5	9	9	9
Aft	5	9	9	9

MARs
Deck Crews, Experienced Engineers, Manoeuvrable, No FSD, Protected Systems

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 PD	Free
0-2: +3 Wing Capacity	+5
0-1: +4" Command Distance	+10
0-1: +1 Shield	+15

Upgrades	Points
Give all Scatter Weapons the Split Fire MAR	+5
Gain the Weapon Shielding MAR	+15

BATTLECRUISER
Hasta Class

Designation	**BATTLECRUISER**
Name	**Hasta**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	8"	6	6	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
115	1	3	2"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	11	11	6	-
Kinetic Weapons	**12"**	**24"**	**36"**	**48"**
Fore (Fixed)	6	9	6	3

MARs	
Bigger Batteries, Experienced Engineers	
Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Quick Launch MAR	+10
0-1: +1 Shield	+10
0-1: +3 AP	+5
Upgrades	Points
Gain the Weapon Shielding MAR	+10
Accompaniment	Points
If the Squadron contains only **1** model, it may be accompanied by:	
0-2 Reaper or Scythe Class Frigates	+20 each

GUNSHIP
Bombard and Warwolf Class

Designation	GUNSHIP
Name	Bombard, Warwolf
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	9	8"	5	5	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
90	1	0	2"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	7	9	5	3
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore	6	7	7	7

MARs
Experienced Engineers

Upgrades	Points
Upgrade to Nuclear Torpedoes	+10

DEFENCE PLATFORM
Aspis Class

Designation	DEFENCE PLATFORM
Name	Aspis
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	0/6"	3	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	1	0	0"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	5	5	-	-
Fore	5	5	-	-

MARs
Difficult Target, Manoeuvrable, No FSD, Orbit, Weapon Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Pack Hunter MAR	+5
0-1: Change the Fore Scatter Weapons to Fore (Fixed) Kinetic Weapon	+5

HEAVY CRUISER
Halberd and Kopis Class

Designation	**HEAVY CRUISER**
Name	**Halberd, Kopis**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	5	6	5	4	0

Points Cost	Shield Rating	Wings	Turn Limit
90	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	8	8	4	-
Fore (Fixed)	7	7	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	2	4	4	4

MARs
Experienced Engineers

Upgrades	Points
Gain the Reinforced (Starboard/Port) MAR	+5
Gain the Weapon Shielding MAR	+10

CRUISER

Falcata and Skyhammer Class

Designation	**CRUISER**
Name	**Falcata, Skyhammer**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	10"	4	5	4	3	0

Points Cost	Shield Rating	Wings	Turn Limit
60	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	6	8	3	-
Fore (Fixed)	4	6	1	-
Torpedo Weapons	12"	24"	36"	48"
Fore	2	4	4	4

MARs
-

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating	+10
0-1: +1" Mv	+5

Upgrades	Points
Gain the Experienced Engineers MAR	+5

DESTROYER
Kestros Class

Designation	DESTROYER
Name	Kestros
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	4	4	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
65	0	0	0"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	1	3	-	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	3	5	7	4
Torpedo Weapons	12"	24"	36"	48"
Fore	2	4	4	4

MARs
Ambush (2), Manoeuvrable

Hardpoints	Points
Select up to ONE from the following:	
0-1: Replace the Ambush (2) MAR with the Stealth Systems MAR	Free
0-1: Gain the Pack Hunters MAR	+5

Upgrades	Points
Upgrade to Nuclear Torpedoes	+5

ESCORT
Arrow and Kontos Class

Designation	ESCORT
Name	Arrow, Kontos
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	9"	2	2	1	4	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

MARs
Difficult Target

FRIGATE
Reaper and Scythe Class

Designation	FRIGATE
Name	Reaper, Scythe
Size class	Small
Squadron size	2-5

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	12"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	3	4	-	-
Fore (Fixed)	3	4	1	-

MARs
Difficult Target

Upgrades	Points
Gain the Pack Hunters MAR	+5

CORVETTE
Plumbata Class

Designation	CORVETTE
Name	Plumbata
Size class	Small
Squadron size	2-5

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	15"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	3	4	-	-
Fore	2	3	-	-

MARs
Difficult Target, Scout

GUNSHIP
Harvester

Designation	GUNSHIP
Name	Harvester
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	4	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
50	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	3	4	1	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	5	7	3	1

MARs
Reinforced (Starboard / Port)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating	+5
0-1: +2 AP	+5

Upgrades	Points
Gain the Pack Hunters MAR	+5
Give the Kinetic Weapons the Decimator Warheads MAR	+5

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

Accompaniment Rules:

The following rules are currently being tested by our Firstorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to the Falx & Swordbreaker Battleships: 0-3 Flechette Light Frigates
- Add Accompaniment option to a single Hasta Battlecruiser: 0-2 Lucern Light Cruisers
- Add Accompaniment option to a single Amentum Battlecruiser: 0-1 Harvester Gunship
- Add Accompaniment option to the Morning Star & Xiphos Carriers: 0-2 Harvester Gunships

LIGHT CRUISER
Lucern Class

Designation	LIGHT CRUISER
Name	Lucern
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	11"	3	3	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
40	1	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	6	1	-
Fore (Fixed)	6	6	3	-

MARs
Agile

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2" Mv	+5
0-1: -1 Turn Limit	+5

Upgrades	Points
Gain the Pack Hunters MAR	+5
Upgrade the Primary Weapons to Scatter Weapons	+5

LIGHT FRIGATE
Flechette

Designation	LIGHT FRIGATE
Name	Flechette
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	16"	2	1	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Scatter Weapons	8"	16"	24"	32"
Gunrack	3	4	-	-

MARs
Agile, Difficult Target

Upgrades	Points
Gain the Assault Blitz MAR	+5

BATTLECRUISER
Amentum Class

Designation	**BATTLECRUISER**
Name	**Amentum**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	8"	5	6	5	6	0

Points Cost	Shield Rating	Wings	Turn Limit
85	2	0	2"

Scatter Weapons	8"	16"	24"	32"
Fore (Fixed)	8	9	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	7	7	7

MARs

Durable, Experienced Engineers, Planetfall (4), Reinforced (Port/Starboard)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2" Mv, Remove the Durable MAR	+5
0-1: +1 HP	+10
0-1: +3 AP	+5
0-1: -1 Turn Limit	+5
0-1: +Add Torpedo Weapons, Remove the Planetfall MAR	+5
0-1: +1 Planetfall MAR, -2 PD	+5

Upgrades	Points
Gain the Bigger Batteries MAR	+5
Upgrade the Scatter Weapons to Kinetic Weapons	+5
Gain the Weapon Shielding MAR	+5

Accompaniment	Points
If the Squadron contains only ONE model, it may be accompanied by:	
0-1 Katar Class Assault Cruisers	+50 each
0-1 Falcata or Skyhammer Class Cruisers	+60 each

ASSAULT CRUISER
Katar Class

Designation	ASSAULT CRUISER
Name	Katar
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	4	4	5	4	0

Points Cost	Shield Rating	Wings	Turn Limit
45	1	0	1"

Scatter Weapons	8"	16"	24"	32"
Fore (Fixed)	4	6	1	-

MARs
Durable, Planetfall (3)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Reinforced (Port/Starboard) MAR	Free
0-1: +2 Mv	+5
0-1: Gain the Second Assault MAR, Remove the Planetfall MAR	+5

Upgrades	Points
Gain the Experienced Engineers MAR	+5

FRIGATE
Corvus Class

Designation	FRIGATE
Name	Corvus
Size class	Small
Squadron size	3-5

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	12"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0"

MARs
Difficult Target, Durable, Planetfall (1)

Hardpoints	Points
Select up to ONE from the following:	
Gain the PD Barrage MAR, Remove the Planetfall MAR	Free

Upgrades	Points
+1 PD	+5

FIRESTORM ARMADA

FLEET MANUAL

TERRAN ALLIANCE

GUARDIANS OF THE CHARTER

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Terran Alliance Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Light Cruiser Squadrons
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Shield Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 1	Shield Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Frigate Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 3	Corvette Squadrons
Up to 2	Light Cruiser Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons
Up to 2	Shield Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Defence Platform Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 3	Light Frigate Squadrons
Up to 4	Corvette Squadrons
Up to 3	Light Cruiser Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Terran Alliance models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Kurak Alliance, including vessels from the Aquan Prime and Sorylian Collective, and any of those found within the Kurak Alliance Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Terran Alliance, and your Fleet Admiral must be placed on a Tier 1 Terran Alliance model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Terran Alliance Only'; only General or Alliance of Kurak cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Terran Cruisers and an Aquan Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Terran Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, for the listed points cost.

Important Note: Even if the only models selected from outside the Terran Alliance are an Accompaniment to a Terran model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Terran Alliance Fleets are Natural Allies with Hawker Industries. One quarter of your MFV in a Terran Alliance Fleet may be chosen from Hawker Industries models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Terran Fleet could be comprised of Hawker Industries models.

Additionally, if a Terran Fleet contains only Terran Alliance and Hawker Industries models, 'Terran Alliance Only' TACs may be chosen and used by all Squadrons in the Fleet.

TERRAN ALLIANCE FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	6"

DREADNOUGHT
Titan Class

Designation	**DREADNOUGHT**
Name	**Titan**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	6"	10	7	6	8	0

Points Cost	Shield Rating	Wings	Turn Limit
290	3	0	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	10	7	3
Turrets (Any)	13	10	6	4
Nuclear Weapons	8"	16"	24"	32"
Fore (Fixed)	10	12	7	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	8	8	9

MARs
Elite Crew, Impervious, Weapon Shielding

Hardpoints	Points
Select up to FOUR from the following:	
0-1: +1 Shield Rating	+15
0-1: Gain the Sector Shielding MAR	+10
0-1: +1" Mv	+5
0-1: +7 MN	+10
0-1: Upgrade Primary Weapons to Beam Weapons	+15
0-1: Upgrade to Nuclear Torpedoes	+5

Upgrades	Points
Give Fore (Fixed) Weapons the Decimator Warheads MAR	+15
Give the Starboard/Port Weapons the Split Fire MAR	+5

Accompaniment	Points
0-3 Guardian or Squire Class Escorts	+15 each
0-3 Alliance of Kurak Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Apollo and Razorthorn Class

Designation	**BATTLESHIP**
Name	**Apollo, Razorthorn**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	8	7	5	5	0

Points Cost	Shield Rating	Wings	Turn Limit
170	2	0	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	8	4	-
Turrets (Any)	12	9	3	-
Nuclear Weapons	**8"**	**16"**	**24"**	**32"**
Fore (Fixed)	8	10	6	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	6	7	7	8

MARs
Weapon Shielding

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1" Mv	+5
0-1: +2 PD	+5
0-1: +2 CP	Free
0-1: Gain the Sector Shielding MAR	+10
0-1: Upgrade Primary Weapons to Beam Weapons	+10
0-1: +1 Shield Rating	+15
0-1: Upgrade to Nuclear Torpedoes	Free

Upgrades	Points
Gain the Bigger Batteries MAR	+5
Give Fore (Fixed) Weapons the Decimator Warheads MAR	+10
Give the Starboard/Port Weapons the Split Fire MAR	+5

Accompaniment	Points
0-3 Guardian or Squire Class Escorts	+15 each
0-3 Alliance of Kurak Escorts	Variable

BATTLESHIP
Tyrant Class

Designation	**BATTLESHIP**
Name	**Tyrant**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	6	5	5	0

Points Cost	Shield Rating	Wings	Turn Limit
200	3	0	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	9	6	-
Turrets (Any)	8	11	6	4
Fore (Fixed)	5	7	5	2
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	8	-

MARs
Countermeasures, Elite Crew, Weapon Shielding

Hardpoints	Points
Select up to THREE from the following:	
0-2: +1" Mv	+5
0-1: +2 PD	+5
0-1: -1" Turn Limit	+10
0-1: Gain the Shield Projector (Self) MAR	+10
0-1: +3 Wing Capacity	Free

Upgrades	Points
Gain the Bigger Batteries MAR	+5
Gain the Quick Launch MAR	+10
Give the Torpedo Weapons the Decimator Warheads MAR	+10

Accompaniment	Points
0-3 Guardian or Squire Class Escorts	+15 each
0-3 Alliance of Kurak Escorts	Variable

CARRIER
Ares and Zenith Class

Designation	**CARRIER**
Name	**Ares, Zenith**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	6"	7	7	4	5	6

Points Cost	Shield Rating	Wings	Turn Limit
125	2	9	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	7	3	-
Fore (Fixed)	6	8	4	-
Nuclear Torpedo Weapons	12"	24"	36"	48"
Any	4	5	5	6

MARs
Deck Crews, Sector Shielding

Hardpoints	Points
Select up to THREE from the following:	
0-1: +2" Command Distance	+10
0-1: +1 Shield	+10
0-1: +1" Mv	+5
0-1: +3 Wing Capacity	+5
0-1: Upgrade Primary Weapons to Beam Weapons	+10

Accompaniment	Points
0-3 Guardian or Squire Class Escorts	+15 each
0-2 Hermes, Sentinel or Teuton Class Cruisers	+50 each
0-2 Aegis Class Shield Cruisers	+50 each
0-3 Alliance of Kurak Escorts	Variable

BATTLE STATION
Palisade Class

Designation	BATTLE STATION
Name	Palisade
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	1"/6"	10	8	5	6	0

Points Cost	Shield Rating	Wings	Turn Limit
180	3	3	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	2	8	6	4
Fore	2	8	6	4
Aft	2	8	6	4
Turrets (Any)	8	12	9	6
Torpedo Weapons	12"	24"	36"	48"
Any	8	10	10	12

MARs

Bigger Batteries, Manoeuvrable, No FSD, Sector Shielding, Weapon Shielding

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1" Mv	+10
0-1: +1 Shield	+15
0-1: Upgrade Primary Weapons to Beam Weapons	+10
0-1: Gain the Shield Projector (8") MAR	+15

Upgrades	Points
Upgrade to Nuclear Torpedoes	+10

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

DEFENCE PLATFORM
Security Class

Designation	DEFENCE PLATFORM
Name	Security
Size class	Small
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	0/6"	3	3	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	2	2	0"

MARs

Difficult Target, Decl Crews*, No FSD, Orbit. Quick Launch

Upgrades	Points
Select up to ONE from the following:	
0-1: +2" Command Range	+5
0-1: Gain the Scout MAR	+5

* The Deck Crews MAR on the Security Defence Platform may only be used by any ONE model in the Squadron per Turn.

BATTLECRUISER
Marshal Class

Designation	**BATTLECRUISER**
Name	**Marshal**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	6	7	4	4	0

Points Cost	Shield Rating	Wings	Turn Limit
130	2	0	2"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	8	7	2	-
Turrets (Any)	8	7	2	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Starboard / Port	6	5	5	-
Any	4	5	5	6

MARs
Torpedo Spook, Weapon Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Sector Shielding MAR	+5
0-1: Give the Torpedoes the Decimator Warheads MAR	+5
0-1: Upgrade to Nuclear Torpedoes	+10

Upgrades	Points
Gain the Countermeasures MAR	+5

Accompaniment	Points
If the Squadron contains only **1** model, it may be accompanied by:	
0-2 Armsmen or Pilgrim Class Frigates	+30 each

HEAVY CRUISER
Hauberk and Templar Class

Designation	HEAVY CRUISER
Name	Hauberk, Templar
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	6"	5	6	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
80	1	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	7	3	-
Turrets (Any)	6	5	-	-
Nuclear Weapons	8"	16"	24"	32"
Fore (Fixed)	5	6	4	-

MARs

Sector Shielding, Weapon Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating	+10
0-1: +1" Mv	Free

Upgrades	Points
Upgrade Primary Weapons to Beam Weapons	+5

SHIELD CRUISER
Aegis Class

Designation	SHIELD CRUISER
Name	Aegis
Size class	Medium Capital
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	5	1	4	0

Points Cost	Shield Rating	Wings	Turn Limit
50	3	0	1"

Beam Weapons	10"	20"	30"	40"
Fore	5	6	4	-

MARs

Shield Projector (6")

Hardpoints	Points
Select up to ONE of the following:	
0-1: +3" Command Distance	+5
0-1: +2" Mv	+5

CRUISER

Hermes, Sentinel and Teuton Class

Designation	**CRUISER**
Name	**Hermes, Sentinel, Teuton**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	5	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
50	1	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	7	3	-
Fore (Fixed)	5	6	4	-
Torpedo Weapons	12"	24"	36"	48"
Any	4	5	5	6

MARs
Sector Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 HP	+10
0-1: +1 Shield Rating	+10
0-1: +2" Mv	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+5
Upgrade to Nuclear Torpedoes	+5
Upgrade Primary Weapons to Beam Weapons	+5

Accompaniment	Points
0-1 Aegis Class Shield Cruiser	+50 each

DESTROYER
Artemis Class

Designation	**Destroyer**
Name	**Artemis**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	4	1	4	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	3	5	-	-
Fore (Fixed)	5	6	7	6

MARs

Hidden Killer, Manoeuvrable

Upgrades	Points
Gain the Sector Shielding MAR	+5
Upgrade Fore (Fixed) to a Nuclear Weapon	+10

FRIGATE
Missionary Class

Designation	**FRIGATE**
Name	**Missionary**
Size class	**Small**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	10"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	1	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	3	4	2	-
Fore (Fixed)	2	3	1	-
Turrets (Any)	2	3	-	-

MARs

Difficult Target

Upgrades	Points
Upgrade Starboard/Port to Beam Weapons for:	+5

FRIGATE

Armsmen and Pilgrim Class

Designation	FRIGATE
Name	Armsmen, Pilgrim
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	2	3	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
30	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	4	2	1
Torpedo Weapons	12"	24"	36"	48"
Any	2	3	3	4

MARs
Difficult Target

ESCORT

Guardian and Squire Class

Designation	Escort
Name	Guardian, Squire
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	4	8"	2	2	0	3	0

Points Cost	Shield Rating	Wings	Turn Limit
15	1	0	0"

MARs
Difficult Target

TORPEDO CRUISER
Harpoon Class

Designation	TORPEDO CRUISER
Name	Harpoon
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	4	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
55	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	4	2	-
Fore	4	5	2	1
Turrets	4	3	3	1
Torpedo Weapons	12"	24	36"	48"
Any	5	6	6	7

MARs
Sector Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Turret Weapons	+5
0-1: +1 Shield. Gain the Shield Projector (Self) MAR	+5

Upgrades	Points
EITHER Gain the Torpedo Spook MAR	+10
OR Gain the Stealth Systems MAR	+10
EITHER Upgrade to Nuclear Torpedoes	+5
OR Give the Torpedo Weapons the Decimator Warheads MAR	+5

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

Accompaniment Rules:

The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to the Ares & Zenith Carriers: 0-2 Perseus Light Cruisers.
- Add Accompaniment option to single Marshall Class Battlecruiser: 0-1 Harpoon Torpedo Cruisers.
- Add Accompaniment option to Tyrant Battleship: 0-2 Wayfarer Light Frigates.

