SECOND EDITION

FIRESTORM
ARMADA
SPACE COMBAT IN A WAR-TORN GALAXY

SPARTAN
GAMES

FIRESTORM ARMADA

SPACE COMBAT IN A WAR-TORN GALAXY

SECOND EDITION

SPARTAN GAMES

Primary Writer:
Christopher Worth

Additional Writing:
Franco Sammarco
Derek Sinclair
Michael Hetherington

Photography:
Christopher Worth

From an original game idea by Neil Fawcett

Digital Sculpting, Painting & Modelling
Christopher Drew
Christopher Peacey
Martin Jones
Ben MacIntyre
Drew Cox
Drew Russell

Book & Cover Design
Special thanks go to Paul Kime

December 2014 - PDF Download Edition.

www.spartangames.co.uk

CONTENTS

THE FIRESTORM GALAXY...

WELCOME TO THE FIRESTORM

The galaxy is rent by war as two star-spanning human empires, the Terran Alliance and the Dindrenzi Federation, clash in the largest conflict this quadrant has ever seen. Each of them has assembled a mighty array of allies, human and alien alike. The prize: galactic dominance!

The focus of their fury is the Storm Zone, a turbulent region of immense strategic significance that sits at the crossroads of several mighty stellar empires. The Dindrenzi and their Zenian League cohorts have launched massive armadas of warships to punch through the enemy defences and threaten old Terra itself. The Terrans, backed by the Alliance of Kurak, stand firm, determined to drive the aggressors back into the Outer Reach.

The war shakes the stars themselves. In hundreds of systems, fleets of mighty warships clash in mortal combat. Terrifying weapons are brought to bear: monstrous railguns that smash apart hulls like matchwood, brilliant laser beams which scissor enemy ships into blazing shards of wreckage.

Across the sector vessels burn in plasma fire or are consumed by colossal atomic blasts. Wrecked ships and their massacred crews drift smashed and lifeless in the void. Colonies and settlements are scoured to bedrock by the terrible fury of battle. Yet neither side yields. Both have too much to lose. This is the firestorm of the age, and its thunderous echoes rock the galaxy.

The Rise of Mankind

It is more than fifteen hundred years since mankind launched itself on its first great stellar voyages. The success of the children of Terra as a starfaring race has been extraordinary. By dint of vigour, ingenuity and sheer bloody-minded stubbornness, the human race carved an immense empire out of the stars.

Humanity encountered many aliens on its early voyages. But it was the Wars of First Contact and their conclusion that gave mankind its pre-eminence as the Aquan and Sorylian empires permitted human explorers to travel through the volatile Storm Zone and pass into the rich, wild worlds of the Outer Reach.

As adventurous colonists surged onward, the Terran Satellite Charter grew to massive size. But two hundred years ago, the seeds of catastrophe were sown that would splinter this vast human dominion forever.

The Secession Wars

The Outer Reach colonies led by Ignatius Rense, the Governor of Dramos, rebelled against Terran rule. Resentful of overbearing Terran control, Ignatius and his followers launched the First Secession War. The rebellion was put down, but it was the beginning of the end of Terran dominance.

Several corporate giants purchased their freedom from Terran governance in return for supplying arms for the war against the separatists. But these treacherous corporations, or the 'Directorate' as they became known, quickly realigned with the wealthy Outer Reach colonists in their insatiable hunger for profit.

A century after Ignatius' failure, his grandson Markus declared the Outer Reach independent of Terra and launched the Second Secession War. This conflict was protracted and bitter, the sides more evenly matched. Invading Terran flotillas clashed with separatist forces, tearing at each other in brutal civil war.

But the climax of this conflict eclipsed all else. The planet Dramos perished amid apocalyptic nuclear fires, destroyed by the Terrans in a last-ditch effort to bring the Outer Reach to heel.

But the Renzi separatists fought all the harder after the horror of Dramos. Eventually, the exhausted

Terrans were forced to come to terms. The Outer Reach colonies won their independence, becoming the Dindrenzi Federation, and the once mighty overarching empire of Terra was shattered.

The New War

Shorn of the Reach's wealth, the Terrans drew ever closer to the Aquan Sebrutan and the Sorylian Collective. Almost crippled, the Terran Alliance embarked on a long and painful road to recovery, obliged to rely upon alien assistance to rise once more.

For the victorious Dindrenzi, despite their dominance of the Reach against even greater powers like the Relthoza Empire, the fear of Terran retribution remained. Over time, it hardened into paranoia, and then desire for war. Only by striking first and hard at Terra did the Dindrenzi believe their dominion would be preserved.

Aided – and encouraged – by the perfidious Directorate, the Dindrenzi amassed mighty military forces, determined to overrun the Storm Zone and end Terran power forever.

Just over a century after the Second Secession War, the Dindrenzi hurled their colossal invasion forces into the Storm Zone, as their Directorate and Rethoza allies struck hard at the Aquan and Sorylian domains. With this fateful action, the apocalyptic Terran-Dindrenzi War began, drawing nearly every race in the quadrant into its deadly fury.

The Conflict Expands

The initial Dindrenzi invasion forces were focused on the Storm Zone and Fathoms Reach, and their mighty spearheads have driven deep wedges into Terran territory. Now dozens of colonies, even major inhabited planets, have fallen under the Dindrenzi yoke, as the invaders excise their hated 'cousins' with implacable force and terrifying firepower.

But the Terrans will not be so easily cowed. They carved an empire from the stars with strength, ingenuity and perseverance, and this sheer grit has made them far more formidable opponents than many Dindrenzi commanders supposed. Determined colonists, soldiers and warship crews grimly hold the line; fighting on against incredible odds, unshakeably confident in the great might of the Hub Systems mobilising to drive back the invaders.

Elsewhere, the war has spread across many regions outside the Storm Zone. The vicious rapacity of the Directorate's Security Fleets, insatiably hungry to subjugate and plunder to sate their masters' greed have run up against the implacable fury of the vengeful Aquans. The mighty Prime warfleets pursue and smash the corporate raiders mercilessly, determined to make them pay in blood for years of heinous crimes against the Sebrutan.

To the galactic south of the Storm Zone, thousands of Relthoza warships flood over the ancient borders of the Sorylian Collective, determined to overrun as many systems as they can to satisfy their overwhelming swarming urge. But the immense Sorylian military machine is now grinding into action with all the inevitability and crushing power of an avalanche, from which the Relthoza offensives may rebound like waves hitting a cliff.

The firestorm blazes ever higher in this galactic quadrant, with no end in sight. On all sides, heroic commanders and ruthless warlords marshal their forces. And now, it is time for you to join their ranks. Muster your fleet, board your flagship, and sail out to glory!

WHAT IS FIRESTORM ARMADA...?

Firestorm Armada is a game of spaceship combat, set in humanity's distant future. Stunningly detailed, 1/10000th scale model craft wage brutal war across the tabletop, bringing this colourful and deadly science fiction setting to life.

Through masterful use of tactics, Admirals guide their stellar Fleets in elegant manoeuvres to bring their vessels' crushing firepower to bear. Broadside volleys from thermal cannons disintegrate hulls, nuclear torpedoes annihilate whole squadrons and beams of laser-light scorch through the void.

You will take the role of an Admiral hailing from one of six mighty stellar Empires and steer your Fleet to victory over your foes.

The force you command might start as a small Patrol Fleet, composed of a dozen vessels engaged on recon missions at the edges of your territory. Clashing with Fleets of similar size, you will quickly get to grips with the basics of the game and become adept at bringing mayhem and destruction to the enemy!

You will soon learn how to make the most of your Fleet's strengths and weaknesses, how to best use the asteroid fields and planetoids that litter the battlefield to your advantage and when to use special manoeuvres like 'Targeted Strikes' and 'Tactical Ability Cards' to devastating effect.

Over time you can grow your force to a Grand Fleet, with many Squadrons of mighty space ships and often led by a fearsome Dreadnought. As your force expands, your choices of what to bring to battle grow - Carriers supply Wings of Short Range Spacecraft, Heavy Cruisers shrug off enemy attacks with impunity while Corvettes form a deadly flanking force to outmanoeuvre your opponent.

And your choices are not just restricted to the stellar Empire you first selected. Your Fleet will be aligned to one of the two grand Alliances, each of which contain many smaller factions and races who share the same goals. By incorporating some of these minor factions in your Fleet, you will gain huge diversity both in stunning models and battle tactics.

With a fully fledged Armada under your control the stage is set for truly titanic conflicts. Be prepared to watch reactors overload, ships burn and solar systems fall before your might as the Firestorm rages across your tabletop.

USING THIS BOOK

After a brief introduction to the Firestorm Galaxy and the major powers within it, this book will lead you through how to play games of Firestorm Armada. It will start with some Game Basics, before telling you how to build your fleet and set-up your game board for a battle.

The book will then show you the structure of a game Turn - the order in which you and your opponent will move, fire and perform other actions with your models. The subsequent chapters will then describe how your models will undertake their actions in each segment of the Turn; how they can move, how they can fire their weapons, how they can perform boarding assaults and so on.

After this, some of the more complex special rules and elements of the game will be discussed. It is recommended that you focus on learning the core of the game first, before using the more advanced rules for SRS Tokens, Targeted Strikes, Tactical Ability Cards and Model Assigned Rules. Once you have got to grips with the basics, these additional areas will provide even more depth and enjoyment to your games.

Opposite: *A Medusa Class Dreadnought of the Aquan Prime, one of the largest and most advanced vessels in the sector, en route to battle - along with some Ryushi allies.*

WHAT YOU NEED TO PLAY

In order to play a game of Firestorm Armada there are a few things that you and your opponent will need:

A Fleet

It is now time to choose which Alliance, which Race and which Fleet you will use in your games. You can select your Fleet from six major Races and their various allies.

   If you are playing a simple meeting engagement you will want a balanced force that is good at a variety of tasks. Whereas if you are playing a specific scenario you might want to tailor your Fleet to help you achieve your objectives.

   Check out the Fleet Manuals available for each core race to help you choose your fleet. You can find these Manuals at *www.spartangames.co.uk*

The Core Book

This rulebook will guide you through your games and explain how you use your Fleet on the tabletop. When you first start learning the rules it will be invaluable but as you fight more and more battles, the bulk of the game play will become second nature and you will only need to check the rulebook to clarify a rule, or in an unusual situation.

Scenery & Gaming Space

It is perfectly possible to play a game of Firestorm Armada on any flat surface, but what will really add to the atmosphere of the game is a purpose built gaming board. From a simple black cloth with printed asteroid fields to a hand painted board covered in stars and intricate astronomical effects and dressed with our resin and pewter scenery.

When laying out the scenery you have two options. Either take it in turns with your opponent to place a single piece of scenery anywhere on the board, or set it up based on Scenario guidelines. Remember that scenery should not give one player an advantage over the other unless the scenario dictates that it should.

Tape Measure
Firestorm Armada uses Inches (") to represent the speed of ships, the range of gunnery attacks, the movement of asteroids and much more. To accurately check these distances we recommend a simple tape measure or other measuring device marked out in inches.

Templates and Tokens
The ships of Firestorm Armada navigate around a gaming table using a Turning Template. Ships don't stop moving so plan ahead and make sure you have room for manoeuvre. Keeping track of the damage a ship has taken or the special rules it is using is made simple with the use of Game Tokens.

Dice
Firestorm Armada uses six sided dice (D6) to work out the effects of gunnery, boarding, morale and more. Large ships pack a real punch so keep plenty of dice to hand.

Your First Game
You have arrived at a sector of space and encountered the enemy. You have assessed the Battlefield and deployed your Fleet according to your battle plan. Now is the time to strike and either forge a glorious victory or suffer a crushing defeat.

The Firestorm Armada Team

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.

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.

11

TERRAN ALLIANCE
Guardians of the Charter

Dominion

The Terran Alliance once ruled most of this galactic quadrant, a vast empire that dwarfed its older alien neighbours in scale. However, although its reach has been lessened, the Terran Alliance is still a mighty power, thanks ultimately to its cohesiveness and sense of unity.

It is often said of the Terrans that their main occupation is internal political scheming and intrigue right up until an outside power believes it can take advantage. Then, the Terrans exhibit a tribal loyalty to their own of formidable resolve.

That said, the Terran Alliance is the most tolerant of the human dominions towards aliens – at least, those it trusts. Political and economic bonds have been nurtured over many years by successive Terran governments. These have been, and will be vital to the Alliance's fortunes in the dark days ahead.

Technology and Military Strength

The coming of the Dindrenzi invasion has seen the Terrans mobilise on a massive scale. The Terran navy has four main sub-divisions; the Storm Fleet, Fathom Fleet, Hub System Fleet and Fortress Fleet.

Terran military technology is antiquated by modern standards. However, this simplicity does have its advantages. Terran vessels are very reliable and have also proven highly adaptable.

Terran warships are heavily armed; studded with turrets mounting multiple-barrelled magnetic-impulsion massdrivers, supplemented by smaller massdriver or atomic-powered laser batteries. Many Terran vessels also mount substantial torpedo arrays, usually using their torpedoess as long-range first strike weapons.

Terran technology still depends heavily on nuclear fission for power. As a result, they also make extensive use of nuclear ordnance. Nuclear fission is old technology, but still capable of terrifying destruction; these were the weapons used to raze the planet Dramos at the height of the Second Secession War.

DINDRENZI FEDERATION
The Children of Ignatius
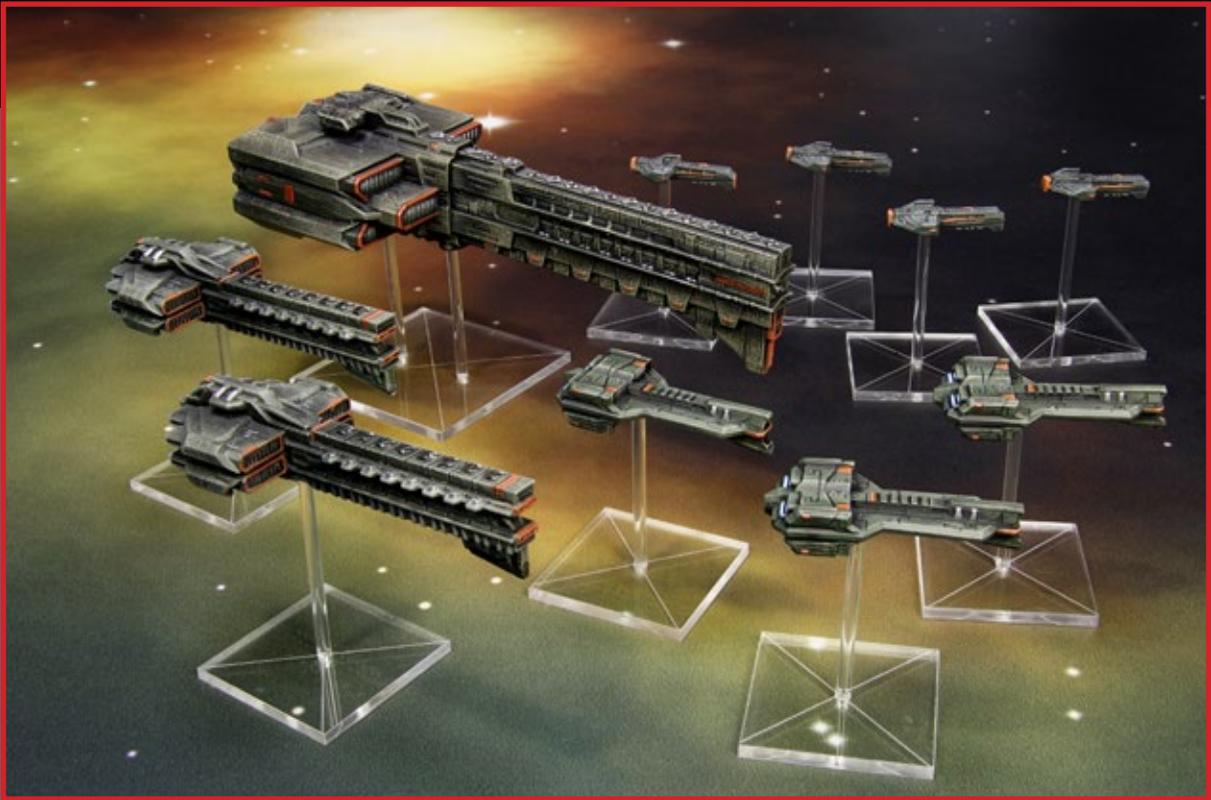
Dominion

Born of war, the Dindrenzi Federation is the greatest power of the Outer Reach. Formerly known as the Terran Commonwealth, the colonies, led by the Rense family, eventually broke from Terra, but at terrible cost - the nuclear destruction of Dramos.

The Dindrenzi state has evolved into a massively powerful empire. It is bound together by its veneration of the Rense family and the Legislature which allows Dindrenzi worlds to resolve disputes. However, most Dindrenzi systems are very protective of their independence.

The Dindrenzi are notoriously xenophobic, and distrustful of outsiders. Their ancestors had to fight fiercely for dominance of the Reach against all comers; a struggle which shaped the rugged Dindrenzi frontier spirit.

The Dindrenzi's motives for war are varied. The hardline Church of the Dramos Angels views the war as a crusade. Though most Dindrenzi do not think this, they do believe that defeating the Terrans is the best way to secure their control of the sector.

Technology and Military Strength

It is often said that the Dindrenzi are habitually prepared for battle. Thanks to their great wealth and the dangers of the Outer Reach the Federation has a most formidable military machine. Every Dindrenzi world is home to powerful fighting forces.

Dindrenzi warships are noted for their high-quality construction. Dindrenzi vessels do not have energy shielding but compensate with heavily reinforced hulls, often coated with layers of ablative armour several metres thick.

The Dindrenzi favour aggressive tactics. Dindrenzi commanders frequently plunge their flotillas into enemy formations like massive spearheads. Their rear echelons protected by lighter escorts, these battering-rams burst right through the enemy battle line.

Dindrenzi weapon systems also reflect the Federation's sophisticated technology and the rugged simplicity with which they use it. They favour huge, hypervelocity railguns, backed by torpedoes as follow-up weapons.

13

AQUAN PRIME
Guardians of Csera

Dominion

The inhabitants of the Aquan Sebrutan were already traversing the stars when mankind was still in its medieval period. 'Aquans' are in fact many different races. 'Sebrutan' translates as 'Union' and many humans see Aquan society as a gestalt entity.

However, the Aquans are not a hive-mind – inter-species rivalry and political infighting is not unknown. There are many different Aquan sub-species, but four are most influential, and best-known among other races.

These are the heavyset, cetacean-descended bipedal Delphis; the crustacean Shevaka with their three sub-orders, the massive Kruth, man-sized Khitai and diminutive Khrot; the Cserani, immense super-intelligent cephalopods; and the humanoid Tritoni, the most likely to be encountered by humans.

The Aquans are governed in name by their Emperor, traditionally always a Cserani of great size and age, who dwells in the vast Palace of Tranquility on Csera. The role requires deep wisdom and a searching intellect. Direct governance is administered by the Imperial Chamberlain and the Sebrutan Grand Council.

Technology and Military Strength

The Aquans are masters of bio-genetic engineering; there are even persistent rumours that the Tritoni sub-race is itself the product of gene-splicing and manipulation. Aquan bio-manipulation and bio-mechanical expertise is clearly evident in their spacecraft.

All Aquan vessels are effectively huge cyborgs; with drives, weapons, shields and ancillary systems built around gigantic living but non-sentient cores. They are protected by thick, perpetually growing carapaces of coral and bone, laced with metal alloys.

Aquan weaponry is almost wholly composed of powerful laser arrays. These potent weapons can focus intense beams of limited range but pinpoint accuracy. However, torpedoes are their major long-range armament. These are also bio-mechanical, filled with corrosive chemicals. Aquan commanders prefer to make slashing attacks against their enemies, striking simultaneously from many different bearings.

THE RELTHOZA
Masters of the Deep Rifts

Dominion

The sprawling Rethoza Empire dominates the galactic south-eastern Outer Reach. Its occupied planets teem with billions of inhabitants. The Relthoza are one of the quadrant's most intimidating races. They bear a distinct – and to humans, distressing – resemblance to spiders.

The Relthoza race is divided into distinct castes. Its overlords are the colossal Aval'ssor'ssis, the cunning Brood-Queens. The K'ss'ark are the powerful warrior caste and the only Relthoza males. Va'ssur and Ss'virss workers are the most numerous. The former are larger, and perform heavier labour. The latter are small and nimble, serving as technicians, artisans and administrators.

Relthoza relations with other races have been strained at times, partly as a result of their peculiar diplomatic traditions, which involve ritualised duels to the death between representatives of both parties. However, the Relthoza are now aligned firmly to the Zenian League. The Empire is being wracked by one of its periodic 'swarming urges', and sees the new war as a chance to expand.

Technology and Military Strength

The Relthoza are proficient spacefarers, and cagey, elusive combatants. They prefer to strike from ambush, wearing their enemy down with successive waves of attacks. Relthoza technology is highly advanced, using nanotechnology extensively. This mastery has created their notorious cloaking fields and terrifying weapon systems.

The S'viss'k'r'ssani'ak or 'Web of Shifting Mirrors' conceals Relthoza spacecraft. Their ship hulls are coated in quadrillions of nanobots which 'bend' visible light and electromagnetic radiation and absorb energy emissions.

But the most frightening Relthozan nanotechnology is their weaponry. Their hydroxide cannons fire dense clusters of flash-frozen water 'needles' impregnated with offensive, hull-dissolving nanobots, and Relthoza torpedoes and mines are filled with the same deadly devices.

The alien precision of their battle tactics has lent some human scholars to postulate the existence of a gestalt intellect, however this belief is incorrect as individual Relthozans are not simple parts of a hive, but intelligent, thinking beings.

SORYLIAN COLLECTIVE
Warriors of Kerender
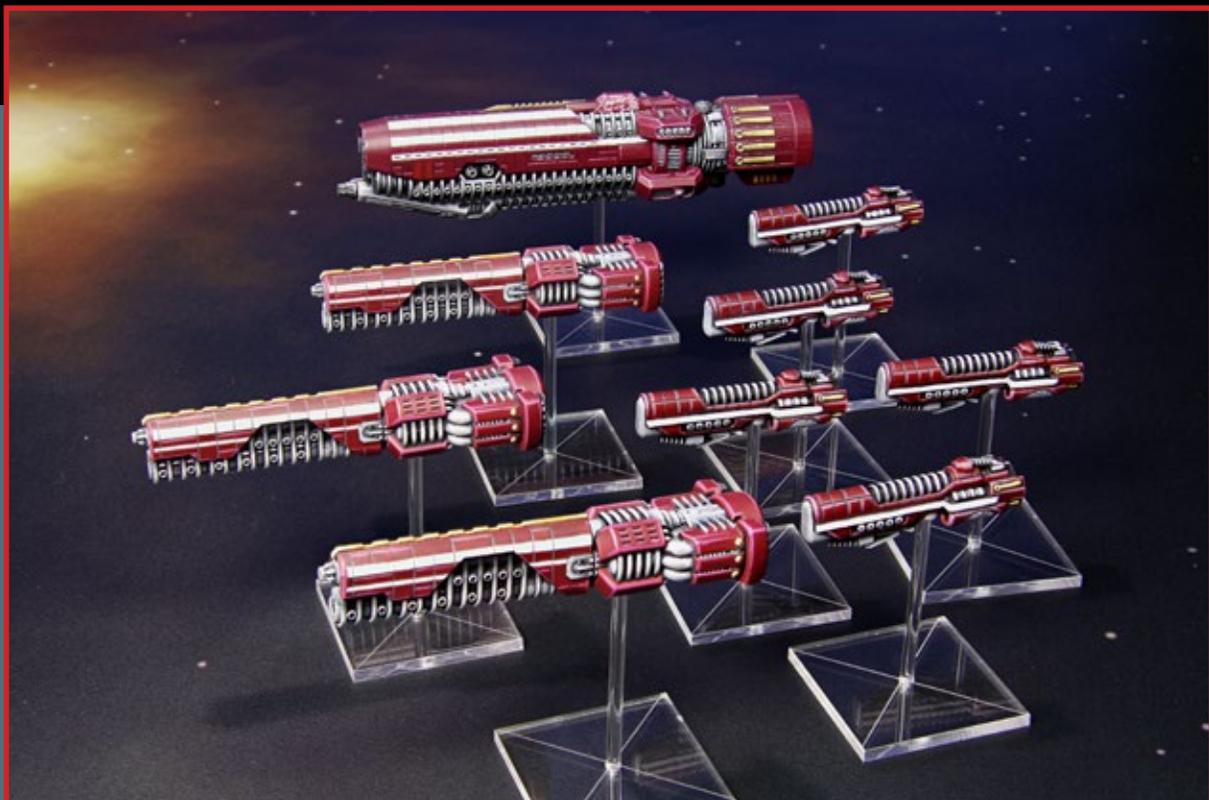
Dominion

The Sorylians are an ancient reptilian race. They are large, bipedal creatures and can vary considerably in size and appearance. They are grouped into two major sub-species: the nimble Skvarr and the brutish Kon Avarr.

Despite their intimidating physiques, Sorylians tend to be careful and precise in their movements and muted in their emotions, possibly because of their cold-blooded nature.

The Sorylians place great value on permanence and stability. Their society is very formal and based around a strict hierarchy. Sorylian bureaucracy is notoriously slow-moving. However, their methodical nature has made them superb scientists.

But despite their great residual strength, the new war is bringing fresh and even larger challenges to the Collective. Faced with the advance of the dynamic Relthoza, the Sorylians must adapt to survive. However, once the Sorylians decide to act, they are as relentless as a landslide, and almost as unstoppable.

Technology and Military Strength

Sorylian warships are very strong, almost over-engineered. Their cylindrical hulls form a protective 'carapace' over their vital systems. They prefer to fight in structured battle-lines, positioned to comprehensively cover each other.

Although somewhat inflexible, these formations can smash apart most opposition. Sorylian commanders often detach attack groups to flank enemy forces as they break themselves on the anvil of the primary Sorylian fleet.

Sorylian ships can deliver punishing damage with heavy broadsides of chain-fed massdrivers delivering massive box-barrages of thermal shells. Sorylian targeting formulae ensure that nearly every salvo scores a high ratio of hits. They are supplemented with torpedo tubes firing thermal warheads.

Lastly, all larger warships carry complements of heavily armed Skvarr and Kon Avarr assault teams. Sorylians are heat-sensitive, and captains frequently turn up the heating on their ships prior to a boarding assault to heighten their crews' aggression!

Dominion

The domain of the Directorate lies in the far galactic north-east of the Outer Reach; a fitting home for this quadrant's most secretive and sinister major power. The Directorate is composed not of nations or peoples, but the holdings of a collection of technically advanced, very powerful corporations. The most powerful are Hark-Williams, Melcon and Works Raptor.

For the corporate chief executives life is heaven, enjoying the hedonistic pleasures of the most technologically advanced society humanity has ever built. But for everyone else, life is almost literally hell. There are no citizens in the Directorate, only human resources to be expended and sometimes destroyed on a whim.

It is the Directorate that has worked the hardest to bring about and prolong the new war. In the fires of conflict, the Directorate's rulers extend their insidious influence still further, reaping the profits of carnage.

Technology and Military Strength

The Directorate's military forces command extraordinary technology. Their naval units, maintained by the corporations in unison for mutual gain, are formed into Security Fleets. However their primary use is as some of the deadliest raiding forces in the quadrant.

The warships of the Security Fleets are well-constructed and heavily automated. The bulk of their tonnage is used to mount potent weapons, ancillary systems and barracks for terrifying shock assault teams.

Directorate fleet tactics are incredibly flexible. Their opponents come under a dizzying profusion of different attacks. Searing plasma beam cannons burn into enemy ships, ahead of fearsome bio-chem barrages that slaughter their crews.

The Directorate's fleets are believed to be operating throughout the Storm Zone, Fathom's Reach and beyond. Many reports have been received by Kurak Alliance military authorities of shattered colonies and ambushed convoys, often far from the active warzones.

THE HOMEWORLDS...

Terran Alliance – Terra

Based from the ancient city of Moscow, Terra forms the seat of governance for the vast Terran Alliance. Extensive engineering projects have given the world a tightly controlled temperate climate and much of the landmass is given over to vast, interconnected cities. Here, at the 'cradle of humanity', signs of the Alliance's failing wealth are starting to appear, giving the once opulent planet a sense of faded grandeur.

Mass	5.97×10^{24} Kg	Gravity	9.8 m/s^2
Radius	6378 Km	Temp	288K
Population	8.6 Bn	Moons	1

Csera – Aquan Prime

Csera is a vast waterworld. The bulk of its surface is covered with great oceans, and only a few relatively untouched landmasses protrude above the surface of its seas. Life is conducted largely beneath the waves, where the Aquan races have fashioned great living cities of coral and organic crystal at various depths, suitable for habitation by their many different subspecies. Largest of all is the Palace of Tranquility which lies at the equator; an ancient colossal structure home to the gigantic Cserani Aquan Emperors and their courts.

Mass	9.97×10^{24} Kg	Gravity	8.3 m/s^2
Radius	8964 Km	Temp	294K
Population	9.4 Bn	Moons	7

Kerender – Sorylian Collective

Kerender is a lush, jungle-swathed planet of intermediate size, with a warm, humid climate remniscent of Terra's tropical reaches. This envionment, like that of Terra, is carefully maintained by Sorylian climate engineers. Its settlements and cities are laid out in careful geometrically precise patterns for maximally efficient use of space and resources. Because of the Sorylian preference for perpetual stability, buildings are rarely replaced, and the oldest are gigantic edifices, constantly expanded, repaired and renewed.

Mass	6.87×10^{24} Kg	Gravity	10.7 m/s^2
Radius	6531 Km	Temp	297K
Population	10.2 Bn	Moons	2

Raven's Citadel – Dindrenzi Federation

When Dramos burned under Terran nuclear fires, the nascent Dindrenzi state relocated its capital to the forbidding, inhospitable world of Raven's Citadel. The population live in harshly precise cities, modelled upon the planetary capital Defiance, whose massive yet surprisingly artfully wrought architecture is meant to exude permanence and power. Great monuments, statues and heroic artworks abound, intended to remind the inhabitants of the mighty dominion built from vitually nothing by their indomitable forebears.