LIGHT CRUISER
Perseus Class

Designation	LIGHT CRUISER
Name	Perseus
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	3	4	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
40	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	5	4	1
Fore	3	3	-	-
Turrets	4	3	3	1
Torpedo Weapons	12"	24"	32"	48"
Any	3	4	4	5

MARs
Reinforced (Fore), Sector Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Turret Weapons	FREE
0-1: +1 Shield. Gain the Shield Projector (Self) MAR.	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+5

LIGHT FRIGATE
Wayfarer Class

Designation	LIGHT FRIGATE
Name	Wayfarer
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	3	4	2	1

MARs
Difficult Target, Sector Shielding

CARRIER
Solar Class

Designation	**CARRIER**
Name	**Solar**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	7"	7	6	3	6	0

Points Cost	Shield Rating	Wings	Turn Limit
130	3	5	2"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	12	9	3	-

MARs

Durable, Planetfall (5), Sector Shielding

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 HP, Remove the Durable MAR	+10
0-1: +1 Shield Rating, -1" Mv	+10
0-1: Upgrade Turrets to Nuclear Weapons, Remove Planetfall MAR	+5
0-1: +1" Mv	+5
0-1: +1 Planetfall MAR Value, -2 Wings Capacity	+5

Upgrades	Points
Gain the Weapon Shielding MAR	+5
Upgrade Primary or Nuclear Weapons to Beam Weapons	+5
Give the Primary or Nuclear Weapons the Decimator Warheads MAR	+5

Accompaniment	Points
0-2 Aegis Class Shield Cruisers	+50 each
0-1 Hauberk or Templar Class Heavy Cruiser	+80 each

ASSAULT CRUISER
Horizon Class

Designation	**ASSAULT CRUISER**
Name	**Horizon**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	8"	4	5	2	5	0

Points Cost	Shield Rating	Wings	Turn Limit
35	2	0	1"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	5	4	-	-

MARs

Durable, Planetfall (3), Sector Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 HP	+10
0-1: +1 Shield Rating	+5
0-1: +3 AP, Remove the Planetfall MAR	+5

Upgrades	Points
Upgrade Primary Weapons to Beam Weapons	+5
Gain the Weapon Shielding MAR, Remove the Durable MAR	Free

Accompaniment	Points
0-1 Aegis Class Shield Cruisers	+50 each

FRIGATE
Nadir Class

Designation	**FRIGATE**
Name	**Nadir**
Size class	**Small**
Squadron size	**3-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	2	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
15	1	0	0"

MARs

Difficult Target, Durable, Planetfall (1)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	+5
0-1: Change Designation to Escort, Remove the Planetfall MAR	+5

Upgrades	Points
+1 Shield Rating	+5

In addition to the three major races which make up the Alliance of Kurak; the Terran Alliance, the Sorylian Collective and the Aquan Prime, numerous smaller factions joined the Alliance to benefit from the mutual protection it offered or for a chance to strike back at hated enemies within the Zenian League. The most powerful of these factions have contributed significant numbers of ships to the war effort, either in fully formed fleets, or as auxiliaries within larger formations. Each of these factions has their own motivations within the Alliance's cause, and their own unique vessels and tactics that they bring to battle.

Although officially part of the Terran Alliance, the ancient ship building firm Hawker Industries are providing such a weight of military grade vessels to the conflict as to be considered a faction in their own right. Production rates across their extensive facilities has increased dramatically as they churn out vessels bound for the front line. As firm allies of both the Aquan and Terran dominions, the Terquai colonies were quick to offer their sturdy vessels and elite marines. Having suffered numerous attrocities at the hands of the perfidious Directorate, they are keen for revenge.

The brutal, war hungry Veydreth, or the 'Star Dragons' as they are often known, joined the Alliance without hesitation, eager for the spoils they could seize from the conflict. Fighting for their survival in a merciless galaxy, the bird-like Xelocians and vengeful Ryushi both pledged the might of their stellar navies. With searing laser weapons and massed flights of close range craft, both races have struck hard against the Zenian forces rampaging through the Storm Zone. Finally, the mysterious Tarakian Conclaves joined the fight, determined to stabilise the galactic sector, through force of arms if necessary.

Fleet Building

The models in this Fleet Manual can be used in two different ways. They can be taken alongside models from the Terran Alliance, Aquan Prime or Sorylian Collective as part of an Alliance Fleet, or they can be fielded as a dedicated Kurak Support Fleet which will only contain models from within this Manual.

The rules for building Alliance Fleets so that these models can be used alongside the Terran Alliance, Aquan Prime or Sorylian Collective are given in their respective Fleet Manuals. Using these, with the Statistics Profiles presented here and the Fleet Building chapter of the rulebook you will be able to create a versatile and highly effective fighting force.

The following rules and Composition Tables apply to Kurak Support Fleets.

Kurak Support Fleets

Unlike Alliance Fleets, Kurak Support Fleets do not contain any models from the three major races, instead, they are comprised entirely of models from within this Fleet Manual.

As you will see when looking through the following Statistics Profiles, the models within this Manual are grouped into different factions; Hawker Industries, the Ryushi, the Tarakians, the Terquai, the Veydreth and the Xelocians. To construct a Kurak Support Fleet, you first need to select one of these to be your Core Faction.

Your Fleet's minimum required Squadrons from each Tier MUST be chosen from the models available to this Faction, and your Fleet Admiral must be placed on a Tier 1 model belonging to this Faction.

Apart from this, you may fill out the remainder of your Fleet using the models available either to your Core Faction, or the other factions within this Manual. The Fleet follows the normal Fleet Building rules and procedure as laid out in the Fleet Building section of the rulebook, with the Composition Tables found on the following page governing how many of each type of Squadron can be fielded, and which Tiers they fall into.

As with the standard and Alliance Fleets, which Composition Table you should use is determined by the Maximum Fleet Value (MFV) you have agreed with your opponent.

Allied Squadrons

Although a Kurak Support Fleet will often contain Squadrons from several different factions, a single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Hawker Industries Cruisers and a Veydreth Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Hawker Industries Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, including the Terran Alliance, Aquan Prime or Sorylian Collective, for the listed points cost. These are the only models from these major races allowed within a Kurak Support Fleet.

Fleet Statistics and Tactical Ability Cards

Kurak Support Fleets may choose their Tactical Ability Cards from the general or Alliance of Kurak lists.

Your Fleet Tactics Bonus is that of your Core Faction, however each Squadron has the Command Distance of its own Faction.

For example, a Kurak Support Fleet with Hawker Industries as its Core Faction will have a Fleet Tactics Bonus of 3 and the Hawker Industries Squadrons within the Fleet will have a Command Distance of 6". However, a Terquai Squadron joining the Fleet will keep the Terquai Command Distance of 7".

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Battlecruiser
Up to 1	Gunship Squadron
Up to 1	Heavy Cruiser Squadron
Up to 1	Assault Carrier

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Corvette Squadrons

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 1	Battle Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Dreadnought
Up to 3	Carriers
Up to 2	Assault Carriers

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 1	Gunship Squadron
Up to 1	Destroyer Squadron
Up to 3	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 3	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Battlecruiser Squadrons
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Destroyer Squadrons
Up to 4	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 5	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. Each Fleet may also select a different Core Faction. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Important Note: This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Excelsior Class

Designation	**BATTLESHIP**
Name	**Excelsior**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	6"	8	7	5	6	0

Points Cost	Shield Rating	Wings	Turn Limit
170	2	0	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	7	5	-
Fore (Fixed)	9	10	8	7
Turrets (Any)	8	10	6	4
Cyberwarfare Weapons	10"	20"	30"	40"
Any	8	9	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	8	8

MARs
Weapon Shielding

Hardpoints	Points
Select up to THREE from the following:	
0-1: Include the Cyberwarfare Weapons	+20
0-2: +1" Mv	+5
0-1: +1 HP	+10
0-1: Gain the Ops Centre MAR	+5

Upgrades	Points
Upgrade the Turrets to Nuclear Weapons	+15
Gain the Secured Bulkheads MAR	+5

Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable

Important Note: Weapons systems listed in red are not fitted to the vessel as standard, but may be taken by using a Hardpoint option.

HAWKER INDUSTRIES FLEET STATISTICS	
Fleet Tactics Bonus	**3**
Command Distance	**6"**

CARRIER
Regent Class

Designation	**CARRIER**
Name	**Regent**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	6"	7	6	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
130	1	8	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	7	5	-
Turrets (Any)	6	8	4	-
Cyberwarfare Weapons	10"	20"	30"	40"
Any	8	9	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	6	6

MARs
Deck Crews

Hardpoints	Points
Select up to TWO from the following:	
0-1: Include the Cyberwarfare Weapons	+20
0-1: +2" Command Distance	+10
0-1: +1 HP	+10
0-1: Gain the Ops Centre MAR	+5

Upgrades	Points
Upgrade the Turrets to Nuclear Weapons	+15
Gain the Weapon Shielding MAR	+10

Accompaniment	Points
0-2 Resolute Class Cruisers	+60 each
0-3 Alliance of Kurak Escorts	Variable

CRUISER
Resolute Class

Designation	**CRUISER**
Name	**Resolute**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	5	5	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	4	5	3	-
Turrets (Any)	4	6	-	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	5	5

MARs
Protected Systems

Upgrades	Points
Upgrade the Turrets to Nuclear Weapons	+5
Gain the Weapon Shielding MAR	+10

FRIGATE
Endeavour Class

Designation	FRIGATE
Name	Endeavour
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	2	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
35	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	4	5	3	-
Turrets (Any)	1	2	-	-
Torpedo Weapons	12"	24"	36"	48"
Fore	3	3	4	4

MARs

Difficult Target, Scout

ESCORT
Stalwart Class

Designation	ESCORT
Name	Stalwart
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	8"	2	3	0	3	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

MARs

Difficult Target

BATTLE CARRIER
Shautrai Class

Designation	**BATTLE CARRIER**
Name	**Shautrai**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	10	6"	9	6	3	8	0

Points Cost	Shield Rating	Wings	Turn Limit
195	2	9	2"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	8	10	5	2
Beam Weapons	**10"**	**20"**	**30"**	**40"**
Starboard / Port	9	12	5	3
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore	7	7	7	7

MARs
Bigger Batteries

Hardpoints	Points
Select up to TWO from the following:	
0-1: +3 Wing Capacity	+5
0-1: +2" Mv	+5
0-1: +1 Shield	+15
0-1: +2 PD	+5

Upgrades	Points
Gain the Point Defence Barrage MAR	+5
Give the Beam Weapons the Split Fire MAR	+5
Gain the Deck Crews MAR	+10

Accompaniment	Points
0-2 Hokita Class Cruisers	+60 each

RYUSHI FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**8"**

CARRIER
Onnisha Class

Designation	**CARRIER**
Name	**Onnisha**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	9	6"	7	5	3	7	0

Points Cost	Shield Rating	Wings	Turn Limit
120	1	6	2"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	6	8	3	-
Beam Weapons	**10"**	**20"**	**30"**	**40"**
Starboard / Port	8	10	5	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore	6	6	6	6

MARs
Bigger Batteries

Hardpoints	Points
Select up to TWO from the following:	
0-1: +3 Wing Capacity	+5
0-1: +2 Crew	+5
0-1: +1 Shield	+10

Upgrades	Points
Gain the Deck Crews MAR	+10
Give the Beam Weapons the Split Fire MAR	+5

Accompaniment	Points
0-2 Hokita Class Cruisers	+60 each

CRUISER
Hokita Class

Designation	**CRUISER**
Name	**Hokita**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	4	4	2	4	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	8	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	4	4

MARs
Bigger Batteries

Upgrades	Points
Gain the Point Defence Barrage MAR	+5

CORVETTE
Akkarai Class

Designation	**CORVETTE**
Name	**Akkarai**
Size class	**Small**
Squadron size	**3-6**

DR	CR	Mv	HP	CP	AP	PD	MN
3	4	13"	2	0	0	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Beam Weapons	10"	20"	30"	40"
Fore	4	2	-	-

MARs
Elusive Target, Unmanned

BATTLESHIP
Ganak and Sanarl Class

Designation	**BATTLESHIP**
Name	**Ganak, Sanarl**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	10	8	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
190	3	4	2"

Gravitational Weapons	8"	16"	24"	32"
Fore (Fixed)	8	9	8	6
Primary Weapons	8"	16"	24"	32"
Starboard / Port	11	14	9	6
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	8	8	8	8
Fore	8	8	8	8

MARs	
Protected Systems	
Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 CR	+10
0-1: +2 Wing Capacity	Free
0-1: Gain the Self Repair MAR	+15
Upgrades	Points
Give the Torpedoes the High Energy MAR	+5
Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable

TARAKIAN FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**7"**

CRUISER
Rulak and Sulan Class

Designation	CRUISER
Name	Rulak, Sulan
Size class	Medium Capital
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	5	4	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	1"

Gravitational Weapons	8"	16"	24"	32"
Fore (Fixed)	5	6	5	4
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5
Fore	5	5	5	5

MARs
-

Upgrades	Points
Gain the Protected Systems MAR	+5
Give the Torpedoes the High Energy MAR	+5

FRIGATE
Kurar and Tarl Class

Designation	FRIGATE
Name	Kurar, Tarl
Size class	Small
Squadron size	2-5

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
30	1	0	0"

Gravitational Weapons	8"	16"	24"	32"
Fore (Fixed)	3	4	3	2
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	4	3	2	1

MARs
Difficult Target

DREADNOUGHT
Resulka Class

Designation	**DREADNOUGHT**
Name	**Resulka**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	12	6"	10	8	8	8	6

Points Cost	Shield Rating	Wings	Turn Limit
270	1	0	2"

Primary Weapons	8"	16"	24"	32"
Gun Racks	15	18	16	5
Beam Weapons	10"	20"	30"	40"
Fore	11	13	5	-
Torpedo Weapons	12"	24"	36"	48"
Any	8	8	8	8

MARs	
Elite Crew, Launch Tubes, Reinforced (Port, Starboard)	
Hardpoints	Points
Select up to THREE from the following:	
0-1: +3 Wing Capacity	+5
0-2: +1" Mv	+5
0-1: +1 Shield	+15
0-1: Gain the Second Assault MAR	+10
Upgrades	Points
Gain the Special Forces MAR	+5
Give the Torpedo Weapons the Corrosive MAR	+10
Give the Primary Weapons the High Energy MAR	+5
Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable

TERQUAI FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**7"**

ASSAULT CARRIER
Alkonost Class

Designation	**ASSAULT CARRIER**
Name	**Alkonost**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	9	7"	7	7	7	5	5

Points Cost	Shield Rating	Wings	Turn Limit
170	1	4	1"

Primary Weapons	8"	16"	24"	32"
Gun Racks	9	12	10	3
Beam Weapons	10"	20"	30"	40"
Fore	8	10	2	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	7	7

MARs
Reinforced (Port, Starboard), Sector Shielding

Hardpoints	Points
Select up to TWO from the following:	
0-1: Gain the Planetfall (3) MAR, reduce Wing Capacity to 0	FREE
0-1: +2 Wing Capacity	+5
0-1: +2" Mv	+5
0-1: Gain the Second Assault MAR	+10
0-1: +1 Shield Rating	+10

Upgrades	Points
Gain the Special Forces MAR	+5
Give the Torpedo Weapons the Corrosive MAR	+10
Give the Primary Weapons the High Energy MAR	+5

Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable
0-1 Akulkan or Aural Assault Cruiser	+65 points

ASSAULT CRUISER
Akulkan, Arual Class

Designation	**ASSAULT CRUISER**
Name	**Akulkan, Arual**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	9"	4	4	6	3	4

Points Cost	Shield Rating	Wings	Turn Limit
65	1	0	1"

Primary Weapons	8"	16"	24"	32"
Gun Racks	4	7	6	-
Beam Weapons	10"	20"	30"	40"
Fore	6	7	-	-
Torpedo Weapons	12"	24"	36"	48"
Gun Racks	4	4	4	4

MARs
High Energy (Primary), Reinforced (Port, Starboard), Sector Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Launch Tubes MAR	+5
0-1: Gain the Second Assault MAR	+10
Upgrades	Points
Gain the Special Forces MAR	+5

TORPEDO CRUISER
Makalu and Turale Class

Designation	**TORPEDO CRUISER**
Name	**Makalu, Turale**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	8"	4	3	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
60	1	0	1"

Primary Weapons	8"	16"	24"	32"
Gun Racks	4	8	7	2
Beam Weapons	10"	20"	30"	40"
Fore	5	6	-	-
Torpedo Weapons	12"	24"	36"	48"
Gun Racks	7	7	7	7

MARs
Reinforced (Port, Starboard)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Sector Shielding MAR	+5
0-1: 2" Mv	+5

Upgrades	Points
Give the Primary Weapons the High Energy MAR	+5
Give the Torpedoes the Corrosive MAR	+10

FRIGATE
Sular Class

Designation	**FRIGATE**
Name	**Sular**
Size class	**Small**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Primary Weapons	8"	16"	24"	32"
Gun Racks	3	5	1	-
Torpedo Weapons	12"	24"	36"	48"
Any	3	3	3	3

MARs
Difficult Target, Reinforced (Port, Starboard)

Upgrades	Points
Gain the Pack Hunters MAR	+5

BATTLESHIP
Predator Class

Designation	**BATTLESHIP**
Name	**Predator**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	7"	10	8	5	7	5

Points Cost	Shield Rating	Wings	Turn Limit
180	0	0	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	12	14	6	4
Fore	8	9	7	6
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	8	8	6	6
Fore	8	8	6	6