Mass	7.62×10^{24} Kg	Gravity	10.3 m/s^2
Radius	7026 Km	Temp	278K
Population	11.3 Bn	Moons	4

Aziza Prime – Relthoza Empire

Aziza Prime is a ancient rocky, mineral-rich world; geologically almost dead with its core fast cooling. However, it experienced a very violent youth, resulting in a surface slashed and wrinkled by mountain ranges and sub-surface regions split by cavernous canyons. Here, the Relthoza teem in their billions, sustained by their mastery of nanotechnology and strictly observed caste-society. Some of their greatest cities, the homes of the most powerful Brood-Queens, are even stabilised with huge 'webs' of nanobots supporting their precarious topography.

|			
Mass	7.61×10^{24} Kg	Gravity	10.5 m/s^2
Radius	6941 Km	Temp	275K
Population	16.3 Bn	Moons	11

Zenia – The Directorate

Zenia, the capital planet of the Directorate, is so secret that it appears on virtually no starcharts, situated within possibly the most heavily defended individual system in the galaxy. But Zenia itself is utterly unlike anything the few visitors who have been there expected. As is only fitting for the home of the mightiest leaders of the Directorate's greatest corporations, it is a true paradise-world, meticulously terraformed – a gorgeous veneer masking the dark hearts of its fabulously privileged inhabitants.

Mass	4.04×10^{24} Kg	Gravity	9.5 m/s^2
Radius	5314 Km	Temp	289K
Population	1.2 Bn	Moons	0

"There's no denying, battle in the depths of the void is a complex game. When the emergency lights on your bridge are flashin' and the klaxons are yellin', you've got to keep your head and remember the basics, or you and your crew are space debris."
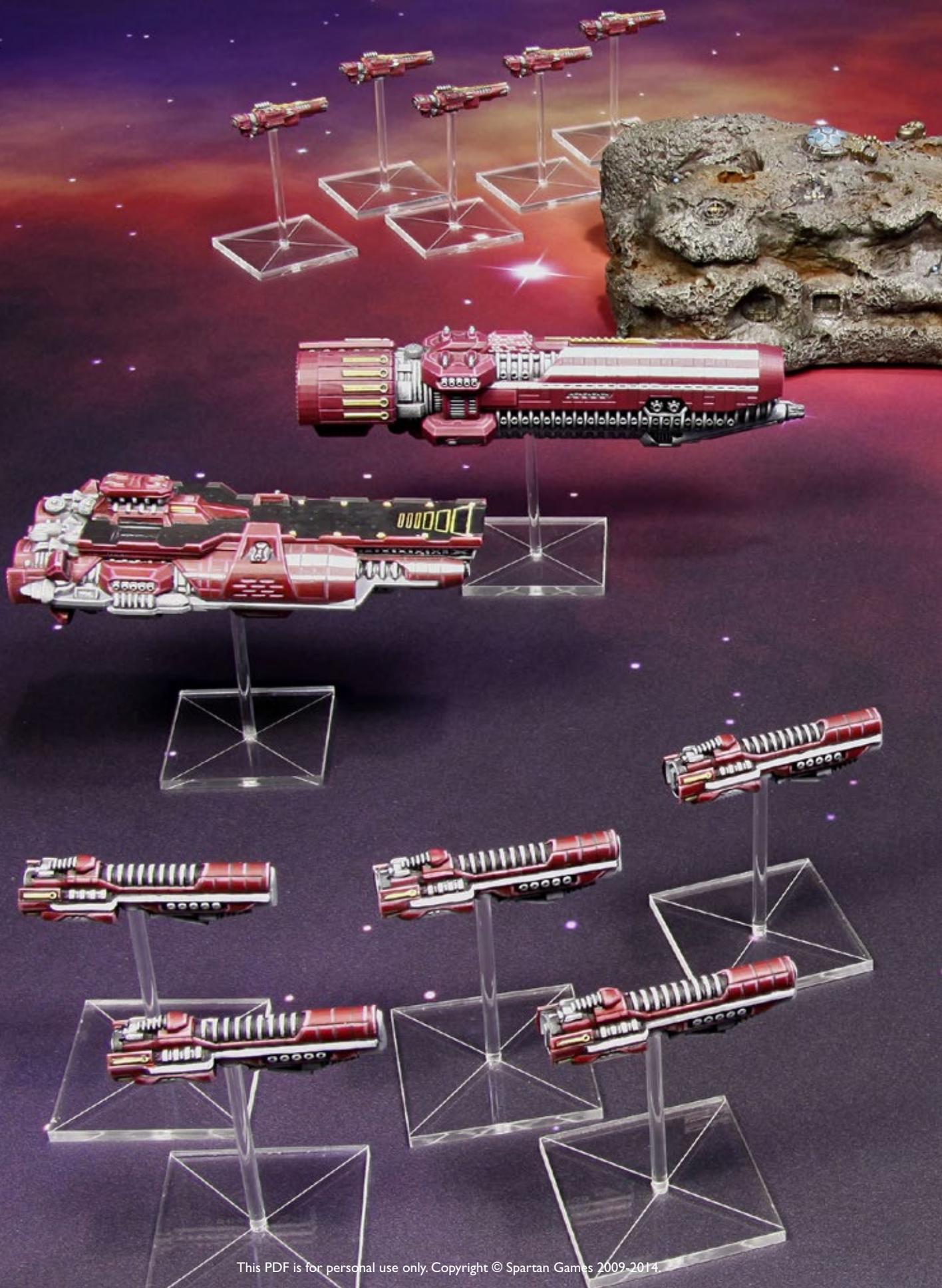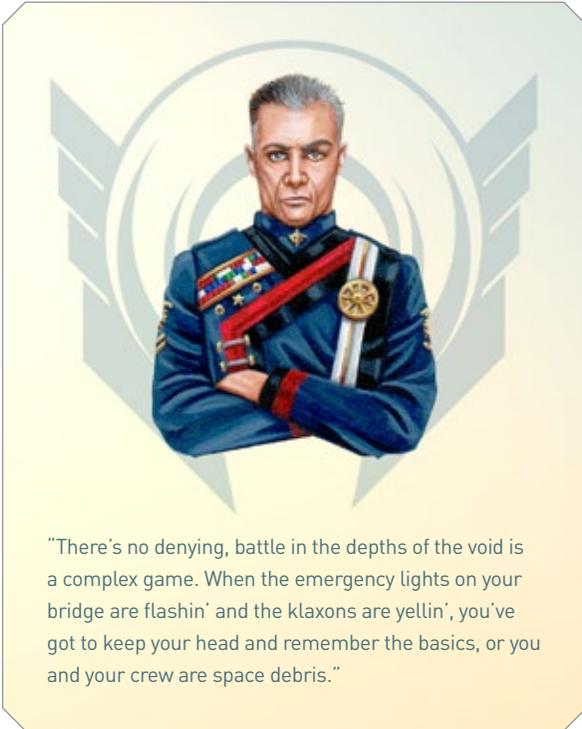
This chapter lays out the Basics for playing Games of Firestorm Armada that any new Commander will need to understand before being able to move onto the greater intricacies of war in space.

DICE

Games of Firestorm Armada use two kinds of Dice, the D3 and the D6.

A D6 is a standard six-sided dice.

A D3 requires the rolling of a D6, with a roll of a 1 or a 2 equal to a result of a 1, the roll of a 3 or a 4 equal to the result of a 2, and the roll of a 5 or a 6 equal to the result of a 3.

Whenever a number is written before a particular type of dice in the rules (for example '2D6') this indicates the number of dice of the given type that should be rolled.

Exploding Dice

The 'Exploding Dice' mechanic is the Core Dice Mechanic used in Firestorm Armada, and other games by Spartan Games.

Whenever a Dice is rolled using the Exploding Dice mechanic, the roll of a natural '6' on a dice 'Explodes', resulting in two successes and the chance to roll the dice again and score further successes!

Does a Dice explode or not?

Whenever the number required for a successful dice roll is written as a '6', the Exploding Dice mechanic is being used.

Example of using Exploding Dice

If the number required for a success is written as a '6', the Exploding Dice mechanic is not being used and each roll of a natural 6 is simply one success and the die is not rolled again.

How the 'Exploding Dice' Mechanic Works

When the Exploding Dice Mechanic is in use, the natural roll of a '6' results in scoring two successes and the controlling Commander rolling an additional D6.

This additional D6 is rolled in exactly the same way as the dice before it, and is subject to the same 'to hit' modifiers.

Likewise, if the number rolled on this additional Dice is a '6' the controlling Commander gets to roll an additional D6.

If the result on this further additional dice is also a natural '6' the controlling commander gets to roll another D6. With the Exploding Dice mechanic a Commander keeps going until they stop rolling '6's, allowing for a potentially infinite number of successes with any attack!

Only after a commander has finished rolling all of their dice do they add up the total number of successes they have scored.

Important Note: It is a good idea to roll a new dice rather re-roll an existing one when a natural '6' is rolled, otherwise it's easy to lose count of how many successes have been rolled in total.

Initial Dice Rolls/Exploding Dice Step

The term 'Initial' refers to the instances where the dice for an action are rolled for the first time. For example, if an attack from a vessel were to roll 1, 3, 4, 5, 6, 6, this would be termed the Initial Roll, as no Exploding Dice Step has been executed.

This is important as many Model Assigned Rules and gaming effects will manipulate the results of the Initial Roll, BEFORE the Exploding Dice Step takes place.

'TO HIT' MODIFIERS

Various effects will cause the 'to hit' number of a Dice to change. These are known as 'to hit' modifiers.

Unless otherwise stated, when a Dice is rolled it has a 'to hit' number of 4, meaning that it rolls a success on a 4, 5 or 6. However, 'to hit' modifiers change this 'to hit' number that a dice needs to cause a success by the stated amount.

> **For Example:** A game effect that causes a -2 'to hit' modifier would mean that a Dice would only cause a success on a 6, whilst a game effect that causes a +1 'to hit' modifier would mean that a Dice would cause a success on a 3, 4, 5 or 6.

'To hit' modifiers cannot lower the minimum result required to cause a success below 2 or raise it above 6.

Dice Re-Rolls

Some game effects may instruct a Commander to 'Re-Roll' one or more of their dice. Simply discount the result of the Dice to be Re-Rolled, and roll the Dice again, retaining any 'to hit' modifiers.

Only Initial Rolls can ever be Re-Rolled, before resolving any extra rolls arising from a natural roll of a 6.

When a dice is Re-Rolled the second result is taken as the final result. A player cannot choose to revert to their previous result, and a Re-Roll cannot be Re-Rolled.

> **For Example:** A player rolls three dice, needing a 4, 5 or 6 to hit, but they have a special rule allowing them to Re-Roll misses.
>
> They roll three dice, rolling a 1, a 3 and a 6. The 1 and the 3 are misses, so they can be Re-Rolled, this time scoring a 3 and a 5. The 3 cannot be Re-Rolled this time, as it is not an Initial Roll.
>
> The player now rolls their additional dice for the 6, and rolls a 2. Even though this is a miss, it cannot be Re-Rolled, as it is not an Initial Roll.
>
> Their final results are therefore 3, 5, 6 and 2, a total of three successes.

Rounding Down

Various effects will call for a value to be halved. When this occurs any odd numbers or fractions are rounded down.

Any value related to a number of Dice is never reduced to below 1 by rounding down. However, values that do not relate to a number of Dice, such as a model's Movement value, can be.
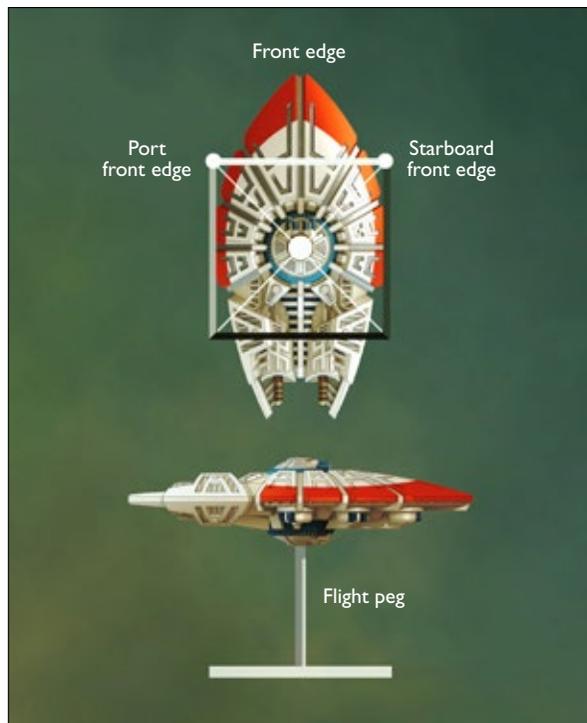
The anatomy of a Flight Stand

FLIGHT STANDS

Most models in Firestorm Armada take to the game board mounted on a Flight Stand.

Such is the size of space, that to have a model spaceship that is in scale with its surroundings would require for it to be inconceivably small. For this reason, the models used in Firestorm Armada should only be considered visual representations of spacecraft, with the thin supporting shaft of the Flight Stand, known as the Flight Peg being considered to represent the actual position of the model on the game board.

Some models have more than one Flight Peg, as noted below; always use the closest Flight Peg to determine its position. Some models do not have a Flight Peg. In these cases measurement is taken from the centre of the model.

TAKING MEASUREMENTS

All measurements made in Firestorm Armada are given in Inches, often shortened to ".

Measurements: Terrain

When taking a measurement to or from a piece of Terrain, measure from the closest point of the piece of Terrain.
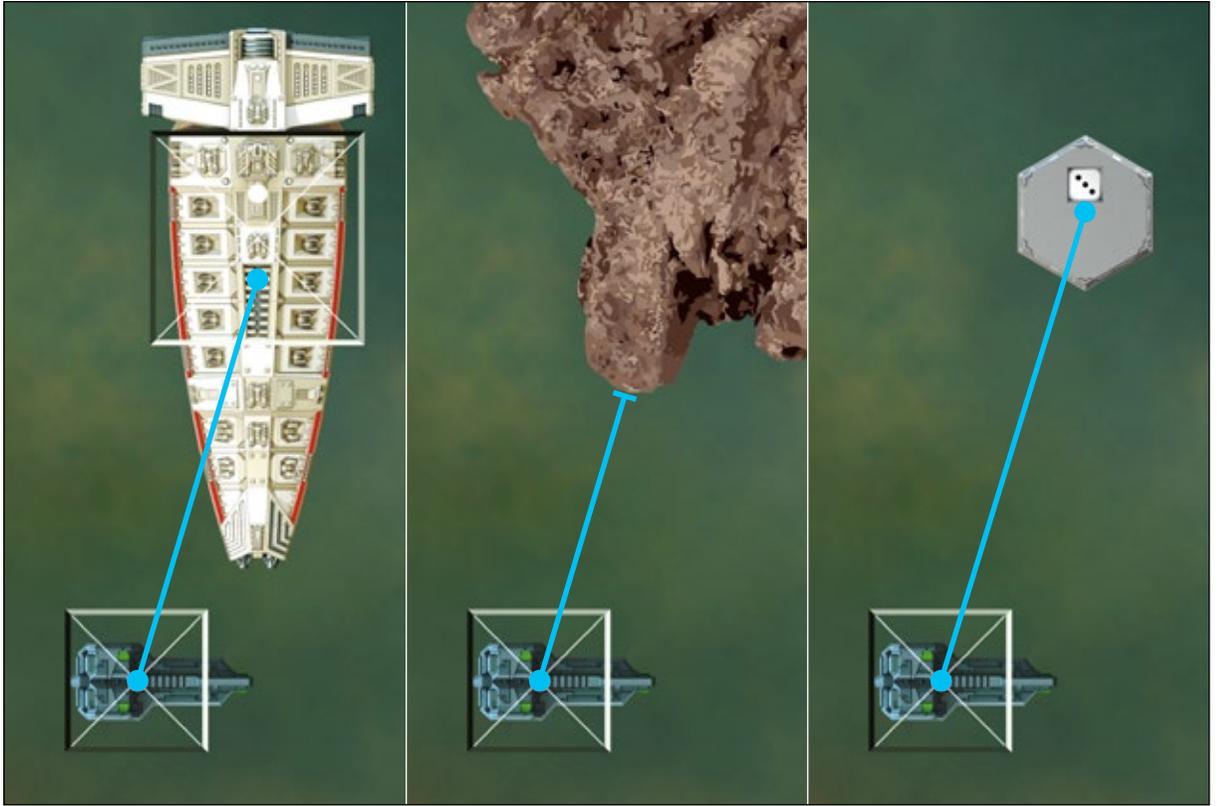
(A) When measuring between models, measure the distance between the closest Flight Pegs. (B) When measuring to or from Terrain, measure the distance from the closest point. (C) When measuring to or from a SRS Token, measure the distance from/to the centre of the Token

Measurements: Models

When taking a measurement to or from a model, measure from the Flight Peg of the model.

If a model has more than one Flight Peg, measure from the closet Flight Peg. If a model does not have a Flight Peg, measure from the centre of the model.

Measurements: Short Range Spacecraft

When taking a measurement to or from a SRS Token, measure from the centre point of the Token.

Pre-Measuring

Such is the complexity and sophistication of the sensor and computer arrays aboard even the most humble spacecraft in Firestorm Armada that taking exact measurements, even over the greatest of distances is considered nothing more than child's play.

A Commander may measure anything on the Game Board at any time during a game. 'Pre-Measuring' is allowed.

BATTLE LOG

During a game, both Commanders will keep track of the state of their Fleet Morale on their 'Battle Log'.

A Battle Log is provided inside each Firestorm Armada Patrol Fleet box and can also be downloaded from www.spartangames.co.uk
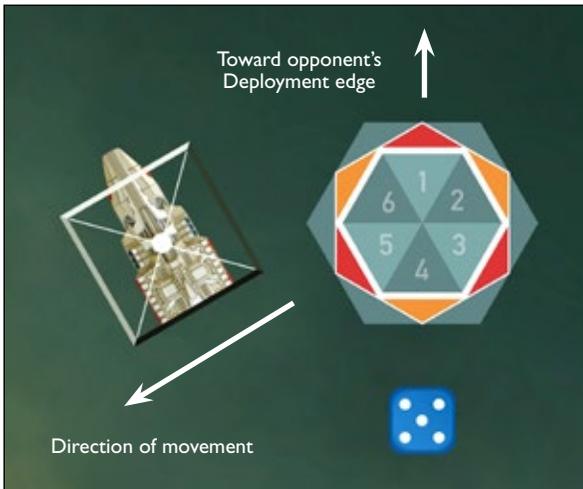
As a 5 has been rolled, the model is moved in the direction shown

This is a simple scale ranging from +10 to -10 for smaller games, +15 to -15 for larger games and +20 to -20 for the most epic battles. Both Commanders will start with their Battle Log at 0, and then various events, such as losing ships and seizing objectives will cause a Commander to raise and lower their Battle Log.

Sometimes, Commanders may even voluntarily lower their Battle Log, sacrificing their Fleet's morale for a vital boost in a pivotal situation.

Should a Commander's Battle Log ever drop to the lower limit, their Fleet will be forced to retreat into fold space; fleeing the battle before they are completely destroyed.

At the end of the game, both Commanders will compare their Battle Logs, and the difference between them will tell you how much the victor has won by.

For full details, please see Page 82.

DETERMINING A RANDOM DIRECTION

At some points during a game you may be asked to determine a random direction.

To do so, take the Direction Template and point the arrow labelled 1 directly towards your opponent's Deployment Edge and the 4 directly toward your own.

Now roll a D6 and compare the number rolled to the arrows labelled 1 to 6 on the template, to see which direction to use.
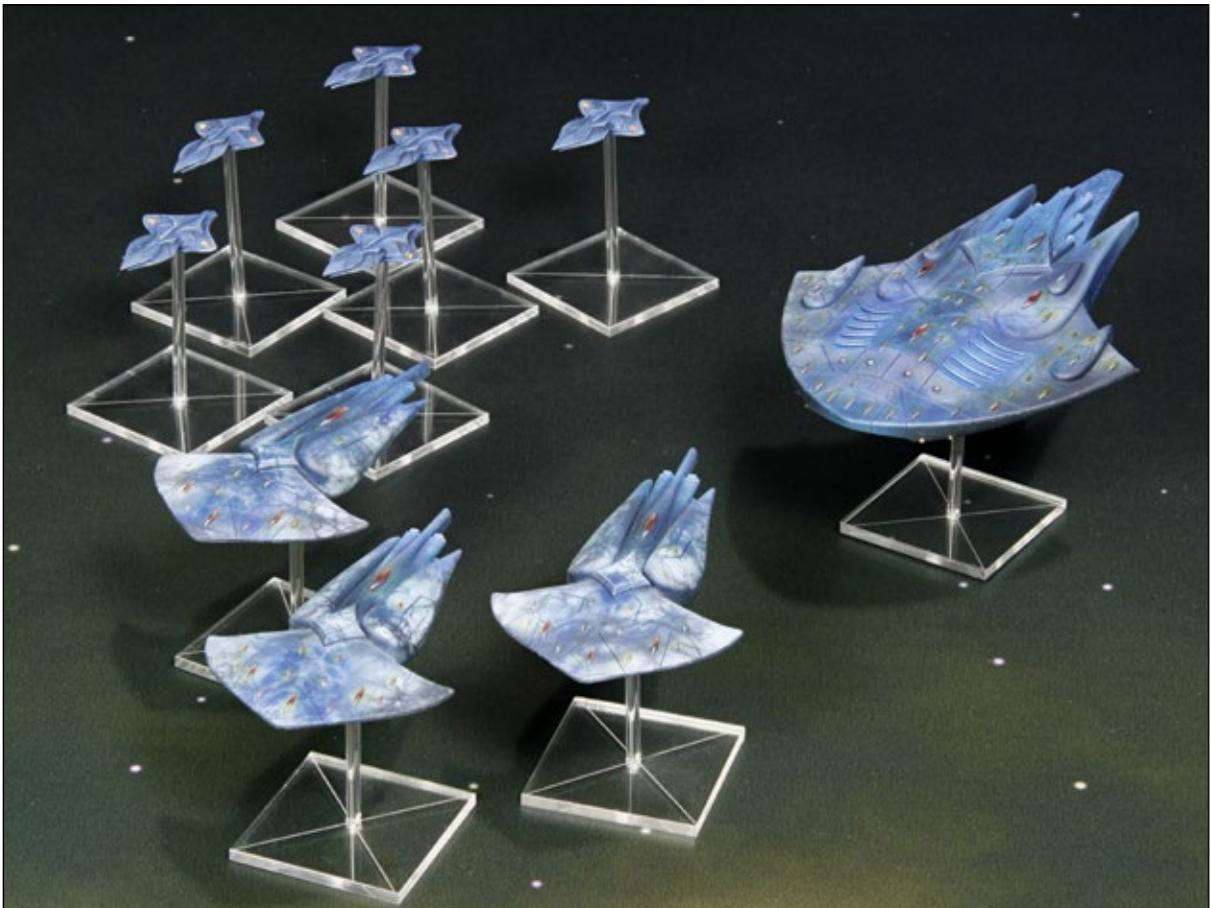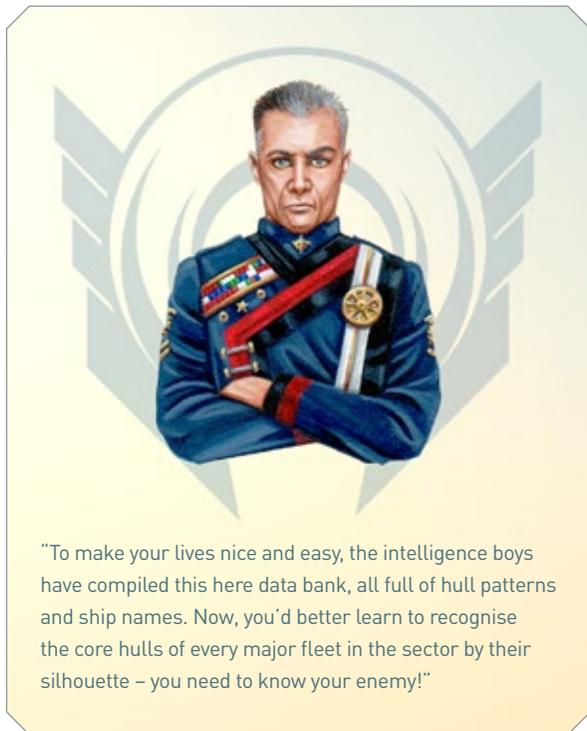
"To make your lives nice and easy, the intelligence boys have compiled this here data bank, all full of hull patterns and ship names. Now, you'd better learn to recognise the core hulls of every major fleet in the sector by their silhouette – you need to know your enemy!"

The races of the Firestorm Armada Galaxy produce an enormous variety of spacecraft, differing hugely in design and function. However, they generally fall into the following broad categories determined by their weight and place within the Fleet. This chapter will give a quick overview of these various types of spacecraft and their role within a Fleet.

Additionally, the characteristics of the vessels in Firestorm Armada are defined by their Statistics: a range of values which show how quick, tough and deadly a spacecraft is. This chapter will briefly describe what each of these Statistics refers to, and where it will most commonly crop up in a game.

SPACECRAFT DESIGNATIONS

Firstly, Spacecraft are divided into 'Capital' and 'non-Capital' Class. Capital Class vessels are your primary fighting craft, whilst non-Capital Class are much lighter vessels that fulfil a scouting or escort role.

Following is a set of brief descriptions covering some of the broad designations that the spaceships of Firestorm Armada can fall in to.

Leviathans (Capital Class)
Leviathans are the largest vessels ever seen in the galactic sector. Warships built to an impossible size, they act as the Command Ships of entire Armadas whilst on campaign, only taking to the field under the most desperate circumstances, or in the most titanic engagements.

Dreadnoughts (Capital Class)
Dreadnoughts are the deadliest combat ships available to any fleet. Incredibly well armed and protected, they take to battle wherever the fighting is thickest, able to take on many enemy ships at a time and still emerge victorious.

Battleships (Capital Class)
Battleships form the backbone of many Fleets across the Sector. A good balance of firepower and protection, Battleships are the Fleet's unbreakable core and heaviest firebase. While not as hardy as the Dreadnoughts, it is not uncommon for larger Fleet engagements to see multiple Battleships on each side; trading heavy punches whilst smaller ships swirl around them.

Battle Carriers (Capital Class)
Battle Carriers, as their name suggests are a powerful hybrid – bringing together the firepower and durability of a Battleship with the support and strike capacity of a Carrier.

Carriers (Capital Class)
Carriers act as mobile bases for the swarms of small, Short Range Spacecraft that are essential to the security of the fleet and larger strike craft that can cripple the biggest targets when they hit home. Large and powerful ships in their own right, and sending out wave after wave of strike craft, Carriers are more than a match for anything the enemy has to offer.

Battlecruisers (Capital Class)
Battlecruisers combine the firepower of a battleship with the speed and flexibility of a Cruiser. Acting alone or in small groups they are a superb tactical element in any Commander's fleet.

Heavy Cruisers (Capital Class)
Heavy Cruisers are perhaps the most effective medium-weight ships employed by the various Armadas in the Sector, mounting near-battleship levels of firepower and protection into a much smaller hull.

Gunships (Capital Class)
Gunships are specialist medium-weight spacecraft mounting far larger and more powerful weapon systems than would be expected for a ship of their size. In battle they take on a supporting role, adding their substantial firepower to the fleet.

Destroyers (Capital Class)
Destroyers are equipped with unequalled emission masking and target jamming tech, making them difficult or impossible to target at long distance. This they generally combine with powerful, far reaching armament, making them perfect 'sniper' vessels which excel at finishing off vulnerable targets.

Cruisers (Capital Class)

Cruiser Squadrons form the core strength of most Fleets throughout the sector. Whilst not as powerful as the Heavy Cruisers or Gunships, they provide a good balance of durability and firepower at a low cost – ideal ships to hold the line, or provide weight to an assault spearheaded by elite vessels.

Frigates

Lightly armoured but capable of amassing considerable firepower in Squadron strength, a Fleet's Frigates hunt in large packs, either outflanking the enemy to attack from vulnerable rear vectors, or darting amongst their larger brethren; covering blind spots and crippling targets of opportunity.

Corvettes

The smallest and lightest craft, Corvettes are lightning fast, often acting as a Fleet's scouts – gaining intel on the enemy whilst evading reprisal – or conducting rapid dagger strikes during battle.

Escorts

Escorts often accompany the Fleet's largest vessels, screening them from long range torpedoes and attack runs by Short Range Spacecraft. Some Escorts also bring their own armament – further assisting their parent vessel with mines, short range weapon systems or additional boarding marines.

Short Range Spacecraft (SRS)

A range of spacecraft fall under the heading of 'Short Range Spacecraft' or 'SRS'. Tiny in size compared to even a Fleet's Frigates, these craft operate in large numbers represented by an SRS Token. Each SRS Token contains multiple 'Wings' which are in turn composed of several craft.

SRS Tokens must remain in close proximity to their Carrier until they can begin their attack runs – dodging through the enemy's defences to deliver their deadly payload.

MODEL STATISTICS

Every model in Firestorm Armada has a set of Statistics that govern how it behaves.

Following is a brief description of what each of a model's Statistics means.

Damage Rating (DR)

A model's Damage Rating represents its outermost shell of armour, and gives a measure of how powerful an attack needs to be to punch through these defences and cause the vessel some damage.

The tough Battleships and Dreadnoughts have Damage Ratings around 6 or 7, whilst fragile Frigates and Corvettes are normally around 3.

The Damage Rating (DR) of a model will be most commonly used when the model is fired upon (see Page 58).

Critical Rating (CR)

A model's Critical Rating represents inner defences and shielding around core systems. Should an attack break through these defences, the vessel will take considerable damage and potentially lose some of its systems.

The biggest Dreadnoughts have Critical Ratings of about 13, whilst small Frigates will normally be 5 or 6 at most.

The Critical Rating (CR) of a model will be most commonly used when the model is fired upon (see Page 58), and may lead to the vessel needing to roll on the Critical Hit Table (see Page 75).

Movement Value (Mv)

A model's Movement Value represents the power of the vessel's engines, or how far it can move in inches each turn.

Lumbering Battleships may only move 6" each turn, where speedy Corvettes might be able to cover 14".

The Movement Value (Mv) of a model will be most commonly used when the model moves during its activation (see Page 50).

Hull Points (HP)

A model's Hull Points is a measure of how much punishment it can take before it is rendered inoperable. Models may lose Hull Points when they come under attack. If a model's Hull Points reach zero, it is destroyed.

Large Dreadnoughts and Battleships have up to 10 or even 12 Hull Points, where Frigates and Corvettes will only have about 2.

The Hull Points (HP) of a model will be most commonly used when the model is fired upon (see Page 58).

Crew Points (CP)

A model's Crew Points represent the hundreds strong Crews which man these gargantuan spacecraft. Over the course of a battle, various horrifying effects such as spreading fires, containment leaks, hull breaches and loss of life support can whittle down a vessel's Crew until whoever remains is barely sufficient to keep the vessel running.

Typical Dreadnoughts and Battleships will have Crew Points at around 8 or 9, where Frigates may have as few as 2 Crew Points.

The Crew Points (CP) of a model will be most commonly used when the model takes critical damage (see Page 59).

Assault Points (AP)

A model's Assault Points represents both its internal

security forces which protect the vessel from enemy boarding parties, and its own complement of marines. Mounted in close range shuttles, these marines wait until they can board a vulnerable ship in the hope of crippling, or even capturing, it.

An assault focused Dreadnought might have 8 or more Assault Points, where particularly vulnerable Frigates may have none at all.

The Assault Points (AP) of a model will most commonly be used during Boarding Assaults, either offensively or defensively (see Page 76).

Point Defence (PD)

A model's Point Defence value represents the close range laser grids, automated turrets and other countermeasures that it uses to pick off incoming missiles or drive away enemy SRS Tokens that stray too close.

A well defended Dreadnought might have a Point Defence value of 7, which it can combine with its Escorts that might have 2 or 3 Point Defence each. Frigates on the other hand commonly only have 1 each, and will rely on their Squadron to assist in their defence.

The Point Defence (PD) of a model will commonly be used to defend against Torpedo attacks (see Page 67), Boarding Assaults (see Page 76) and enemy SRS Tokens (see Page 86).

Mines (MN)

Some models have the ability to lay clouds of mines – powerful explosives controlled by primitive computer systems that can latch onto, and obliterate, passing vessels. A model's Mine value represents the strength or density of these Mine clouds, and how much damage they can do.

Particularly Mine-heavy vessels might have a Mine value of 8 or 9, whilst others may only have a value of 4, and will need to work together to create powerful minefields.

The rules for laying and detonating Mines begin on Page 67.

Shield Rating

Many models are protected by advanced shielding technology, draining the energy from incoming projectiles until they glance harmlessly from the vessel's hull. A model's Shield Rating represents the power of these Shields and how much force they can absorb.

Very well protected models may have a Shield Rating of 3, while the majority of vessels have a value of 0.

The Shield Rating of a model will be most commonly used when the model is about to take damage (see Page 58).

Opposite: Venom Class Destroyers hailing from the Relthoza Empire escort a delegation from the Dindrenzi Federation, aboard an Argus Class Carrier of the Rense System Navy.

Cloaking Field

Some models forgo energy shields in favour of Cloaking Fields. If a model's Statistics read 'Cloaking Field' in place of a 'Shield Rating' then it has the ability to mask itself from enemy sensors, reducing the chance that it will take damage from their attacks.

A Cloaking Field will be most commonly used when the model is fired upon (see Page 56).

Wings

Some models have hangar bays filled with Wings of Short Range Spacecraft. This value represents the number of Wings that the model can carry into battle.

The largest Carriers have a Wing capacity of 12 and can put multiple SRS Tokens on the field, where other models may have an escort of just 1 Wing.

For full rules on SRS Tokens and how they can launch and land on your Carriers, see Page 86.

Turn Limit

Some models are capable of performing much tighter turns than others. This value gives the number of inches (") the vessel must move directly forward between each Turn that it makes.

Particularly massive and cumbersome vessels may have a Turn Limit of 3", whilst more agile craft can make consecutive turns, having a Turn Limit of 0".

A model's Turn Limit will most commonly be used when it is moving (see Page 51).

Model Assigned Rules (MARs)

In addition to its statistics, many models have special rules which separate them out from other models. These will be listed under 'MARs' or 'Model Assigned Rules' in the model's statistics.

For your first few games we recommend that you ignore these extra rules whilst you get to grips with the basics of the game. Once you are comfortable with the core rules you can bring these in to play. They add colour to the game, and there are a great number of tactics involved in making the most of your special rules, whilst preventing your opponent from exploiting theirs.

For a full list of the Model Assigned Rules and what they do, see Page 95.

WEAPON STATISTICS

While each model has a set of Statistics governing its hull profile, it also has a set of values that tells you what its Weapons Systems can do.

Following is a brief description of what the different parts of a model's weapon profiles mean.

Category

Each Weapon System is allocated a 'Category'. This determines how it causes damage to the enemy; be it high mass slugs from a Kinetic Weapon using huge force to break through the target's hull, laser bursts or ionised plasma streams melting through armour from a Beam Weapon or other, more esoteric methods of destruction.

The different Weapon System Categories listed within the core rules are:

- Primary
- Beam
- Kinetic
- Scatter
- Nuclear
- Torpedo
- Cyberwarfare
- Gravitational

A Weapon's Category will govern how it interacts with its target's defences, and certain special effects that may occur.

For a full description of the different Weapon System Categories, see Page 65.

Arcs

The majority of models will have a plethora of guns protruding in several directions or into different 'Arcs'. The different Weapon Systems that a model has will be listed by the Arc they can fire in to.

> **For Example:** An Aquan Hydra Class Battleship has Beam Weapons in its Fore, Port, Starboard and Aft Arc, and can make an attack with each of those Weapons, provided there is a target in each Arc for it to fire at.

Additionally, a Weapon may be 90 degree or 'Fixed'. 90 degree weapons extend their Arc of Fire out from the model's Flight peg in a 90 degree sector as shown across. Fixed weapons extend out the length or width of the model's Flight Stand in a straight channel, as shown across. Some Weapons will list their Firing Arc as 'Any'. Such weapons can fire in any direction, their Firing Arc is considered to be 360 degrees all around the model.

Arcs of Fire will be used when determining what targets a model can fire at. For full rules see Page 56. If a model has no clear Fore or Aft, which is which should be nominated when the model is deployed.

Ranges and Attack Dice

Finally, for each weapon, the number of Attack Dice that the weapon can generate at different ranges will be listed.

The Range is the distance between the flight peg of
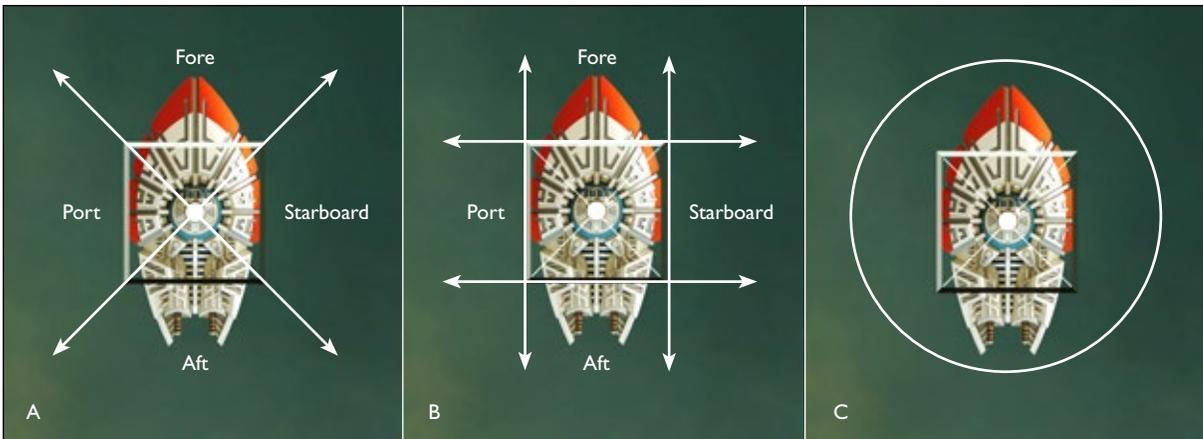
the firing model and the flight peg of the target model. This will be divided into a number of brackets or 'Bands' which shows how the effectiveness of the weapon changes with the distance between the two models.

The length of these 'Bands' depends on the Weapon Category. For example, Primary Weapons use 8" bands, so they will generate a certain number of Attack Dice if the distance between them and their target is between 0" and 8", a number between 8" and 16", a number between 16" and 24" and a number between 24" and 32".

The number of Attack Dice generated represents the power of the weapon at that particular range. A particularly powerful weapon might have in excess of 15 Attack Dice in its optimal bracket, while weak systems or extreme range shots may only have 1 Attack Dice, or may not be able to fire at all.

The majority of weapons will be at optimal range (i.e. have the most Attack Dice) when the target is in their second 'Band'. If further away than this, accurately targeting a fast moving space ship becomes increasingly difficult, while when vessels get closer their jamming systems and countermeasures greatly hamper effective firing.

For full rules on range and compiling Attack Dice, see Page 57.

FLEET CONSTRUCTION STATISTICS

In addition to its core statistics that determine how a model moves and fights, other areas in its profile will tell you how it can be fielded as part of your Fleet, and any optional upgrades it can take.

This will be important when constructing your Fleet before a Battle. For the full rules on Fleet Construction please see Page 39.

Cost
Each model has a Points Cost, representing the value of the vessel and how difficult it is to bring to the field.

When constructing your Fleet you will add together the Points Costs of all the vessels in your Fleet and this total must be less than or equal to the 'Maximum Fleet Value' agreed with your opponent, or as defined by a Scenario or Campaign setting.

The most expensive vessels in most Fleets will be the Dreadnoughts and Leviathans, sometimes costing in excess of 300 Points per model, whilst the light and more readily available Corvettes, Frigates and Escorts may cost as little as 15 or 20 Points each.

Squadron Size
Often models are taken into battle in Squadrons of several models. These models will move and fight together – coordinating their efforts so that their combat effectiveness is greater than the sum of its parts.

A model's Squadron Size will give the minimum number of these models that must be placed in a Squadron together and also the maximum number of models that the Squadron can contain.

Particularly small and numerous craft, such as Corvettes, will fight in large Squadrons, between 3 and 6 models, to maximise their potential. Larger, heavier craft such as Battleships will generally only have Squadrons of 1 model.

Hardpoints
Larger vessels, such as Carriers, Battleships and Dreadnoughts may have a number of 'Hardpoints'. These represent areas within the vessel's hull that can be re-fitted to house additional systems.

These extra systems may include rapid–cycle deflection systems that increase its Shielding, additional drive reactors that boost the power of its engines or extra marine barracks – housing more troops to protect the vessel or capture enemy ships.

The maximum number of 'Hardpoint' upgrades that a model can take will be listed, along with the selection available to it, and how much each system will add to the model's overall Points Cost.

Above: *Uneasy allies from the Zenian League out on manoeuvre.*
Right: *Ba'Kash vessels lying in ambush for an Aquan convoy meet more than they bargained for.*

> **Important Note:** If a Squadron contains more than one model with access to a particular Hardpoint, all of the models with access to the Hardpoint must purchase it, or none of them can. This applies to models that were added to the Squadron as part of an Accompaniment (see below).

Upgrades

As well as potential 'Hardpoints', many models can upgrade their systems by purchasing additional MARs from the list of 'Upgrades'.

These represent a variety of things, such as outfitting a Weapons System with a particularly deadly payload, employing well trained deck crews that can make a Carrier more efficient or enhancing a vessel's targeting computers for more precise strikes.

Each model's profile will list the Upgrades available to it, and how much it will cost to apply that Upgrade to the model.

> **Important Note:** If a Squadron contains more than one model with access to a particular upgrade, all of the models with access to the upgrade must purchase it, or none of them can. This also applies to models that were added to the Squadron as part of an Accompaniment (see below).

If a Hardpoint or Upgrade changes a Weapon System's Category, then its Range increments also change to match. For example changing 'Primary' to 'Beam' would change the ranges from 8" to 10" bands.

Accompaniment

The largest and most valuable vessels in your Fleet may be accompanied by smaller vessels that can provide additional protection and supplement its systems. These models form part of its Squadron for all purposes, and do not use up an additional Tier slot or Squadron choice, see Page 40 for details..

For many, this will be specially designed Escort vessels: small ships with above average Point Defence systems that can block Torpedoes and SRS Tokens incoming on their 'Parent'.

Other vessels, typically Carriers, may be accompanied by Cruiser or Gunship-grade ships, giving these more vulnerable models significant protection and greatly enhancing their firepower.

Which models may accompany a vessel will be listed, along with the base cost of each model. Even if several different options are listed, a model can only choose one Squadron to accompany it.

For the purposes of the Battle Log, models purchased as the main element of the Squadron are referred to as the Lead models, whilst models purchased from the Lead models' available Accompaniments are referred to as Accompaniment models.

> **Important Note:** Accompanying models may purchase any Hardpoints and Upgrades available to them in their Statistics Profile.

FLEET STATISTICS

Each model has their own Statistics governing what they are capable of. In addition, each Fleet also has a selection of values representing how it fights together as a whole.

Fleet Tactics

Each Race has a 'Fleet Tactics Bonus'. This is a measure of how well they can coordinate their efforts, and any innate tactical advantage that the race has which can give them the jump on the enemy.

Fleet Tactics Bonuses typically range between 0 and 3. They are used when rolling to determine who goes first each Turn (see Page 46).

EXAMPLE STATISTICS

Shown to the right is an example of a model's Statistics Profile, complete with its core statistics, the statistics of its Weapons Systems, and any options available to it during Fleet Building.

> **Important Note:** The profile to the right is for example purposes only. For the most up to date statistics for our models, please visit www.spartangames.co.uk

Designation	CRUISER	
Name	Hermes, 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

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 Arc		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	+10
Upgrade to Nuclear Torpedoes	+5
Upgrade Primary Weapons to Beam Weapons	+5

"I've known many an eager Captain, out for glory in the name of the Charter, who forgot that no fancy manoeuvres or genius tactics will save you if your fleet rushes into an engagement unprepared and out of formation."

This Chapter will cover how to get your Fleet of spaceships on to the gaming table, so that you and your opponent can leap into the action.

First it will look at deciding what size game to play, and what Scenario you will be playing. Then it will move on to discuss how to set up the battlefield with Terrain and any Objectives, depending on the Scenario.

Finally, it will explain how to set up your Fleet, and ways to hold elements of it in reserve to arrive part way through the game.

GAME SIZE

The first thing that you will need to decide with your opponent is how big you want your game to be. To do so, all players will need to agree on a Maximum Fleet Value or MFV. This will be the maximum number of points that you are allowed to spend when putting your Fleet together for the game.

This may be limited by the size of your collection, and how long you have to play. As a rough guide, a small game will be about 800 Points and take an hour or two to play once you are confident with how to play the game, a medium sized game of around 1200 Points will last for a few hours and a large game with upwards of 1500 Point Fleets can provide an entire evening of entertainment.

This will also help to determine what sized game board you will want to play on. For smaller games of less than 800 Points a 4' x 4' board should be sufficient. For upwards of 800 Points a 6' x 4' board is recommended and for big, multiplayer games an 8' x 4' may be necessary.

Fleet Construction

The full rules for how to put your force together are covered in the Fleet Building chapter of this book (see Pages 39 to 40). This will be used in conjunction with the various Fleet Manuals that are available to download from our website – www.spartangames.co.uk.

You will select your Core Fleet from one of the six major races or one of the Alliances. This will tell you which ships you can take as part of your fleet, how many of each type you are allowed and what is a compulsory part of the Fleet.

All in all, you will want to build a Fleet where the total Points Cost of all models added together is close to, but no larger than, the agreed MFV.

Fleet Admiral

Your Fleet will need an Admiral, representing the Officer in charge of the force whilst in the field. You can assign your Fleet Admiral to any Capital Class, Tier 1 model in your Fleet. Throughout the battle, this will be referred to as the Admiral's Vessel.

When present on the table top, your Fleet Admiral will allow you to use special 'Tactical Ability Cards', to grant your ships bonuses during battle. Also, their presence makes it easier for your vessels to pass Command Checks, to follow special orders or keep fighting effectively under difficult circumstances.

Should the Admiral be lost or flee into Fold Space, these bonuses will no longer be available, and your force will be a step closer to a forced retreat.

DETERMINE SCENARIO

Whilst forces will sometimes be set against one another with the sole goal of utter annihilation, it is much more common that they will be fighting for a particular purpose, either seizing particular objectives, laying an ambush for enemy forces or holding the enemy back whilst you amass reserves to finish them off.

This book presents six basic Scenarios to play, detailed on Pages 100 to 105.

You can agree with your opponent which Scenario to play, or assign the numbers one to six to the Scenarios, and determine which to play through the roll of a D6.

The Scenarios are:

1. Border Clash

2. Escalating Engagement

3. Recover Resources

4. Hold the Waypoints

5. Ambush!

6. Capture the Station

Optional Rule – Blind Fleet Selection

For competitive or Tournament play it is recommended that Commanders choose their Fleets before they determine what Scenario they will be playing, to encourage the building of balanced Fleets.

However, if players agree, for more casual or narrative focused games they can pick their forces after choosing the Scenario.

SETTING UP THE BATTLEFIELD

The majority of space is an empty and featureless void. However, it is rare for Fleets to engage outside of denser areas within solar systems. There is little strategic value in seizing empty space from an opponent, and travelling outside the network of Fold Space Way-Stations is a slow and dangerous process.

As such the majority of battles take place 'in system', where long orbital or Lagrangian stations, asteroid clusters, inter-planetary particle clouds and even the debris from previous battles can litter space.

It is recommended that approximately 25% of your gaming table is covered by Terrain. This will make for an interesting battlefield with plenty of tactical options, but still give you enough room to manoeuvre.

A wide variety of features and obstacles can be found in the battlefields of space. A selection of these, plus the rules for how they impact a game, can be found on Pages 42 to 45.

It is important that the Terrain is not set up in such a way as to give one side an unfair advantage. If possible, both players should be involved in setting up the game board in a mutually agreeable manner.

If it is unfeasible for both players to work together in setting up the board (due to time restrictions or similar), one player can set up all the Terrain, and then the other is automatically assumed to win the roll for choosing Deployment Zones.

Please note, as certain Scenarios call for specific Terrain features to be placed in certain areas, it is worth checking the Scenario rules before you set up the board.

Open Set Up

A common approach is for the players to collect together roughly the right amount of Terrain into a 'pool'. Then, starting with the player who scores highest on a single D6 roll, take in turns to pick an area or piece of Terrain from the 'pool', such as an Asteroid Field or a Planetoid and place it on the game board. Each feature should not be placed within 8" of another area of Terrain.

Randomised Set Up

Alternatively, rather than creating a 'pool' to pick from, the Terrain to be used can be randomised.

Taking in turns as above, the players roll 2D6, and compare the results to the table below. They then take the feature they rolled and place it on the board as described above.

This requires a larger pool of Terrain to choose from, but can create some very unusual and interesting battlefields.

2D6 Roll	Terrain Feature
2	Gravity Well
3-4	Comet
5-6	Asteroid Field
7	Debris Field
8-9	Gas Cloud
10-11	Planetoid
12	Ghost Ship/Station

3rd Party Set Up

For highly competitive or tournament play, it is recommended that an impartial third party set up the battlefield. In this manner, interesting and fun game boards can be created, and all players can be sure that no imbalance was intended.

Moving Terrain

At this juncture, players should also agree whether or not the optional rule for moving Terrain should be used throughout the game, and if so, whether to use random

or orbital motion.

This can make games even more exciting and unpredictable, and adds greatly to the thematic feel of a game. However it is not necessary and possibly better left until players have a firm grasp of the other rules before trying it out.

DEPLOYMENT

Once the Battlefield has been set up, it is time for the Commanders to deploy their forces on the game board.

Different Scenarios may prescribe different approaches to this. However, in most cases both Commanders will roll a 2D6 and add their race's Fleet Tactics Bonus. Whoever wins will get to choose their Deployment Zone from those shown on the Scenario map. The other Commander will deploy their Forces in the remaining Zone.

Commanders then roll again in the same manner, and the Commander who scores highest may choose whether to deploy their first Squadron before or after their opponent.

Commanders then alternate placing one Squadron at a time, until they have deployed all of their models. Models must be placed with their Flight Stand entirely within their Deployment Zone.

Once both players have deployed all of their models, the first Turn begins.

Reserve Deployment

During Deployment, a Commander may elect to hold up to half of their force (in MFV) in reserve. Instead of placing the Squadron on the tabletop, the opponent should be informed that the Squadron is in reserve.

> **Important Note:** Part of a Squadron cannot be held in reserve and the rest of it deployed, either the entire Squadron is held back, or none of it is.

Starting on Turn 2, during the Reserve Phase, a player with forces in reserve MUST attempt to bring them in to play.

The Commander rolls a D6 for each Squadron they have held in reserve. If the result is equal to or lower than the current Turn number, the Squadron immediately enters play. If it is higher, the Squadron remains in reserve.

After a Commander has rolled to see if a Squadron will arrive or not, they may choose to lower their Battle Log by one, to either raise or lower the result of their dice roll by one. For full details on the Battle Log, see Page 82.

Left: *Mercenaries from the Oroshan Imperium aboard a mammoth Armageddon Class Dreadnought.*

> **Important Note:** If more than one Commander has forces in Reserve, they should alternate rolling for each of their Reserve Squadrons, using the current Order of Initiative.

A Squadron entering from reserve may elect to arrive using one of two methods:

Flanking Manoeuvre

When a Squadron arrives as a Flanking Manoeuvre, place the rear edge of each model's Flight Stand in contact with any Board Edge not considered part of the opponents' Deployment Zone.

Once placed, take a Command Test (see Page 48 for details). If the Test is passed, leave the Squadron in place. If the Test is failed, the opponent may move the Squadron up to 2D6" along the chosen Board Edge, in either direction. The models must remain in contact with the Board Edge, and cannot be moved off the game board.

The Squadron may activate normally during the following Turn.

When arriving from a Flanking Manoeuvre, models are placed with the Rear edges of their Flight Stands touching the Board Edge.

Edge of the board
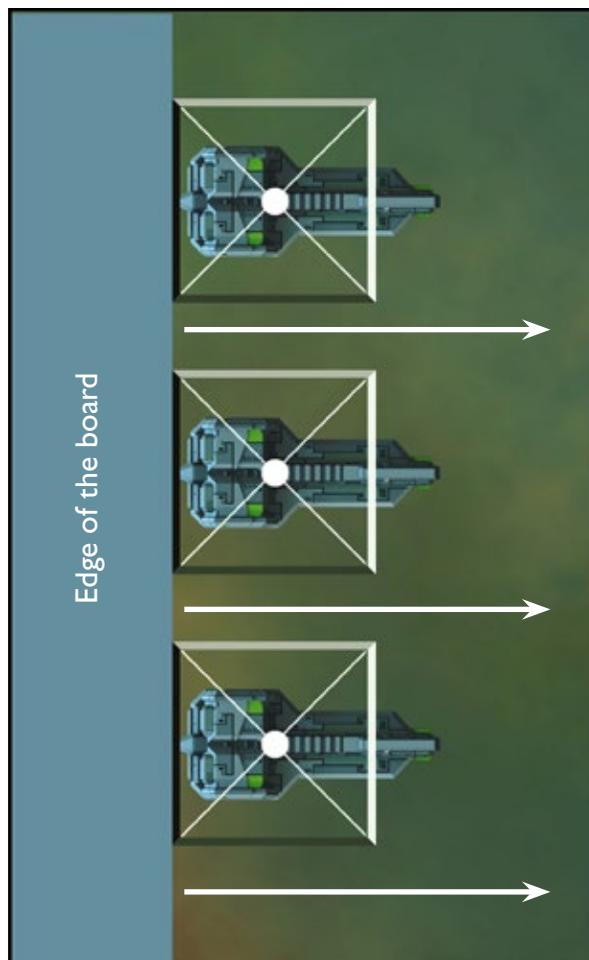
Shunt Entry

When a Squadron arrives as a Shunt Entry, place one model from the Squadron anywhere on the Battlefield, then place any other models in the Squadron within Command Distance of the first. Models deployed via Shunt Entry cannot be placed within 8" of an enemy model.

Next, roll 2D6, and compare the result to the following table:

2D6 Roll	Outcome
2	Shunt Sickness
The Squadron cannot activate this Turn	
3	Main Drive Ignition Delay
Models arrive with a Full Stop Marker	
4	Drive Core Compromised
Models arrive with a Hazard Marker	
5 - 9	Seamless Arrival
Models in the Squadron remain in place and may activate normally	
10	Drive Core Compromised
Models arrive with a Hazard Marker	
11	Truncation Error
Move the models D6" in a randomly determined direction. Determine distance and direction for each model separately	
12	Pre-Emergence Radiation Spike
The closest enemy Squadron may make an immediate Ranged Attack against a model in the Squadron with all available Weapons Systems (weapon arcs *etc.* apply)	

Models cannot be placed on top of another model's base. A model which is placed within a planetoid or off the gaming board is Destroyed. A model that arrives within an Asteroid Field must make a manoeuvre test when it activates as normal.

Hidden Set-Up

If given time to prepare, it is possible for vessels to render themselves invisible to sensors – reducing all emissions to the level of background radiation and foiling direct sweeps with advanced tailored virus software.

Certain Model Assigned Rules and special Scenarios will allow Squadrons to deploy using 'Hidden Set-Up' in place of other reserve deployment.

Before the beginning of the game players must create a 'Hidden Set-Up Marker' for each of their Squadrons to be deployed using Hidden Set-Up. To do so, take a Hidden Set-Up Marker and record the name of the Squadron on its reverse.

After all other models have been deployed, players use the current Order of Initiative to take turns placing any Hidden Set-Up Markers face-up on the game board, so that the name of the Squadron is concealed. Unless specified otherwise, they can be placed anywhere, outside of 8" of an opposing model.

The position of the Marker is the position of the Flight Peg of one model in the Squadron. When revealed, one model is placed at the coordinate, and all other models in its Squadron are placed within 2" of it.

Whenever an enemy model moves within 8" of a Hidden Set-Up Marker, the Commander controlling the Hidden Marker must take a Command Test (see Page 48). If the Test is passed nothing happens, if the Test is failed, the Marker must be revealed and the Squadron placed if appropriate.

When revealed (voluntarily or otherwise), Squadrons are deployed at a Full Stop (see Page 52), but may otherwise activate normally.

Alternatively, a Commander may choose to reveal one of their Markers during the Reserve Phase of the Turn. A Squadron revealed this way may activate during the current Turn.

Important Note: Models arriving from reserve, or revealed from Hidden Set-Up may activate during the Turn they arrive/are revealed.
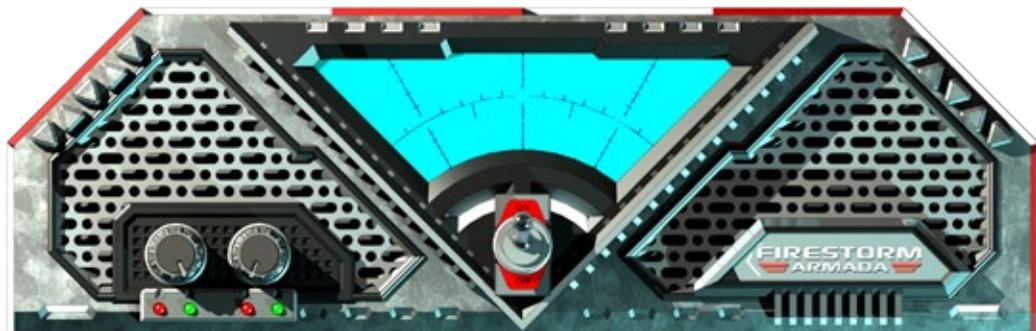
Models in Firestorm Armada are moved using a 45 degree Turning Template, as seen here. You can download a PDF version from www.spartangames.co.uk.

The first step to victory in a game of Firestorm Armada is assembling your Fleet for the task at hand. This is a vital element of the game, as what vessels you have available will have an enormous impact on how the battle pans out.

This chapter will go through the process of putting your Fleet together in preparation for a game.

FLEET SIZE

As covered in the Game Set-up chapter, the first stage of assembling your force is deciding how big you want your game to be. This is done by agreeing a Maximum Fleet Value or 'MFV' with your opponent. This value is the limit which the combined points costs of all the models in your Fleet cannot exceed.

The MFV will also set the type of Fleet you will be building, and as such, which models are available to you.

- If the MFV is 800 Points or less, the Fleet is a Patrol Fleet.
- If the MFV is between 801 and 1200 Points, the Fleet is a Battle Fleet.
- If the MFV is between 1201 and 2000 Points, the Fleet is a Grand Fleet

If your agreed MFV is in excess of 2000 Points, each additional block is treated as a separate Fleet, with its own Admiral, TACs etc. For example, a force of between 2001 and 2800 Points is formed of one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is one Grand Fleet and one Battle Fleet.

Composition Tables

Each Race has its own Composition Table for each size of Fleet.

These Tables are divided into three 'Tiers'.

- Tier 1 contains the largest, most powerful vessels in the Fleet.
- Tier 2 is comprised of the medium weight vessels which are the mainstay of the force.
- Tier 3 are the lighter, scouting or flanking elements.

The Tables list how many Squadrons from each Tier a Fleet must contain, as well as the maximum from each Tier that it can contain.