MARs
Double Mines, Vulnerable

Hardpoints	Points
Select up to THREE from the following:	
0-2: +2 AP	+10
0-2: +1" Mv	+5
0-1: +2 MN	+10
0-1: Remove the Vulnerable MAR	+15

Upgrades	Points
Gain the Second Assault MAR	+10
Give the Beam Weapons the High Energy MAR	+5

VEYDRETH FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**6"**

GUNSHIP
Onslaught and Prowler Class

Designation	**GUNSHIP**
Name	**Onslaught, Prowler**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	9"	4	4	4	3	4

Points Cost	Shield Rating	Wings	Turn Limit
75	0	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	9	5	-
Primary Weapons	8"	16"	24"	32"
Fore	5	7	4	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	4	4

MARs
Double Mines, Vulnerable

Hardpoints	Points
Select up to ONE of the following:	
0-1: -1" Turn Limit	+5
0-1: Gain the Ambush (1) MAR	+10

Upgrades	Points
Give the Beam Weapons the High Energy MAR	+5

HEAVY CRUISER
Carnivore Class

Designation	**HEAVY CRUISER**
Name	**Carnivore**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7"	6	5	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
85	0	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	7	4	-
Primary Weapons	8"	16"	24"	32"
Fore	6	7	5	3
Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	5	5

MARs
-

Upgrades	Points
Gain the Bigger Batteries MAR	+5

ASSAULT CRUISER
Stalker Class

Designation	**ASSAULT CRUISER**
Name	**Stalker**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	10"	4	5	6	3	4

Points Cost	Shield Rating	Wings	Turn Limit
60	0	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	7	4	-
Primary Weapons	8"	16"	24"	32"
Fore	4	6	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	4	4

MARs
-

Hardpoints	Points
Select up to ONE of the following:	
0-1: Gain the Launch Tubes MAR	+10
0-1: Gain the Ambush (1) MAR	+10

Upgrades	Points
Gain the Second Assault MAR	+10

DESTROYER

Hunter and Savage Class

Designation	**DESTROYER**
Name	**Hunter, Savage**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	4	4	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
70	0	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	7	-	-
Beam Weapons	10"	20"	30"	40"
Fore	2	4	7	5
Torpedo Weapons	12"	24"	36"	48"
Any	5	5	4	4

MARs
Stealth Systems

Upgrades	Points
Give the Beam Weapons the High Energy MAR	+5
Gain the Ambush (2) MAR	+10

CORVETTE
Reaver Class

Designation	**CORVETTE**
Name	**Reaver**
Size class	**Small**
Squadron size	**2-5**

DR	CR	Mv	HP	CP	AP	PD	MN
3	4	12"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Primary Weapons	8"	16"	24"	32"
Gun Racks	4	4	-	-
Fore (Fixed)	3	4	1	-

MARs
Elusive Target

Upgrades	Points
Gain +3 MN	+5

DREADNOUGHT
Hulaka Class

Designation	**DREADNOUGHT**
Name	**Hulaka**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	6"	10	8	6	6	0

Points Cost	Shield Rating	Wings	Turn Limit
320	2	4	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	12	16	6	-
Fore (Fixed)	14	18	11	8
Torpedo Weapons	12"	24"	36"	48"
Fore	8	8	9	9

MARs
Elite Crew, Energy Transfer (Beam, 2), Impervious, Reinforced (Fore)

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield Rating	+15
0-1: -1" Turn Limit	+10
0-2: +1" Mv	+5
0-1: +4 Wing Capacity	+5

Upgrades	Points
Give the Beam Weapons the Corrosive MAR	+15
Give the Beam Weapons the Split Fire MAR	+5

Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable

XELOCIAN FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**6"**

BATTLESHIP
Kindartu Class

Designation	**BATTLESHIP**
Name	**Kindartu**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	7	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
185	2	1	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	8	10	3	-
Fore (Fixed)	11	15	8	5
Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	8	8

MARs
Energy Transfer (Beam, 1), Reinforced (Fore)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield Rating	+15
0-1: -1" Turn Limit	+10
0-1: +2" Mv	+10
0-1: +3 Wing Capacity	+5

Upgrades	Points
Give the Beam Weapons the Corrosive MAR	+15
Give the Beam Weapons the Split Fire MAR	+5

Accompaniment	Points
0-3 Alliance of Kurak Escorts	Variable

CRUISER
Hantari and Tindaku Class

Designation	CRUISER
Name	Hantari, Tindaku
Size class	Medium Capital
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	4	4	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
65	2	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	5	2	-
Fore (Fixed)	5	6	4	3
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	5	5

MARs

Energy Transfer (Beam, 1), Protected Systems, Reinforced (Fore)

Upgrades	Points
Give the Beam Weapons the Corrosive MAR	+10

FRIGATE
Karn and Shaniri Class

Designation	FRIGATE
Name	Karn, Shaniri
Size class	Small
Squadron size	2-5

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	3	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	2	3	2	-
Fore (Fixed)	3	4	2	-

MARs

Difficult Target

ESCORT
Larshan Class

Designation	**ESCORT**
Name	**Larshan**
Size class	**Small**
Squadron size	**1-3**

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	2	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0"

Beam Weapons	10"	20"	30"	40"
Fore (Fixed)	3	2	-	-

MARs
Difficult Target, Reinforced (Fore)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	Free
0-1 Change Designation to Corvette, Mv to 13", Squadron Size to 3-6 and Gain the Energy Transfer (Beam, 1) MAR	Free

ZENIAN LEAGUE
The Pirates' Charter

When Chairman Rufus Rense and the Dindrenzi high command began preparing for their war, they ran into a pressing issue. Despite its great might, the Federation military did not have the strength to take on the Terrans and their allies alone.

Rufus and his more pragmatic commanders immediately recognised the need for allies of their own. However, many of their peers, including the powerful Church of the Dramos Angels, were strongly opposed to treating with aliens on anything like equal terms. However, ultimately, the Dindrenzi Legislature's respect for the Rense name and Rufus' judgement overcame their objections.

Even so, Rufus himself had reservations about some of his potential helpers. Although wary of the Directorate and the Relthoza Empire, the Chairman and his advisors were confident that their core pact would hold together provided the spoils of war were divided amicably.

With the assistance of Ervan Bas of the Directorate, Rufus managed to weld together a workable coalition. If nothing else, both leaders felt that the three greatest Reach powers standing together would intimidate other dominions into cooperation!

The devious Kedorians were the first to join, ever looking for ways to increase their influence. The militaristic Illosians agreed to fight to hit out against their former home, the Aquan Sebrutan. Fierce Ba'Kash Clans, despite lacking an overall leader, flocked to the new coalition, anticipating great prosperity for their impoverished race.

The awesome Works Raptor, a power in its own right in the Directorate, contributed its deadly flotillas of warships and vicious new killing machines to what they saw as an immense live test. Finally, Dindrenzi trepidation was reduced with news that the alliance would be policed by the mighty Rense System Navy.

The new alliance was sealed by a top-secret conclave held on the Directorate's well-hidden capital planet Zenia. Unlike the Alliance of Kurak, the Zenian League is little more than a pirate's charter – in many cases, it has simply legitimised the rapacious activities that a number of its members had long pursued.

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FIRESTORM ARMADA

FLEET MANUAL

DINDRENZI FEDERATION

THE CHILDREN OF IGNATIUS

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Dindrenzi Federation Fleet you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the 2.0 core rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Gunship Squadron
Up to 1	Assault Carrier
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Escort Carrier Squadron
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Heavy Cruiser Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 1	Assault Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Escort Carrier Squadrons
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 3 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 2	Assault Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Escort Carrier Squadrons
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Defence Platform Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 3	Light Frigate Squadrons
Up to 4	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Dindrenzi Federation models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the Directorate and Relthoza, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Dindrenzi Federation, and your Fleet Admiral must be placed on a Tier 1 Dindrenzi Federation model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Dindrenzi Federation Only'; only General or Zenian League cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Dindrenzi Cruisers and a Directorate Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Dindrenzi Battleship can be accompanied by '0-3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, for the listed points cost.

Important Note: Even if the only models selected from outside the Dindrenzi Federation are an Accompaniment to a Dindrenzi model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Dindrenzi Federation Fleets are Natural Allies with the Rense System Navy. One quarter of your MFV in a Dindrenzi Federation Fleet may be chosen from Rense System Navy models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Dindrenzi Fleet could be comprised of Rense System Navy models.

Additionally, if a Dindrenzi Fleet contains only Dindrenzi Federation and Rense System Navy models, 'Dindrenzi Federation Only' TACs may be chosen. and used by all Squadrons in the Fleet.

DINDRENZI FEDERATION FLEET STATISTICS	
Fleet Tactics Bonus	3
Command Distance	6"

DREADNOUGHT
Retribution Class

Designation	**DREADNOUGHT**
Name	**Retribution**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	13	7"	12	8	5	7	6

Points Cost	Shield Rating	Wings	Turn Limit
290	0	0	3"

Primary Weapons	8"	16"	24"	32"
Gun Rack	8	11	6	4
Kinetic Weapons	**12"**	**24"**	**36"**	**48"**
Fore (Fixed)	12	14	10	6
Fore (Fixed)	12	14	10	6
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore (Fixed)	7	7	7	7
Fore (Fixed)	7	7	7	7

MARs
Ablative Plating, Elite Crew, Impervious, Superior Design

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1" Mv	+5
0-1: -1" Turn Limit	+15
0-1: +3 Wing Capacity	+5
0-1: Remove the Ablative Plating MAR	+15
0-1: Change both Torpedo Weapons to (Fore)	+10

Upgrades	Points
Upgrade the Primary Weapons to Scatter Weapons	+5
Give the Gun Racks the Split Fire MAR	+5
Give all Kinetic Weapons the High Energy MAR	+5
Gain the Protected Systems MAR	+5

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Conqueror and Nausicaa Class

Designation	**BATTLESHIP**
Name	**Conqueror, Nausicaa**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	7"	10	7	5	6	5

Points Cost	Shield Rating	Wings	Turn Limit
180	0	0	3"

Primary Weapons	8"	16"	24"	32"
Gun Rack	6	10	4	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	13	16	10	7
Torpedo Weapons	12"	24"	36"	48"
Fore (Fixed)	7	7	7	7

MARs
Ablative Plating

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1" Mv	+5
0-1: -1" Turn Limit	+10
0-1: +2 MN	+5
0-1: Remove the Ablative Plating MAR	+10
0-1: Change the Torpedo Weapons to (Fore)	+10

Upgrades	Points
Gain the Double Mines MAR	+10
Upgrade the Primary Weapons to Scatter Weapons	+5
Give the Gun Racks the Split Fire MAR	+5
Give the Kinetic Weapon the High Energy MAR	+5

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

BATTLESHIP
Praetorian Class

Designation	**BATTLESHIP**
Name	**Praetorian**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	6"	10	6	8	6	0

Points Cost	Shield Rating	Wings	Turn Limit
200	0	2	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	11	12	4	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	12	14	10	8
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	6	6
Fore	6	6	6	6

MARs
Ablative Plating, Elite Crew, Reinforced (Starboard/Port)

Hardpoints	Points
Select up to THREE from the following:	
0-1: +2 AP	+5
0-1: +3 Wing Capacity	+5
0-1: Gain the Ops Centre MAR	+5
0-1: Remove the Ablative Plating MAR	+10
0-1: Gain the Launch Tubes MAR	+5

Upgrades	Points
Gain the Assault Blitz MAR	+10
Gain the Deck Crews MAR	+5
Give the Gun Racks the Split Fire MAR	+5
Give the Kinetic Weapon the High Energy MAR	+5

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

CARRIER

Claymore and Falchion Class

Designation	**CARRIER**
Name	**Claymore, Falchion**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	10	6"	8	6	3	5	4

Points Cost	Shield Rating	Wings	Turn Limit
110	0	6	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	4	5	-	-
Starboard / Port	4	6	2	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	5	6	5	4
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	6	6

MARs
Ablative Plating

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1" Mv	+5
0-1: +2 Wing Capacity	+5
0-1: Remove the Ablative Plating MAR	+10

Upgrades	Points
Gain the Deck Crews MAR	+10

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each
0-2 Fury or Secutor Class Cruisers	+60 each
0-2 Gladius Class Gunships	+90 each
0-3 Zenian League Escorts	Variable

BATTLE STATION
Bastion Class

Designation	**BATTLE STATION**
Name	**Bastion**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	13	1"/6"	10	8	5	7	0

Points Cost	Shield Rating	Wings	Turn Limit
190	0	3	0"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	8	11	6	-
Kinetic Weapons	**12"**	**24"**	**36"**	**48"**
Fore	7	14	10	6
Aft	7	14	10	6
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore	9	9	9	9
Aft	9	9	9	9

MARs
Ablative Plating, Manoeuvrable, Minefields (3, 6 AD), No FSD, Protected Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2 PD	Free
0-1: +3 Wing Capacity	+5
0-1: Remove the Ablative Plating MAR	+15
Upgrades	**Points**
Gain the Deck Crews MAR	+5

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

BATTLECRUISER
Cataphract Class

Designation	**BATTLECRUISER**
Name	**Cataphract**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	10	8"	7	5	4	4	5

Points Cost	Shield Rating	Wings	Turn Limit
130	0	0	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	4	7	3	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	8	9	4	-
Fore (Fixed)	8	9	4	-

MARs
Ablative Plating, Secured Bulkheads

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2" Mv	+5
0-1: -1" Turn Limit	+10
0-1: Remove the Ablative Plating MAR	+5

Upgrades	Points
Gain the Double Mines MAR	+5
Give the Kinetic Weapons the High Energy MAR	+5

Accompaniment	Points
If this Squadron contains only 1 model, it may be accompanied by:	
0-2 Hammer or Thraex Class Frigates	+30 each

GUNSHIP
Gladius and Spatha Class

Designation	GUNSHIP
Name	Gladius, Spatha
Size class	Medium Capital
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	7"	6	5	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
90	0	0	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	9	5	3
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	5	6	5	4
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	5	5

MARs
Ablative Plating, Secured Bulkheads

Upgrades	Points
Remove the Ablative Plating MAR	+5

DEFENCE PLATFORM
Pilum Class

Designation	DEFENCE PLATFORM
Name	Pilum
Size class	Small
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	0/6"	3	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
35	0	0	0"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	4	6	3	-

MARs
Difficult Target, Maneouvrable, No FSD, Orbit

Hardpoints	Points
Select up to ONE from the following:	
0-1: Give the Kinetic Weapon the High Eneergy MAR	+5
0-1: Gain the Secured Bulkheads MAR	Free

HEAVY CRUISER
Murmillo and Victory Class

Designation	**HEAVY CRUISER**
Name	**Murmillo, Victory**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7"	6	5	3	4	4

Points Cost	Shield Rating	Wings	Turn Limit
85	0	0	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	6	8	3	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	7	8	6	5
Torpedo Weapons	12"	24"	36"	48"
Fore (Fixed)	5	5	5	5

MARs	
Ablative Plating	
Hardpoints	Points
Select up to ONE from the following:	
0-1: Remove the Ablative Plating MAR	+5
0-1: Change the Torpedo Weapons to (Fore)	+5
Upgrades	Points
Give the Kinetic Weapon the High Energy MAR	+5
Gain the Secured Bulkheads MAR	+5

CRUISER

Fury and Secutor Class

Designation	**CRUISER**
Name	**Fury, Secutor**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	9"	4	4	3	3	4

Points Cost	Shield Rating	Wings	Turn Limit
60	0	0	1"

Primary Weapons	8"	16"	24"	32"
Gun Rack	4	6	2	-
Aft	2	-	-	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	6	8	5	4
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	4	4

MARs
Ablative Plating

Upgrades	Points
Gain the Secured Bulkheads MAR	+5

DESTROYER
Trident Class

Designation	DESTROYER
Name	Trident
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	7"	4	3	1	4	0

Points Cost	Shield Rating	Wings	Turn Limit
55	0	0	1"

Primary Weapons	8"	16"	24"	32"
Gun Rack	1	3	-	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	5	6	7	5

MARs

Ablative Plating, Manoeuvrable, Stealth Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Scout MAR	+5
0-1: Replace the Stealth Systems MAR with the Hidden Killer MAR	+5

Upgrades	Points
Give the Kinetic Weapon the High Energy MAR	+5

CORVETTE
Sgian Class

Designation	CORVETTE
Name	Sgian
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	14"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Gun Rack	5	3	2	-

MARs
Difficult Target, Pack Hunters

ESCORT
Buckler and Retarius Class

Designation	ESCORT
Name	Buckler, Retarius
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Primary Weapons	8"	16"	24"	32"
Gun Rack	3	4	-	-

MARs
Difficult Target

FRIGATE
Hammer and Thraex Class

Designation	FRIGATE
Name	Hammer, Thraex
Size class	Small
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	11"	2	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
30	0	0	1"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	4	6	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	4	4

MARs
Difficult Target

STAT GUIDE

ESCORT CARRIER
Decurion Class

Designation	ESCORT CARRIER
Name	Decurion
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	5	4	2	3	3

Points Cost	Shield Rating	Wings	Turn Limit
45	0	2	2"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	3	4	1	-
Torpedo Weapons	12"	24"	36"	48"
Fore (Fixed)	5	5	5	5

MARs

Ablative Plating, Reinforced (Starboard / Port), Quick Launch (Fore) *

Hardpoints	Points
Select up to ONE from the following:	
0-1: Remove the Ablative Plating MAR	Free
0-1: Change the Torpedo Weapons to (Fore)	+5
Upgrades	Points
Gain the Secured Bulkheads MAR	+5

* SRS launched with this MAR may only be placed within the Fore Arc of the parent model.