For Example: An Aquan Prime Patrol Fleet must contain at least one Squadron from each Tier, and can contain up to two Tier 1 Squadrons, up to two Tier 2 Squadrons and up to three Tier 3 Squadrons.
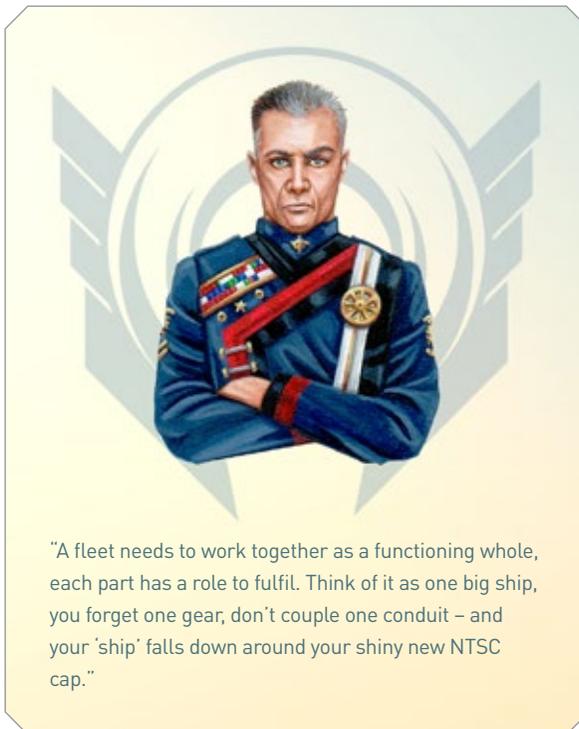
"A fleet needs to work together as a functioning whole, each part has a role to fulfil. Think of it as one big ship, you forget one gear, don't couple one conduit – and your 'ship' falls down around your shiny new NTSC cap."

Choosing Your Squadrons

The Composition Tables then list which Squadrons make up each Tier, and how much of each Tier's allowance can be used on a particular type of Squadron.

Your Fleet cannot contain more of a particular Squadron than this limit.

For Example: An Aquan Prime Patrol Fleet can contain between one and two Tier 1 Squadrons. One of these Squadrons may be a Battleship, up to two of these Squadrons may be Carrier Squadrons and one of these Squadrons may be a Heavy Cruiser Squadron.
It could therefore contain 1 Battleship and 1 Heavy Cruiser Squadron for example. However it could not contain 2 Battleships as this would exceed the Battleship limit. Nor could it contain 2 Carriers and a Heavy Cruiser Squadron, as this would exceed the Tier 1 limit.

ASSEMBLING A SQUADRON

Once you have decided that you would like a particular Squadron in your Force, you will need to decide exactly what it will be comprised of.

To do this you will need to consult the Statistics Profile for the models in question.

This will tell you the Squadron Size; the minimum and maximum number of models that the Squadron can contain.

It will also list any Hardpoints and Upgrades that the models can purchase.

Hardpoints are additional systems that can be added to a model. Each will increase its Points Cost, and it can only select a limited number of them. However, they can greatly increase its fighting potential.

Upgrades are additional special rules that a model can purchase. If multiple models in the same Squadron have access to a particular upgrade, each model MUST purchase it, or none of them can.

Accompaniment

Larger models may also have the option to be accompanied by other models, most commonly Escorts. These models form part of its Squadron for all purposes, and do not use up an additional Tier slot or Squadron choice.

Some profiles may present several different options for accompanying. However, only ONE may be chosen. For example a Charybdis Class Carrier may be accompanied by up to three Remora Escorts OR up to two Chironex Cruisers, but not both.

SRS Tokens

Some models have a Wing Capacity. This is the total number of Wings that the model can field. Wings are purchased separately to the model, each costing 5 Points.

Mixed Cruiser Squadrons

Some Commanders choose to lead Cruiser Squadrons with a deadly Heavy Cruiser, bolstering the Cruisers' firepower, and adding a tough core to the Squadron.

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser, for the Points Cost listed in the Heavy Cruiser's Statistics profile. The minimum Squadron requirements must still be filled with standard Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

For Example: An Aquan Commander decides to supplement their Squadron of Chironex Cruisers with a Tsunami Heavy Cruiser. The squadron minimum of 2 Chironex Cruisers must still be fulfilled at a cost of 50 Points each. To this a Tsunami Heavy Cruiser can be added for a 80 Points and an additional Chironex for another 50 Points, giving a total cost of (50 + 50 + 80 + 50 = 230 Points)

POINTS COST

Having decided on the composition of a Squadron, you will then need to see how many points it costs. This is the total cost of all models in the Squadron, plus any Upgrades, Hardpoints and Wings, added together.

The combined points costs of all the Squadrons in your Fleet cannot exceed the MFV agreed with your opponent.

> "Just like the boys on the ground in the SCCDF, you'll need to pay close attention to the 'lie of the land'. The asteroids fields, planetoids and gas clouds that clutter space in-system can be a powerful asset, or a thorn in your broadsides, depending on whether you turn the battle zone to your advantage."
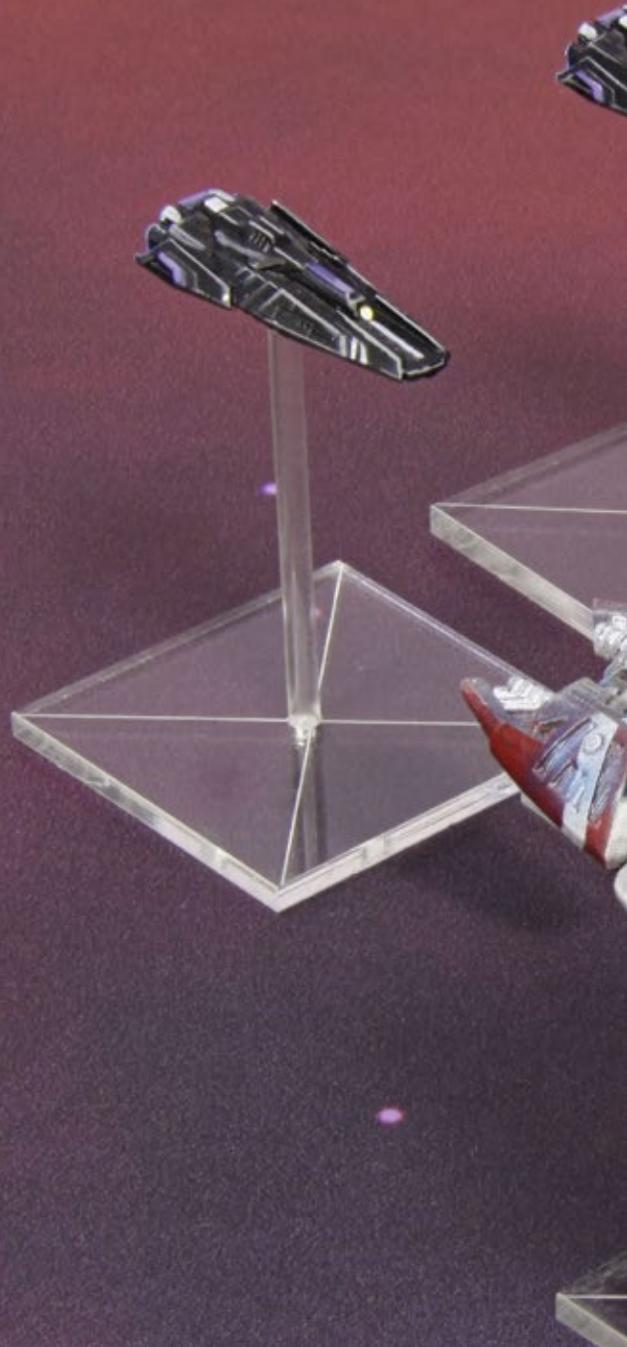
It is incredibly rare for battles to take place in the featureless depths of deep space. This chapter will lay out the rules for the various types of Terrain found in space, before moving onto the more general game effects relating to terrain.

Types of Terrain

The entry for each type of Terrain is broken down into the following categories:

- **Name:** The Name of the type of Terrain
- **Size:** A range of suggested diameters for this type of terrain. Some types are also classified as 'Area Terrain'. These Terrain pieces should have a border marked on the game board. They are assumed to occupy the area delineated by this borders for all game purposes, such as determining Line of Sight and Collisions. Any 'asteroids' or debris within the area are decorative.
- **Game Effects:** The rules and effects that this type of Terrain has on models during a game.

Listed below are all of the types of Terrain commonly found in the galactic sector:

ASTEROID FIELD

Made up from thousands of space rocks, clusters of asteroids are a common sight across the galactic sector.

Size: 6" - 12", Area Terrain

Game Effects:

- Line of Sight drawn into or through 6" or less of an Asteroid Field is Impeded (see Page 55).
- Line of Sight drawn into or through more than 6" of an Asteroid Field is Blocked (see Page 55).
- When a model/SRS Token enters or activates within an Asteroid Field it must take a Manoeuvre Test.
- Any model that Collides with an Asteroid Field immediately becomes the target of an attack with 1D6 + 4 Attack Dice. Any SRS Token that Collides with an Asteroid Field is destroyed.
- If the rules for Moving Terrain are in use, an Asteroid Field moves 1D6".

COMET

Balls of rock and ice, comets hurtle though space at incredible speeds leaving a trail of errant particles in their wake.

Size: 2" - 6" in Diameter

Game Effects:

- Comets are not placed on the game board during game set up.
- Instead both sides should each nominate a point on their own game board edge, then roll a D6. The point chosen by the player that rolled higher is the entry point of the Comet, and the point chosen by the side that rolled lower is the Comet's exit point.
- During the End Phase of each turn, the player first in the order of initiative should roll a D6. On the roll of a 5 or a 6 the Comet should be placed on the game board at its entry point. Once a Comet has arrived it is no longer necessary to roll for it during the End Phase.
- During the end phase of each turn that a comet is on the game board, including the end phase in which it arrived, the comet moves 1D6+3" in a straight line directly towards its exit point. When a comet reaches its exit point it is removed from the Game Board.
- Any model that Collides with an comet immediately becomes the target of an attack with 2D6 + 2 Attack Dice. Any SRS Token that Collides is destroyed.
- A Line of Sight drawn through a Comet is Impeded.
- Comets and Comet Tails are not affected by the rules for Moving Terrain.

COMET TAIL

A comet tail is a special type of terrain. As a comet moves across the game board its tail flares out directly behind it.

Size: The width of the Comet Tail may be less than or equal to the diameter of the parent Comet, and up to twice that same distance in length. Comet Tails are Area Terrain

Game Effects:

- A Line of Sight drawn into or through a Comet Tail is Impeded (see Page 55).

DEBRIS FIELD

The scattered remains of a previous space battle, Debris Fields have become increasingly commonplace since the Dindrenzi made their march on the Storm Zone.

Size: 6" - 12", Area Terrain

Game Effects:

- Line of Sight drawn into or through a Debris field is Impeded (see Page 55).
- When a Squadron activates with a model within a Debris Field, roll a D6:

1D6 Roll	Outcome
1	Unexploded Munitions
One model in the Squadron (chosen by the controlling player) immediately becomes the target of an attack with 1D6 + 2 Attack Dice.	
2	Radiation Leak
One model in the Squadron (chosen by the controlling player) immediately loses 1D3 Crew Points.	
3,4	Nothing
No Effect	
5,6	Magnetic Interference
Line of Sight to Models in the Squadron within the debris is Blocked until the End Phase of the current turn.	

- If the rules for Moving Terrain are in use, a Debris Field moves 1D6".

GAS CLOUD

Composed of vast numbers of errant particles, Gas Clouds are a common navigation hazard.

Size: 3" - 12", Area Terrain

Game Effects:

- Any Attack (from Direct or Indirect Weapons) against a model whose Flight Peg is within a Gas Cloud receives a '-1 to hit' modifier.
- If a Squadron begins its activation with a model within a

Gas Cloud it must take a Disorder Test (See Page 48).

- If the rules for Moving Terrain are in use, a Gas Cloud moves 1D6".

Important Note: The 'to hit' penalty still applies, even if the attacking model/SRS Token is within the Gas Cloud.

GRAVITY WELL

An area of intense gravitational influence, Gravity Wells are able to exert their irresistible force upon even the largest star ship.

Size: One Game Board Edge or Corner

Game Effects:

- During the End Phase of each turn make a Manoeuvre Test for each Squadron with a model currently within 18" of the nominated Game Board Edge or Corner.
- If the Manoeuvre Test is failed, each model in the Squadron is moved 1D6" directly towards the nominated Game Board Edge or Corner. Move models in order of proximity to the Gravity Well, closest first.
- Any model that begins its movement within 18" of the nominated Game Board Edge or Corner must make a 4" Gravitational Slingshot (see Page 52).

GHOST SHIP / STATION

Their ships crippled beyond hope or their life-support failing, crews are often forced to abandon ship. Their auto-defences left online, these vessels float forever-more though the silent expanse of space.

Game Effects:

- A Ghost Ship/Station is a model for all intents and purposes, but it does not activate.
- A Ghost Ship/Station may be attacked as if it were a model.
- If the rules for Moving Terrain are in use, a Ghost Ship / Station moves 2D6".

Automatic Attacks

- During the End Phase of each turn, after its movement is resolved (if appropriate), the automated defences aboard a Ghost Ship/Station will make an attack with its Primary Weapons against the model closest to it.
- If two or more models are positioned the same distance from the Ghost Ship/Station, roll a D6 for each. The Ghost Ship/Station makes its attack against
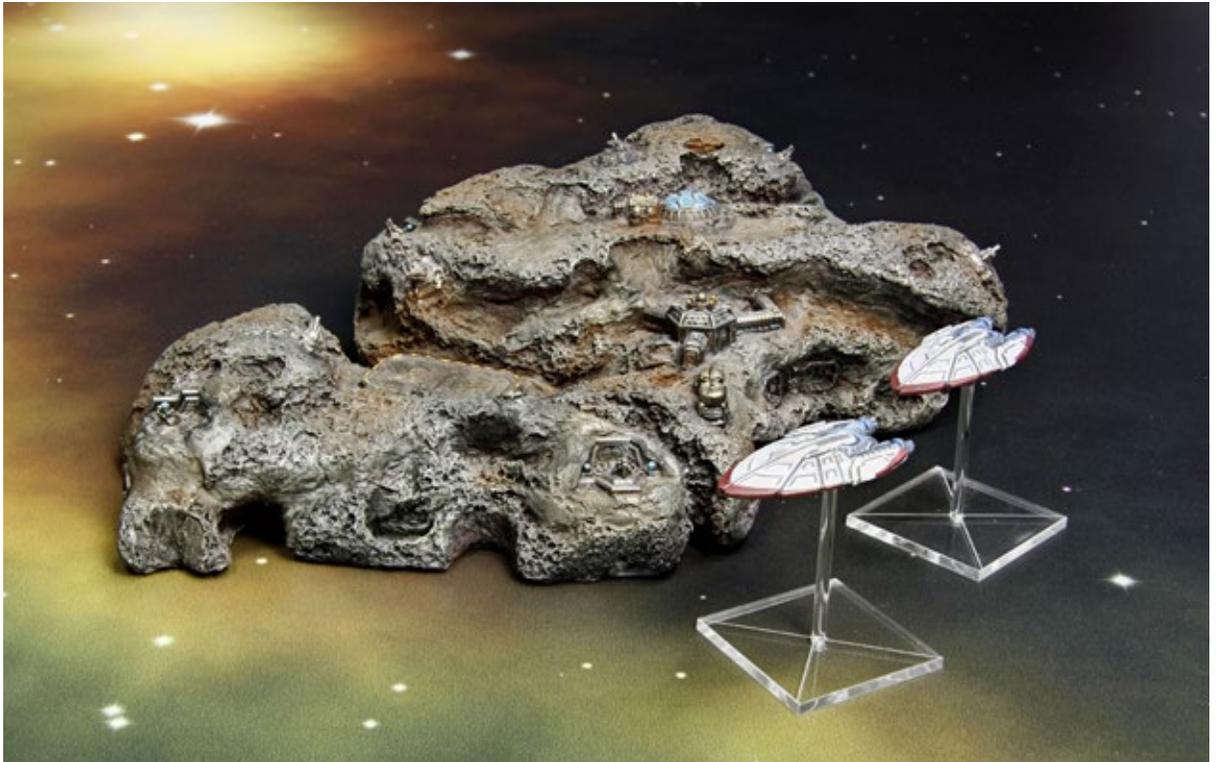
Designation	Installation						
Name	Ghost ship						
Size class	Large capital						
Squadron size	I						
DR	CR	Mv	HP	CP	AP	PD	MN
5	9	0"	6	0	5	5	0
Cost		Shield		Wings		Turn limit	
-		-		-		-	
Primary weapons				8"	16"	24"	32"
Any				8	10	-	-
MARs							
No FSD, Unmanned							

the model that rolls lowest.

- Additionally, the Ghost Ship/Station will attempt to make a Point Defence attack against any SRS Token that is within 4" of it during the End Phase. If more than one SRS Token is within 4" of the Ghost Ship/Station, it makes the Point Defence attack against the one that is closest.

- If two or more SRS Tokens are positioned the same distance from the Ghost Ship/Station, roll a D6 for each. The Ghost Ship/Station makes its attack against the SRS Token that rolls lowest.

Capturing a Ghost Ship/Station

- During the course of a game a Ghost Ship/Station can be boarded and Captured using the rules for capturing

models (see Page 77). A Ghost Ship/Station that has been captured no longer makes Automatic Attacks and is considered to be a friendly model.

- Additionally, the Commander that has captured a Ghost Ship/Station should roll a D6 at the beginning of each turn. On the roll of a 4, 5 or 6 they have taken full control of the Ghost Ship / Station and may use its weapon systems and point defences as if it were part of their own fleet. It is no longer subject to the rules for Moving Terrain. It CANNOT launch Boarding Assaults however.

Ghost Ship/Station and the Battle Log

- If a Commander Destroys or Captures a Ghost Ship/ Station they may increase their Battle Log accordingly (see Page 82). However their opponent does not count as 'losing' the Ship, even if they had previously captured it. Unless stated otherwise, a Ghost Ship/Station counts as a Tier 2 model for this purpose.

- As a Captured Ghost Ship/Station has No FSD, it cannot be 'shunted out' to gain the bonus Battle Log adjustment from Capturing a model. However, if a Commander has taken full control of a Ghost Ship/Station when the game ends, they gain +2 to their Battle Log.

PLANETOID

Planetoids are amongst the smallest planetary bodies. While too small to have their own atmosphere, they are still of sufficient mass to have a substantial gravitational force.
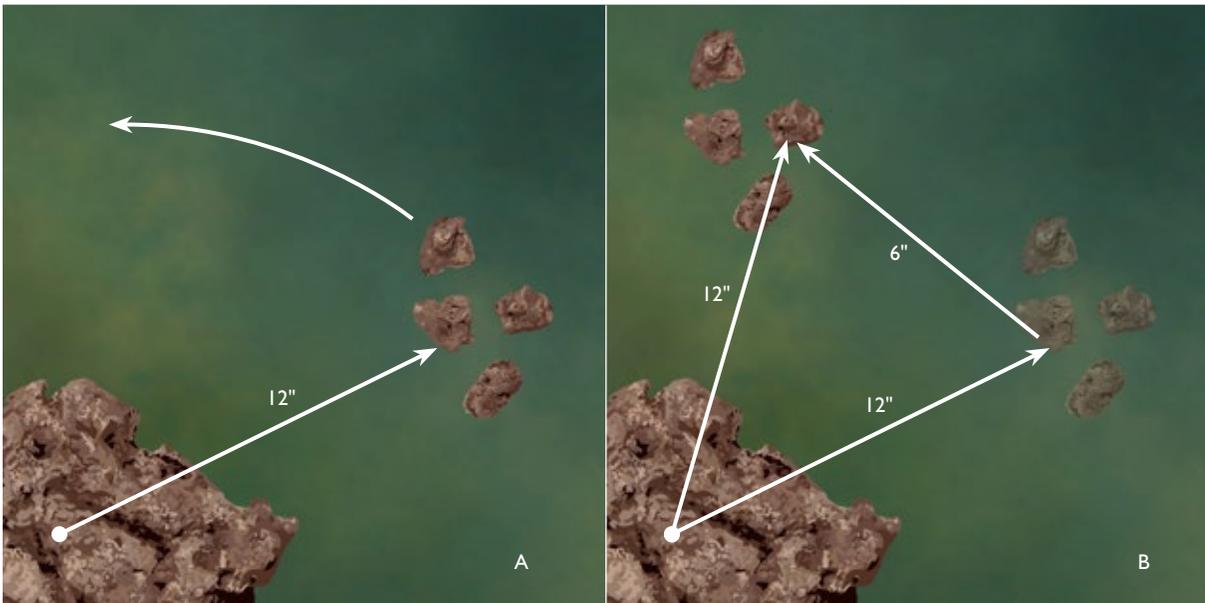
Size: 4" - 8"

Game Effects:

- Line of Sight drawn through a Planetoid is Blocked.
- Any model/SRS Token that Collides with a Planetoid is Destroyed.
- Any model/SRS Token that passes its Manoeuvre Test, but finishes the current Segment of the Turn in contact with a Planetoid is Destroyed.
- Any model that begins its movement within 4" of a Planetoid must make a 4" Gravitational Slingshot.
- If the rules for Moving Terrain are in use, a Planetoid moves 1D3".

Important Note: If a model has more than one Flight Peg, it will count as being 'within' a piece of Terrain such as a Gas Cloud or Debris Field if at least one of its Flight Pegs is within the Terrain.

OPTIONAL RULE: MOVING TERRAIN

Moving Terrain is an optional rule simulating the relative nature of the movement of objects in space to create a dynamic and exciting battlefield.

Like all optional rules, Moving Terrain should only be used if all players agree to its inclusion, or if its inclusion is mandated by the scenario being played.

During the End Phase of each turn players should move each piece of Terrain in a random direction by the

(A) At the beginning of the game, the direction of orbital motion is established (anticlockwise here). This Planetoid has also been selected as the centre point for orbital motion. (B) When moved, Terrain will remain the same distance from the centre point that it began. Here, the Asteroid Field moves 6", both starting and finishing this movement 12" from the Planetoid.

amount stated in its entry. The random direction should be determined using the Random Direction template (see Page 25).

Some types of Terrain are not affected by the Moving Terrain optional rule. If this is the case it will be stated in their entry in the Terrain chapter.

Any collisions or other game effects arising from the movement of a piece of terrain should be resolved immediately after the terrain has moved. If a piece of Terrain leaves the Battlefield it is removed and will not return to play.

Orbital Motion

Alternatively, rather than moving each piece in a random direction, Players may choose a Planetoid or Gravity Well to act as a centre point for all other moving Terrain to orbit. This Terrain Piece will not move during the game.

If a Gravity Well Board Edge is selected, treat the centre of the Edge as the centre point.

Once the centre point has been determined, roll a D6. On a 1, 2 or 3 Terrain will orbit clockwise, on a 4, 5 or 6 it will orbit anticlockwise.

Then, during the End Phase of each Turn, when a Terrain piece moves it moves in a straight line the appropriate number of inches so that it ends its movement the same distance from the centre point that it began.

"Following procedure and issuing your orders in the correct sequence is vital, or your Captains will have to spend all their time workin' out what you want them to do – rather than just gettin' on and doing it."
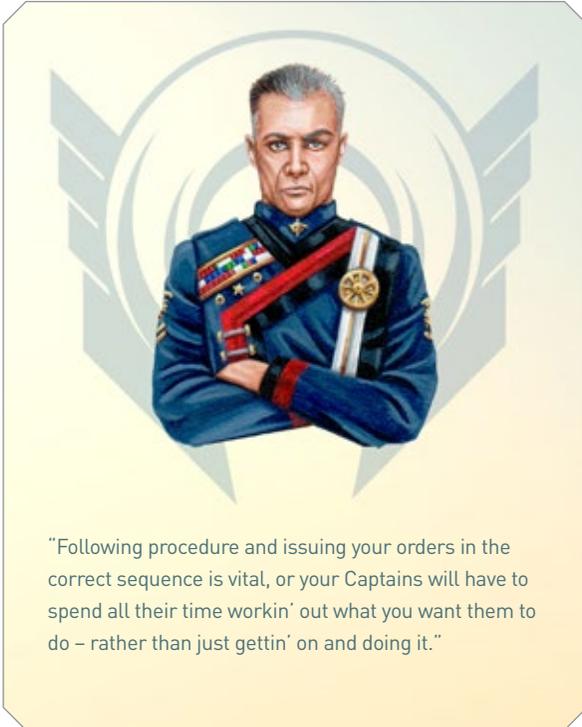
A game of Firestorm Armada is broken down into a number of 'Turns', during which both Commanders alternate picking a Squadron of ships from their Fleet to move and open fire with.

Each Turn of a game of Firestorm Armada is broken down into four distinct Phases. Each Turn both players carry out each of these phases in order.

The order of the phases is as follows:

1. TAC Phase

2. Initiative Phase

3. Reserve Phase

4. Squadron Activation Phase

5. End Phase

1. TAC PHASE

During the TAC Phase, both players may use ONE Tactical Ability Card (see Page 94).

2. INITIATIVE PHASE

The Initiative Phase is used to determine which side has seized the Initiative for the coming turn.

The Order of Initiative is used to decide the order in which the Commanders take turns to activate their Squadrons.

To determine who has seized the Initiative, each

Commander should roll 2D6, adding their Fleet Tactic Bonus to the result (see Page 33).

The Commander with the highest total may choose their place in the Order of Initiative for the current turn. The Commander with the next highest total may choose their place next and so on.

If two or more sides roll the same total, they keep rolling until one side has a higher total and a clear Order of Initiative has been established for the turn.

3. RESERVE PHASE

Starting from turn 2, Commanders MUST attempt to bring on any forces they have in reserve.

For full details, see Page 37.

4. SQUADRON ACTIVATION PHASE

The Squadron Activation Phase is where the majority of the action will take place.

Starting with the Commander who is first in the Order of Initiative, Commanders should take it in turns to activate a Squadron and carry out its actions for the turn.

After a Commander has completed all of the actions for their active Squadron, the next Commander in the order of Initiative can activate a Squadron.

Commanders should alternate activating a Squadron at time until all Squadrons on the game board have been activated.

If one Commander has more Squadrons to activate than another, once the other Commander has activated all of their Squadrons, they are considered to 'pass' during the alternation, allowing the activations sequence to continue to alternate without their participation. In a two player game for example, this would allow the Commander with more squadrons to activate them one after another.

When all Squadrons on the Game Board have been activated, move on to the End Phase of the turn.

Activation Segments

A Squadron's activation is broken down into five distinct Segments.

A Squadron must move though these five segments each time it activates, carrying out any or all relevant actions in the segment before moving onto the next segment of its activation.

| 1. The Command Segment |

The Command Segment is always the first part of a Squadron's activation. In most circumstances, nothing will need to happen here, and play skips straight on to the Movement Segment.

However, under some circumstances the Squadron may need to take various tests, or certain effects may be applied, before it can continue with its activation.

2. The Movement Segment

a. Primary Movement
During the Primary Movement part of the Movement Segment each model in the Squadron can make its movement actions for the turn. The full rules for Movement can be found on Page 50.

Collisions with Terrain and Mine detonations are resolved during the Movement Segment of a Squadron's activation.

If the active Squadron contains one or more Carriers, any SRS Tokens in the Squadron will move, resolving any Point Defence Attacks or Dogfights, and perform their Attacks during the Carrier's Primary Movement Segment.

Mines are also laid and triggered in the Movement Segment.

b. Secondary Movement
Once the main part of the Movement Segment has been completed, models in the Squadron may activate their Fold Space Drives, declare/remove 'Full Stop' or go 'Belly Up' (see Page 52).

The Squadron should then check their Coherency, to make sure all models are within Command Distance (see Page 53).

After all of the relevant actions in the Movement Segment have been carried out, the Squadron should move onto the Combat Segment of its activation.

3. Combat Segment

During the Combat Segment all of the models in the Squadron can make their Ranged Attacks. This is divided into:

1. Declare Attacks
Declare all the Attacks that the Squadron is going to perform.

2. Direct Weapons Systems
The models in the Squadron may fire with their Direct Weapons Systems.

3. Indirect Weapons Systems
The models in the Squadron may fire with their Indirect Weapons Systems.

The full rules for Ranged Attacks can be found on Page 54. After all relevant actions in the Combat Segment have been carried out, the Squadron should move onto the Boarding Assault Segment of its activation.

4. Boarding Assault Segment

During the Boarding Assault Segment a Squadron may launch any Boarding Assaults they wish to do for the turn. The full rules for Boarding Assaults can be found on Page 76.

Once all the models in a Squadron have completed all of their actions in the Boarding Assault Segment, play moves on to the Consolidation Segment to wrap up the Squadron's Activation.

5. Consolidation Segment

Sometimes, various Game Markers or Game Effects will be removed at the end of the Squadron's Activation, this is resolved during the Consolidation Segment.

Once you have checked that all necessary actions have been taken, the Squadron's Activation is over and play passes to the next Commander.

5. END PHASE

The End Phase gives players the opportunity to tidy up the Game Board and ready it for the coming turn.

The End Phase is also the point at which many game effects expire, compulsory actions take place and terrain moves, amongst other things.

For full details of everything that happens during the End Phase, see Page 80.

Once the End Phase is complete, the turn is over and the next turn begins with a fresh TAC Phase.

If TWO or more successes are rolled the Command Check is considered to have been passed.

If less than TWO successes are rolled the Command Check is considered to have been failed.

If the Fleet Admiral is not present on the game board, an additional success is required to pass any Command Checks.

Disorder Tests

Various circumstances can interfere with a Squadron's ability to coordinate effectively, from particle clouds cutting off communications, to the loss of a vessel throwing them into disarray.

Certain Terrain, Damage Effects, TACs and weapons can cause a Squadron to take a Disorder Test. Most commonly, if a Squadron is reduced to half its starting number or below, the Squadron must immediately take a Disorder Test.

Important Note: Non-Capital Accompaniments and SRS Tokens do NOT count toward this limit.

When asked to perform a Disorder Test, the model or Squadron must take a Command Check exactly as described above.

If the Check is passed, the model/Squadron may continue normally.