LIGHT FRIGATE
Pugio

Designation	LIGHT FRIGATE
Name	Pugio
Size class	Small
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	10"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Scatter Weapons	8"	16"	24"	32"
Fore (Fixed)	5	6	3	-

MARs

Difficult Target

Upgrades	Points
Gain the Scout MAR	+5

CRUISER
Velites Class

STAT GUIDE

Accompaniment Rules:
The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to a Praetorian Battleship: 0-1 Decurion Escort Carrier
- Add Accompaniment option to a Nausicaa Battleship: 0-1 Decurion Escort Carrier
- Add Accompaniment to a Legion Assault carrier: 0-1 Decurion Escort Carrier
- Add Accompaniment to the Claymore & Falchion Carriers: 0-2 Decurion, 0-2 Velites Cruiser

Designation	**CRUISER**
Name	**Velites**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	9"	4	3	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
55	0	0	2"

Primary Weapons	8"	16"	24"	32"
Gunrack	5	7	2	-
Fore (Fixed)	4	2	-	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	6	8	5	4

MARs
Ablative Plating

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2" Mv	+5
0-1: Change the Primary Weapons to Scatter Weapons	+5

Upgrades	Points
Gain the Secured Bulkheads MAR	+5

Mixed Cruiser Squadrons
Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

ASSAULT CARRIER

Legion Class

Designation	**ASSAULT CARRIER ***
Name	**Legion**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	8"	9	6	7	6	0

Points Cost	Shield Rating	Wings	Turn Limit
170	0	7	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	11	13	3	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	8	9	4	-
Fore (Fixed)	8	9	4	-

MARs
Ablative Plating, Durable, Planetfall (6)

Hardpoints	Points
Select up to THREE from the following:	
0-1: +3 AP, Remove the Planetfall MAR	+10
0-1: Gain the Launch Tubes MAR	+10
0-1: Remove the Ablative Plating and Durable MARs	+10
0-1: Gain the Second Assault MAR	+10
0-2: +1 Planetfall MAR, -3 Wing Capacity	Free

Upgrades	Points
Gain the Secured Bulkheads MAR	+5
Gain the Assault Blitz MAR	+10
Gain the Deck Crews MAR	+10

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

*The Legion takes up TWO Tier 1 Slots in a Fleet Tier List at Patrol Fleet Level.

ASSAULT CRUISER
Castra Class

Designation	ASSAULT CRUISER
Name	Castra
Size class	Large Capital
Squadron size	1-2

DR	CR	Mv	HP	CP	AP	PD	MN
5	10	8"	6	4	5	5	0

Points Cost	Shield Rating	Wings	Turn Limit
70	0	0	2"

Primary Weapons	8"	16"	24"	32"
Gun Rack	6	7	-	-

MARs

Ablative Plating, Durable, Planetfall (4), Protected Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: Remove the Ablative Plating and Durable MARs	Free
0-1: Gain the Second Assault MAR, Remove the Planetfall MAR	Free
0-1: +1 Planetfall MAR, -3 AP	Free

Upgrades	Points
Gain the Assault Blitz MAR	+5

Accompaniment	Points
0-3 Buckler or Retarius Class Escorts	+15 each

FRIGATE
Scuta Class

Designation	FRIGATE
Name	Scuta
Size class	Small
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	12"	3	2	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	1"

MARs

Difficult Target, Durable, Planetfall (1)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Change Designation to Escort, remove the Planetfall MAR	Free
0-1: +1 PD	+5

FIRESTORM ARMADA

FLEET MANUAL

DIRECTORATE

SCOURGE OF THE OUTER REACH

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Directorate Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Assault Carrier
Up to 1	Heavy Cruiser
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Escort Carrier Squadron
Up to 2	Cruiser Squadrons
Up to 2	Light Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	R&D Cruiser Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Drone Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 2	Assault Carriers
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Escort Carrier Squadrons
Up to 3	Cruiser Squadrons
Up to 3	Light Cruiser Squadrons
Up to 1	Heavy Cruiser Squadron
Up to 2	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 1	Gunship Squadron
Up to 1	R&D Cruiser Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 2	Drone Squadrons
Up to 2	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Escort Carrier Squadrons
Up to 4	Cruiser Squadrons
Up to 4	Light Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	R&D Cruiser Squadrons
Up to 2	Defence Platform Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 4	Frigate Squadrons
Up to 3	Light Frigate Squadrons
Up to 4	Drone Squadrons
Up to 3	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Directorate models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the Dindrenzi Federation and Relthoza, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Directorate, and your Fleet Admiral must be placed on a Tier 1 Directorate model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Directorate Only'; only General or Zenian League cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Dindrenzi Cruisers and a Directorate Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Directorate Battleship can be accompanied by '0-3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, for the listed points cost.

Important Note: Even if the only models selected from outside the Directorate are an Accompaniment to a Directorate model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Directorate Fleets are Natural Allies with Works Raptor. One quarter of your MFV in a Directorate Fleet may be chosen from Works Raptor models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Directorate Fleet could be comprised of Works Raptor models.

Additionally, if a Directorate Fleet contains only Directorate and Works Raptor models, 'Directorate Only' TACs may be chosen and used by all Squadrons in the Fleet.

DIRECTORATE FLEET STATISTICS	
Fleet Tactics Bonus	I
Command Distance	6"

DREADNOUGHT
Persecution Class

Designation	**DREADNOUGHT**
Name	**Persecution**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	13	6"	11	7	8	7	8

Points Cost	Shield Rating	Wings	Turn Limit
280	1	0	2"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	12	14	6	3
Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	12	6	-
Fore (Fixed)	8	12	6	-

MARs
Elite Crew, Impervious, Reinforced (Fore), Superior Design

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield	+15
0-2: +1" Mv	+5
0-1: -1" Turn Limit	+10
0-1: +2 AP	+10
0-1: Give the Turrets the Split Fire MAR	Free

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+10
Give Primary Weapons the Decimator Warheads MAR	+10
Gain the Special Forces MAR	+10
Gain the Second Assault MAR	+10

Accompaniment	Points
0-3 Punisher or Suppression Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Eliminator and Judgement Class

Designation	BATTLESHIP
Name	Eliminator, Judgement
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	6"	8	6	6	5	7

Points Cost	Shield Rating	Wings	Turn Limit
160	1	1	2"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	12	14	6	3
Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	8	9	6	2
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	6	6	6	6

MARs
Countermeasures, Reinforced (Fore), Superior Design

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield	+15
0-2: +1" Mv	+5
0-1: -1" Turn Limit	+10
0-1: +2 AP	+10
0-1: +2 Wing Capacity	+5
0-1: Give the Turrets the Split Fire MAR	Free

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+10
Give all Torpedoes the Biohazard Ammo MAR OR Corrosive MAR	+10
Gain the Special Forces MAR	+10

Accompaniment	Points
0-3 Punisher or Suppression Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

BATTLESHIP
Anarchist Class

Designation	**DREADNOUGHT**
Name	**Anarchist**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	7"	9	6	8	5	7

Points Cost	Shield Rating	Wings	Turn Limit
190	2	3	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	11	13	8	4
Cyberwarfare Weapons	10"	20"	30"	40"
Turret	10	11	9	5
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	8	8	8	8

MARs	
Elite Crew, Reinforced (Fore), Superior Design	
Hardpoints	Points
Select up to THREE from the following:	
0-1: +2 Wing Capacity	+5
0-1: +2 AP. Gain the Special Forces MAR	+15
0-1: +2 AP. Gain the Second Assault MAR	+15
0-1: Gain the Stealth Systems MAR and reduce Shields to 1	FREE
0-1: Gain the Dirty Secrets MAR	+10
0-1: +1" Mv	+5
Upgrades	Points
Give Torpedo Weapons the Biohazard Ammo MAR OR Corrosive MAR	+10
Give Beam Weapons the Biohazard Ammo MAR	+10
Accompaniment	Points
0-3 Punisher or Suppression Class Escorts	+15 each
0-2 Liquidator Class Frigates	+20 each
0-3 Zenian League Escorts	Variable

CARRIER

Dominance and Overseer Class

Designation	CARRIER
Name	Dominance, Overseer
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	6"	7	5	5	5	0

Points Cost	Shield Rating	Wings	Turn Limit
125	Cloaking Field	6	2"

Beam Weapons	10"	20"	30"	40"
Fore	6	7	5	2
Starboard / Port	6	8	4	2
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5

MARs
Countermeasures, Reinforced (Fore)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1" Mv	+5
0-1: +2 AP	+10
0-1: +2 Wing Capacity	+5
0-1: +2" Command Distance	+10
0-1: Change Beam (Fore) to a Cyberwarfare Weapon	Free

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+10
Give all Torpedoes the Decimator Warheads MAR	+10

Accompaniment	Points
0-3 Punisher or Suppression Class Escorts	+15 each
0-2 Abraxas, Executioner or Vanquisher Class Cruisers	+55 each
0-2 Tormentor Class R&D Cruisers	+60 each
0-3 Zenian League Escorts	Variable

BATTLE STATION
Firewall Class

Designation	**BATTLE STATION**
Name	**Firewall**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	2"/6"	10	7	6	7	0

Points Cost	Shield Rating	Wings	Turn Limit
190	Cloaking Field	0	0"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	5	10	9	6
Turrets (Any)	5	10	9	6
Cyberwarfare Weapons	10"	20"	30"	40"
Turrets (Any)	10	9	8	5
Turrets (Any)	10	9	8	5

MARs
Countermeasures, Launch Tubes, Manoeuvrable, No FSD

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 PD	Free
0-2: +3 Wing Capacity	+5
0-1: +3 AP	+5
0-1: Add a second Cyberwarfare Turret	+20

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+5
Gain the Special Forces MAR	+5

Important Note: Weapons systems listed in red are not fitted to the vessel as standard, but may be taken by using a Hardpoint option.

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

DEFENCE PLATFORM
Neutralizer Class

Designation	DEFENCE PLATFORM
Name	Neutralizer
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	0/6"	2		2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	1	0	1"

Beam Weapons	10"	20"	30"	40"
Turrets	6	5	-	-

MARs
No FSD, Stealth Systems, Unmanned, Orbit

Hardpoints	Points
Select up to ONE from the following:	
0-1: Replace the Stealth Systems MAR with the Hidden Killer MAR	+5
0-1: Replace the Beam Weapons with Cyberwarfare Weapons	Free

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+5

BATTLECRUISER
Deterrent Class

Designation	**BATTLECRUISER**
Name	**Deterrent**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	6	4	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
115	2	0	2"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	5	11	9	6
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	9	9	9	9

MARs
Reinforced (Fore), Superior Design

Hardpoints	Points
Select up to ONE from the following:	
0-1: Give all Torpedoes the Biohazard Ammo MAR	+5
0-1: Give all Torpedoes the Corrosive MAR	+10
0-1: Give all Torpedoes the Decimator Warheads MAR	+10

Upgrades	Points
EITHER Give all Beam Weapons the Biohazard Ammo MAR	+10
OR Give all Beam Weapons the Precision Strike MAR	+5

Accompaniment	Points
If this Squadron contains only **1** model, it may be accompanied by:	
0-2 Enforcer or Liquidator Class Frigates	+25 each

R&D CRUISER
Tormentor Class

Designation	**R&D CRUISER**
Name	**Tormentor**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	5	4	2	5	0

Points Cost	Shield Rating	Wings	Turn Limit
60	0	0	1"

Cyberwarfare Weapons	10"	20"	30"	40"
Fore	6	7	5	2
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5

MARs
Stealth Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Countermeasures MAR	+5
0-1: +2 AP	+10

Upgrades	Points
Give all Torpedoes the Decimator Warheads MAR	+10

GUNSHIP
Annihilation Class

Designation	**GUNSHIP**
Name	**Annihilation**
Size class	**Medium Capital**
Squadron size	**2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	10"	5	4	4	4	5

Points Cost	Shield Rating	Wings	Turn Limit
80	1	0	1"

Primary Weapons	8"	16"	24"	36"
Fore (Fixed)	8	12	6	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	6	6	6	6

MARs
Reinforced (Fore), Decimator Warheads (Primary)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating	+10
0-1: +2 Mn	+5

Upgrades	Points
Give the Primary Weapons the Biohazard Ammo MAR	+5
Give the Torepedoes the Decimator Warhead MAR	+5

R&D CRUISER
Turmoil Class

Designation	**R&D CRUISER**
Name	**Turmoil**
Size class	**Medium Capital**
Squadron size	**2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	9"	5	5	2	5	0

Points Cost	Shield Rating	Wings	Turn Limit
80	1	0	1"

Gravity Weapons	8"	16"	24"	32"
Fore	8	7	5	2
Beam Weapons	10"	20"	30"	40"
Gunrack	8	9	3	-

MARs
Reinforced (Fore), Compressor Beam

Hardpoints	Points
Select up to ONE from the following:	
0-1: Give the Gravity Weapons the High Energy MAR. Gain Combustable Cargo MAR	+5
0-1: Change Beam Weapons (Gunrack) to a Cyberwarfare Weapon	FREE

Upgrades	Points
Give the Beam Weapons the Biohazard Ammo MAR	+5

New MAR: *Compressor Beam*
A Gravity Weapon with the Compressor Beam MAR cannot use its weapons to execute a Control Usage Attack in the same manner as normal Gravitational Weaponry.

HEAVY CRUISER
Justice and Subjugator Class

Designation	**HEAVY CRUISER**
Name	**Justice, Subjugator**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	9"	6	4	5	5	0

Points Cost	Shield Rating	Wings	Turn Limit
80	Cloaking Field	0	1"

Beam Weapons	10"	20"	30"	40"
Gun Racks	8	9	3	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5

MARs
Reinforced (Fore), Special Forces

Upgrades	Points
Give Beam Weapons the Biohazard Ammo MAR	+5

CRUISER

Abraxas, Executioner and Vanquisher Class

Designation	**CRUISER**
Name	**Abraxas, Executioner, Vanquisher**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	3	4	3	0

Points Cost	Shield Rating	Wings	Turn Limit
55	0	0	1"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	8	8	5	3
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	4	4	4	4

MARs
Reinforced (Fore)

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+5
Gain the Special Forces MAR	+5

DESTROYER
Nemesis Class

Designation	DESTROYER
Name	Nemesis
Size class	Medium Capital
Squadron size	2

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	3	1	4	4

Points Cost	Shield Rating	Wings	Turn Limit
75	Cloaking Field	0	0"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	5	6	9	2
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	4	4	4	4

MARs
Reinforced (Fore), Stealth Systems

Upgrades	Points
Give Beam Weapons the Precision Strike MAR	+5

FRIGATE
Enforcer and Liquidator Class

Designation	FRIGATE
Name	Enforcer, Liquidator
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	4	5	3	-

MARs
Difficult Target, Reinforced (Fore)

Upgrades	Points
Give all Beam Weapons the Biohazard Ammo MAR	+5

DRONE
Hostility Class

Designation	DRONE
Name	Hostility
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	6"	2	0	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Cyberwarfare Weapons	10"	20"	30"	40"
Fore	6	5	5	5

MARs

Assault Robot Torpedoes, Difficult Target, Unmanned

ESCORT
Punisher and Suppression Class

Designation	ESCORT
Name	Punisher, Suppression
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	9"	2	0	0	3	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

MARs

Difficult Target, Unmanned

Upgrades	Points
Gain +2 Assault Points	+5

ESCORT CARRIER
Ascendency Class

Designation	ESCORT CARRIER
Name	Ascendency
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	5	3	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
45	Cloaking field	2	1"

Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	4	4	4	4

MARs
Reinforced (Fore)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Deck Crews MAR *	+5
0-1: +1 PD	Free

Upgrades	Points
EITHER Give the Torpedo weapons the Biohazard Ammo MAR	+5
OR Give the Torpedo weapons the Decimator Warheads MAR	+5
Gain the Countermeasures MAR	+5

*The Deck Crews MAR applies to the squadron, not the individual Model

LIGHT FRIGATE
Impact Class

Designation	LIGHT FRIGATE
Name	Impact
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	14"	2	0	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	4	3	-	-

MARs
Reinforced (Fore), Elusive Target, Unmanned

Upgrades	Points
Gain the Scout MAR	+5
Upgrade the Primary Weapons to a Cyberwarfare Weapon	Free

CRUISER
Champion Class

Accompaniment Rules:
The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 18 & 19:

- Add Accompaniment option to an Anarchist Battleship: 0-2 Impact Light Frigates.
- Add Accompaniment option to the Eliminator & Judgement Battleships: 0-2 Impact Light Frigates, 0-1 Ascendancy Escort Carriers.
- Add Accompaniment option to the Dominance & Overseer Carriers: 0-2 Ascendancy Escort Carriers.
- Add Accompaniment option to an Integration Assault Carrier: 0-2 Champion Criusers.

Designation	**CRUISER**
Name	**Champion**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	2	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
50	1	0	1"

Beam Weapons	10"	20"	30"	40"
Fore (Fixed)	8	8	5	3
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	6	7	5	2
Gravity Weapons	8"	16"	24"	32"
Fore (Fixed)	6	5	3	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5

MARs
Reinforced (Fore)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Take the Beam Weapons	Free
0-1: Take the Cyberwarfare Weapons	+5
0-1: Take the Gravity Weapons, which have the Compressor Beam MAR	+10

Upgrades	Points
Give the Beam Weapons the Biohazard Ammo MAR	+5
Change the Torpedo Weapons to Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	Free

New MAR: *Compressor Beam*
A Gravity Weapon with the Compressor Beam MAR cannot use its weapons to execute a Control Usage Attack in the same manner as normal Gravitational Weaponry.