If the Command Check is failed, the model/Squadron is considered to be Disordered and as a result cannot use Firing Options, launch Boarding Assaults, make any Targeted Strikes or be affected by any Tactical Ability Card played by their Admiral. If a Carrier is Disordered, its SRS Tokens must Return to Base, and cannot launch again until the Disorder is removed.

"Rapid manoeuvre and enemy action can put a strain on your communication lines, but you've got to keep them clear. The void is a lonely place, and any ships wanderin' alone will be ill-equipped to defend themselves against the enemy."

THE COMMAND SEGMENT

Normally, Commanders will not need to do anything in the Command Segment of a Squadron's Activation, however certain circumstances may call for a Test to be made or a special action may be performed.

Following is a list of common Command Segment actions:

1. A Squadron within particular areas of Terrain must resolve certain effects (see Page 42).

2. If a model is reduced to 0 Crew Points it must make a Disorder Check. (see Page 61).

3. A model with a Cloaking Field must declare whether it is active or inactive (see Page 56).

4. A Carrier may Launch a SRS Token (see Page 87).

5. A SRS Token may voluntarily Return to Base.

6. A Squadron with an FSD Marker must declare if it will continue charging its Fold Space Drives, or power them down (see Page 52).

COMMAND CHECKS

Various game effects will call for a model or Squadron to take a Command Check.

When a model or Squadron takes a Command Check, roll three D6. Successes are rolled on a 4, 5 or 6.

A Squadron which is Disordered is not required to take any further Disorder Tests, due to losing models, certain MARs and so on.

During the End Phase of each Turn, all Disordered Squadrons must perform another Command Check to attempt to recover. If the Check is passed, the Squadron is no longer Disordered and may act normally in the following Turn. If the Check is failed, the Squadron remains Disordered.

Important Note: Remember the Tactical Advantage modifier when making Command Checks. (See page 83 for details)

Command Distance

Each Race has its own Command Distance. This is the maximum distance apart that the vessels in a Squadron can operate at, and still effectively coordinate their efforts.

Improved communications networks or thoroughly drilled manoeuvres allow Squadrons from some Races to function at full capacity even when spread over much wider areas.

The majority of Races need to keep the vessels in their Squadrons within 6" of one another, whilst others may be able to move 8" apart or more.

For the full effects of Command Distance, see Page 53.

Above: *The new experimental Tyrant Class Battleship from the Terran Alliance tests out its revolutionary engine design.*

Left: *Even the smallest craft from a Directorate Security Fleet are loaded with deadly plasma turrets, or, in the case of the Hostility Drone ships – boarding torpedoes packed with vicious assault robots.*

"Battle in space ain't all about the big guns. Just as important is getting them there, and making sure they're pointing in the right direction. Even better, you want your big guns facing the enemy, whilst their big guns aren't facing you..."

During the Movement Segment of its activation each model or SRS Token in the Active Squadron makes all of its Movement Actions for the turn.

This chapter will explain the basic rules for the movement of models in Firestorm Armada, before moving onto some of the finer points of space navigation.

The Movement Segment is split into two parts. First Primary Movement, where the models in the Squadron perform their regular move actions, Mine explosions are resolved and SRS perform any Attack Runs.

Then, when Primary Movement has been completed, the Squadron performs any Secondary Movement actions it wishes to make. These include engaging its Fold Space Drives, coming to a Full Stop or going Belly Up.

PRIMARY MOVEMENT

When moving a Squadron, each individual model must complete all of its movement actions for the turn before you move onto the movement of the next model in the Squadron.

Each model may move up to its Movement value (Mv) in inches (") each turn.

> **For Example:** A model with a Movement Value of 6" could move up to 6", but no further.

A model may move less than its Movement Value, but due to momentum it must always move at least HALF of its Movement value. This is known as its Minimum Move.

A model's Movement value can be used for actions other than moving directly moving forward, such as Turning, and various effects will increase or decrease a model's Movement value.

Turning

In Firestorm Armada turning is carried out using the 45 Degree Turning Template.

When using the Turning Template, the flat edge of the Template should be placed flush with either the Port or Starboard side of the model's Flight Stand, depending on whether it is turning to the left or to the right. The front edge of the Flight Stand should line up with the first corner on the Turning Template.

A model making a turn moves around the Turning Template so that its front edge lines up with the next corner of the Template. Moving one point around the Template uses up one inch of the model's Movement.

The Destroyer has a Movement Value of 9". As such, it must move at least half this distance, or 4.5". The Destroyer can move further than this, up to its full Movement Value of 9"

4.5"

9"

(A) This model has a Turn Limit of 0". As such it can make consecutive turns around the 45 Degree Template as shown. (B) This model has a Turn Limit of 1". It must therefore move an inch directly forward before each turn it makes. (C) This model has a Turn Limit of 2". It must therefore move two inches directly forward before each turn it makes.
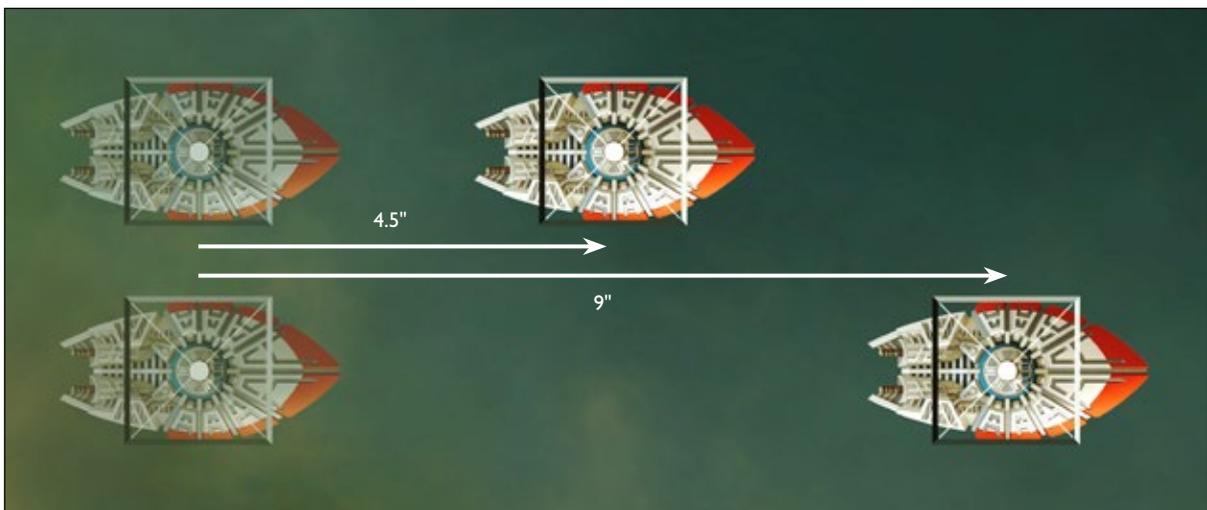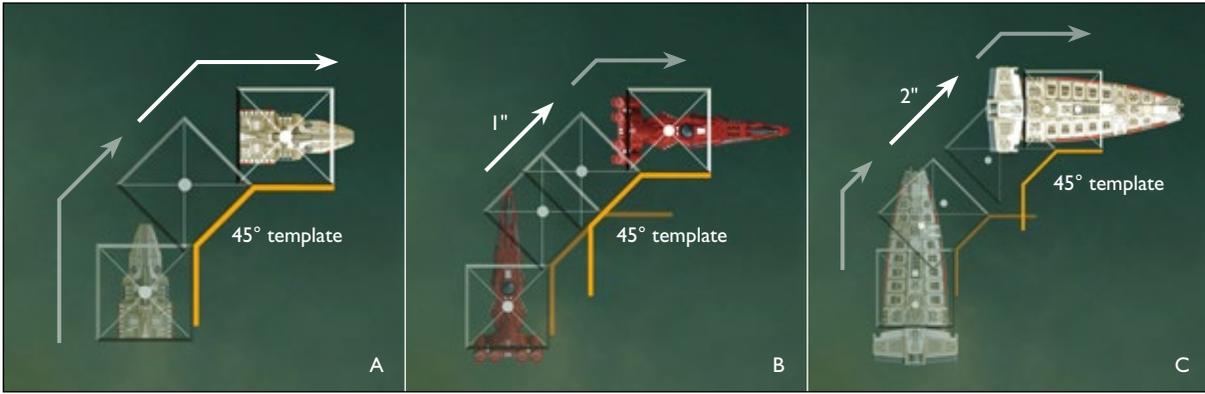
When making a turn around the template, a model does not have to use the full 45 degrees available. They can choose to only turn a fraction of this; however it still counts as a turn for the purposes of the model's Turn Limit (see below).

Turn Limit

Most models have a Turn Limit. This is the minimum distance that the model must move directly forward before it can turn.

For Example: A model with a Turn Limit of 2" must move directly forward 2" before making a turn, and then another 2" directly forward before it can turn again.

Some particularly manoeuvrable models have a Turn Limit of 0". A model with a Turn Limit of 0" may make consecutive turns without having to move directly ahead between each turn.

Moving a SRS Token

SRS Tokens do not follow the same rules for movement as other models.

SRS Tokens can simply move 360 degrees in any direction up to their Movement value each turn, without any consideration for making turns and do not participate in the Secondary Movement segment.

Proximity Vectoring

In the void of space even the smallest battlefield is such an incredibly vast area that two vessels will rarely come within a hundred of miles of each other. This combined with arrays of sophisticated sensor suites and manoeuvring thrusters ensure that collisions are nothing less than impossible.

A model cannot end its Movement with its Flight Stand on top of another model's Flight Stand, or with any part of the model touching another model.

If a model has no other option than to end its Movement with its Flight Stand on top of another Flight Stand or touching a model (due to compulsory Movement) the situation should be resolved using Proximity Vectoring.

When Proximity Vectoring, simply adjust the final position of the moving model so that it can be placed on the Game Board without interference from Flight Stands or other models. This adjustment should be as small as possible, and the model should maintain its original orientation.

Wherever possible, a model making a Proximity Vector move should not gain any immediate advantage from the readjustment of its position.

Important Note: While good sportsmanship is always the key in these situations, if players cannot agree on the fairest way to resolve a Proximity Vector move, an independent third party may be helpful to adjudicate.

Proximity Vectoring does not apply to SRS Tokens. If a model ends its movement on top of a SRS Token, simply move the SRS Token the shortest possible distance out of the way.

Moving Off the Table

Unless a Victory Condition or Objective says otherwise, if any part of a Flight Stand or a SRS Token leaves the game board, the model or token counts as being Destroyed and is removed from the game.

COLLISIONS

Cosmic anomalies – planetoids, comets and asteroids to name but a few– can present a very real threat to an unwary space captain.

While models cannot Collide with one another, they

can Collide with certain Terrain features.

Models and SRS Tokens can only Collide with pieces of terrain which can be collided with. These are noted in the Using Terrain Chapter. When a model is at risk of colliding with terrain it must make Manoeuvre Test.

Collisions: Manoeuvre Tests

When a Model or SRS comes into base contact with (or begins its activation within) a piece of terrain that they can Collide with, they must take a Manoeuvre Test. Roll a D6 for each model in base contact with the piece of terrain and subtract the model's current Turn Limit from the result.

If the result is 3 or higher, the model is unharmed. It may continue its movement normally.

If the result is 2 or lower, the model will suffer a Collision.

SRS Tokens only suffer a Collision on a roll of 1.

Hidden Markers, models at Full Stop and models with a movement value of 0 automatically suffer a Collision. Hidden Markers are automatically revealed.

> **Important Note:** If, at the end of its Movement, a model's Flight Stand or an SRS Token is still in contact with a Planetoid, the model or Token is Destroyed. Although a model may fly 'over' a Planetoid by passing a Manoeuvre Test, it cannot finish its movement 'on top' of it.

Collisions: Damage

If a model fails its Manoeuvre Test, a Collision is considered to have occurred. The effects of the Collision depend upon the Terrain being collided with:

A model which collides with a Planetoid is instantly Destroyed. Other Terrain types have an Attack Dice value.

If a SRS Token is involved in a collision, 1D3 wings from the SRS Token are destroyed and the Token Returns to Base.

If a piece of Terrain has an Attack Dice value, these Attack Dice are rolled against any model which collides with it. Unless it is specifically stated otherwise, the Attack Dice rolled against a model during a collision always hit on the roll of a 4, 5 or 6, regardless of any MARs, Systems or Special Rules.

Shield Systems and Cloaking Fields cannot be used to reduce the damage taken as part of a Collision.

The number of successes rolled on these Attack Dice is counted up, and Damage is applied exactly as described on Page 58.

If a model fails its Manoeuvre Test but is not Destroyed, it may continue its movement normally.

GRAVITATIONAL SLINGSHOT

Space Captains can use a combination of advanced mathematics and the innate gravity of large celestial bodies to give their ships a temporary boost in velocity.

If a model is within 4" of particular kinds of Terrain during the Command Segment of its activation, they must increase their Movement Value by the stated amount until the end their activation, at which point their Movement returns to its original Value. Pages 42–45 shows which Terrain types will grant this effect.

SECONDARY MOVEMENT

After all Primary Movement actions have been completed, the Squadron may wish to perform additional actions in the Secondary Movement segment.

Full Stop

A model at Full Stop is completely stationary. It cannot move or turn, and does not have to make a Minimum Move.

A model can declare it is at Full Stop during the Secondary Movement segment. Give it a Full Stop Marker to show that it cannot move.

During the Secondary Movement segment of any of their subsequent activations a model can remove a Full Stop Marker.

A Squadron may be Deployed at a Full Stop. As it is placed on the game board, put a Full Stop Marker next to it to show that it will not be able to move on Turn 1. Models arriving from reserve can also enter at Full Stop.

Fold Space Escape

During a game, a Squadron can activate its Fold Space Drives to leave the Game Board. Unless a Victory Condition or Objective says otherwise, a Squadron that performs a Fold Space Escape during the game cannot return later.

A Squadron which successfully performs a Fold Space Escape does not count as Destroyed for altering either Commander's Battle Log.

A Squadron that is making a Fold Space Escape must charge its Fold Space Drives first. It may declare that it is doing so during the Secondary Movement segment of its activation.

The Squadron gains a FSD Marker. While it carries this Marker it cannot use any Weapons Systems and counts as being at a Full Stop. A Carrier with a FSD Marker cannot launch any SRS Tokens, and any of its Tokens not embarked when it gains the Marker immediately Return to Base.

During the Command Segment each of its subsequent activations, the Squadron may either continue to charge
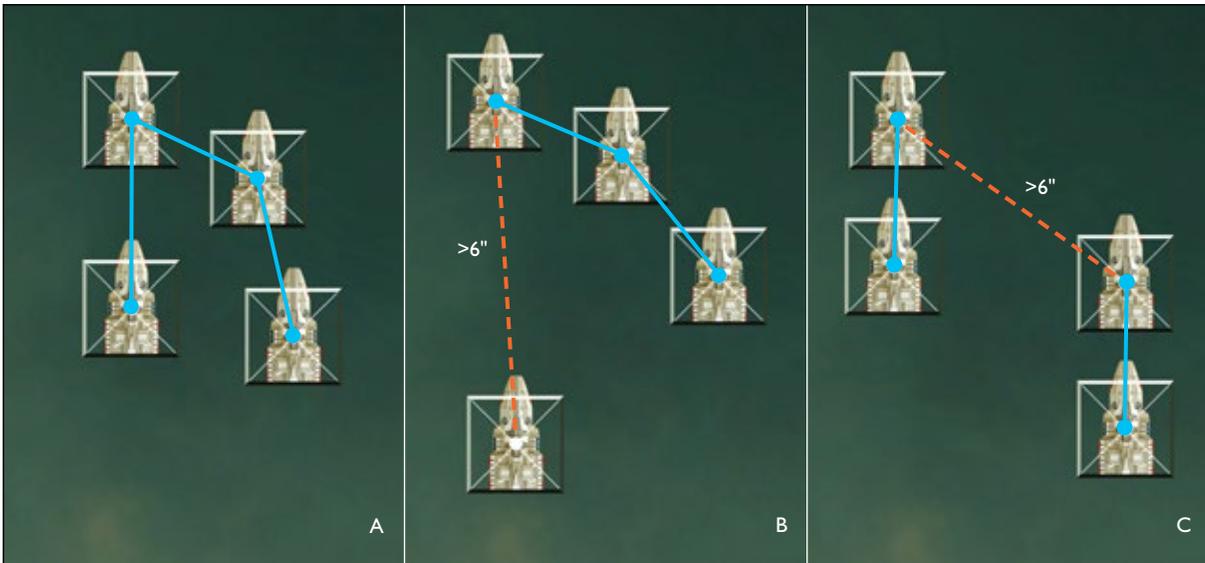
its FSD or power them down. A Squadron which elects to continue to charge its FSD gains a second FSD Marker and its activation ends at the conclusion of the Command Segment. A Squadron which powers down its FSD removes the FSD Marker and may continue its activation as normal.

During the End Phase, if a Squadron has two FSD Markers it immediately performs a Fold Space Escape, and is removed from the Game Board.

> For Example: During Turn 1, a Squadron makes its Primary Movement and then declares that it is charging its Fold Space Drives. It gains a FSD Marker and cannot fire this activation. During its activation on Turn 2, its Commander states that the Squadron will continue to charge its FSD. It gains a second FSD Marker and its activation ends, having no Command Checks to make. During the End Phase of Turn 2, the Squadron has two FSD Markers and so enters Fold Space, leaving the game board.

Belly Up

In space, there is no such thing as 'up'. If a ship suffers damage to the systems down one flank it needs only roll on its central axis to bring its opposite broadside to bear.

A model can go Belly Up during the Secondary Movement segment. It gains a Belly Up Marker and treats any Port or Starboard weapons systems as if they fired out of the opposite arc.

As such, systems with the Starboard Arc would fire into the Port Arc, and any systems with the Port Arc would fire into the Starboard Arc.

SQUADRON COHERENCY

The deployment of jamming devices by all sides mean short range, narrow band communications are

(A) The distance between each model and the next closest is less than 6", the Command Distance of Terran models. As such, the Squadron is in Coherency. (B) As one model in the Squadron is further than 6" from the rest, the Squadron is out of Coherency. (C) Although each of the models is within Command Distance of one other, the whole Squadron is not within Coherency.

the only effective means for the ships in a squadron to communicate with one another and co-ordinate themselves.

At the end of the Secondary Movement segment, the Commander should ensure that all models in the Squadron are within coherency.

For a model to be in coherency its Flight Peg must be within Command Distance of the Flight Peg of at least one other model in its Squadron, which in turn must be within Command Distance of another model in the Squadron, and so on until all models in the Squadron are accounted for.

A Squadron's Command Distance is determined by its Faction or Race. A Race/Faction's Command Distance can be found in its Fleet listing.

If at the end of the Secondary Movement segment one or more models in the Squadron are outside of coherency, the Squadron is considered to be Disordered, as if it had failed a Disorder Test (see Page 48).

The Squadron will remain Disordered until all models within it have returned to coherency.

Certain factors, such as Hardpoint options, may mean that the ships in a squadron have differing Command Distance values. When measuring the Command Distance between two such ships, use the higher value for all purposes.
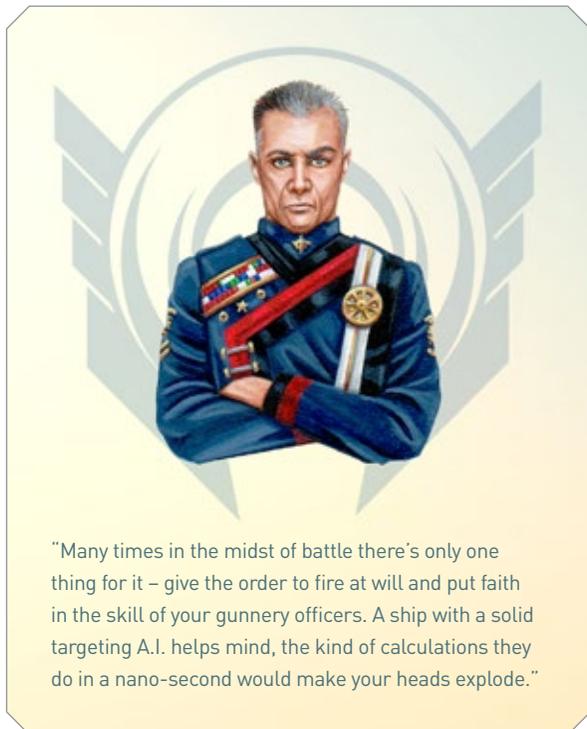
"Many times in the midst of battle there's only one thing for it – give the order to fire at will and put faith in the skill of your gunnery officers. A ship with a solid targeting A.I. helps mind, the kind of calculations they do in a nano-second would make your heads explode."

This chapter will cover how models can engage one another with their Weapons Systems. It will start by giving an overview of the 'Combat Sequence'. This is the order in which the parts of the active Squadron's Combat Segment play out.

It will then go through the details of exactly how a Squadron resolves their ranged attacks – from declaring their targets and checking their Line of Sight, to compiling and rolling their Attack Dice, employing any defences the target has and finally determining what damage has been caused.

Finally, the more complex elements will be discussed: the differing effects of various weapon systems and how models can attempt 'Targeted Strikes', foregoing heavy damage to knock out particular systems.

For details on how SRS Tokens fight and can be engaged, see Page 86.

COMBAT SEQUENCE

The Combat Segment of a Squadron's activation is where the majority of the action takes place – when each ship gets the opportunity to open fire with its array of weapons systems and reduce the enemy fleet to a debris field.

Once a Squadron has completed its Movement Segment, it may attempt to engage the enemy with all the Weapons Systems that it can bring to bear. In the Combat Segment models can potentially make several separate attacks against multiple targets, or 'Link' weapons together into crushing volleys to bring down the biggest targets.

Although the vessels of Firestorm Armada use a wide variety of Weapon Systems, from kilometre long railguns to turret mounted plasma projectors, the majority use the following sequence.

1. Declare Attacks:
The active Squadron first declares all the Attacks it wishes to make, from all its Weapon Systems. This includes any Firing Options that the Squadron will use (see Page 62) and any Targeted Strikes they wish to perform (see Page 72).

2. Resolve Direct Weapon Attacks:
The controlling Commander now resolves any attacks which are from Direct Weapon Systems, in any order they choose. For each Attack:

1. Pick Attack to resolve
2. Check Line of Sight and Arc of Fire
3. Measure Range
4. Compile Attack Dice
5. Roll Attack Dice
6. Opponent Rolls Shield Dice
7. Apply Damage and Critical Effects and remove Destroyed models
8. Move on to the next Attack

3. Resolve Indirect Weapon Attacks:
Once the Squadron's Direct Weapon Attacks have been resolved, the active Commander now moves on to resolve their Indirect Weapon Attacks, using a similar sequence to above:

1. Declare which Category of Indirect Weapons will be resolved
2. Allocate Defensive Fire (if appropriate)
3. Pick Attack to resolve
4. Check Arc of Fire
5. Measure Range
6. Compile Attack Dice
7. Roll Attack Dice
8. Roll Point Defence (if appropriate)
9. Roll Shield Dice (if appropriate)
10. Move on to the next Attack from that Category
11. Apply all Damage and Critical Effects and remove Destroyed models
12. Move on to the next Category

A Squadron's Indirect Weapon Attacks may be resolved in any order that the firing Commander wishes, however all attacks from the same Category are resolved simultaneously; ALL of a Squadron's Torpedo Attacks occur at the same time, ALL of their Cyberwarfare Attacks occur at the same time and so on.

> **For Example:** A Squadron contains models with both Torpedo and Cyberwarfare Weapons Systems. The Commander can choose to resolve all of the Torpedo Weapon Attacks first, or all of the Cyberwarfare Weapon Attacks first. However, they CANNOT resolve one Torpedo Weapon Attack, then one Cyberwarfare Weapon Attack, then another Torpedo Weapon Attack.

DECLARING ATTACKS

The first stage of a Squadron's Combat Segment is to declare ALL of the attacks that it is going to make. Each model in the Squadron can make an attack with each of its listed weapons systems that have a valid target to fire at.

To be a valid target, a model must be within the weapon's arc of fire and the firing model must be able to draw line of sight to it. The target must also be within the weapon's maximum range.

Each of these will be checked more closely as each attack is resolved, but it is important to bear in mind when declaring your attacks whether those attacks will be able to hit home.

If the models in a Squadron can target a single model with multiple weapon systems, they may Link those systems together into a single, more powerful attack, making use of the Firing Options described on Page 62.

> **Important Note:** All attacks must be declared before any attacks are resolved. Once you have begun resolving your attacks, you cannot change any targets or declare additional attacks. This means that, should a Squadron declare multiple strikes against the same model, if it is destroyed by the first salvo, the other attacks cannot be re-directed and are wasted.

Broadsides and Gun Racks

Although generally listed as a single weapon system, Broadside weapons labelled Starboard/Port are separate weapons which may both declare their own attacks against targets in their respective Arcs, with full effect.
Gun Racks on the other hand are a single weapon which can choose to fire into either the Port or the Starboard Arc, but cannot fire into both at once.

> **For Example:** A Manta Class Battle Carrier has Starboard/Port Beam weapons listed in its profile. As such it could declare two separate attacks were there valid targets in both its Port and Starboard Arcs. A Fury Class Cruiser on the other hand, has Gun Racks allowing it to choose to fire at a target in its Port or Starboard Arcs, but not both simultaneously.

RESOLVING ATTACKS

The active Commander may now resolve each of the attacks that the Squadron declared from its Direct Weapon Systems. These can be resolved in any order that the active Commander wishes.

> **Important Note:** The order that a Commander chooses to resolve their Direct Weapon Attacks can be important as any effects caused will take place before the next attack is resolved. For example, if the first attack against a model knocks out its shield systems, subsequent attacks against the same target will find it much easier to cause damage.

When resolving each attack, the following steps should be carried out in order:

1. Check Line of Sight and Arc of Fire

Even with incredibly advanced sensor arrays and targeting systems, a model cannot make an attack if there is not a clear path for the projectile to travel down. Nor can a weapon hurt a target if it is not able to point at it!

Line of Sight

For a model to be able to attack a target, you must be able to draw a straight line from the Flight Peg of the firing model to the Flight Peg of the target model, without the line crossing an object that Blocks this Line of Sight.

In Firestorm Armada, regardless of the size of a model, the ship that it represents is no larger than its Flight Peg. The enormous distances between vessels compared to the size of the vessels themselves, combined with the three dimensional nature of space, means that models do not influence one another's Line of Sight.

However, certain objects such as Planetoids and deep Asteroid Fields are large enough to Block Line of Sight and prevent an attack.

Whether or not a piece of terrain will Block Line of Sight is listed in the Terrain Chapter (see Pages 42 to 45). If the Line of Sight to a target crosses an object which Blocks Line of Sight, the attack cannot be made.

Additionally, certain objects will Impede any model's Line of Sight which passes through it. Although an attack can still be made, a model with Impeded Line of
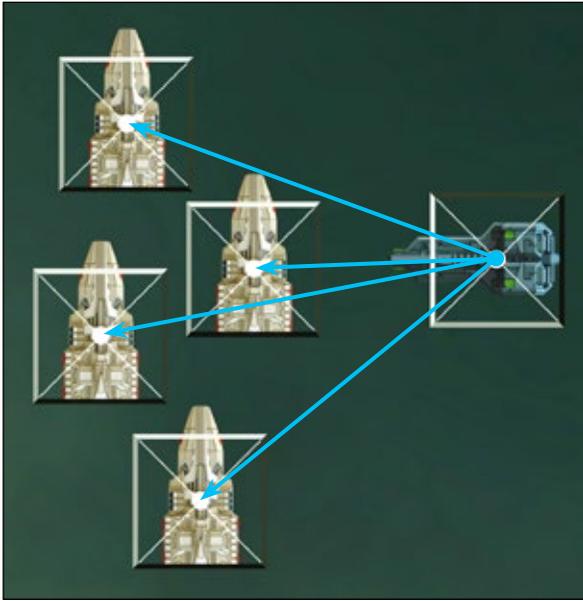
The Terran Frigates open fire on the Dindrenzi Frigate. Line of Sight is a straight line drawn from the Flight Peg of each Terran Frigate to the Dindrenzi model's Flight Peg. As shown, the models are free to fire past one another.

Sight can only contribute HALF its normal Attack Dice to the Attack. (see Compile Attack Dice on Page 57).

Multiple instances of Impeded Line of Sight do not have a cumulative effect.

Cloaking Fields

During the Command Segment of its activation, a model with a Shield Rating of 'Cloak' must declare whether their Cloaking Field is active or inactive. If active, any Direct Weapon Attacks made against them automatically count their Line of Sight as Impeded unless it would otherwise be Blocked.

However, such is the Cloaking Field's power consumption that, whilst their Cloak is active, all of the model's Attack Dice values for Direct Weapon Systems are reduced by HALF. If a model decides that is Cloak will be inactive, it has no effect.

A model may be deployed with its Cloaking Field active.

Important Note: There is a useful Cloak Marker that can be placed next to a model to keep track of when its Cloaking Field is turned on.

Arc of Fire

For a model to be able to fire a particular Weapon System at a target, the Flight Peg of that target must be within the Weapon's Arc of Fire.

If the target's Flight Peg is within the Arc of Fire the attack may be made normally.

If the target's Flight Peg is outside of the Arc of Fire an Attack cannot be made with that Weapon System.

If a target's Flight Peg is on the line between two Arcs of Fire, the active Commander must choose which Arc the model is in. They cannot fire at the target with multiple Systems from different Arcs.

For diagrams illustrating the different Arcs of Fire, see Page 31.