Mixed Cruiser Squadrons
Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

ASSAULT CARRIER
Integration Class

Designation	**ASSAULT CARRIER**
Name	**Integration**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	9"	7	4	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
120	2	3	2"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	9	10	3	-

MARs
Durable, Reinforced (Fore), Planetfall (5)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield, Remove Durable MAR	+10
0-1: +6 AP, Remove Planetfall MAR	+10
0-1: +3 Wing Capacity	+5
0-1: +1 Planetfall MAR Value, -1 Shield Rating	Free

Upgrades	Points
Give Beam Weapons the Biohazard Ammo MAR	+5
Gain the Special Forces MAR	+10
Gain the Second Assault MAR	+10

Accompaniment	Points
0-2 Liquidator Class Frigates	+20 each

ASSAULT CRUISER
Appropriation Class

Designation	**ASSAULT CRUISER**
Name	**Appropriation**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	5	4	3	5	0

Points Cost	Shield Rating	Wings	Turn Limit
55	1	0	1"

Beam Weapons	10"	20"	30"	40"
Turrets (Any)	5	6	3	-

MARs

Durable, Reinforced (Fore), Planetfall (3)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield	+5
0-1: +1 HP, Remove the Durable MAR	+10
0-1: +2 AP, Remove the Planetfall MAR	+5

Upgrades	Points
Give Beam Weapons the Biohazard Ammo MAR	+5
Gain the Special Forces MAR	+5

FRIGATE
Induction Class

Designation	**FRIGATE**
Name	**Induction**
Size class	**Small**
Squadron size	**3-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	2	0	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

MARs

Difficult Target, Durable, Reinforced (Fore), Planetfall (1), Unmanned

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Bigger Batteries MAR, Remove Planetfall MAR	+5

Upgrades	Points
+1 PD	+5

FIRESTORM ARMADA

FLEET MANUAL

THE RELTHOZA

MASTERS OF THE DEEP RIFTS

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Relthoza Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Assault Carrier
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Shunt Cruiser Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 1	Light Cruiser Squadron
Up to 3	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 2	Assault Carriers
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Shunt Cruiser Squadron
Up to 1	Defence Platform Squadron

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 2	Light Cruiser Squadrons
Up to 4	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 2	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Shunt Cruiser Squadrons
Up to 2	Defence Platform Squadrons

Tier 3 Between 3 and 6 Squadrons, chosen from the following:	
Up to 2	Light Cruiser Squadrons
Up to 6	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 3	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Relthoza models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the Directorate and Dindrenzi Federation, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Relthoza, and your Fleet Admiral must be placed on a Tier 1 Relthoza model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Relthoza Only'; only General or Zenian League cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Relthoza Cruisers and a Directorate Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Relthoza Battleship can be accompanied by '0-3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, for the listed points cost.

Important Note: Even if the only models selected from outside the Relthoza are an Accompaniment to a Relthoza model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Relthoza Fleets are Natural Allies with the Ba'Kash. One quarter of your MFV in a Relthoza Fleet may be chosen from Ba'Kash models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Relhoza Fleet could be comprised of Ba'Kash models.

Additionally, if a Relthoza Fleet contains only Relthoza and Ba'Kash models, 'Relthoza Only' TACs may be chosen and used by all Squadrons in the Fleet and used by all Squadrons in the Fleet.

THE RELTHOZA FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	8"

DREADNOUGHT
Apex Class

Designation	**DREADNOUGHT**
Name	**Apex**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	6"	11	9	7	8	0

Points Cost	Shield Rating	Wings	Turn Limit
270	Cloaking Field	3	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	10	12	7	4
Fore (Fixed)	15	18	9	6
Aft	5	8	4	2
Torpedo Weapons	12"	24"	36"	48"
Fore	9	9	10	10

MARs

Bigger Batteries, Elite Crew, Impervious, Self Repair, Systems Network

Hardpoints	Points
Select up to THREE from the following:	
0-1: +3 AP	+10
0-1: +3 Wing Capacity	+5
0-1: +2" Command Distance	+5
0-1: Gain the Stealth Systems MAR	+15
0-1: -1" Turn Limit	+5

Upgrades	Points
Gain the Point Defence Barrage MAR	+5
Gain the Manoeuvrable MAR	+5
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Brood and Nexus Class

Designation	**BATTLESHIP**
Name	**Brood, Nexus**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	9	8	6	5	0

Points Cost	Shield Rating	Wings	Turn Limit
170	Cloaking Field	3	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	12	15	8	4
Fore (Fixed)	5	7	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	8	8

MARs
Self Repair, Systems Network

Hardpoints	Points
Select up to THREE from the following:	
0-2: +2 AP	+5
0-1: +2 PD	+5
0-1: +2" Command Distance	+5
0-1: Gain the Stealth Systems MAR	+15
0-1: +3 Wing Capacity	+5

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Drone or Widow Class Frigates	+20 each
0-3 Zenian League Escorts	Variable

CARRIER
Hive and Theridion Class

Designation	**CARRIER**
Name	**Hive, Theridion**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7"	7	6	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
125	Cloaking Field	8	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	9	5	-
Fore	4	7	1	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	7	7

MARs
Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 AP	+5
0-2: +1" Command Distance	+5
0-1: Gain the Shunt Matrix (4) MAR	+20
0-1: Gain the Stealth Systems MAR	+10

Upgrades	Points
Gain the Self Repair MAR	+10
Give all Primary Weapons the Corrosive MAR	+10

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Bane Class Shunt Cruisers	+55 each
0-2 Assassin, Gila or Swarm Class Cruisers	+60 each
0-3 Zenian League Escorts	Variable

BATTLECRUISER
Raptor Class

Designation	**BATTLECRUISER**
Name	**Raptor**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	9"	6	5	7	5	0

Points Cost	Shield Rating	Wings	Turn Limit
120	Cloaking Field	0	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	9	12	6	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	7	7

MARs
Assault Blitz, Stealth Systems, Systems Network

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2 AP	+5
0-1: -1" Turn Limit	+5
0-1: Gain the Second Assault MAR	+10

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+10

Accompaniment	Points
If this Squadron contains only **1** model, it may be accompanied by:	
0-2 Drone or Widow Class Frigates	+20 each

BATTLE STATION
Weaver Class

Designation	**BATTLE STATION**
Name	**Weaver**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	1"/6"	9	8	9	6	0

Points Cost	Shield Rating	Wings	Turn Limit
190	Cloaking Field	8	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	9	11	7	-
Fore	9	11	7	-
Aft	9	11	7	-
Torpedo Weapons	12"	24"	36"	48"
Any	6	8	8	10
Any	6	8	8	10

MARs
Bigger Batteries, Manoeuvrable, No FSD, Self Repair, Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: Remove the No FSD MAR	+40
0-1: Gain the Launch Tubes MAR	+5
0-1: +4" Command Distance	+10
0-1: +2 Wing Capacity	+5

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

SHUNT CRUISER
Bane and Araneaea Class

Designation	SHUNT CRUISER
Name	Bane, Araneaea
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	5	5	4	0

Points Cost	Shield Rating	Wings	Turn Limit
55	Cloaking Field	1	1"

Primary Weapons	8"	16"	24"	32"
Fore	5	7	2	1
Torpedo Weapons	12"	24"	36"	48"
Fore	3	4	4	5

MARs
Shunt Matrix (8), Stealth Systems

Upgrades	Points
Give the Primary Weapons the Corrosive MAR	+5

DEFENCE PLATFORM
Ummidia Class

Designation	DEFENCE PLATFORM
Name	Ummidia
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	0/6"	2	2	3	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	Cloaking Field	0	0"

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	3	6	-	-

MARs
Launch Tubes, Manoeuvrable, No FSD, Orbit, Systems Network

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Second Assault MAR	+5
0-1: Remove the No FSD MAR	+5

HEAVY CRUISER
Huntsman and Scarab Class

Designation	**HEAVY CRUISER**
Name	**Huntsman, Scarab**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	7"	6	6	5	5	4

Points Cost	Shield Rating	Wings	Turn Limit
90	Cloaking Field	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	9	4	-
Fore (Fixed)	5	7	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	4	5

MARs
Self Repair, Stealth Systems

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+10

CRUISER
Assassin, Gila and Swarm Class

Designation	**CRUISER**
Name	**Assassin, Gila, Swarm**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	4	5	3	3	4

Points Cost	Shield Rating	Wings	Turn Limit
60	Cloaking Field	0	1"

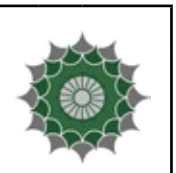
Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	8	4	-
Fore (Fixed)	3	6	2	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	4	5

MARs
Stealth Systems

Upgrades	Points
Give all Primary Weapons the Corrosive MAR	+5
Give the Torpedoes the Corrosive MAR	+5

DESTROYER
Venom Class

Designation	DESTROYER
Name	Venom
Size class	Medium Capital
Squadron size	2



DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	6	5	3	5	0

Points Cost	Shield Rating	Wings	Turn Limit
75	Cloaking Field	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	8	2	-
Fore (Fixed)	6	9	4	2

MARs

Ambush (2), Manoeuvrable, Stealth Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: Replace the Ambush (2) MAR with the Ambush (3) MAR	+5
0-1: Gain the Shunt Matrix (2) MAR	+10

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+5

FRIGATE
Drone and Widow Class

Designation	FRIGATE
Name	Drone, Widow
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	10"	2	3	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	4	5	-	-

MARs

Difficult Target, Systems Network

FRIGATE
Nidus Class

Designation	FRIGATE						
Name	Nidus						
Size class	Small						
Squadron size	2-4						
DR	**CR**	**Mv**	**HP**	**CP**	**AP**	**PD**	**MN**
3	5	11"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	1	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	2	3	-	-
Fore (Fixed)	2	5	2	-

MARs
Difficult Target, Systems Network

ESCORT
Stinger and Wolf Class

Designation	ESCORT						
Name	Stinger, Wolf						
Size class	Small						
Squadron size	1-3						
DR	**CR**	**Mv**	**HP**	**CP**	**AP**	**PD**	**MN**
3	5	12"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

MARs
Difficult Target, Systems Network

GUNSHIP
Virulence Class

Designation	GUNSHIP
Name	Virulence
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	5	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
60	Cloaking Field	0	1"

Beam Weapons	10"	20"	30"	40"
Fore (Fixed)	6	6	6	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	5	4	2

MARs
Improved Shunt Matrix (3), Difficult Target

Hardpoints	Points
Select up to ONE of the following:	
0-1: Upgrade the Improved Shunt Matrix (3) MAR to Improved Shunt Matrix (4)	+5
0-1: Gain the Stealth Systems MAR	Free

Upgrades	Points
Gain the Precision Strike MAR	+5
Give the Torpedo Weapons the Corrosive MAR	+5

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

Accompaniment Rules:

The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to an Ootheca Assault Carrier: 0-2 Iramon Light Cruisers.
- Add Accompaniment option to the Brood & Nexus Battleships: 0-2 Iramon Light Cruisers, 0-2 Erigone Light Frigates.
- Add Accompaniment option to the Hive & Theridion Carriers: 0-2 Iramon Light Cruisers, 0-2 Virulence Gunships.
- Add Accompaniment option to a single Raptor Battlecruiser: 0-2 Erigone Light Frigates.

LIGHT CRUISER
Iramon Class

Designation	LIGHT CRUISER
Name	Iramon
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	4	4	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
35	Cloaking Field	0	1"

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	4	5	1	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	4	4	-

MARs
Improved Shunt Matrix (3)

Hardpoints	Points
Select up to ONE of the following:	
0-1: Upgrade the Improved Shunt Matrix (3) MAR to Improved Shunt Matrix (4)	+5
0-1: Gain the Stealth Systems MAR	Free

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+5

LIGHT FRIGATE
Erigone Class

Designation	LIGHT FRIGATE
Name	Erigone
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore	2	3	-	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	3	3	3	4

MARs
Difficult Target, Systems Network

New MAR: *Improved Shunt Matrix*
Functioning as the standard shunt matrix, with the exception that a single roll is made for the entire Squadron, rather than per model as for Shunt Matrix.

Provided the bracketed value is the same, models with this MAR which are acting as accompaniments to other models with the standard Shunt Matrix MAR, will bestow the benefit of the single roll to ALL models in the Squadron.

ASSAULT CARRIER
Ootheca Class

Designation	**ASSAULT CARRIER**
Name	**Ootheca**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7”	7	6	8	6	0

Points Cost	Shield Rating	Wings	Turn Limit
125	Cloaking Field	2	2"

Primary Weapons	8"	16"	24"	32"
Fore	6	8	-	-

MARs
Durable, Planetfall (5), Self Repair, Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +4 Wing Capacity, Add Quick Launch MAR, Remove Planetfall MAR	+10
0-2: +1” Mv	+5
0-1: Gain the Stealth Systems MAR	Free
0-1: Gain the Second Assault MAR, Remove the Durable MAR	+10
0-1: +1 Planetfall MAR Value, -3 AP	Free

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+10

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Drone or Widow Class Frigates	+20 each

ASSAULT CRUISER
Cotesia Class

Designation	ASSAULT CRUISER
Name	Cotesia
Size class	Medium Capital
Squadron size	1-2

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	5	5	6	5	0

Points Cost	Shield Rating	Wings	Turn Limit
65	Cloaking Field	0	1"

Primary Weapons	8"	16"	24"	32"
Fore	6	4	-	-

MARs

Durable, Planetfall (4)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 HP	+10
0-1: Gain the Self Repair MAR	Free
0-1: +3 Wing Capacity, Remove Planetfall MAR *	Free

Upgrades	Points
Gain the Stealth Systems MAR	+5

*The Cotesia may only take Assault Craft as its Wing Capacity in SRS Tokens.

FRIGATE
Ichneumon Class

Designation	FRIGATE
Name	Ichneumon
Size class	Small
Squadron size	3-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	3	2	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

MARs

Difficult Target, Durable, Planetfall (1), System Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 PD	+5
0-1: Gain a Cloaking Field, Remove the Planetfall MAR	+5

In addition to the three major races which make up the Zenian League; the Dindrenzi Federation, the Relthoza and the Directorate, numerous smaller factions joined the League to expand their domains, increase their influence or earn great wealth from the coming war. The most powerful of these factions have contributed significant numbers of ships to the war effort, either in fully formed fleets, or as auxiliaries within larger formations. Each of these factions has their own motivations within the Zenain cause, and their own unique vessels and tactics that they bring to battle.

An elite organisation with strong ties to the notoriously war-mongering '*Church of the Dramos Angels*', the Rense System Navy (RSN) are a powerful driving force within the Zenian League. Counting the cream of the Dindrenzi navy amongst their crews, these highly motivated men and women lead the invasion from the front lines and often from deep within enemy territory.Works Raptor, the foremost developer of military technology within the Directorate have dispatched many of their cutting edge vessels to war zones across the sector. Knowing the value live-fire test data can be to their research, they are always armed with the latest, most destructive weapons their tireless laboratories can devise.

Hungry to increase their standing within the galaxy, the Kedorians have brought their giant, city-like ships to battle with Kurak forces. With high-powered laser batteries covering every face, and advanced fold-space drives at their core, the Kedorians will see their civilisation rise to galactic prominence. Finally, a race of mercenaries and plunderers for many centuries, the Ba'Kash thrive on conflict. Fighting under the Zenian banner gives them freedom to raid and pillage with abandon, with strong allies at their back, and ancient foes, the Sorylian Collective, ahead, prospects amongst the Ba'Kash clans have never seemed brighter.

Fleet Building

The models in this Fleet Manual can be used in two different ways. They can be taken alongside models from the Dindrenzi Federation, Directorate or Relthoza as part of an Alliance Fleet, or they can be fielded as a dedicated Zenian Support Fleet which will only contain models from within this Manual.

The rules for building Alliance Fleets so that these models can be used alongside the Dindrenzi Federation, Directorate and Relthoza are given in their respective Fleet Manuals. Using these, with the Statistics Profiles presented here and the Fleet Building chapter of the rulebook you will be able to create a versatile and highly effective fighting force.

The following rules and Composition Tables apply to Zenian Support Fleets.

Zenian Support Fleets

Unlike Alliance Fleets, Zenian Support Fleets do not contain any models from the three major races, instead, they are comprised entirely of models from this Fleet Manual.

As you will see when looking through the following Statistics Profiles, the models within this Manual are grouped into different factions; the Ba'Kash, the Kedorians, the Rense System Navy and Works Raptor. To construct a Zenian Support Fleet, you first need to select one of these to be your Core Faction.

Your Fleet's minimum required Squadrons from each Tier MUST be chosen from the models available to this Faction, and your Fleet Admiral must be placed on a Tier 1 model belonging to this Faction.

Apart from this, you may fill out the remainder of your Fleet using the models available either to your Core Faction, or the other factions within this Manual. The Fleet follows the normal Fleet Building rules and procedure as laid out in the Fleet Building section of the rulebook, with the Composition Tables found on the following page governing how many of each type of Squadron can be fielded, and which Tiers they fall into.

As with the standard and Alliance Fleets, which Composition Table you should use is determined by the Maximum Fleet Value (MFV) you have agreed with your opponent.

Allied Squadrons

Although a Zenian Support Fleet will often contain Squadrons from several different factions, a single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Ba'Kash Cruisers and an RSN Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Ba'Kash Battle Carrier can be accompanied by '0-3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, including the Dindrenzi Federation, Directorate or Relthoza, for the listed points cost. These are the only models from these major races allowed within a Zenian Support Fleet.

Fleet Statistics and Tactical Ability Cards

Zenian Support Fleets may choose their Tactical Ability Cards from the general or Zenian League lists.

Your Fleet Tactics Bonus is that of your Core Faction, however each Squadron has the Command Distance of its own Faction.

For example, a Zenian Support Fleet with the Rense System Navy as its Core Faction will have a Fleet Tactics Bonus of 3 and the Rense System Navy Squadrons within the Fleet will have a Command Distance of 6". However, a Ba'Kash Squadron joining the Fleet will keep the Ba'Kash Command Distance of 7".

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 1	Battle Carrier
Up to 1	Battlecruiser
Up to 2	Carriers
Up to 1	Assault Carrier
Up to 1	Heavy Cruiser Squadron

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Corvette Squadrons

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 1	Battle Carrier
Uo to 1	Battlecruiser Squadron
Up to 1	Dreadnought
Up to 3	Carriers
Up to 2	Assault Carriers

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 3	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 2	Battlecruiser Squadrons
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 4	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. Each Fleet may also select a different Core Faction. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Important Note: This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLE CARRIER
Karrak Class

Designation	**BATTLE CARRIER**
Name	**Karrak**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	7"	9	7	7	6	6

Points Cost	Shield Rating	Wings	Turn Limit
200	0	6	2"

Scatter Weapons	8"	16"	24"	32"
Fore	15	12	4	-
Beam Weapons	10"	20"	30"	40"
Starboard / Port	10	8	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	8	8	7	-

MARs	
Retractable Plating (Fore Scatter)	
Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 MN	+5
0-1: +2" Mv	+10
0-1: +3 Wing Capacity	+5
0-1: +2 AP	+5
Upgrades	Points
Gain the Weapon Shielding MAR	+15
Gain the Second Assault MAR	+15
Accompaniment	Points
0-3 Zenian League Escorts	Variable

BA'KASH FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**7"**

HEAVY CRUISER
Tanvak and Varnak Class

Designation	**HEAVY CRUISER**
Name	**Tanvak, Varnak**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	5	6	5	3	4

Points Cost	Shield Rating	Wings	Turn Limit
80	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Fore	9	8	2	-
Beam Weapons	10"	20"	30"	40"
Starboard/Port	5	4	2	-
Torpedo Weapons	12"	24"	36"	48"
Fore	8	8	-	-

MARs
Retractable Plating (Fore Scatter)

Upgrades	Points
Gain the Weapon Shielding MAR	+10

CRUISER
Hashvar and Sharnak Class

Designation	**CRUISER**
Name	**Hashvar, Sharnak**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	5	5	4	3	4

Points Cost	Shield Rating	Wings	Turn Limit
55	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Fore	6	6	3	-
Beam Weapons	10"	20"	30"	40"
Starboard/Port	6	5	4	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	4	-

MARs
Pack Hunters, Retractable Plating (Fore Scatter)

Upgrades	Points
Gain the Weapon Shielding MAR	+10

DESTROYER
Tashak and Varnor Class

Designation	DESTROYER
Name	Tashak, Varnor
Size class	Medium Capital
Squadron size	2

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	10"	5	4	5	4	0

Points Cost	Shield Rating	Wings	Turn Limit
70	0	0	1"

Scatter Weapons	8"	16"	24"	32"
Starboard/Port	6	5	4	-
Fore	8	7	4	-

MARs
Ambush (2)

Upgrades	Points
Gain the Special Forces MAR	+5

FRIGATE
Kelor and Shek Class

Designation	FRIGATE
Name	Kelor, Shek
Size class	Small
Squadron size	2-5

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore	5	4	2	-

MARs
Difficult Target, Retractable Plating (Fore Primary)

BATTLESHIP
Dei-Nak Class

Designation	**BATTLESHIP**
Name	**Dei-Nak**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	11	2"	9	6	5	7	0

Points Cost	Shield Rating	Wings	Turn Limit
220	2	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard/Port	10	14	7	4
Fore	10	14	7	4
Aft	10	14	7	4

MARs
Shunt Matrix (4), Superior Design

Hardpoints	Points
Select up to TWO from the following:	
0-2: +1 Shield	+15
0-1: +3" Mv	+5
0-1: +2 CP	Free

Upgrades	Points
Upgrade Primary Weapons to Beam Weapons	+15
Gain the Energy Transfer (All, 2) MAR	+10

KEDORIAN FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**7"**

CARRIER
Zhou-Nor Class

Designation	**CARRIER**
Name	**Zhou-Nor**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
5	10	3"	8	8	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
155	2	8	0"

Primary Weapons	8"	16"	24"	32"
Starboard/Port	8	12	6	-
Fore	8	12	6	-
Aft	8	12	6	-

MARs
Dirty Secrets

Hardpoints	Points
Select up to ONE from the following:	
0-1: +3" Mv	+5
0-1: Gain the Shunt Matrix (4) MAR	+20

Upgrades	Points
Upgrade Primary Weapons to Beam Weapons	+10
Gain the Energy Transfer (All, 2) MAR	+10

CRUISER
Zai-Dan Class

Designation	**CRUISER**
Name	**Zai-Dan**
Size class	**Medium Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	4"	4	4	4	3	0

Points Cost	Shield Rating	Wings	Turn Limit
80	2	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard/Port	7	8	3	-
Fore	7	8	3	-
Aft	7	8	3	-

MARs
Energy Transfer (All, 2), Shunt Matrix (5)

Upgrades	Points
Upgrade Primary Weapons to Beam Weapons	+5

DESTROYER
Gai-Shar Class

Designation	**DESTROYER**
Name	**Gai-Shar**
Size class	**Medium Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	6"	4	3	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
75	1	0	0"

Torpedo Weapons	12"	24"	36"	48"
Any	-	6	6	6
Any	-	6	6	6

MARs

Stealth Systems

FRIGATE
Zer-Nak Class

Designation	**FRIGATE**
Name	**Zer-Nak**
Size class	**Small**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	1	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
30	1	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard/Port	3	4	-	-
Fore	3	4	-	-
Aft	3	4	-	-

MARs

Difficult Target, Energy Transfer (All, 1)

DREADNOUGHT

Banshee and Revenant Class

Designation	**DREADNOUGHT**
Name	**Banshee, Revenant**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
8	12	6"	10	7	8	8	7

Points Cost	Shield Rating	Wings	Turn Limit
290	1	0	2"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	12	13	11	7
Beam Weapons	10"	20"	30"	40"
Starboard / Port	9	9	6	4
Fore	12	12	-	-
Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	8	8

MARs
Dirty Secrets, Elite Crew, Ops Centre, Superior Design

Hardpoints	Points
Select up to THREE from the following:	
0-1: +2" Mv	+10
0-1: -1" Turn Limit	+10
0-1: +1 Shield	+15
0-1: +4 Wing Capacity	+5

Upgrades	Points
Gain the Special Forces MAR	+5
Give the Kinetic Weapons the Precision Strike MAR	+5
Give the Fore Beam Weapon the High Energy MAR	+5

Accompaniment	Points
0-3 Siren or Harpy Class Escorts	+25 each
0-3 Zenian League Escorts	Variable

RENSE SYSTEM NAVY FLEET STATISTICS	
Fleet Tactics Bonus	**3**
Command Distance	**6"**

BATTLESHIP
Spectre and Spirit Class

Designation	**BATTLESHIP**
Name	**Spectre, Spirit**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	7"	8	7	6	7	7

Points Cost	Shield Rating	Wings	Turn Limit
190	1	4	2"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	11	12	10	7
Beam Weapons	10"	20"	30"	40"
Starboard / Port	9	9	6	4
Fore	7	7	-	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	7	7

MARs	
Elite Crew, Superior Design	
Hardpoints	Points
Select up to TWO from the following:	
0-1: +2" Mv	+10
0-1: -1" Turn Limit	+10
0-1: +2 AP	+5
0-1: Gain the Ops Centre MAR	+5
Upgrades	Points
Gain the Special Forces MAR	+5
Give the Kinetic Weapons the Precision Strike MAR	+5
Accompaniment	Points
0-3 Siren or Harpy Class Escorts	+25 each
0-1 Cerberus or Hellhound Class Heavy Cruisers	+90 each
0-3 Zenian League Escorts	Variable

CARRIER

Argus and Garuda Class

Designation	**CARRIER**
Name	**Argus, Garuda**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	9	7"	7	6	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
120	0	8	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	7	3	-
Fore	6	7	4	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	5	5

MARs
Elite Crew

Hardpoints	Points
Select up to TWO from the following:	
0-1: +4 Wing Capacity	+5
0-1: +1 Shield	+10
0-1: Gain the Deck Crews MAR	Free
0-1: Gain the Quick Launch MAR	+5

Upgrades	Points
Gain the Torpedo Spook MAR	+5

Accompaniment	Points
0-3 Siren or Harpy Class Escorts	+25 each
0-2 Spook or Shrike Class Cruisers	+70 each
0-3 Zenian League Escorts	Variable

HEAVY CRUISER
Cerberus and Hellhound Class

Designation	**HEAVY CRUISER**
Name	**Cerberus, Hellhound**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	5	4	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
90	0	0	1"

Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	8	9	7	4
Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	5	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	4	4	5	5

MARs
Elite Crew

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Torpedo Spook MAR	+5
0-1: Special Forces	+5

Upgrades	Points
Give the Kinetic Weapons the Precision Strike MAR	+5

CRUISER
Shrike and Spook Class

Designation	CRUISER
Name	Shrike, Spook
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	4	3	3	0

Points Cost	Shield Rating	Wings	Turn Limit
70	Cloaking Field	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	4	5	3	-
Fore	8	8	-	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	5	5

MARs
Elite Crew, Torpedo Spook

DESTROYER
Firebird and Phoenix Class

Designation	DESTROYER
Name	Firebird, Phoenix
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	4	4	2	4	0

Points Cost	Shield Rating	Wings	Turn Limit
80	0	0	0"

Beam Weapons	10"	20"	30"	40"
Fore	4	7	7	5
Torpedo Weapons	12"	24"	36"	48"
Any	5	5	5	5

MARs	
Ambush (2), Elite Crew, Manoeuvrable, Stealth Systems	
Upgrades	Points
Gain the Torpedo Spook MAR	+5
Give the Beam Weapons the Precision Strike MAR	+5

FRIGATE
Bulwark and Hellion Class

Designation	FRIGATE
Name	Bulwark, Hellion
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	10"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard/Port	3	4	-	-
Fore	3	5	-	-

MARs

Difficult Target, Elite Crew

ESCORT
Siren and Harpy Class

Designation	ESCORT
Name	Harpy, Siren
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	9"	2	2	0	3	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

MARs

Difficult Target, Elite Crew, Target Resolution

ASSAULT CARRIER
Attrition Class

Designation	**ASSAULT CARRIER**
Name	**Attrition**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	8"	7	5	8	5	8

Points Cost	Shield Rating	Wings	Turn Limit
160	0	6	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	8	7	-	-
Fore	10	12	7	-
Torpedo Weapons	12"	24"	36"	48"
Any	8	8	8	8

MARs
Ablative Plating, Difficult Target, Stealth Systems

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 AP	+5
0-1: +2" Mv	+10
0-1: Gain the Second Assault MAR	+15
0-1: Gain the Launch Tubes MAR	+10

Upgrades	Points
Gain the Special Forces MAR	+10
EITHER Give the Torpedo Weapons the Corrosive MAR	+10
OR Give the Torpedo Weapons the Decimator Warheads MAR	+10
OR Give the Torpedo Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
0-2 Tyranny Class Corvettes	+25 each

WORKS RAPTOR FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**6"**

BATTLECRUISER
Oppressor Class

Designation	**BATTLECRUISER**
Name	**Oppressor**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	8"	6	4	5	4	6

Points Cost	Shield Rating	Wings	Turn Limit
120	0	0	2"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	5	-	-
Fore	8	10	5	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	7	7

MARs
Ablative Plating, Difficult Target, Stealth Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: +3 Wing Capacity	+5
0-1: +2" Mv	+10
0-1: Gain the Second Assault MAR	+10
0-1: Gain the Launch Tubes MAR	+5

Upgrades	Points
Gain the Special Forces MAR	+10
EITHER Give the Torpedo Weapons the Corrosive MAR	+10
OR Give the Torpedo Weapons the Decimator Warheads MAR	+10
OR Give the Torpedo Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
If the Squadron contains only ONE model, it may be accompanied by:	
0-1 Interdictor Class Torpedo Cruisers	+65 each
0-2 Tyranny Class Corvettes	+25 each

TORPEDO CRUISER
Interdictor Class

Designation	**TORPEDO CRUISER**
Name	**Interdictor**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
5	6	8"	4	4	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
65	0	0	1"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	5	4	-	-
Fore	5	6	3	-
Torpedo Weapons	12"	24"	36"	48"
Any	6	6	6	6

MARs

Difficult Target, Stealth Systems

Hardpoints	Points
Select up to ONE of the following:	
0-1: Give the Torpedo Weapons the Decimator Warheads MAR	+10
0-1: Give the Torpedo Weapons the Biohazard Ammo MAR	+5
0-1: Give the Torpedo Weapons the Corrosive MAR	+10

DESTROYER
Nullifier Class

Designation	DESTROYER
Name	Nullifier
Size class	Medium Capital
Squadron size	2

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	4	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
80	0	0	0"

Beam Weapons	10"	20"	30"	40"
Starboard / Port	6	5	-	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	6	6	9	9

MARs

Difficult Target, Hidden Killer, Stealth Systems

Hardpoints	Points
Select up to ONE of the following:	
0-1: Give the Torpedo Weapons the Decimator Warheads MAR	+10
0-1: Give the Torpedo Weapons the Biohazard Ammo MAR	+5
0-1: Give the Torpedo Weapons the Corrosive MAR	+10

CORVETTE
Tyranny Class

Designation	CORVETTE
Name	Tyranny
Size class	Small
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	15"	2	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	0	0	0"

Beam Weapons	10"	20"	30"	40"
Fore (Fixed)	4	3	-	-

MARs

Elusive Target

Hardpoints	Points
Select up to ONE of the following:	
0-1: +2 AP	+5
0-1: Gain the Scout MAR	Free

FIRESTORM ARMADA

MARAUDERS STATISTICS

Updated July 12, 2016

Version 2.0 Compliant

The models in this Fleet Manual can be used in two different ways. With the exception of the Pathogen, they can be taken as Mercenaries alongside models from any other Fleet (where they occupy the 25% Allies slot), or they can be fielded as a dedicated Marauder Fleet that will only contain models from within this Manual.

Important Note: Any Mercenaries taken fill the same 'quarter' of your Maximum Fleet Value as allied models. You cannot spend one quarter on Allied Squadrons, one quarter on Mercenary Squadrons and one quarter on Natural Allies, instead you can field up to one quarter Allied and Mercenary Squadrons, up to one quarter Natural Allies and must field at least one half of the MFV from your main fleet.

Marauder Fleets

Marauder Fleets do not contain any models from the major races or alliance factions, instead, they are comprised entirely of models from within this Fleet Manual.

As you will see when looking through the following Statistics Profiles, the models within this Manual are grouped into different factions: OmniDyne Special Operations (OSO – including OmniDyne and Corsairs), Syndicated Traders League (STL – including Syndicate and Traders), the Oroshan, and the Pathogen. To construct a Marauder Fleet, you first need to select one of these to be your Core Faction.

Your Fleet's minimum required Squadrons from each Tier MUST be chosen from the models available, and your Fleet Admiral must be placed on a Tier 1 model belonging to this Faction.

Apart from this, you may fill out the remainder of your Fleet using the models available either to your Core Faction, or the other factions within this Manual. The Fleet follows the normal Fleet Building rules and procedure as laid out in the Fleet Building section of the rulebook, with the Composition Tables found on the following page governing how many of each type of Squadron can be fielded, and which Tiers they fall into.

As with the standard and Alliance Fleets, which Composition Table you should use is determined by the Maximum Fleet Value (MFV) you have agreed with your opponent.

Allied Squadrons

Although a Marauder Fleet will often contain Squadrons from several different factions, a single Squadron can only contain models from ONE race or faction.

Fleet Statistics and Tactical Ability Cards

Marauder Fleets may choose their Tactical Ability Cards from the general or Marauder lists.

Your Fleet Tactics Bonus is that of your Core Faction, however each Squadron has the Command Distance of its own Faction. For example, a Marauder Fleet with the Syndicated Traders League as its Core Faction will have a Fleet Tactics Bonus of 2 and the Syndicate Squadrons within the Fleet will have a Command Distance of 6".

Pathogen

Models from the Pathogen CANNOT be taken in any Fleet unless Pathogen is the Core Faction. If Pathogen is chosen as the Core Faction, no models from any other faction may be taken.

OmniDyne Special Operations (OSO)

OSO are loosely aligned with the Zenian League. As such, they may be taken as part of any fleet in the Zenian League (including core races) for the points indicated. They may also be fielded by fleets within the Alliance of Kurak, but in this case they cost the points indicated in brackets on their profile.

OSO OmniDyne are also Natural Allies with the Directorate, and up to 50% of your Maximum Fleet Value (rounded down) may be spent on OmniDyne models within a Directorate fleet. However, if a fleet contains any OmniDyne models, it may not include Works Raptor models (see Table on Page 4).

Syndicated Traders League (STL)

The STL are loosely aligned with the Alliance of Kurak. As such, they may be taken as part of any fleet in the Alliance of Kurak (including core races) for the points indicated. They may also be fielded by fleets within the Zenian League, but in this case they cost the points indicated in brackets on their profile.

The STL are also Natural Allies with the Terran Alliance, and up to 50% of your Maximum Fleet Value (rounded down) in a Terran Alliance fleet may be spent on STL Syndicate or STL Traders models. Due to lingering animosity between the Aquans and the Syndicate, any fleet containing Aquan models may field STL Syndicate models, but at the bracketed cost (see Table on Page 4).

Escorts

Where a ship profile in another book specifies an Alliance of Kurak or Zenian League Escort, this may also be substituted by any OSO or STL ship with an Escort designation. The appropriate cost should be paid according to whether the faction is aligned with the fleet in question (where the standard cost is paid) or not (where the bracketed cost is paid).

Mercenaries

In any other Fleet, you may spend up to one quarter of your Maximum Fleet Value (rounded down) on models chosen from within this Fleet Manual, apart from those belonging to Pathogen.

Your Fleet's minimum required Squadrons from each Tier MUST be from your main fleet, and your Fleet Admiral must be placed on a Tier 1 model from within your main fleet.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, if you take Mercenaries in your Fleet, only General Tactical Ability Cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost (ensuring the correct points are paid depending on whether the fleet is from the Alliance of Kurak or Zenian League) – as shown on the Table on Page 4 – with all Upgrades, Hard Points and accompaniments available for purchase.

Marauder Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carrier Squadrons
Up to 1	Battle Carrier
Up to 1	Captured Large Squadron
Up to 1	Battlecruiser

Tier 2 Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 2	Captured Medium Squadrons
Up to 1	Gunship Squadron

Tier 3 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Captured Small Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, a Battlecruiser's Squadron Size is reduced to 1, if is not 1 already.

Marauder Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1 Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 2	Battle Carriers
Up to 1	Battle Station
Up to 2	Battlecruiser Squadrons
Up to 1	Dreadnought
Up to 3	Carrier Squadrons
Up to 2	Captured Large Squadrons

Tier 2 Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 3	Captured Medium Squadrons

Tier 3 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 3	Captured Small Squadrons
Up to 3	Corvette Squadrons

Marauder Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1 Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 3	Battle Carriers
Up to 2	Battle Stations
Up to 3	Battlecruiser Squadrons
Up to 4	Carrier Squadrons
Up to 2	Dreadnoughts
Up to 3	Captured Large Squadrons

Tier 2 Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 4	Captured Medium Squadrons

Tier 3 Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 5	Captured Small Squadrons
Up to 5	Corvette Squadrons

Marauder Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. Each Fleet may also select a different Core Faction. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point [illegible] a 1500 Point Grand Fleet and an 800 Poi[illegible]

Marauder Patrol Fleet
Tier 2 - Up to 2 Light Cruiser Squadrons
- Up to 1 Escort Cruiser Squadron

Marauder Battle Fleet
Tier 2 - Up to 2 Escort Cruiser Squadrons
Tier 3 - Up to 2 Light Cruiser Squadrons

Marauder Grand Fleet
Tier 2 - Up to 3 Escort Cruiser Squadrons
Tier 3 - Up to 3 Light Cruiser Squadrons

The Syndicated Traders League

Since its origins in the Rift, The Syndicate has become a force to be reckoned with in the larger confines of the Storm Zone. The shady Vylia'sal Syndicate extended its hold and infiltration of the former Rift Traders League, using subterfuge, political scheming and ultimately, brute force.