(A) As the Line of Sight from the top three Frigates is drawn through an Asteroid Field (of less than 6"), their LoS is Impeded and these three models only have HALF of their Attack Dice available. The fourth Frigate can still fire with FULL dice. (B) The Line of Sight of the top three Frigates is Blocked by the Planetoid, so they cannot attack the Dindrenzi ship. The fourth Frigate is free to fire however.
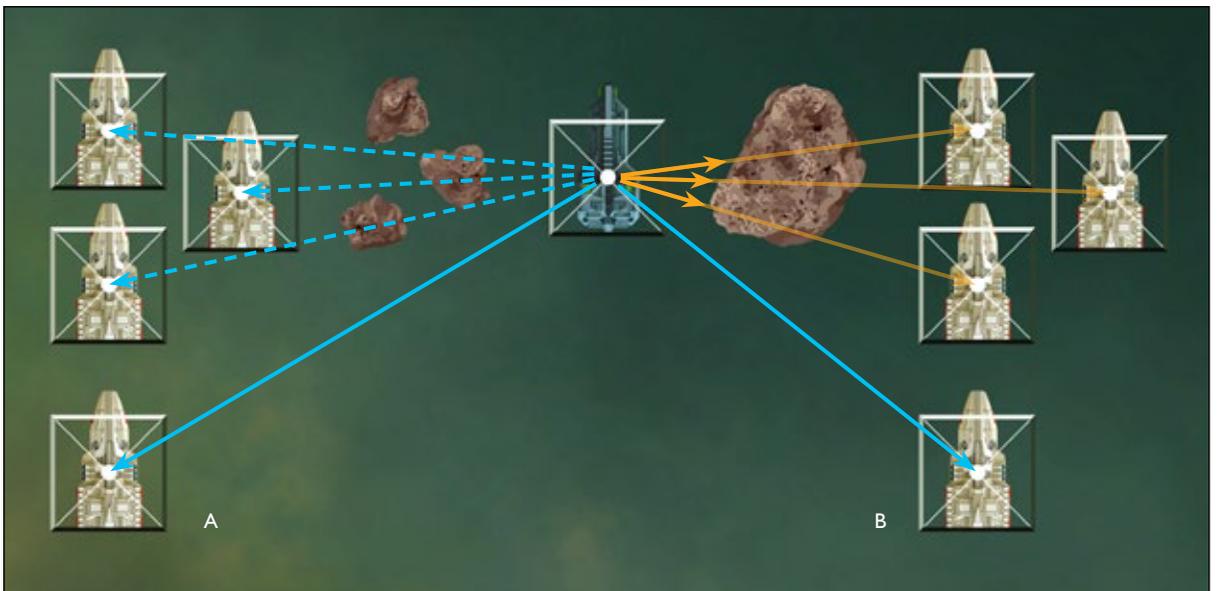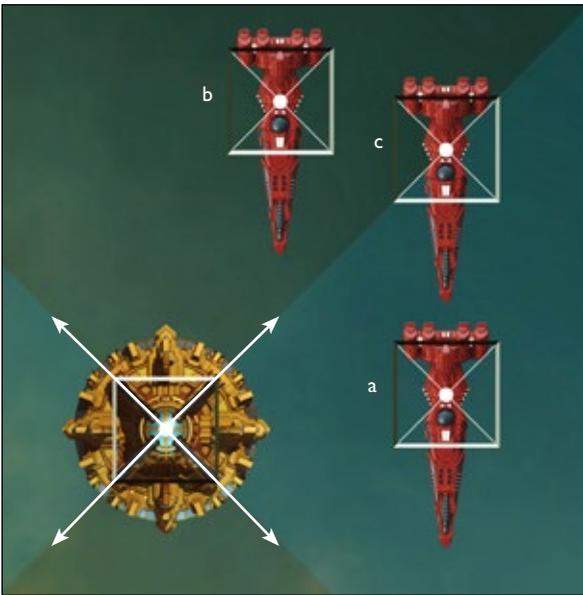
The Kedorian Carrier is opening fire with its Broadsides. Cruiser (a) is entirely within the Arc of Fire, and so is a valid target. Cruiser (b) is out of the Arc of Fire, and so cannot be targeted by the Broadsides. Cruiser (c) is on the line separating the Carrier's Fore and Starboard Arcs. If the Carrier targets Cruiser C with its Broadside, it CANNOT target it with its Fore Arc weapon.

For Example: An Enforcer Class Frigate is on the Line between a Storm Class Cruiser's Fore and Starboard Arcs. As they cannot fire both weapons at the Frigate, the Commander elects to use the Storm's Fore weapon, rather than the Starboard.

2. Measure Range

The majority of weapons gradually lose their potency the further from the target they are. As such the distance between the firing model and its target will determine how powerful the attack is.

Once it has been determined that the target is within

Arc of Fire and Line of Sight, the range between the target and the firing model needs to be measured.

Measure the number of inches along a straight line between the firing model's Flight Peg and the target model's Flight Peg. This is the range.

Compare this distance to the profile of the weapon being used. The profile will show how many Attack Dice that the weapon generates when at this range.

For Example: The profile of a Relthoza Assassin Class Cruiser shows that its primary Broadside weapons are 5 AD between 0" and 8", 8 AD between 8" and 16" and 4 AD between 16" and 24". As such, against a target which is 14" away, the Broadside has 8 Attack Dice.

3. Compile Attack Dice

The number of Attack Dice being rolled is an indication of how powerful the attack is. Although even a small attack has the potential to cause massive damage, the more Attack Dice you can roll the more likely you are to break through the target's shields and armour.

As described, the range to the target will determine how many Attack Dice that a Weapon System can roll against its target.

While sometimes every weapon will be directed against a different target, often the models in a Squadron will be aligned so that they can launch attacks on a single enemy vessel simultaneously to concentrate the effectiveness of their firepower.

Models in a Squadron, and/or multiple weapons on a

The Range is the shortest distance between the firing model's closest Flight Peg, and the target's closest Flight Peg.
The Battleship's forward facing weapon varies its Attack Dice in 12" 'Bands'. As Frigate (a) is less than 12" from the Battleship, an Attack against it will generate the Attack Dice of the first 'Band'. Frigate (b) however, is between 12" and 24" away, so an attack against it would use the Attack Dice of the second 'Band'.

model, can use the Linked Fire Firing Option to join their firepower into a single attack. The Attack Dice these models can supply are collected together into a single 'pool'.

For a full description of the Linked Fire Firing Option please see Page 62.

Impeded Line of Sight

If a model taking part in an attack has Impeded Line of Sight to the target, the number of Attack Dice they can contribute to the Attack is HALVED (before Firing Options).

4. Roll Attack Dice

Once all of the Attack Dice which are contributing to the attack have been collected together, roll the dice.

Unless specified otherwise, attacks always use 'Exploding Dice' as described on Page 22.

Successes will be rolled on results of 4, 5 or 6. However certain 'to hit' modifiers may affect this.

Once all the dice have been rolled, including any additional rolls for 'exploding' 6's, count up the total number of successes.

This total will determine how accurate and damaging the attack was. The more successes rolled, the more likely that the shot has penetrated the target's shields and armour to cause serious damage.

5. Shield Systems

A vessel's hull plating is not necessarily its only defence. Often advanced Shielding technology will absorb much of the energy from an incoming attack.

Each time a model equipped with a Shield Rating is hit by a ranged attack it may use its Shields to mitigate the potential damage.

Shield Systems are always assumed to be on, unless they are disabled by enemy action (see Page 74).

Important Note: Shield systems can be used to protect a model from incoming Ranged Attacks, but cannot be used to reduce the damage of a Boarding Assault or a Collision.

Using Shields

Once the total number of successes from the incoming attack has been calculated roll a number of Dice equal to the target model's Shield Rating.

Shield Dice use 'Exploding Dice', rolling successes on results of 4, 5 and 6

Every success rolled reduces the number of successes in the incoming attack by one.

For Example: A Sorylian Battleship suffers an attack of 12 successes, but it has a Shield Rating of 1. As such, 1 Shield Dice is rolled, getting 2 successes. This reduces the number of successes in the incoming attack from 12 down to 10.

Important Note: Models with a Shield Rating of 'Cloak' have Cloaking Fields. See Page 56 for details.

6. Damage

If a shot blasted through its target's defences, there is a chance it will connect with sufficient force to punch through its armoured plating and cause damage to its hull. Particularly hard impacts may even puncture straight through the outer decks to the core systems beneath, causing a 'Critical Hit'.

Calculating Damage

Once the total number of successes from an attack, after reduction from any Shields, has been determined, it should be compared to the model's Damage Rating and Critical Rating.

If the total successes equals or exceeds the target's Damage Rating, but not its Critical Rating it loses 1 Hull Point.

If the total equals or exceeds the target's Critical Rating a Critical Hit has been caused. The attacker now rolls on the Critical Hit Table to see what effect occurs (see Page 75).

Models which have a starting Hull Point value of two or less do not suffer Critical Hits. Instead, if an attack equals or exceeds their Critical Rating they are instantly Destroyed.

Important Note: The damage for exceeding a model's Damage Rating is not applied if the attack equals its Critical Rating, only the Critical Hit.

Vulnerable Sector

While the front and sides of every vessel are clad in reinforced armour plating, the rear quarter is generally much more exposed. Largely given over to colossal propulsion systems, a ship's aft is significantly more vulnerable to weapons fire, should an enemy manage to manoeuvre into position to exploit it.

If ALL models contributing to an Attack are within the target model's Aft Arc, the target model's Damage Rating and Critical Rating are reduced by ONE.

Important Note: Only Attacks from models benefit from this rule. Attacks by SRS Tokens, triggered Mines, Nuclear explosions and so on do not.
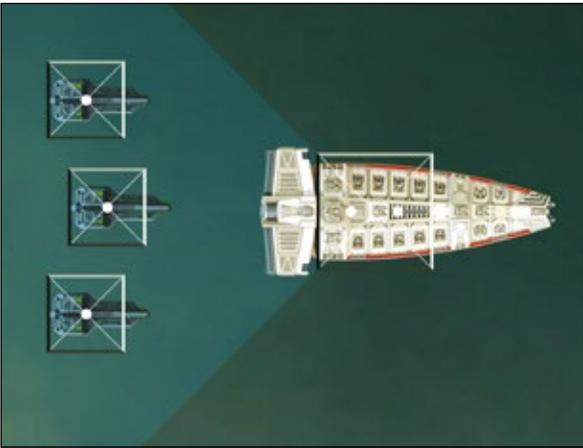
As the three Frigates are all in the Battleship's Aft Arc, its DR and CR are lowered by ONE for their Attack.
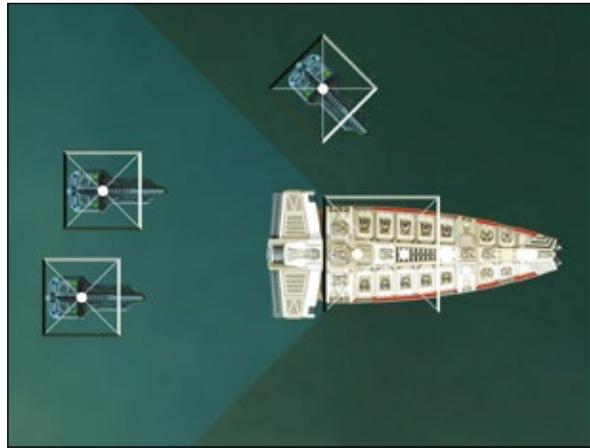
Here the top Frigate is outside of the Battleship's Aft Arc. Therefore, if it takes part in the Attack the Frigates will not benefit from the Vulnerable Sector rule.

CRITICAL HITS

If a volley has caused severe damage, the attacker gets the opportunity to roll on the Critical Hit Table. This table will determine which devastating Critical Effect has befallen the target, in addition to the Hull Damage suffered.

These effects can range from portions of the ship's crew being caught in the blast, to particular systems being knocked out, to disastrous reactor overloads that can completely destroy a vessel in one lucky shot.

For the full description of these effects, see the table on Page 75.

Multiple Critical Hits

It may be that an attack not only exceeds a target's Critical Rating, but doubles or triples it.

For each multiple of the target's Critical Rating equalled by an attack, an additional Critical Hit is caused.

For Example: A Medusa Class Dreadnought fires upon a Gila Class Cruiser and scores 23 hits! This is more than triple the Cruiser's Critical rating, so it suffers three Critical Hits – more than enough to destroy it outright.

Important Note: Although a model may suffer multiple Critical Hits, it never loses additional Hull Points for its Damage Rating being equalled more than once. For example, 10 hits against a model with a DR of 5 and a CR of 11 would cause ONE point of damage not two. Similarly 16 hits against the same target would cause ONE Critical Hit, not a Critical Hit and a point of damage.
Game effects like 'Biohazard Ammo', 'Corrosive' and 'Nuclear' which are applied when a target's DR or CR is equalled, or when a Critical Hit is caused, will likewise only be applied once per attack, unless specifically stated otherwise.

Fixing Critical Hits

Although the Hull Damage caused is irreversible, and Crew who have been killed cannot be regained, many other Critical Effects can be repaired.

Which Effects can be repaired is listed in the Table on Page 75.

During the End Phase of each Turn, both Commanders MUST make Damage Repair Tests for any fixable Critical Effects carried by their models.

For each such effect, the Commander rolls a single D6. If the result is a 4, 5 or 6, the repair is successful and the Critical Effect is removed. On a 1, 2 or 3 the attempt is unsuccessful and the Effect Remains.

A Commander MUST attempt to repair all Hazard and Corroded Markers. For full details, see 'Persistent Damage' on Page 74.

ZERO HULL POINTS

A model which is reduced to zero Hull Points is destroyed. All systems are failing, explosions rip through the hull and its remaining crew frantically scramble for their escape pods.

Once reduced to zero Hull Points, a model is Destroyed. It is removed from the game board and will take no further part in the battle.

Important Note: Even if it is clear that a Critical Hit will destroy a model regardless of which result is rolled, it is still important to roll for every Critical Hit caused, in case a catastrophic explosion is caused and nearby vessels are damaged.

Ranged Attack Example
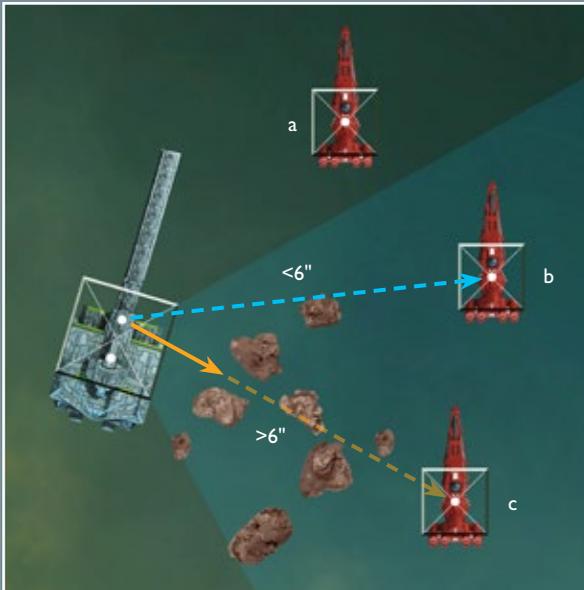
The Dindrenzi Battleship is declaring an Attack with its Gun Racks. Cruiser (a) is out of its Arc of Fire, and Cruiser (c) is hidden behind more than 6" of Asteroids. As such, Cruiser (b) is the only valid target. Cruiser (b) is well within the Gun Rack's Arc of Fire, but the Battleship's Line of Sight is Impeded by a narrow section of the Asteroid Field.
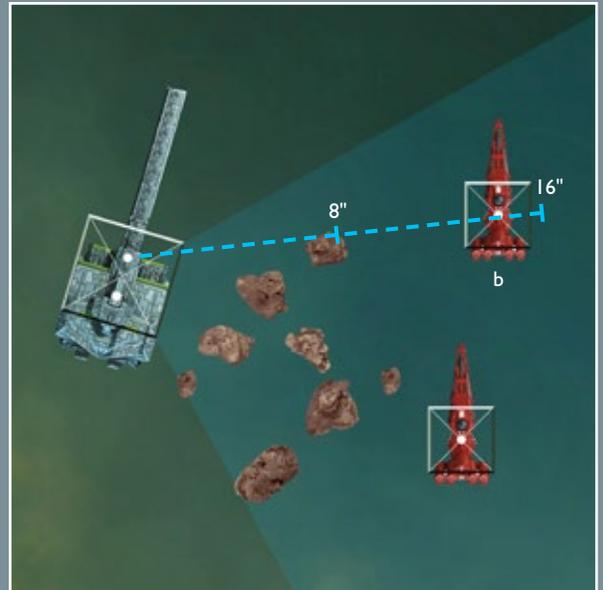
Measuring the Range to Cruiser (b) shows that it lies between 8" and 16" from the Battleship, the Gun Rack's second range 'Band'. Comparing to the Battleship's stats shows that it would normally get 10 AD for this Attack, however, the Impeded LoS reduces this to 5 AD.
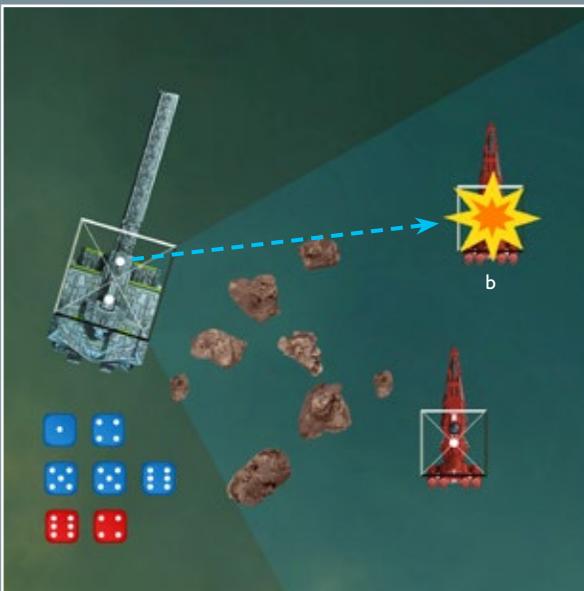
The 5 Attack Dice are rolled, getting a 1, 4, 5, 5 and a 6, followed by another 6 and then a 4 for a total of 8 successes. The Ryushi Cruisers have a Shield Rating of 1, and so 1 Shield Dice is rolled. A result of a 4 removes 1 success from the incoming attack, lowering the total to 7. The total successes are compared to the Cruiser's Damage Rating and Critical Rating. Even after the reduction from the Cruiser's Shields, the number of successes equals its Critical Rating.

The Dindrenzi Commander rolls on the Critical Hit Table, and gets an 8 - the Fire result. The model takes 2 points of Hull Damage, and gains a Hazard Marker.

CREW LOSS

Certain special weapons and Critical Effects can cause a model to lose Crew Points as well as Hull Points. This not only makes the vessel more vulnerable to Boarding Assaults, but makes it more difficult to effectively operate the ship's systems.

When a ship has been reduced to zero Crew Points it is running with a skeleton crew, which may severely hamper its effectiveness.

Non–Capital Class models do not have sufficient redundancies to operate once they have lost this much of their Crew. A non–Capital model which is reduced to zero Crew Points is Destroyed and removed from the Board.

If a Capital Class model is reduced to zero Crew, it may still continue to fight. However, during the Command Segment of each of its activations it must take a Disorder Test as described on Page 48).

Only the model with zero Crew Points is affected by this Disorder Test, any other models in its Squadron may activate normally whether the Test is passed or failed.

Hazard Markers and Zero Crew

Without Crew available to keep them in check, dangerous containment leaks and raging fires will start to consume vital systems and weaken hull integrity.

If a model with Zero Crew fails a Hazard Marker repair roll it loses ONE Hull Point.

DAMAGE EFFECTS

Even if a model's accumulated Damage is not enough to destroy it outright, gun emplacements will have been knocked out, loading crews killed and holes opened up in the Point Defence network.

Whenever a model performs an attack or uses its Point Defence compare its total Hull Damage and Crew loss.

The Attack Dice of all Direct Weapon Systems and the model's Point Defence value will be reduced by one for each point of Hull Damage or Crew loss. These effects are not cumulative, only the higher of the two penalties is applied.

Damage effects never lower an Attack Dice or Point Defence value below one.

When calculating dice pools, this reduction is applied before dice are halved for Critical Effects, Impeded Line of Sight or Linking Fire.

DISORDER TESTS

Losing a vessel can severely disrupt a Squadron, throwing off their formation and invalidating their attack pattern – not to mention the horrific loss of life

witnessed as a starship is destroyed.

If a Squadron is reduced to half its starting number of models or lower, the Squadron must immediately take a Disorder Test.

> **Important Note:** Non-Capital Accompaniments do NOT count toward this limit.

When asked to perform a Disorder Test, the model or Squadron must take a Command Check. Roll three D6. Successes are rolled on a 4, 5 or 6.

- If TWO or more successes are rolled the Command Check is considered to have been passed.
- If less than TWO successes are rolled the Command Check is considered to have been failed.
- If the Fleet Admiral is not present on the game board, an additional success is required to pass any Command Checks.
- If the Check is passed, the model/Squadron may continue normally.
- If the Command Check is failed, the model/Squadron is considered to be Disordered and as a result cannot use Firing Options, launch Boarding Assaults, make any Targeted Strikes or be affected by any Tactical Ability Card played by their Admiral.

A Squadron which is Disordered is not required to take any further Disorder Tests, due to losing models, certain MARs and so on.

During the End Phase of each Turn, all Disordered Squadrons must perform another Command Check to attempt to recover. If the Check is passed, the Squadron is no longer Disordered and may act normally in the following Turn. If the Check is failed, the Squadron remains Disordered.

> **Important Note:** A Squadron is only required to take a Disorder Test for falling below half strength once. It does not need to Test again if more models in the Squadron are Destroyed.
>
> **Important Note:** Remember Tactical Advantage modifiers when making Command Checks. (See page 83 for details)

"The sight of one Teuton pattern Cruiser letting rip with its battery of atomic lasers is a sight to behold. Three of them firing in a properly synchronised solution… that's nothing short of magical."
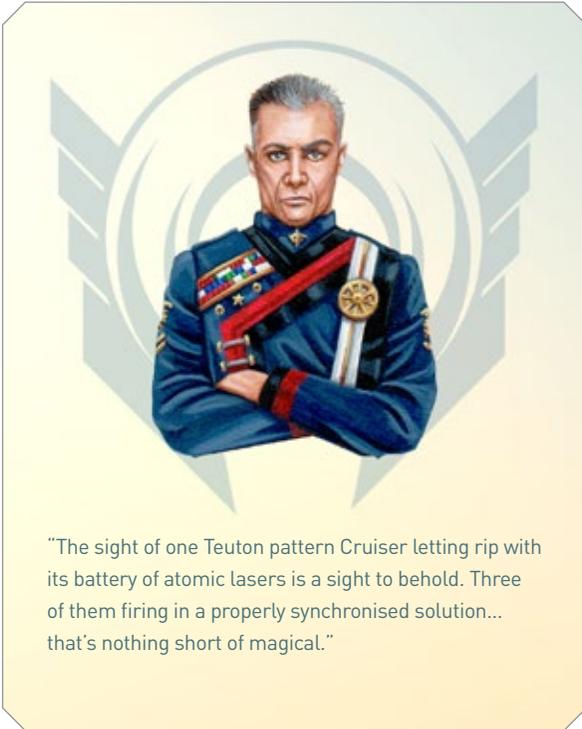
Various situations in these rules will allow for a group of models to collate their individual dice into a collective Dice Pool. Doing this allows the models to cause a result greater than the sum of its parts.

The different ways in which a Dice Pool can be assembled are known collectively as Firing Options.

Firing Options are mostly employed when a Squadron makes a Ranged Attack, however other elements of the game also use Firing Options in order to establish how many dice should be rolled.

There are two different Firing Options which models can use to collate their dice into a Dice Pool; Linking and Combining.

LINKED FIRE

All Squadrons may use the Linked Fire Firing Option, allowing the models to collect the Dice they have available for an attack into a single, larger Dice pool.

This represents the Squadron coordinating their firing patterns; overwhelming their target's defences in a crushing salvo. In this way Squadrons of smaller ships can crack open the armour of larger vessels which individually they would struggle to penetrate.

When Linking Fire, first choose one System on one model taking part in the attack (usually the most effective) to act as the focus of the Dice Pool.

This Weapon System (referred to as the Focus Weapon) uses its full available Attack Dice, depending on the range to its target, any damage the vessel has taken, etc.

Now collect together the Attack Dice of every other Weapon System contributing to the attack (both from the model acting as the Focus, and others in its Squadron) into the Linked Fire Dice Pool. Again the number of Dice each System contributes depends on Range, damage and so on.

The Linked Fire Dice Pool is then reduced by HALF (rounding down) to a minimum of 1 Attack Dice per additional contributing Weapon System. The remainder is added to the initial Attack Dice of the Focus. This provides the final Attack Dice pool that the Squadron will roll to perform the attack.

If one or more models/weapons participating in a Linked Fire Attack are subject to a 'to hit' modifier while others are not, only the dice contributed by those models/weapons are affected by the modifier. In these cases, it will be necessary to distinguish different dice within the Dice Pool, either by using differently coloured dice, or rolling them separately and adding together the successes scored.

When reducing a Linked Pool which contains dice affected by different modifiers by half, divide each group as evenly as possible, with any remainder assigned by the controlling player.

For Example: A Squadron of 4 Terran Missionary Class Frigates performs an Attack against a single Dindrenzi Falchion Class Carrier.

Each Frigate can contribute both its Port Broadside and its Turrets to the attack, and all the Frigates are at a Range between 8" and 16" of the target. One frigate has taken 1 Hull Point of damage, reducing the Attack Dice of its Weapons Systems by 1.

One of the Frigate's Broadsides is selected as the Focus, and its 4 AD are put to one side. The Linked Fire Pool is then calculated, with (4 + 4 + 3) for the other three Broadsides and (3 + 3 + 3 + 2) for the turrets. This gives a total of (4 + 4 + 3 + 3 + 3 + 3 + 2) = 22 AD, which is divided by 2 for a Linked Pool of 11.

This is added to the 4 Attack Dice of the Focus, for a final Attack Dice Pool of 15 AD.

Important Note: It is not compulsory for models in a Squadron to Link their dice, but in most circumstances it is highly beneficial to do so.

Linked Point Defence

When models Link together their Point Defence to counter an incoming threat, the same procedure is followed.

The target of the incoming attack MUST act as the Focus and supplies its full available Point Defence (PD) value. Any other models assisting it add together their Point Defence values and divide the total by 2 (rounding down) to a minimum of 1 per assisting model.

This total is added to the Point Defence of the Focus to give the total Point Defence Dice Pool.

> **For Example:** Three Hermes Class Cruisers come under fire from a distant enemy's Torpedo Systems. Each has an initial Point Defence value of 3. However, one has already lost a Hull Point, reducing its Point Defence to 2.
>
> One of the three is the target of the attack and receives its full Point Defence of 3 as the Focus.
>
> The remaining two add their Point Defence values, and divide the result by 2:
>
> (3 + 2) = 5, 5 divided by 2 = 2 (rounded down).
>
> This is added to the Point Defence of the Focus, for a total of Point Defence Dice Pool of 5.

> **Important Note:** Even if the target of the incoming attack has 0 PD (due to a Critical Effect or similar), it still acts as the focus of the Point Defence. The rest of its Squadron can Link their available Point Defence to its value of 0.

COMBINED FIRE

Models can only use the Combined Fire Firing Option if it is specifically stated that they can.

The Wings in a SRS Token use Combined Fire to amass their Attack Dice or Point Defence.

Escort Type models may use Combined Fire when assisting other models in their Squadron with Point Defence.

Combined Fire Dice Pools follow the same basic rules as Linked Fire Dice pools.

However, the Combined Fire Dice Pool IS NOT reduced by half before it is added to the focus, instead the whole pool is added.

> **For Example:** A Sorylian Broadsword Class Dreadnought with three Arrow Class Point Defence Escorts can Combine their Point Defence Systems.
>
> The Dreadnought has a Point Defence value of 6, and each Escort has a Point Defence value of 4, for a total of (6 + 4 + 4 + 4) = 18 PD.

Opposite bottom: *Frigates from one of the many Corsair Fleets that plague the sector departing from a far-flung trading outpost.*

Below: *Stingray Destroyers from the Aquan Prime exemplify the graceful movement and deadly firepower that characterise all Aquan vessels.*

Step By Step Linked Fire
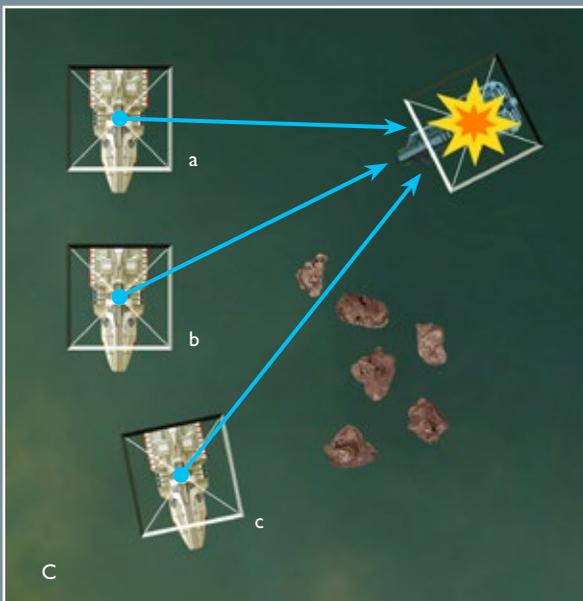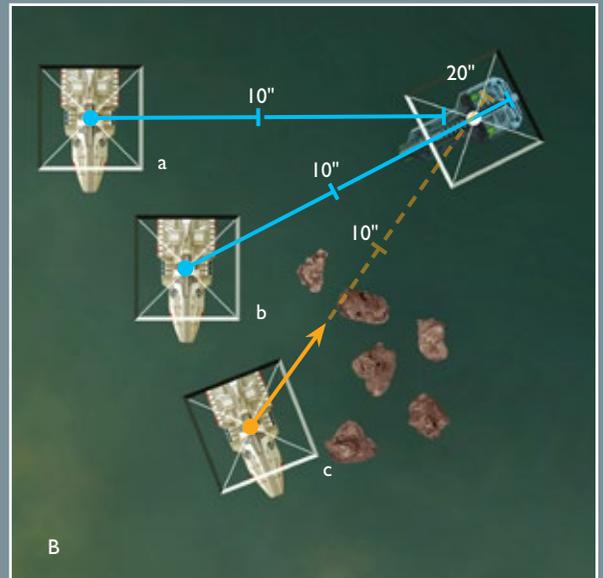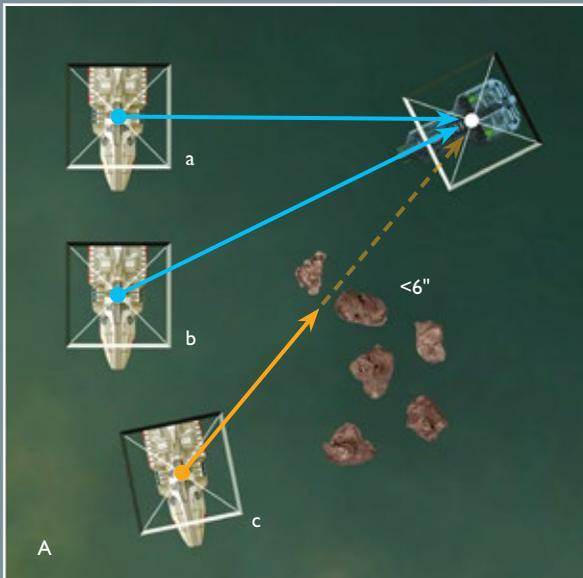
(A) The Terran Frigates declare a Linked attack with their Port Beam weapons against the Dindrenzi Frigate. The Dindrenzi Frigate is a valid target for all three Terran ships. However, the Line of Sight of Frigate (c) is Impeded by the Asteroids.

(B) The Range and available Attack Dice for each Frigate is determined. Frigate (a) is just over 20" away, and so has 2 AD to contribute. Frigate (b) is just under 20" away and so gets 4 AD to contribute. Frigate (c) is under 20" away, but its Line of Sight is Impeded, so its available AD are halved from 4 to 2.

(C) As it has the most Attack Dice available, Frigate (b) is selected as the Focus. The Attack Dice of Frigates (a) and (c) are added together (2 + 2 = 4) and then divided by two (4/2 = 2) before being added to the Attack Dice of Frigate (b) (4 + 2 = 6). The final linked total is therefore 6 AD, which are rolled against the Dindrenzi Frigate, and Damage is calculated like any other attack.

The Warships of Firestorm Armada are outfitted with a wide range of deadly weapons with which to annihilate one another.

DIRECT WEAPON SYSTEMS

The main or 'Direct' weapons systems are broken down into five Categories, to encompass the different effects that these weapons can have. They are divided into:

- Primary
- Beam
- Kinetic
- Scatter
- Nuclear

Each of the weapon system Categories are described in more detail below, along with their extra Coherence Effects that they will have if ALL of the weapons in an attack are of the same type. It will also describe the Range Bands that the weapon system uses.

PRIMARY

Comprised of banks of smaller massdrivers or old-fashioned chemically propelled projectiles, Primary Weapons are shorter ranged than larger Railgun or Laser systems.

Coherence Effect
Primary Weapons follow the standard rules for performing ranged attacks, with no additional Coherence Effects.

Range Bands
The Attack Dice ratings of Primary Systems alter in 8" bands.

BEAM

Whether Terran Laser Batteries or Directorate Plasma Projectors, Beam Weapons have a greater effective range than equivalent Primary Systems and allow incredible accuracy against distant targets moving at great speeds. However, unlike Kinetic Projectiles, their energy dissipates over extreme distances, and they lack the unpredictable destructive potential of explosive warheads or high velocity slugs.

Coherence Effect
If ALL weapons involved in an attack are Beam Weapons and the target is within 10" of all attacking models, any rolls of 1 in the initial roll may be Re-Rolled.

Range Bands
The Attack Dice ratings of Beam Systems alter in 10" bands.
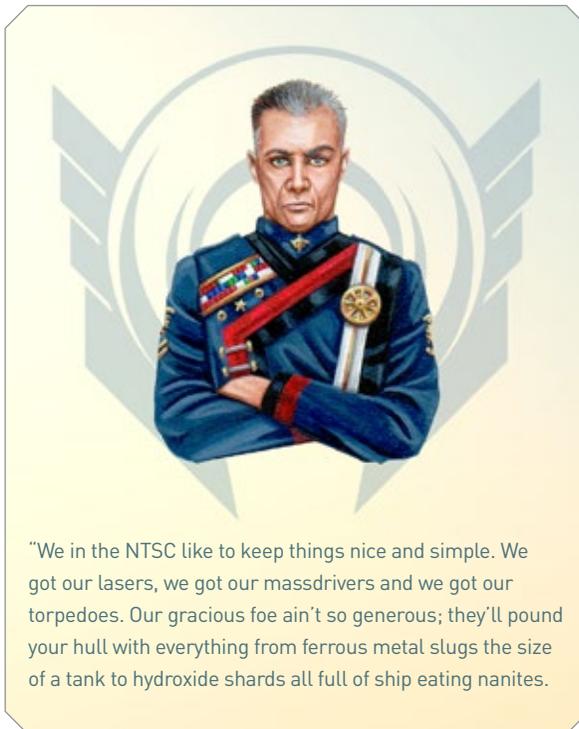
"We in the NTSC like to keep things nice and simple. We got our lasers, we got our massdrivers and we got our torpedoes. Our gracious foe ain't so generous; they'll pound your hull with everything from ferrous metal slugs the size of a tank to hydroxide shards all full of ship eating nanites."

KINETIC

Ships from the Dindrenzi Federation are famous for the gargantuan rail-accelerators that run the length of their hulls. These weapons can speed solid slugs to incredible velocities that can cause huge damage over unmatched ranges.

Coherence Effect
If ALL Weapons contributing to an Attack are Kinetic Weapons, and the Attack causes a Critical Hit, you may choose to add ONE to the roll on the Critical Hit Table, after the dice have been rolled. If the Attack causes multiple Critical Hits, you may choose separately for each roll on the Critical Hit Table made.

Range Bands
The Attack Dice ratings of Kinetic Systems alter in 12" bands.

SCATTER

Some weapons operate by simply filling an area of space with huge numbers of projectiles from extensive banks of rapid firing drivers. Fired in patterns calculated mathematically to cause the most impacts, these weapons are notoriously difficult to evade.

Coherence Effect
If ALL weapons involved in the attack are Scatter Weapons and the target is within 16" of all weapons

WEAPON SYSTEMS

taking part in the attack, the Attack Dice ignore any negative 'to hit' modifiers. A model's Shield Systems and other defences will still apply as appropriate however.

This effect does NOT apply if the Weapon is being used to make a Targeted Strike, the nature of a Scatter System is ill suited to precision strikes on a specific area of a ship.

Range Bands
The Attack Dice ratings of Scatter Systems alter in 8" bands.

NUCLEAR

Although considered 'dirty' by many races, fission warheads cause devastation across a huge area when they connect with their target.

Coherence Effect
If ALL weapons involved in an attack are Nuclear Weapons and the attack causes a Critical Hit, every model whose Flight Peg is within 4" of the target's Flight Peg suffers an attack with HALF the Attack Dice of the initial attack.

Roll separate attacks against each model caught in the blast, these Attack Dice do not receive negative 'to hit' modifiers and Line of Sight is not required. Any SRS Tokens within range suffer a Point Defence Attack with these Attack Dice.

Range Bands
The Attack Dice ratings of Nuclear Systems alter in 8" bands.

INDIRECT WEAPON SYSTEMS

Whilst the majority of a vessel's damage output comes from its main turret guns or broadside batteries, most ships are also outfitted with a number of other offensive systems tailored to more specific tasks.

These are divided into the following Categories:

* Torpedoes
* Mines
* Cyberwarfare
* Gravitational

The remainder of this chapter will discuss how each of these Indirect Weapons can be used. Whilst they all have different effects, the following is true for all Indirect Weapons:

* Indirect Weapons ignore Line of Sight restrictions, including Cloaking Fields. They are never Blocked

or Impeded.
* Indirect Weapons still obey Arc or Fire rules.
* Indirect Weapons cannot use Firing Options with weapons of different Categories.
* Indirect Weapons cannot make Targeted Strikes.
* The Attack Dice generated by Indirect Weapons are not reduced by Hull Damage or Crew Loss.

Whilst different Indirect Weapon Category Attacks can be resolved in any order the attacking player wishes, Attacks from Weapons of the same Indirect Category are assumed to occur simultaneously. As such, any effects caused are not applied until all Attacks of that Category from the Squadron have been resolved.

For Example: Should a Squadron's first Torpedo Attack of an activation knock out a model's Point Defence, any Defensive Fire it has already allocated will not be affected.

TORPEDOES

Although moving at much slower velocities than other projectiles, the guidance systems built in to Torpedo Weapons allow for incredibly accurate strikes over vast distances, regardless of intervening obstacles. However, the slower rates at which the Torpedoes move leaves them vulnerable to the target's countermeasures – be they guidance jamming systems, laser defence networks or automated turrets.

Torpedo Weapons follow the standard rules for performing ranged attacks, with the following exceptions:

* Torpedoes can be subject to Defensive Fire (see below).
* Some Torpedo Weapons may be upgraded to gain the Coherence Effect of another Weapon System; for example Nuclear Torpedoes gain the Nuclear Coherence Effect if all Torpedoes in the Attack are Nuclear.

Torpedo Weapons Systems attacks are declared along with other attacks, and all resolved simultaneously in the Indirect Attacks part of the Combat Segment (see Page 54).

Torpedo Attacks are resolved using the following Sequence:

1. Declare that Torpedo Attacks will now be resolved and nominate targets
2. Allocate Defensive Fire
3. Pick Torpedo Attack to resolve
4. Check Arc of Fire

5. Measure Range
6. Compile Attack Dice
7. Roll Attack Dice
8. Roll Defensive Fire
9. Roll Shield Dice
10. Move on to the next Torpedo Attack
11. Once all Torpedo Attacks are resolved, apply Damage and Critical Effects and remove Destroyed models
12. Move on to next Weapon Category

Range Bands
The Attack Dice ratings of Torpedo Weapons alter in 12" bands.

Allocating Defensive Fire
Once the firing Commander declares that they wish to resolve their Torpedo Attacks, any models that they targeted with Torpedo Weapons need to declare their Defensive Fire.

Each model targeted with Torpedoes MUST use its own Point Defence Systems to defend itself. Any other models in its Squadron and within Command Distance of it may Link their Point Defence values with the target model.

Any Escort Type models in the target model's Squadron within Command Distance of it, and any SRS Tokens within 4" of the target model's Flight Peg (or 6" for Interceptor Type SRS), may Combine their Point Defence values with the target model.

A model's Point Defence value, combined or linked with other models or nearby Flights as described, is the Defensive Fire pool that will be rolled against any incoming Torpedo Attack.

See Page 62 for a full description of Linking and Combining.

A model can only use its Point Defence systems for Defensive Fire ONCE per activation. As such, should a model come under multiple Torpedo attacks from a Squadron, it may divide its Point Defence pool between them as it sees fit, but cannot use the entire pool against each attack.

For Example: Two Hermes Class Cruisers in a Squadron of three, come under Torpedo Attacks from a distant Squadron. The two Cruisers receiving the attacks elect to defend themselves, and the third must choose which to assist. As one of the Cruisers has already been damaged, and its Point Defence has been lowered, the other Cruiser chooses to defend this one, hoping to compensate for its reduced defences.

Later in the turn, the Hermes are fired upon with Torpedo Weapons again by another enemy Squadron. As this is in a separate activation, the Cruisers may use their Point Defence to defend themselves again.

Additionally, should a model be in a position to simultaneously defend multiple models with Defensive Fire, it must choose which it wishes to protect.

Resolving Torpedo Attacks
Once all Defensive Fire has been allocated against incoming Torpedo Attacks, the attacks can be resolved.

For each attack, once the attacking player has rolled their Attack Dice and calculated their successes but before any Shield Dice are rolled, the defending player rolls their Defensive Fire pool allocated to that attack.

Defensive Fire Dice use 'Exploding Dice', rolling successes on results of 4, 5 and 6. Every success rolled reduces the number of successes in the incoming attack by one.

After reductions from Point Defence, the attack resumes the normal sequence; rolling any Shield Dice to further reduce the Torpedo attack, then calculating and applying any damage caused. With multiple models in a Squadron potentially making several separate Torpedo Attacks, remembering how Defensive Fire has been allocated can become difficult.

In these cases, so that all players are aware of exactly what is going on, it can be helpful to place dice next to the target models, both for the incoming Torpedo Attacks and any Defensive Fire pools.

For Example: A Squadron of four Pilgrim Class Frigates comes under attack by three Gila Class Cruisers. Two of the Cruisers separately attack one Frigate, whilst the third attacks a second. As such, two lots of 4 Attack Dice are placed next to the first, showing the two attacks from the two Cruisers, and 4 Dice are placed next to the second Frigate, from the third Cruiser.

The Frigates now assign their Defensive Fire. With one Point Defence each, the four Frigates divide their defence equally between the two targets, assigning 2 PD to each. However, a Flight of three Fighters is also within 4" of the first Frigate and combines its 3 PD to its pool for a total of 5.

As the first Frigate is coming under two separate attacks, it chooses to divide its Defensive Fire pool between them, allocating 3 to the first and 2 to the second.

MINES

Many vessels have the capacity to deploy clouds of 'mines'. Drone controlled explosives programmed with primitive intelligence, they latch on to any vessel which passes nearby which is not broadcasting the correct IFF codes and detonate with significant force.

Being a very different Weapons System to the other Systems (Direct or Indirect), Mines use an entirely different Combat Sequence. The full rules for using Mines are described on the next page.
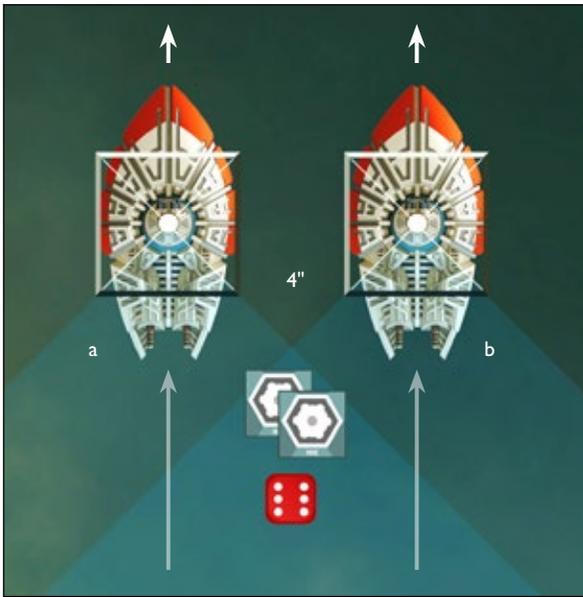
Destroyers (a) and (b) move forward, drop their Mines and then finish their movement. The mines are placed within 4" of each model's Flight Peg, and within their Aft Arcs. A Dice is placed next to the Mine, to show how many AD it will detonate with. As the Destroyers have placed their Mines on the same spot, their Attack Dice are Linked for a total of (4 + 4/2) = 6 AD.

Laying Mines

A model can place a Mine at any point during the Movement Segment of its activation, anywhere within its Aft arc of fire and 4" of its Flight Peg. Mark the Mine's location with a Mine Marker, and place a D6 (or two) adjacent to it. The number shown on the dice shows the Mine's Attack Dice value.

If a Squadron lays multiple Mines in the same place (by placing the Markers one on top of the other), the

Mines are considered to be Linked. Once all models in the Squadron have laid their Mines, replace the markers with a single Marker whose Attack Dice total is the sum of the first Mine placed, plus half the sum of the Attack Dice from subsequent Mines placed on the same spot.

> **Important Note:** Mines may only be Linked with other Mines placed in the same activation. A Mine cannot be placed touching a Mine placed in a previous activation.

> **For Example:** A Squadron of four Cruisers, each with a Mine rating of 3, lay their Mines on the same spot.
>
> The four Markers are replaced with a single Marker. The Attack Dice rating of this Marker is equal to 3 for the first Mine, plus the sum of the other three Mines divided by 2 (i.e. 3 plus 3 plus 3, divided by 2, which when rounded down equals 4) for a final total of 7 AD.

Triggering Mines

If, during its movement, a model comes within 4" of an enemy Mine Marker, it must immediately halt. This model and any other models (friendly or enemy) currently within 4" of the Mine Marker receive an Attack with a number of Attack Dice equal to the Mine's Attack Dice value.

Roll separately for each model within range of the Mine. These Attack Dice do not receive negative 'to hit'

(A) Frigate (a) moves to within 4" of a Mine Marker and the Mine detonates. It takes a point of damage from the Attack and then completes its movement. The Battleship is also caught in the blast, but is unscathed. (B) Frigate (b) then performs its movement, and also enters the blast. However it is less fortunate than Frigate (a) and the Mine causes a Critical Hit that destroys it.
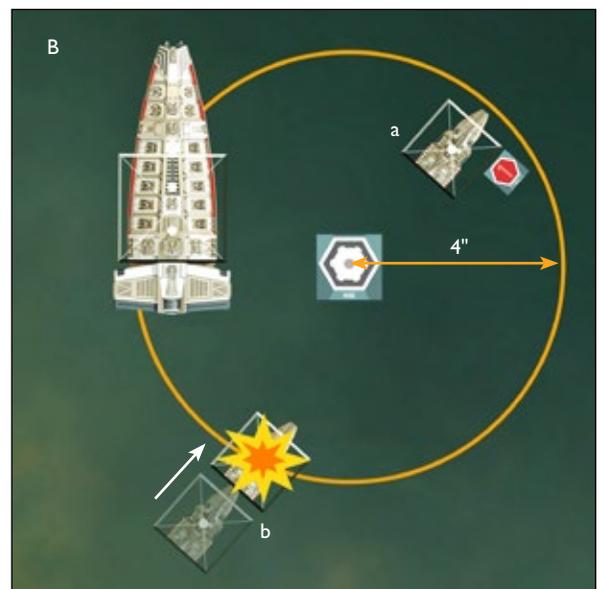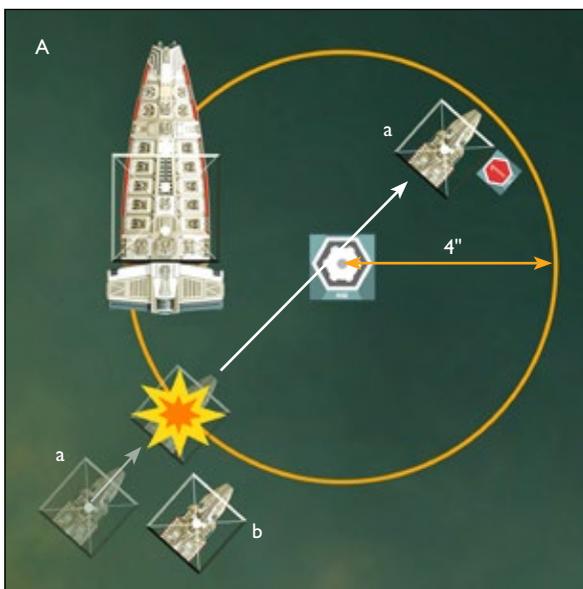
modifiers. They always roll successes on 4, 5 or 6 (or better). Shield Systems apply as normal.

Once this has been resolved, the model may complete the rest of its movement. However, the Mine Marker is not removed until the end of the current Squadron's movement phase. Any other models that move to within 4" of the Marker must receive an Attack with the same number of Attack Dice as the first.

Once all models in the Squadron have completed their Movement, any Mines which were triggered are removed from the game board.

Mines are NOT triggered by Hidden Set-Up Markers. However, if a model is revealed within range of an enemy Mine, the Mine will immediately detonate.

> **Important Note:** Mines are not triggered by SRS Tokens. However any SRS Tokens in range of a Mine when it explodes will suffer a Point Defence Attack with Dice equal to the Mine's AD value.

Cascading Mines

When a Mine is triggered, there is a chance that other Mines in range will also explode. Any Mines within 4" of an exploding Mine are triggered on a D6 roll of 5 or 6. When a Mine is triggered in this way, roll its AD separately against any models in range. Any models that subsequently move into the area of effect also suffer an attack with the same number of Attack Dice.

> **Important Note:** a model may receive multiple Mine attacks in a single activation, if it moves through the range of multiple Mines.

CYBERWARFARE

All the advanced space-faring vessels of Firestorm Armada house vast computer banks dedicated to hacking into the enemy's networks and defending their own from similar invasion.

However, some ships devote much more real estate and power resources to such systems. They mount vast emitter arrays that can project cyber attacks across huge distances and carry advanced AI systems which can devise and adapt viruses mid-battle to overwhelm the enemy's firewalls.

Whilst not as openly devastating as crushing rail-guns or explosive torpedo salvoes, a successful Cyberwarfare attack can disable a vessel's engines, weaponry or even its life support systems.

Cyberwarfare Weapons Systems attacks are declared along with other attacks, and all resolved simultaneously in the Indirect Attacks part of the Combat Segment (see Page 54).

1. Declare that Cyberwarfare Attacks will now be resolved
2. Check Arc of Fire
3. Measure Range
4. Compile Attack Dice
5. Roll Attack Dice
6. Roll Cyber Defence
7. Resolve Attack Effect
8. Move on to the next Cyberwarfare Attack
9. Once all Cyberwarfare Attacks are resolved, move on to next Weapon Category

Cyber Defence

Similar to Shield Systems and Point Defence, models may attempt to reduce the number of successes from an incoming Cyberwarfare Attack.

To do so, they roll a number of Dice equal to their unmodified Fleet Tactics Bonus, with rolls of 4, 5 and 6 counting as successes.

Each success reduces the number of successes in the incoming attack by one.

Damage

Cyberwarfare attacks do not cause Hull Damage or Critical Hits. Instead, if the attack equals or exceeds the target's Damage Rating, choose a Targeted Strike area and roll a D6 on the relevant table to determine the effect caused (see Page 73 for full details).

If the attack equals or exceeds the target's Critical Rating, choose TWO Targeted Strike areas and roll a D6 on each table to determine the effects caused (see Page 73). The same area may be chosen twice.

If the target of a Cyberwarfare Attack is a non-Capital Class model, the target instead loses 1 Crew Point if its Damage Rating is equalled or exceeded or 2 Crew Points if its Critical Rating is equalled or exceeded.

> **Important Note:** Cyberwarfare Attacks are not subject to Shield Systems or Defensive Fire.

Range Bands

The Attack Dice ratings of Cyberwarfare Systems alter in 10" bands.

GRAVITATIONAL

Even the most advanced races in the galactic quadrant have struggled to effectively weaponize gravitational forces, although most can manipulate them for utilitarian purposes.

However, in the few cases where gravity has been harnessed for military use, the effects are singularly devastating.

Gravitational Weapons Systems attacks are declared

along with other attacks, and all resolved simultaneously in the Indirect Attacks part of the Combat Segment (see Page 54).

1. Declare that Gravitational Attacks will now be resolved
2. State Damage Or Control Usage
3. Check Arc of Fire
4. Measure Range
5. Compile Attack Dice
6. Roll Attack Dice
7. Resolve Declared usage
8. Move on to the next Gravitational Attack
9. Once all Gravitational Attacks are resolved, move on to next Weapon Category

When the attack is about to be resolved, the Commander must declare whether it is being used for Damage or Control.

Damage Usage

If Damage is declared, the weapon uses gravitational forces to warp and distort the enemy vessel, inflicting huge damage on its hull. Damage is resolved as normal.

Control Usage

If Control is declared, the weapon is instead used to drag or repel the target.

No damage is caused, however, if the attack equals or exceeds the target's Damage Rating it may be moved up to D3" directly toward or directly away from the model which was the attack's focus.

If the attack equals or exceeds the target's Critical Rating, it may instead be moved up to 2D3" directly toward or away from the focus.

If Control is declared, a Gravitational Weapon may be used on friendly models.

> **Important Note:** Gravitational Attacks are not subject to Shield Systems or Defensive Fire.

Range Bands

The Attack Dice ratings of Gravitational Systems alter in 8" bands.

Opposite: Aquan pilots, particularly of the many short range spacecraft employed by their Carriers, are renowned for their exceptional skill.

> "If the opportunity arises, it might be worthwhile making your gunners work for their pay – tell them to pick out a 'renzi Battleship's engines, then watch the fools try and get any use out of that over-sized pea shooter they rely on!"

In place of making one of their regular Ranged Attacks a Squadron may make a special kind of attack called a 'Targeted Strike'. A Targeted Strike is a pinpoint attack directed at a particular system aboard an enemy vessel.

Although not as devastating in terms of raw damage, such attacks have the capacity to cripple enemy systems, or take them off-line all together, leaving them helpless, toothless and dead in the void of space.

It is not required that all of the models/SRS Tokens in the Squadron take part in the Targeted Strike. However, a Squadron may perform ONE Targeted Strike during its Activation.

To make a Targeted Strike the controlling player must first declare which System they wish to attack on an enemy model. This selection should be made from the following options:

- Bridge
- Propulsion Systems
- Weapons Systems
- Life Support Systems
- Defensive Systems

A Targeted Strike cannot be made against an SRS Token or a model with initial Hull Points of 2 or fewer, as these vessels are simply too small to separate out their primary systems for attack.

Making Targeted Strikes

After declaring the Target System, the controlling player then compiles an Attack Dice pool, taking Firing Options, Ranges and Weapon Systems into account as if they were making a regular Ranged Attack.

Any Weapon Systems that do not contribute to the Targeted Strike can make Ranged Attacks as normal.

This Attack Dice pool should then be rolled, suffering a -1 'to hit' modifier. Shields apply as if it were a regular Attack.

Damage from Targeted Strikes

Should the Attack equal or exceed the target's Damage Rating, apply damage as normal, then roll a D3 and compare the result to the Critical Effects listed below (dependent on which area of the ship was targeted).

Should the attack roll sufficiently to cause a Critical Hit, roll on the Critical Hit Table as normal, then roll a D6 and compare the result to the effects listed below (dependent on which area of the ship was targeted).

These effects are repairable, in the same way as Critical Effects caused by other sources.

Bridge	
1 - 2	Hazard Marker
3 - 4	Fire! Critical Effect
5 - 6	Security in Disarray Critical Effect
Propulsion Systems	
1 - 2	Hazard Marker
3 - 4	Can only move HALF Mv
5 - 6	Main Drive Failure Critical Effect
Weapons Systems	
1 - 2	Hazard Marker
3 - 4	Closest Arc Impeded
5 - 6	Fire Control Offline Critical Effect
Life Support Systems	
1 - 2	Hazard Marker
3 - 4	Decompression Critical Effect
5 - 6	Hull Breach Critical Effect
Defensive Systems	
1 - 2	Hazard Marker
3 - 4	PD Network Disrupted Critical Effect
5 - 6	Choose Shield Overload OR PD Network Disrupted Critical Effect

For Example: A Squadron of Three Chironex Class Cruisers make a Targeted Strike against a Nausicaa Class Battleship, targeting its Defensive Systems. The three Cruisers Link their fore Beam Weapons from the second range band (6 AD Each), making a Attack Dice pool of 12 Attack Dice (6 + 3 + 3). This is then rolled against the Battleship. They roll well, getting 8 successes. As this is higher than the Battleship's Damage Rating they cause a point of Hull Damage and then roll a D3, comparing the result to the Defensive Systems effects. A roll of 3 gives the *PD Network Disrupted* result, this takes the Battleship's Point Defences off-line, leaving it wide open to torpedo attacks.

Left: *The RSN's Banshee Class Dreadnought is one of the deadliest ships in the sector, particularly when accompanied by Siren Escorts to triangulate its targeting calculations.*

Top right: *Missionary Class Frigates stumble across a Praetorian Class Battleship. Unfortunately for the Terran Alliance, it is unlikely that they will escape to make a report.*

Right: *Crystalline energy emitters are used in Aquan propulsion systems and weapons technology.*

"There's a lot to go wrong on a space ship, any one of a thousand malfunctions can leave you tryin' to breathe vacuum. Best keep your repair crews trained and alert – once the warheads start flyin', there's no telling what system might take a hit next."
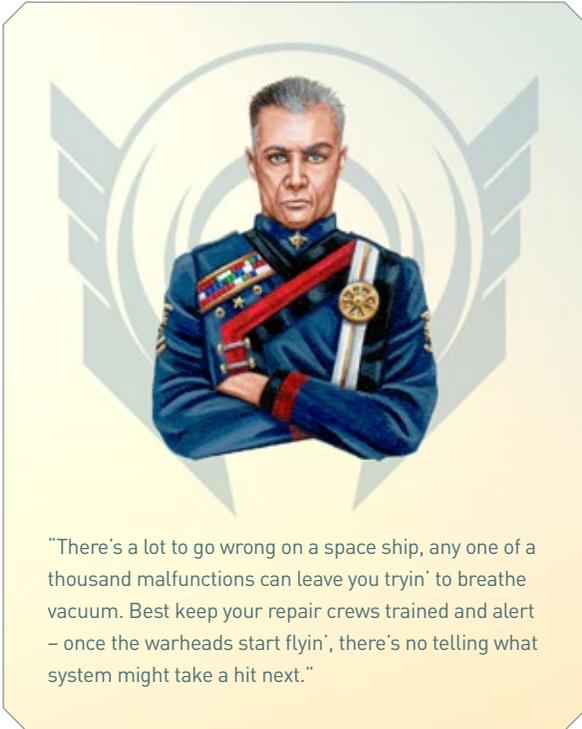
When a Targeted Strike or Boarding Assault successfully overcomes a model's defences, or an attack does enough damage to cause a Critical Hit, the attacking player will be able to roll on either the Targeted Strike Damage Tables (see Page 73) or the Critical Hit Table (see Page 75).

The result will cause an immediate effect to the target ship, be it knocking out particular systems, killing its Crew or forcing it to take a morale check. Some of these effects are permanent, some only last until the model has completed its next Activation and others can be fixed by taking a Repair Roll during the End Phase of the Turn as described on Page 80. This is listed in the Duration column.

Important Note: Some results may put more than one effect into place. If applicable these must be repaired separately. Crew loss cannot be repaired, even if the effect which caused it is. Additionally, if a model gains multiple instances of the same effect, each needs to be repaired individually before the effect is removed.