Using the legitimate trading front of the RTL, the Syndicate grew even larger and more powerful, forging stronger links with Terran Alliance worlds, leaders and even military assets. Eventually it grew to the point where it transformed itself into an organisation that could stand outside of the shelter of the Rift, confident in its position as a partner to the strongest galactic powers. Thus was born the Syndicated Traders League (STL).

This could not have come at a better time for Tauris, since the loss (and presumed destruction) of the Supermax-89 facility on one of its more dangerous enforcement missions.

Nevertheless, his political manoeuvring with key Terran players has given him access to a number of older and previously decommissioned Reformer-class stations which he has used to great effect – so much so that even Terran Admirals have fielded these assets themselves.

This newly-wielded legitimacy meant Tauris Vylia'sal could even broker an uneasy amnesty from the many Aquan Sebrutan warrants held against him. This is not something that pleased the Aquan hierarchy, but the unbridled political power Tauris wields amongst many of the Alliance of Kurak members, including the powerful Terrans, now meant they had little choice in the matter. He is not welcomed by the Aquans, but he is tolerated – for the time being, at least.

Stronger ties with the Kurak Alliance have allowed Tauris to strengthen his position against OmniDyne's interference in his dealings in the Rift and further afield.

Although this rivalry has continued to simmer, the STL and OmniDyne factions will cooperate for mutual benefit, usually when some venture of dubious legality and high profitability is involved. This is probably down to the relentless pursuit of personal power of both Tauris and OmniDyne's successful CEO Asger Nerivar – two individuals of equal drive, ruthlessness and complete amorality.

OmniDyne Special Operations (OSO)

Since rising from his former COO position to CEO, Nerivar has gone from strength to strength. Cleverly gaining knowledge of the Rift from the Corsairs in exchange for Directorate weapons technology, he provided OmniDyne with both a source of valuable income and a tactical advantage against the Syndicate operating in the Rift. This appeared to provide the various Corsair factions with a convenient money-laundering outlet, but also gradually made them more dependent on OmniDyne for supplies, ammunition and political backup.

Harnessing these forces, and with carefully drawn mercenary contracts with the Oroshan, Nerivar turned OmniDynes fortunes around. From the prospect of breakup, absorption and asset stripping (to say nothing of contractual termination of its management), he crafted a new rising star within the Directorate group of companies. Paying its outstanding debts was, of course, the last thing that the management of the Directorate giant Works Raptor wanted, and Nerivar has made many enemies amongst its senior management.

Hark Williams board members, however, saw the great opportunity OmniDyne's "special" interests and methods of doing business presented, and invested in the growing company – even inviting Nerivar to present personally to the board on several

occasions. The influx of ready capital allowed OmniDyne to expand further, reinventing itself as "OmniDyne Special Operations". With a reputation for taking contracts rejected by other Directorate companies (for a price), the new OSO quickly proved its ability to deliver results, providing no questions were asked.

Fortunately for Nerivar, his powerful new acquaintances prevent a direct method of Works Raptor "deposing" him, and their management is content to wait until a more favourable set of market conditions again swing OmniDyne's assets within reach of their steely financial jaws. Works Raptor still show their solidarity with their corporate associates, of course, although somehow their ships never seem to be available or in the right quadrant when assistance is requested….

The actual reality of the inner workings of OSO are, as many suspect (yet never voice publically for fear of their lives), borderline or completely illegal. OmniDyne maintains and supplies large groups of corsairs and pirates – not only in the rift, but from across the battlefields and backwaters that exist or have developed across the Storm Zone.

These fleets are often comprised of the lowest lawless scum that accumulates around the edge of civilised systems – all are welcome in OSOs Contract Fulfilment Divisions.

They are supplied (at a healthy profit margin, of course) with Directorate weapons and supplies to enhance whatever ships they have. The weapons supplied may be legacy models, the supplies beyond their standard usage recommendations, but they still produce a formidable force of ships, few ever quite the same, and usually untraceable to their corporate overlords.

The Oroshan

This large pool of essentially expendable forces has meant a scaling back of contracts for the capable but relatively expensive Oroshan mercenaries in the Storm Zone. Being staunch but pragmatic warriors at heart, many bloodtribes have expanded out from the Directorate systems where their contracts were once more plentiful. It is now increasingly common to see elements of the Hwyvirna working for the Alliance of Kurak as well as for the Zenian League.

A Union of Mercenaries

Despite the closer ties that the STL have with the Alliance of Kurak, and the OSO's inclusion as part of the Directorate, these nefarious organisations are willing to work for almost anyone for the right price, even their supposed enemies. In dark corners of systems, on missions of suspicious or malign intent, unmarked OmniDyne ships will fight for Terran masters, and sleek Syndicate ships glide noiselessly beside cloaked Relthoza fleets. Dindrenzi forces stretched thin on an attack deep into Alliance space may shore up their defences with former Trading vessels, paid for by the day into STL coffers. Elsewhere Corsairs will happily ally with either Veydreth or Ba'Kash raiders to plunder rich colonies whilst their masters are away fighting on the front lines.

In short, the Marauders have black hearts and fickle loyalties, turned easily by the glint of riches and the temptation of quick profit. Their appearance on the field of battle can bring relief for some, but there is always the fear of the knife in the back… even for those paying their way.

The Pathogen

The lack of a moral compass is not the only driver for a Corsairs' readiness to sign up for OSO contracts, however, nor the sole reason for Tauris' willingness to cosy up to the Terran Alliance. Across the length and breadth of the Rift, and increasingly in nearby systems, there are whispers of a nameless horror, tales of death-ships with no crew, and vessels that never return from routine runs. Men have been discovered in escape pods, their bodies alive, but their minds driven over the brink into insanity by the things they have witnessed.

Whatever their allegiances, the tidal force that increasingly drives this flotsam out of the Rift and into the wider Storm Zone are the Neomorphs known as the Pathogen. No longer a simple fusion of organic and inorganic forged by a Directorate-engineered military nano-virus, but a new order of life with unknown purposes and unfathomable reason.

Their attacks follow no known or predictable strategies, despite analysis by some of the best military AI systems in the sector. What is certain is that they grow stronger by the day, taking ships and vanishing, transforming them beyond primitive twisted artefacts into disturbing and increasingly consistent forms.

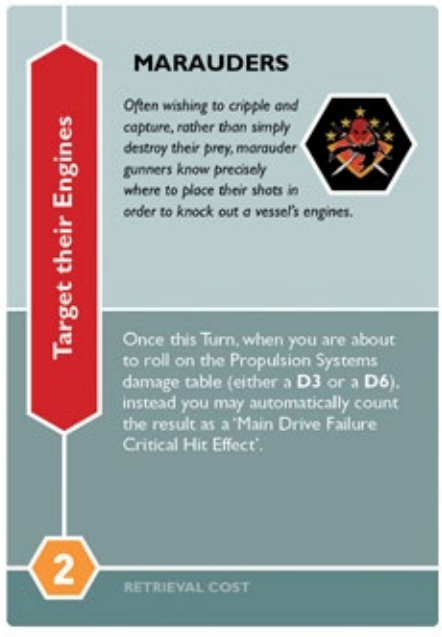
Whatever their true intent, these strange ships arrive without warning, uncommunicative but for bursts of incoherent static and meaningless chatter, firing weapons whose munitions change and shift the very nature of what they touch. All who have encountered them know that there is only one solution, one way to deal with this new form of life – and that is to offer it death, by any means possible.

Where the threat of the Pathogen will end is also uncertain – will it be contained and exterminated, expand to a steady state and remain passive, or become so dangerous it may even unite the warring factions in the Storm Zone against it?

Marauders Faction Table

Faction		OSO		STL		Oroshan	Pathogen
		Omnidyne	Corsairs	Syndicate	Traders		
Alliance of Kurak	Aquan	(Bracket)	(Bracket)	(Bracket)[1]	Standard	Standard	X
	Terran	(Bracket)	(Bracket)	Standard[2]	Standard[2]	Standard	X
	Sorylian & Minor Races	(Bracket)	(Bracket)	Standard	Standard	Standard	X
Zenian League	Dindrenzi, Relthoza & Minor races	Standard	Standard	(Bracket)	(Bracket)	Standard	X
	Directorate	Standard[3]	Standard	(Bracket)	(Bracket)	Standard	X
	Works Raptor	X[4]	Standard	(Bracket)	(Bracket)	Standard	X
Marauders	OSO, STL & Oroshan	Standard	Standard	Standard	Standard	Standard	X
	Pathogen	X	X	X	X	X	Standard

[1] A fleet containing any Aquan models **MUST** pay the bracketed cost for Syndicate models
[2] A Terran fleet may take up to 50% STL models
[3] Directorate fleets may take up to 50% OmniDyne models
[4] A fleet containing Works Raptor models **MAY NOT** contain any OmniDyne models



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BATTLESHIP
Phantom Class

Designation	**BATTLESHIP**
Name	**Phantom**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	10	6"	8	6	4	6	0

Points Cost	Shield Rating	Wings	Turn Limit
180 (195)	2	4	1"

Beam Weapons	10"	20"	30"	40"
Fore	7	9	6	5
Primary Weapons	**8"**	**16"**	**24"**	**32"**
Gun Racks	9	9	6	6
Turrets (Any)	10	11	8	7

MARs
Dirty Secrets, Elite Crew

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield	+15
0-1: +1" Mv	+5
0-1: +2 Wing Capacity	Free
0-1: Gain the Quick Launch MAR	+5

Upgrades	Points
Gain the Countermeasures MAR	+10
Give the Beam Weapons the Decimator Warheads MAR	+5

Accompaniment	Points
0-2 Shadow Class Frigates	+25 (30) each

THE SYNDICATE FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**6"**

BATTLECRUISER
Spur Class

Designation	**BATTLECRUISER**
Name	**Spur**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	9	7"	6	5	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
140 (150)	1	2	1"

Beam Weapons	10"	20"	30"	40"
Fore	9	11	8	6
Primary Weapons	**8"**	**16"**	**24"**	**32"**
Gun Racks	7	7	4	4
Turrets (Any)	7	8	5	4

MARs
Elite Crew

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield	+10
0-1: +2" Mv	+5
0-1: +4 Wing Capacity	+5

Upgrades	Points
Gain the Countermeasures MAR	+10
Give the Beam Weapons the Decimator Warheads MAR	+10

Accompaniment	Points
0-2 Shadow Class Frigates	+25 (30) each

GUNSHIP
Wraith Class

Designation	**GUNSHIP**
Name	**Wraith**
Size class	**Medium Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	7"	5	4	3	5	0

Points Cost	Shield Rating	Wings	Turn Limit
90 (95)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Fore	7	9	6	5
Primary Weapons	8"	16"	24"	32"
Turrets (Any)	7	8	5	4

MARs	
Elite Crew	
Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield	+10
0-1: +2" Mv	+5
Upgrades	Points
Give the Beam Weapons the *Decimator Warheads* MAR	+5

FRIGATE
Shadow Class

Designation	**FRIGATE**
Name	**Shadow**
Size class	**Small**
Squadron size	**1-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
25 (30)	1	0	0"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	5	6	2	-

MARs
Difficult Target, Elite Crew

DREADNOUGHT
Foundry Class

Designation	**DREADNOUGHT**
Name	**Foundry**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
7	12	5"	10	10	6	8	0

Points Cost	Shield Rating	Wings	Turn Limit
270 (290)	2	4	2"

Beam Weapons	10"	20"	30"	40"
Fore	14	16	10	9
Starboard / Port	8	10	6	4
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	12	12	10	10
Torpedo Weapons	12"	24"	36"	48"
Fore	11	11	9	9

MARs	
Protected Systems, Superior Design	
Hardpoints	Points
Select up to FOUR from the following:	
0-2: +1 Shield	+15
0-1: Gain the Self Repair MAR	+10
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	+15
0-1: Include the Torpedo Weapons	+20
0-2: +4 Wing Capacity	+5
Upgrades	Points
Give all Torpedo Weapons the Biohazard Ammo MAR	+10
Accompaniment	Points
0-2 Synergy Class Corvettes	+15 (20) each

OMNIDYNE FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**6"**

BATTLESHIP
Executive Class

Designation	**BATTLESHIP**
Name	**Executive**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	6"	8	7	5	6	0

Points Cost	Shield Rating	Wings	Turn Limit
165 (180)	2	0	2"

Beam Weapons	10"	20"	30"	40"
Fore	10	14	8	6
Starboard / Port	6	8	5	4
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	11	11	9	9
Torpedo Weapons	12"	24"	36"	48"
Fore	10	10	8	8

MARs
Superior Design

Hardpoints	Points
Select up to THREE from the following:	
0-1: +1 Shield	+15
0-1: +2" Mv	+10
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	+15
0-1: Include the Torpedo Weapons	+20
0-2: +3 Wing Capacity	+5

Upgrades	Points
Gain the Countermeasures MAR	+5
Give all Torpedo Weapons the Biohazard Ammo MAR	+10

Accompaniment	Points
0-2 Synergy Class Corvettes	+15 (20) each

CRUISER
Leverage Class

Designation	CRUISER
Name	Leverage
Size class	Medium Capital
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	4	4	2	3	0

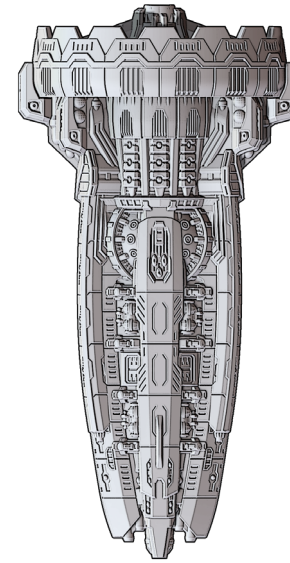
Points Cost	Shield Rating	Wings	Turn Limit
40 (50)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Port/Starboard	5	6	4	2
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	6	6	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	5	-

MARs
-

Hardpoints	Points
Select up to ONE from the following:	
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	+10
0-1: Include the Torpedo Weapons, which have Biohazard Ammo MAR	+10

Upgrades	Points
+1 Shield Rating	+5



Marauder Patrol Fleet
Tier 2 - Up to 2 Light Cruiser Squadrons
- Up to 1 Escort Cruiser Squadron

Marauder Battle Fleet
Tier 2 - Up to 2 Escort Cruiser Squadrons
Tier 3 - Up to 2 Light Cruiser Squadrons

Marauder Grand Fleet
Tier 2 - Up to 3 Escort Cruiser Squadrons
Tier 3 - Up to 3 Light Cruiser Squadrons

Light Cruiser
Representative Class

Designation	**LIGHT CRUISER**
Name	**Representative Class**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	3	3	1	2	0

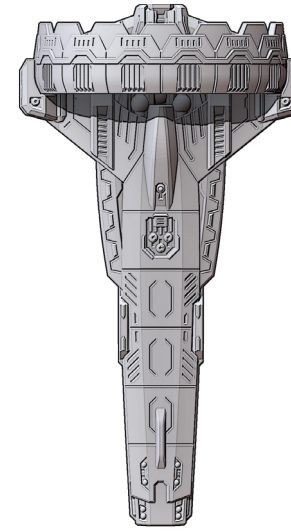
Points Cost	Shield Rating	Wings	Turn Limit
30 (35)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Port/Starboard	5	5	3	-

MARs
Difficult Target

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	+5
0-1: Gain the Pack Hunters MAR	Free

Upgrades	Points
Give the Beam Weapons the Biohazard Ammo MAR	+5



GUNSHIP
Auditor Class

Designation	**GUNSHIP**
Name	**Auditor**
Size class	**Medium Capital**
Squadron size	**2 (see Note below)**

DR	CR	Mv	HP	CP	AP	PD	MN
4	8	8"	5	5	3	4	0

Points Cost	Shield Rating	Wings	Turn Limit
75 (80)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Fore	8	10	6	4
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	9	9	7	7
Torpedo Weapons	12"	24"	36"	48"
Fore	8	8	6	6

MARs
-

Hardpoints	Points
Select up to ONE from the following:	
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	+10
0-1: Include the Torpedo Weapons	+10

Upgrades	Points
Give all Torpedo Weapons the Biohazard Ammo MAR	+5

NOTE: If fielded in a fleet containing only OSO or OSO & Directorate models, Squadron size is 2-3 models.

ESCORT CARRIER
Paradigm Class

Designation	**ESCORT CARRIER**
Name	**Paradigm Class**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	7"	5	5	1	3	0

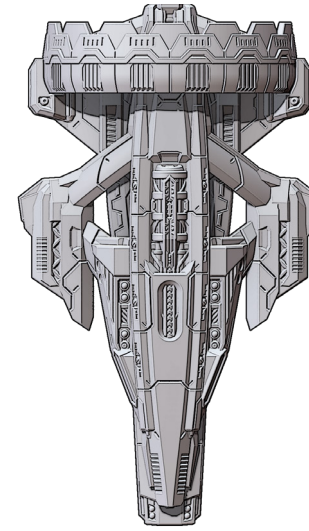
Points Cost	Shield Rating	Wings	Turn Limit
40 (45)	1	2	1"

Beam Weapons	10"	20"	30"	40"
Fore	5	5	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	4	4

MARs
Deck Crews

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	+5
0-1: +1 Shied Rating	+10

Upgrades	Points
Give all Torpedo Weapons the Biohazard Ammo MAR	+5



NOTE: If fielded in a fleet containing only OSO or OSO & Directorate models, Squadron size is 2-4 models.

CORVETTE
Synergy Class

Designation	CORVETTE
Name	Synergy
Size class	Small
Squadron size	2-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	4	10"	2	1	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15 (20)	0	0	0"

Torpedo Weapons	12"	24"	36"	48"
Fore	3	3	2	-
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	3	3	2	-

MARs

Elusive Target, Pack Hunters

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Torpedo Weapons	Free
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR	Free
0-1: +1 PD, gain the Bigger Batteries MAR	Free

DREADNOUGHT
Armageddon Class

Designation	**DREADNOUGHT**
Name	**Armageddon**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	6"	11	8	8	6	0

Points Cost	Shield Rating	Wings	Turn Limit
290	2	0	2"

Beam Weapons	10"	20"	30"	40"
Fore	10	12	7	5
Turrets (Any)	12	10	5	2
Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	10	6	-
Torpedo Weapons	12"	24"	36"	48"
Any	10	10	8	8

MARs
Elite Crew, Impervious

Hardpoints	Points
Select up to THREE from the following:	
0-1: Gain the Second Assault MAR	+10
0-1: +2" Mv	+10
0-1: +2 AP	+10
0-1: Gain the Weapon Shielding MAR	+15
0-1: +4 Wing Capacity	+5

Upgrades	Points
Gain the *Special Forces* MAR	+10
Give the Beam Weapons the *High Energy* MAR	+5
Give the Torpedo Weapons the *Decimator Warheads* MAR	+5

Accompaniment	Points
0-3 Grief Class Escorts	+15 each

THE OROSHAN FLEET STATISTICS	
Fleet Tactics Bonus	**3**
Command Distance	**6"**

BATTLE CARRIER
Harbinger Class

Designation	**BATTLE CARRIER**
Name	**Harbinger**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	11	6"	9	6	6	5	0

Points Cost	Shield Rating	Wings	Turn Limit
200	1	5	2"

Beam Weapons	10"	20"	30"	40"
Fore	8	10	6	4
Turrets (Any)	10	8	5	2
Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	10	6	-

MARs
Elite Crew, Quick Launch

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 Shield	+15
0-1: +2" Mv	+10
0-1: Gain the Weapon Shielding MAR	+10
0-1: +4 Wing Capacity	+5

Upgrades	Points
Gain the *Special Forces* MAR	+5
Give the Beam Weapons the *High Energy* MAR	+5

Accompaniment	Points
0-3 Grief Class Escorts	+15 each

CRUISER
Defiler Class

Designation	**CRUISER**
Name	**Defiler**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	10"	4	4	4	3	0

Points Cost	Shield Rating	Wings	Turn Limit
65	1	0	1"

Beam Weapons	10"	20"	30"	40"
Fore	6	8	4	2
Torpedo Weapons	12"	24"	36"	48"
Any	4	4	3	3

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Pack Hunters MAR	+5
0-1: Give the Beam Weapons the High Energy MAR	+5

MARs
-

Upgrades	Points
Give the Torpedo Weapons the *Decimator Warheads* MAR	+5

FRIGATE
Slayer Class

Designation	FRIGATE
Name	Slayer
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	10"	2	1	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Beam Weapons	10"	20"	30"	40"
Fore (Fixed)	3	4	1	-

MARs

Difficult Target, Pack Hunters

ESCORT
Grief Class

Designation	ESCORT
Name	Grief
Size class	Small
Squadron size	1-3

DR	CR	Mv	HP	CP	AP	PD	MN
3	6	10"	2	1	0	0	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	2	4	-	-

MARs

Difficult Target

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2 PD	+5
0-1: +2 AP	+5

Upgrades	Points
Gain the Special Forces MAR	+5

BATTLE STATION
Reformer Class

Designation	**BATTLE STATION**
Name	**Reformer**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	12	2/6"	11	10	10	7	0

Points Cost	Shield Rating	Wings	Turn Limit
220 (240)	2	9	0"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	12	12	7	-
Turrets (Any)	12	12	7	-
Gravitational Weapons	**8"**	**16"**	**24"**	**32"**
Turrets (Any)	9	7	5	3
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Any	8	10	10	8

MARs
Launch Tubes, Bigger Batteries, Secured Bulkheads, Tractor Beam

Hardpoints	Points
Select up to THREE of the following:	
0-2: +2" Movement	+5
0-1: +1 Shield Rating	+15
0-1: +2 PD	+5
0-1: Gain the Second Assault MAR	+10

Upgrades	Points
Gain the Sector Shielding MAR	+5

Accompaniment	Points
0-3 Penitentiary Class Escorts	+20 (25) each

TRADER'S LEAGUE FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**5"**

New Model Assigned Rule

Tractor Beam

Any Gravitational Weapons on a model with the Tractor Beam MAR can only be used for Control, not for Damage.

However, the model can declare a Boarding Assault against a model which it, and its Squadron, only targets with Gravitational Weapons used for Control.

CARRIER
Prospector Class

Designation	**CARRIER**
Name	**Prospector**
Size class	**Large Capital**
Squadron size	**1-2**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	6"	6	5	2	6	0

Points Cost	Shield Rating	Wings	Turn Limit
75 (85)	1	5	2"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	5	7	4	-
Torpedo Weapons	12"	24"	36"	48"
Any	6	5	5	-

MARs
Bigger Batteries

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2" Movement	+5
0-1: Gain the Point Defence Barrage MAR	+5
0-1: +2" Command Distance	Free

Upgrades	Points
Gain the Sector Shielding MAR	+5

Accompaniment	Points
0-4 Militia Class Frigates	+20 (25) each
0-2 Opportunity Class Cruisers	+40 (45) each

CRUISER
Opportunity Class

Designation	**CRUISER**
Name	**Opportunity**
Size class	**Medium Capital**
Squadron size	**2-5**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	3	5	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
40 (45)	0	0	2"

Primary Weapons	8"	16"	24"	32"
Turrets (Any)	3	6	5	-
Torpedo Weapons	12"	24"	36"	48"
Any	6	4	-	-

MARs
Sector Shielding

Important Note: Although the Opportunity Class Cruiser has a Shield Rating of **0**, it can still use its Sector Shielding.
When it does so, its Shield Rating in the chosen arc is increased to **1** while its Shield Rating in the other arcs remains at **0**.

FRIGATE
Militia Class

Designation	**FRIGATE**
Name	**Militia**
Size class	**Small**
Squadron size	**2-6**

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	2	0	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20 (25)	0	0	0"

Torpedo Weapons	12"	24"	36"	48"
Any	5	4	-	-

MARs
Difficult Target

ESCORT
Penitentiary Class

Designation	**ESCORT**
Name	**Penitentiary**
Size class	**Small**
Squadron size	**1-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	8"	2	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20 (25)	0	0	0"

Gravitational Weapons	8"	16"	24"	32"
Turrets (Any)	4	3	2	1

MARs
Difficult Target, Tractor Beam

BATTLE CARRIER

Racketeer Class

Designation	**BATTLE CARRIER**
Name	**Racketeer**
Size class	**Large Capital**
Squadron size	**1**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	6	7	5	7

Points Cost	Shield Rating	Wings	Turn Limit
160 (170)	1	4	2"

Primary Weapons	8"	16"	24"	32"
Fore	9	10	6	4
Fore	9	10	6	4
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	7	7	7	7
Any Arc	7	7	7	7

MARs
Disengage Freight, Retractable Plating (Primary Weapons)

Hardpoints	Points
Select up to THREE of the following:	
0-1: +2" Mv, -1 CR	Free
0-1: +1 CR, +1" Turn Limit	Free
0-1: +2 Wing Capacity, -2 MN	Free
0-1: +4 Wing Capacity, remove the Disengage Freight MAR	Free
0-1: +2" Command Distance OR gain the Deck Crews MAR	+5
0-1: +1 Shield Rating, gain the Vulnerable MAR	Free
0-1: Gain the Launch Tubes and Second Assault MARs, remove the Starboard / Port Torpedo Weapons	Free
0-1: Add Any Arc Torpedoes, but remove second Fore Primary Weapon.	Free

Upgrades	Points
Gain the Double Mines MAR	+10
Gain the Assault Blitz MAR	+5

Accompaniment	Points
0-3 Cutthroat or Outlaw Class Frigates	+20 (25) each

CRUISER
Brigand Class

Designation	**CRUISER**
Name	**Brigand**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	4	5	4	3	4

Points Cost	Shield Rating	Wings	Turn Limit
45 (50)	0	0	1"

Primary Weapons	8"	16"	24"	32"
Fore	5	7	2	-
Fore	4	5	4	-
Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	5	5	5	5

MARs

Agile, Retractable Plating (Primary Weapons)

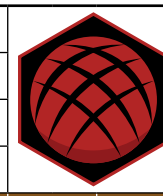
Hardpoints	Points
Select up to TWO of the following:	
0-1: +1 CR, -2" Mv	Free
0-1: +1 DR, +1" Turn Limit	Free
0-1: +1 Shield Rating. -2 CP	+5
0-1: Include the second Fore Primary Weapon, remove the Rectracable Plating MAR	+10
0-1: Gain the Launch Tubes and Second Assault MARs, remove the Torpedo Weapons	Free

Upgrades	Points
Gain the Assault Blitz MAR	+5

CORSAIRS FLEET STATISTICS	
Fleet Tactics Bonus	**2**
Command Distance	**6"**

GUNSHIP
Privateer Class

Designation	**GUNSHIP**
Name	**Privateer**
Size class	**Medium Capital**
Squadron size	**1-2**



DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	6	6	4	5	0

Points Cost	Shield Rating	Wings	Turn Limit
80 (85)	0	0	1"

Primary Weapons	8"	16"	24"	32"
Fore	7	9	5	-
Port / Starboard	5	7	4	-
Fore	5	6	4	-

Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	8	8	8	8
Aft	7	-	-	-

MARs
Agile, Retractable Plating (Fore Primaries), Weapon Shielding

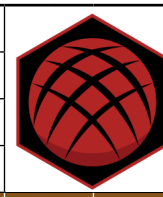
Hardpoints	Points
Select up to TWO of the following:	
0-1: +1 CR, -2" Mv	+5
0-1: +1 DR, +1" Turn Limit	+5
0-1: +1 Shield Rating. -2 CP	+5
0-1: Include the second Fore Primary Weapon, remove the Rectracable Plating MAR	+5

Upgrades	Points
Gain the Assault Blitz MAR	+5
Give Primary weapons Biohazard Ammo	+5

FRIGATE

Outlaw and Cutthroat Class

Designation	**FRIGATE**
Name	**Outlaw, Cutthroat**
Size class	**Small**
Squadron size	**2-6**



DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	3	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20 (25)	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore	3	4	2	-

MARs

Agile, Difficult Target, Retractable Plating (Primary Weapons)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +3 MN, -2" Mv	+5
0-1: +1 AP, -1 CP	Free

Upgrades	Points
Gain the Assault Blitz MAR	+5

New Model Assigned Rule

Infestation
A model with the Infestation MAR gains a 'Boarding Assault Launched' Marker after launching a boarding assault as normal, but at the end of its next activation this marker is removed, and the model may perform another Boarding Assault if desired during its following activation. It may also never be captured by a boarding assault, only damaged or destroyed.

Additionally, if a model with the Infestation MAR chooses to Capture another model in a Boarding Assault, that model immediately replaces its stats with those of the Captured Pathogen model in its size class, with current HP and Wings the lower of either of the ships at time of capture, or the new Pathogen Class ship – this applies even if the target of the Boarding Assault is a Small vessel that would ordinarily be destroyed. Any Wings remaining on the Captured ship are replaced by Pathogen SRS as described in that section below.

It joins the Squadron of the model which captured it, and is not required to charge its Fold Space Drives when it next activates. If the Squadron that initiated the Boarding Assault now exceeds its unit size or legal composition, it will split into 2 squadrons, sized as the Pathogen player chooses within the legal composition limits.

Any ship with a "Captured" designation no longer has any effect on the Battle Log when reduced to half HP or destroyed.

New Coherence Effect Rule

Infestation Weapons (Coherence Effect)
If ALL Weapons contributing to an Attack are Infestation Weapons, the attacking ship does not count as having fired at the target for the purposes of boarding, and may launch a boarding assault directed at the target during the same activation.

Pathogen Specific Rules

Pathogen Squadrons
Due to their unique method of acquiring squadrons, Pathogen ships have a standard squadron size and a second number in parenthesis that shows their upper squadron size limit including captured vessels (which also includes captured ships initially taken as accompaniments). Therefore a squadron of Aureus Class Frigates may be taken as a squadron of 2-6 ships, but have a maximum squadron size of 8, including captured ships.

Captured Pathogen ships may form irregular squadrons between size classes – for example, one Mitosis Medium and one Stem Small is a valid Squadron for Pathogen ships. Captured ships **do not** fill the minimum core requirements for a Pathogen Fleet, but may be taken during fleet building.

Pathogen SRS
The Pathogen may not take standard SRS types, but only Pathogen SRS. These are a unique and deadly blend of other SRS properties, carrying their infection over longer distances. They have the profile:

Pathogen SRS, 12" Range, AD 2; AP 2; PD 2, Cost: 10 Points

They may make intercept moves against other SRS tokens, and hit other SRS tokens on a 4, 5 or 6. If after any dogfight in which the Pathogen SRS were not all Destroyed or Driven Off, and provided they destroyed one or more enemy tokens in that combat, then the Pathogen squadron may recover a single lost SRS (this may not cause them to exceed their original flight size).

For example, 3 Pathogen SRS are attacked by a flight of 2 interceptors. The Pathogen roll 6, 6, 5, 3, 3 & 1 whereas the interceptors achieve 6, 5, 2 and 1. The interceptors are destroyed, and the Pathogen are reduced to a strength of 2. However, as the Pathogen were not driven away and they destroyed at least 1 interceptor, they can recover one token, and so are at a strength of 3.

Additionally, if the SRS are involved in a boarding assault which results in the capture of an enemy ship, that ship is captured according to the rules in the Infestation MAR, and joins the SRS' parent carriers squadron (subject to size and composition limits as before).

DREADNOUGHT

Hanta Class

Designation	**DREADNOUGHT**
Name	**Hanta**
Size class	**Large Capital**
Squadron size	**1 (4)**

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	6"	12	6	12	5	7

Points Cost	Shield Rating	Wings	Turn Limit
270	0	3	2"

Infestation Weapons	8"	16"	24"	32"
Starboard / Port	16	17	11	6
Fore	8	11	7	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	8	-

MARs

Infestation, Self Repair, Unmanned

Upgrades	Points
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
0-3 Stem Class Small	+15 each
0-1 Mitosis Class Medium	+40 each

PATHOGEN FLEET STATISTICS	
Fleet Tactics Bonus	**1**
Command Distance	**5"**

BATTLESHIP
Botulinus Class

Designation	**BATTLESHIP**
Name	**Botulinus**
Size class	**Large Capital**
Squadron size	**1 (4)**

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	10	5	10	4	6

Points Cost	Shield Rating	Wings	Turn Limit
175	0	3	2"

Infestation Weapons	8"	16"	24"	32"
Starboard / Port	12	14	8	4
Fore	6	8	5	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	8	-

MARs
Infestation, Self Repair, Unmanned

Upgrades	Points
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
0-3 Stem Class Small	+15 each
0-2 Mitosis Class Medium	+40 each

CARRIER
Naegleria Class

Designation	**CARRIER**
Name	**Naeglaria**
Size class	**Large Capital**
Squadron size	**1 (5)**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	6"	9	5	6	4	4

Points Cost	Shield Rating	Wings	Turn Limit
100	0	6	2"

Infestation Weapons	8"	16"	24"	32"
Starboard / Port	4	5	-	-
Fore	6	8	5	-
Torpedo Weapons	12"	24"	36"	48"
Any	7	7	8	-

MARs

Infestation, Self Repair, Unmanned

Upgrades	Points
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
0-4 Stem Class Small	+15 each
0-2 Mitosis Class Medium	+40 each

CAPTURED LARGE
Contagion Class

Designation	**CAPTURED LARGE ***
Name	**Contagion**
Size class	**Large Capital**
Squadron size	**1 (5)**

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	6"	8	6	5	5	3

Points Cost	Shield Rating	Wings	Turn Limit
80	0	3	2"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	4	5	2	-
Fore	4	6	2	-
Torpedo Weapons	12"	24"	36"	48"
Any	5	5	6	-

MARs
Infestation, Unmanned

Accompaniment	Points
0-4 Stem Class Small	+15 each
0-2 Mitosis Class Medium	+40 each

* A Squadron made up of ships with a "Captured" designation has no effect on the Battle Log when reduced to half HP or destroyed.

CRUISER
Chaga Class

Designation	**CRUISER**
Name	**Chaga**
Size class	**Medium Capital**
Squadron size	**2-4 (6)**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	5	3	5	2	3

Points Cost	Shield Rating	Wings	Turn Limit
55	0	0	1"

Infestation Weapons	8"	16"	24"	32"
Starboard / Port	4	5	-	-
Fore	5	6	-	-
Torpedo Weapons	12"	24"	36"	48"
Any	4	5	-	-

MARs
Infestation, Self Repair, Unmanned

Upgrades	Points
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR	+5

Accompaniment	Points
0-4 Stem Class Small	+15 each
0-2 Mitosis Class Medium	+40 each

CAPTURED MEDIUM
Mitosis Class

Designation	**CAPTURED MEDIUM**
Name	**Mitosis**
Size class	**Medium Capital**
Squadron size	**2-6 (8)**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	4	2	3	2

Points Cost	Shield Rating	Wings	Turn Limit
40	0	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	2	3	-	-
Fore	3	4	-	-
Torpedo Weapons	12"	24"	36"	48"
Any	3	4	-	-

MARs
Infestation, Unmanned

Accompaniment	Points
0-4 Stem Class Small	+15 each

FRIGATE
Aureus Class

Designation	FRIGATE
Name	Aureus
Size class	Small
Squadron size	2-6 (8)

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	11"	2	1	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Infestation Weapons	8"	16"	24"	32"
Fore	3	4	-	-

MARs

Difficult Target, Infestation, Unmanned

Accompaniment	Points
0-4 Stem Class Small	+15 each
0-1 Mitosis Class Medium	+40 each

CAPTURED SMALL
Stem Class

Designation	CAPTURED SMALL
Name	Stem
Size class	Small
Squadron size	2-8

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	11"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore	1	2	-	-

MARs

Difficult Target, Infestation, Unmanned