PERSISTENT DAMAGE

Some Critical Effects and special weapons cause damage that grows over time, gradually crippling a ship or wiping out its Crew.

Hazard Markers

Several effects mean that a model will gain a Hazard Marker. These represent spreading fires, radiation leaks, loss of life support or a variety of other dangers that can befall a ship's crew.

A repair roll must be made for every Hazard Marker that a model carries during the End Phase of each Turn. On a 4, 5 or 6 the repair is successful and the Marker is removed. On a 2 or 3 the Marker remains and the model loses a Crew Point. On a 1 the model loses a Crew Point and gains another Hazard Marker.

Corroded Markers

Several effects mean that a model will gain a Corroded Marker. These represent deadly nanotech agents eating through a ship's hull, or dangerous reactor leaks that can cause structural damage from the inside.

A repair roll must be made for every Corroded Marker that a model carries during the End Phase of each Turn. On a 4, 5 or 6 the repair is successful and the Marker is removed. On a 1, 2 or 3 the Marker remains and the model loses a Hull Point.

OTHER EFFECTS

Whilst the majority of the effects listed in the Damage Tables are easily understood, some may require further explanation.

Half Speed

If an effect states that a model can only move at 'Half Speed', the model must move exactly HALF its Movement Value. It cannot move any further than this, but it must still move its 'Minimum Move' distance.

Cannot Turn

A model which 'Cannot Turn' can only move directly forwards, it cannot make any turns around the 45 degree template.

'Disabled'

If a system is Disabled it cannot be used until the effect expires or is removed. For example, if a particular Weapons System is Disabled, the model cannot attack with it until it can be brought back on line.

If a particular 'Arc' is Disabled, none of the weapons on that model can fire into the designated Arc (including Mines). For example, a model with Gun Racks and Port/Starboard Torpedoes whose Port Arc had been disabled could fire its Gun Racks and Torpedoes at targets in its Starboard Arc, but not its Port Arc.

If a model's Cloaking Field is Disabled, the Cloaking Field immediately becomes inactive, and cannot be made active again until after the Effect has been repaired.

Right Favoured by the wealthiest crime lords and the most influential politicians, the Spur Heavy Cruiser is swift, elegant and armed more than well enough to defend its cargo, or intimidate a rival!

AP reduced to 0

If a vessel's Assault Points are reduced to zero, its security personnel and assault troops are no longer able to coordinate their efforts – either their internal communications are down, key personnel have been killed or general chaos is hampering their efforts. They cannot effectively defend their ship, or try to board another.

Ships with an AP of zero cannot launch boarding assaults, and they do not add their Assault Point value to their Anti-Boarding Defence pool if they are boarded, until the effect has been repaired.

2D6 Roll	Result	HP Lost	Critical Hit Effect	Repairable
2	Reactor Overload	2D3	If the model is destroyed as a result of this Attack, any model or SRS within **4"** of it is subject to an Attack using a number of Attack Dice equal to double the Destroyed model's initial number of Hull Points. Roll separate attacks against each model caught in the blast.	N/A
3	Reactor Leak	2	This model gains a Corroded Marker	Yes
4	Fire Control Offline	2	Weapons Systems in closest arc *Disabled*	Yes
5	PD Network Disrupted	2	Point Defence *Disabled*.	Yes
6	Decompression	2	This model loses one Crew Point and gains a **Hazard Marker**.	Yes
7	Hull Breach!	2	This model loses 1D3 Crew Points	N/A
8	Fire!	2	This model loses one Crew Point and gains a **Hazard Marker**.	Yes
9	Shield Overload	2	Shields or Cloak *Disabled*	Yes
10	Main Drive Failure	2	Half Speed and Cannot Turn	Yes
11	Security in Disarray	2	AP reduced to 0	Yes
12	Fold Drive Rupture	2	This model immediately moves **2D6"** in a random direction. Place the model in its new position maintaining its original orientation. Resolve any contact with Terrain as a Collision. A model that is moved off the Game Board is automatically Destroyed.	N/A

"It's a risky tactic – I won't lie. A boarding run is a one way trip for nine out of ten of your marine commandos. But those boys don't fear or falter - they'll give their lives to seize you a prize if you give the word. Set them up with a ripe and valuable target, and they might even earn you a medal."

When a model draws close enough to the enemy it may attempt to launch a Boarding Assault against it. Specially trained marines and combat robots board high velocity shuttles and streak through the void toward their target. Any that can break through the lattice of point defence systems and breach their target's hull can wreak havoc on the internal systems.

This chapter will explain the rules and procedure for making Boarding Assaults, before moving onto more specialised rules associated with boarding.

LAUNCHING A BOARDING ASSAULT

Any model which begins the Boarding Assault Segment of its activation within 6" of an enemy model may launch a Boarding Assault against it, provided that the target model has not been fired upon by any models in the Squadron already this activation.

If they are in range, multiple models in a Squadron may choose to launch a coordinated Boarding Assault against a single enemy model, or they can make separate Boarding Assaults against different targets.

A model may only launch a single Boarding Assault during the course of a game. Once a model has made a Boarding Assault, place a Boarding Assault Launched Marker next to it, to show that it cannot Assault again.

BOARDING ASSAULT PROCEDURE

Boarding Assaults are carried out using the following procedure:

Declare All Targets, then for each assault:
1. Compile Boarding Assault Dice pool
2. Compile Anti-Boarding Dice pool
3. Roll Boarding Assault Dice pool
4. Roll Anti-Boarding Dice pool
5. Resolve Boarding Assault damage

Declare All Targets

Each model in the active Squadron first needs to declare whether they are performing a Boarding Assault, and against which enemy models.

For each Assault declared against a model with initial Hull Points greater than 2, they also need to state which area of the target ship the assault team is aiming for, choosing between:

- Bridge
- Propulsion Systems
- Weapons Systems
- Life Support Systems
- Defensive Systems

Once all targets have been declared, resolve each assault separately, in an order chosen by the active player, following these steps.

1. Compile Boarding Assault Dice pool

All of the models launching a Boarding Assault against the target model should add a number of dice equal to their current Assault Point value to the Boarding Assault Dice pool.

The dice each model adds to the Assault Point Dice pool are Combined together.

2. Compile Anti-Boarding dice pool

When a model is boarded it can use its Point Defence systems and onboard complement of marines to hold back their attacks, mitigating the damage they can do to the ship.

Once the total number of Assault Dice against each model has been calculated, the target models and any other valid models in their Squadron should compile an Anti–Boarding Defence dice pool.

A model that is the target of a Boarding Assault has an initial Anti–Boarding Dice pool equal to the sum of their Combined Point Defence and Assault Point values.

Important Note: A model's Assault Point rating encompasses both its specialised Boarding Marines and its Security Forces. As such, even after a model has launched a Boarding Assault, the Security Forces remain and the model's Assault Point value still contributes to its Anti-Boarding Defence.

Linking In Anti-Boarding Defence

When a model is targeted by a Boarding Assault the other models in its Squadron may lend their Point Defence fire to assist in its defence.

Any models that are within Command Distance of the target model and part of the same Squadron may Link (see Page 62) their Point Defence into the target model's Anti-Boarding pool against the incoming attack.

Escort models that are within Command Distance of the target model and part of its Squadron may Combine (see Page 63) their Point Defence into the target model's Anti-Boarding pool against the incoming attack.

Any friendly SRS Tokens within 4" of the model that is the target of a Boarding Assault (6" for Interceptor Type SRS) may Combine (see Page 63) their Point Defence into the target model's Anti-Boarding pool against the incoming attack.

A model or SRS Token may only use its Point Defence Systems once per Boarding Phase. If multiple models in range of its Systems are Boarded it must choose which to assist.

3. Roll Boarding Assault Dice pool

The Boarding Assault Dice pool should then be rolled.

After the dice have been rolled the number of successes should be established.

Successes are rolled on a 4, 5 or 6, although various game effects or MARs may change this.

4. Roll Anti-Boarding Defence Dice pool

The Anti-Boarding Defence Dice pool should then be rolled.

For each roll of 4, 5 or 6 on the Dice, one success is removed from the incoming Boarding Assault.

5. Resolve Boarding Assault damage

Should they overcome the target's defences, boarding parties will set high-explosive charges; internal explosions causing heavy damage, and key systems being taken offline.

If, after the Anti-Boarding dice have been rolled, any successes remain the target model loses 1 Hull Point. If the target has initial Hull Points greater than 2, roll a D3 and compare the result to the effects listed below (dependent on which area of the ship was targeted).

If the number of successes rolled is equal to or greater than the target model's current Crew Point total, the

target model suffers a Critical Hit instead. Models with initial Hull Points of 2 or fewer are Destroyed, otherwise, roll on the Critical Hit table and apply the effects as normal.

After the roll on the Critical Hit table has been made, and the effect applied, roll a D6 and compare the result to the effects listed below (dependent on which area of the ship was targeted). These effects are repairable, in the same way as Critical Effects caused by other sources.

Bridge	
1 - 2	Hazard Marker
3 - 4	Fire! Critical Effect
5 - 6	Security in Disarray Critical Effect
Propulsion Systems	
1 - 2	Hazard Marker
3 - 4	Can only move HALF Mv
5 - 6	Main Drive Failure Critical Effect
Weapons Systems	
1 - 2	Hazard Marker
3 - 4	Closest Arc Impeded
5 - 6	Fire Control Offline Critical Effect
Life Support Systems	
1 - 2	Hazard Marker
3 - 4	Decompression Critical Effect
5 - 6	Hull Breach Critical Effect
Defensive Systems	
1 - 2	Hazard Marker
3 - 4	PD Network Disrupted Critical Effect
5 - 6	Choose Shield Overload OR PD Network Disrupted Critical Effect

CAPTURING SHIPS

If an assault is particularly successful, the boarders may be able to fully subdue the security forces and seize control of the vessel. While they will be unable to force the remaining crew to fire upon their own Fleet, they may be able to make them shunt away to a secure location where the crew can be imprisoned and the vessel repurposed or dismantled for research.

If, after reduction from Point Defence and opposing Assault Points, the number rolled is greater than DOUBLE the target model's current Crew Point total, the vessel has been Captured. This should be checked BEFORE applying any Boarding Assault Damage, if the vessel is Captured, the damage is NOT applied.

Important Note: If the target has no Crew Points and at least one success remains, the target may be Captured.

Above: Directorate Cruisers under the colours of OmniDyne Systems launch a surprise raid against a Squadron of Ryushi Cruisers.

If a model is Captured both players' Battle Logs should be immediately adjusted as if it had been Destroyed (see Page 82). At this point, the attacking Commander can choose to Scuttle the model, at which point it is removed from the board and no further action is taken.

Alternatively, they may attempt to take the captured vessel into Fold Space, risking recapture for the chance to gain an additional bonus to the Battle Log. In this case the model is not removed from the board.

The model's Crew Points are reduced to 0 and its Assault Points are made equal to the number of successes rolled in the Boarding Assault, after Anti-Boarding successes were applied.

In the following Turn, a model which has been Captured may be activated as if it were part of the capturing Commander's Fleet.

When a Captured model activates, it cannot perform any actions apart from to move normally and it must activate its Fold Space Drives as soon as possible.

Once a Captured model enters Fold Space and leaves the Board, the player who captured it gains an additional bonus to their Battle Log.

Models with initial Hull Points equal to 2 or fewer cannot be Captured in this way. If a Boarding Assault rolls enough successes to Capture such a model, it is Destroyed.

Damaging Captured Ships

A captured vessel's former Fleet may turn their guns on it, preferring to see it destroyed rather than in enemy hands.

A captured model is considered part of the enemy Fleet for all targeting purposes, and may be fired upon normally. However, destroying a Captured model will not affect either players' Battle Log, it merely prevents the Capturing Commander gaining the additional bonus for escaping with a Captured vessel.

Players may also attempt to board and capture a vessel which has been previously captured. This follows the normal procedure. If recaptured the model is no longer considered Destroyed and players' Battle Logs are changed accordingly. However, the model is still unable to return to the fight and must attempt to Shunt away as soon as possible.

Whilst a Captured model cannot perform any actions bar Movement and charging its Fold Space Drives, it may still use its Shield Systems and Point Defence as normal, should it come under fire or a counter-Boarding Assault.

Optional Rule

Voluntary De-Compression

When boarded, some Captains resort to extraordinary measures to see the attackers off their ship.

Immediately before rolling their Anti-Boarding dice pool, the commander controlling the model that is the target of the current Boarding Assault may opt to open some of its airlocks, exposing their enemies to the void.

The defending model immediately gains D3 Hazard Markers, and the number of successes from the incoming Boarding Assault is reduced by D6-2.

The Hazard Markers must be rolled for normally during the End Phase of the turn along with any other Damage Effects.

Boarding Assault Example
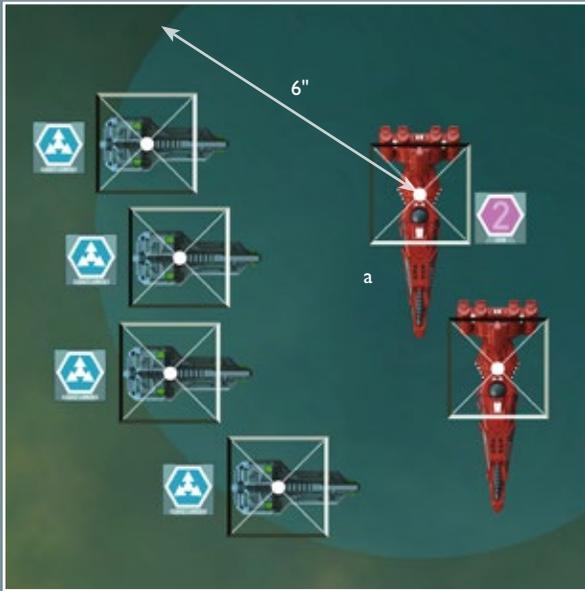
The Dindrenzi Frigates move to within 6" of Ryushi Cruiser (a), and declare that they are going to perform a Boarding Assault, naming the Cruiser's Bridge as their target area. An 'Assault Launched' Marker is placed next to each of the Dindrenzi Frigates.
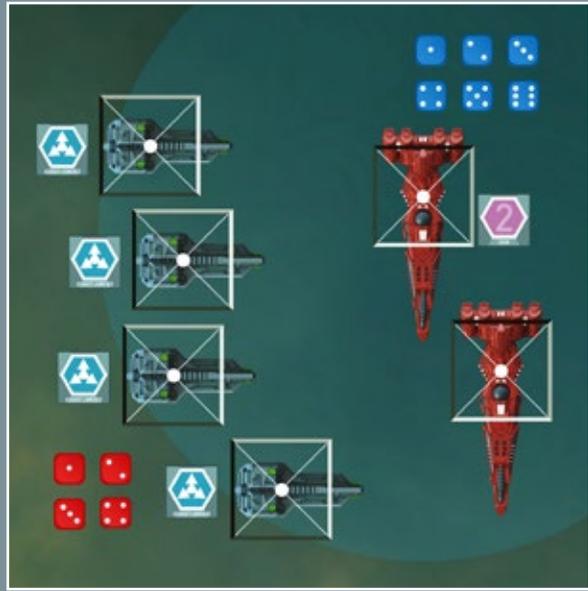
The Assault Point Values of the Dindrenzi Frigates are added together, for a Boarding Assault Dice Pool of (1 + 1 + 1 + 1 = 4). The Ryushi Cruiser's 2 Assault Points are added to its Point Defence of 2 (reduced due to its lost Crew), with an additional 2 PD Linked from the other model in its Squadron, giving a total Anti-Boarding Dice pool of 6.
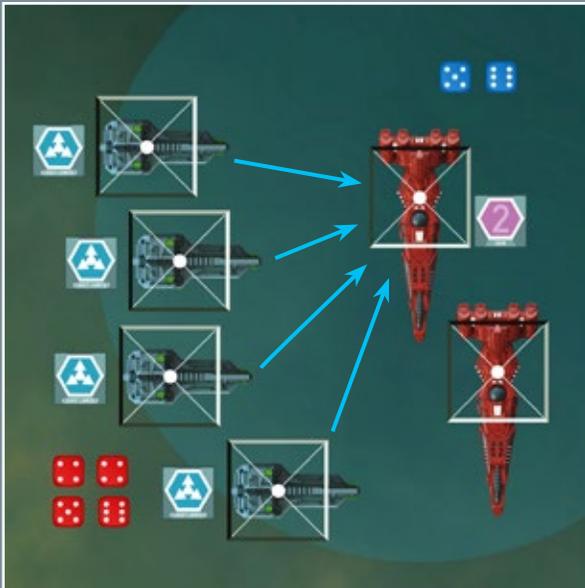
The Frigates roll their Boarding Assault Dice, and score 5 successes, whilst the Anti-Boarding Dice only manage to roll 3 successes. The Anti-Boarding Dice successes are subtracted from the Boarding Assault Dice successes, leaving a total of (5 - 3 = 2).

The number of successes remaining is equal to the Cruiser's current Crew Points total, so a Critical Hit is caused, as well as a D6 roll on the 'Bridge' Damage table. A Critical Hit roll of 7 causes 2 Hull Points of damage, and kills the Cruiser's last Crew Points, while a D6 roll on the Bridge damage table then gives it a Hazard Marker.
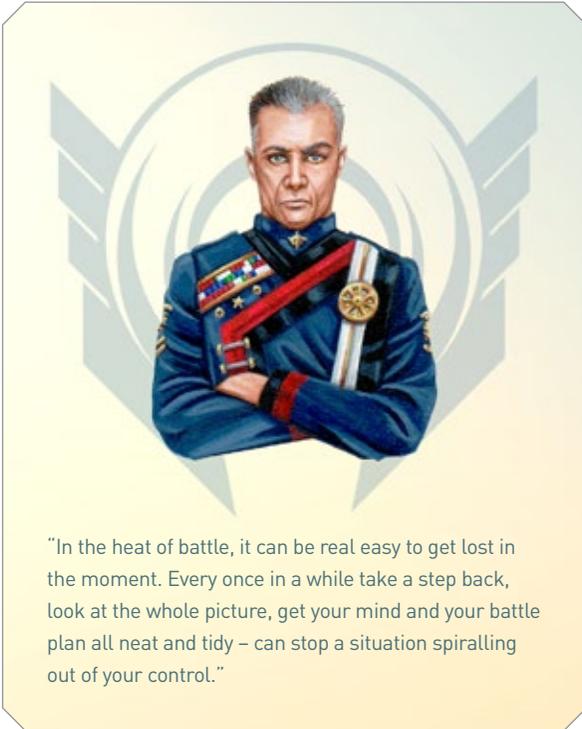
"In the heat of battle, it can be real easy to get lost in the moment. Every once in a while take a step back, look at the whole picture, get your mind and your battle plan all neat and tidy – can stop a situation spiralling out of your control."

The End Phase of the Turn is used to tidy up and prepare for the next Turn. Perform any End Phase actions in the following order:

1. Check for End of Game.
2. Perform any Disorder Tests.
3. Make any Damage Repair Tests.
4. End Phase Terrain Effects
5. Retrieve TACs
6. Rationalise Game Markers.

END OF GAME

If one side has satisfied their Victory Conditions, a Commander's "Battle Log" has been reduced to its lower limit or the last Turn of the Scenario has been played out, the game ends.

Commanders should compare their Battle Logs to determine who has won, and how much they have won by (see Page 82 for details).

DISORDER TESTS

Any models/Squadrons carrying a Disorder Marker may take a Command Check to try and remove it.

If the Check is passed, the Marker is removed and they may act normally in the following Turn. If the Check is failed the model/Squadron remains Disordered. For details on taking Command Checks, see Page 48.

DAMAGE REPAIR

Commanders must attempt to repair any Critical Effects that have been inflicted upon their models by making a Damage Repair Test. Players resolve any repair attempts simultaneously, but must roll separately for each Critical Effect that they are attempting to repair, and can only attempt to repair each Effect once during each End Phase.

For each such effect, the Commander rolls a single D6. If the result is a 4, 5 or 6, the repair is successful and the Critical Effect is removed. On a 1, 2 or 3 the attempt is unsuccessful and the Effect Remains.

A Commander MUST attempt to repair all Hazard or Corroded Markers. For full details, see 'Persistent Damage' on Page 74.

Important Note: It is not possible to repair Hull Point (HP) damage or Crew loss with a repair roll.

END PHASE TERRAIN EFFECTS

Certain Terrain features will have effects stated to occur during the End Phase, such as moving a Comet, Gravity Well Manoeuvre Tests, Ghost Ship/Station Attacks and using the optional Moving Terrain rules. For a full description of these rules, please see Pages 42 to 45.

Resolve these effects one Terrain piece at a time, moving from top left to bottom right of the game board, from the perspective of the Commander who won the initiative this Turn.

RETRIEVE TACs

You may choose to lower your Battle Log by the Retrieval Cost of one of the Tactical Ability Cards you have already played to retrieve that Card. Retrieved cards return to your hand, and may be played again in a subsequent Turn.

RATIONALISE GAME MARKERS

Game Markers are used to indicate both Damage and key information. Some may be temporary and others permanent. During the End Phase, Players should ensure that every model has the correct Game Markers. Any Game Markers that are no longer relevant should be removed.

Right: The pulsing core of a Kedorian Battleship houses a rapidly charging Fold Space engine, capable of 'jumping' the vessel almost instantaneously across short distances.

"You're going out there to win – to drive back the Zenian scum from Fathom's Reach and secure the territory for us and our allies. I don't mind tellin' you, there's no feeling quite like watching your foe turn tail and run in the face of your superior firepower."
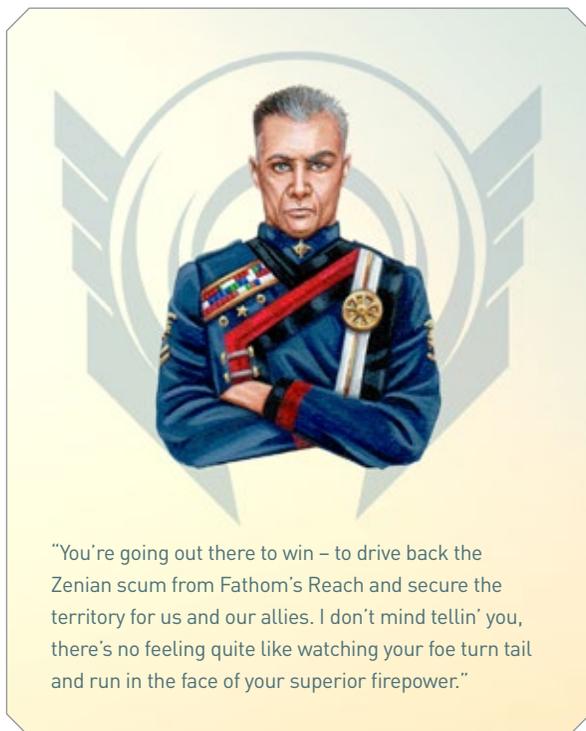
This section of the book will describe how to keep track of your force's progress during a Battle, using the 'Battle Log'. This will provide a measure of how your fleet is faring against the enemy.

During a game, this will influence how well your force can perform – if they are gaining the upper hand they will be able to coordinate their efforts better, but should the tide turn against them, it will be more difficult to keep cohesion. Should the 'Battle Log' drop too low, your Fleet will be forced to retreat into Fold Space, before they are destroyed entirely.

When the game ends – due to a Scenario's conditions being satisfied, the turn limit running out or one side being forced to shunt out – the Battle Logs will be compared to determine the margin of victory.

Battle Log

During a Battle both players will record the state of their force on their 'Battle Log'. This is a simple slider whose scale depends on the size of game being played.

For Patrol Fleet games it ranges from +10 to –10, for Battle Fleet games from +15 to –15 and for Grand Fleet games from +20 to –20.

Any casualties that a player inflicts upon their enemy and any objectives they achieve will increase their position on the slider, while any casualties that they take will lower their position.

Unless stated otherwise by the Scenario being played, both players will start with their Battle Log set to zero.

The following events will then increase or decrease the Log.

- Reduce a Squadron of Tier 3 models to half its starting number or lower: +1
- Destroy a Squadron of Tier 3 models: +1

- Reduce a Squadron of Tier 2 models to half its starting number or lower: +2
- Destroy a Squadron of Tier 2 models: +HALF the highest initial Hull Points value of the Destroyed models.

- Reduce the total Hull Points of the Lead models in a Tier 1 Squadron to half its starting number or lower: +2
- Destroy all Lead models in a Tier 1 Squadron: +HALF the highest initial Hull Points value of the Destroyed models.
- Destroy a Capital Accompaniment model: +1

- Fold Space Escape a Captured model: +2
- Destroy the Admiral's Vessel: +1

- Lose a Squadron of Tier 3 models: -1
- Lose a Squadron of Tier 2 models: -2
- Lose a Squadron of Tier 1 models: -4

Non-Capital accompaniments do not count as part of the Squadron for the purpose of Battle Log adjustment and do not affect either Battle Log when Destroyed. Losing or Destroying SRS Tokens will not affect either Commander's Battle Log.

When captured or held, Scenario Objectives will alter a Commander's Battle Log by the amount specified in the scenario rules.

When dividing a value in half to calculate Battle Log adjustments, any fractions are rounded down.

> **Important Note:** Battle Log adjustments are cumulative. If multiple events occur simultaneously all bonuses and penalties are applied.

> **Important Note:** You can only increase your Battle Log for reducing the Hull Points of a Tier 1 Squadron to half once for each Squadron, even if that Squadron regains its Hull Points and then loses them again.

> **Example 1:** A Nausicaa Class Battleship holding a Dindrenzi Admiral is captured by a Sorylian Cruiser Squadron. The Sorylian player increases their Battle Log by 4 for the Tier 1 model Destroyed (half the Battleship's initial HP of 8), and 1 for Destroying the Admiral's Vessel. The Dindrenzi player meanwhile reduces their Battle Log by 4 for losing a Tier 1 Squadron. Later in the battle, the Sorylian player manages to successfully escape into Fold Space with the Captured Battleship, and increases their Battle Log by an additional 2.

Example 2: In a Patrol Fleet game, a Squadron of three Gladius Class Gunships is a Tier 1 Squadron. There are no Accompaniment models in the Squadron, all three Gunships are Lead models, and as such their total initial Hull Points is (6 + 6 + 6 = 18).

During the battle, the total Hull Points of the Squadron is reduced to 9, at which point the opponent increases their Battle log by 2. Later in the Battle, all three of the Gunships are Destroyed, at which point their Fleet's Battle Log is reduced by 4, and their opponent's is increased by another 3, half the initial Hull Points of one of the Gunships (6/2 = 3).

Example 3: A Squadron contains a Carrier and two Cruisers, the Carrier being the Lead model and the Cruisers its Accompaniment. If the Carrier is reduced to half Hull Points, the opponent may increase their Battle Log by 2. If the Carrier is Destroyed, they may increase their Battle Log by half of the Carrier's initial Hull Points. For each of the Cruiser which they destroy, they may increase their Battle Log by 1, and when the Carrier and both Cruisers are Destroyed the Carrier's Commander lowers their Battle Log by 4.

Important Note: Sometimes a model may be Destroyed by an event rather than an opponent's actions, for example a Collision with a Terrain piece. In these cases, the Commander's Battle Log is reduced for losing the model if appropriate, but the opponent's is not increased as they did not Destroy it.

Emergency Shunt Out

Even the smallest Corvettes represent a significant investment in resources to the navies of the galactic sector, not to mention the hundreds strong crews of highly trained personnel who operate them.

As such Admirals rarely order their fleets to fight to the bitter end – preferring instead to activate Fold Space Drives and withdraw to fight another day if the battle is obviously lost.

If during the End Phase, a player's Battle Log is at the lower limit for the size of game being played, their Fleet immediately retreats and the game ends.

Tactical Advantage

If the difference between the players' Battle Logs is greater than 10, the player with the higher score requires one less success to pass any Command Tests they are required to take.

Retrieving TACs

During the End Phase of each Turn, you may choose to lower your Battle Log by the Retrieval Cost of one of the Tactical Ability Cards you have already played to retrieve that Card. Retrieved cards return to your hand, and may be played again in a subsequent Turn.

Delay/Hurry Reserves

Players may also voluntarily lower their Battle Log by ONE to raise or lower the result of a reserve roll by one. See Page 37 for details.

MARGIN OF VICTORY

When the dust settles at the end of a game, one side will emerge the victor. To determine who has won, and how much they have won by, players should compare their Battle Logs and calculate the difference between them once the game has ended.

Difference	Margin
0 to 4	Draw
5 to 9	Leading player scores a Marginal Success
10 to 14	Leading player scores a Major Triumph
15+	Leading player scores a Landslide Victory

OPTIONAL RULE: VICTORY POINTS

Whilst using the Battle Log is recommended, some players may prefer a more traditional 'Victory Points System'.

If both players agree, ignore all references to the term 'Battle Log' throughout the rules. This means TACs cannot be retrieved, reserve rolls cannot be adjusted and so on.

Instead, after a game has ended both players are awarded Victory Points by adding together the Points Costs of enemy models which have been Destroyed or otherwise removed from the Game Board.

Players are awarded Victory Points equal to:

- Double the Points Cost of any models which have been Captured and taken into Fold Space.
- The Full Points Cost for any enemy models that have been Destroyed or moved off the Game Board.
- Half the Points Cost of any enemy models which make a Fold Space Escape.
- Half the Points Cost of any Lead Tier 1 models which are reduced to half their initial Hull Points or fewer, but have not been removed from the Game Board.
- Any Scenario Rules or Victory Conditions which cause a player to increase their Battle Log, instead award 50 Victory Points per point awarded.
- Once both players have calculated their Victory Points at the end of the game, they should compare their totals to determine the outcome of the battle:

Difference	Margin
Less than 10%	Draw
10 - 30%	Leading player scores a Marginal Success
30 - 50%	Leading player scores a Major Triumph
50% or more	Leading player scores a Landslide Victory

"An Ares Carrier packed full of short range space craft can bring a whole mess of fun to your party. Pick out a capital ship you don't like the look of, and have a Squadron knock out its point defence network with a targeted volley. Then order your Ares forward, sit back and watch the fireworks."
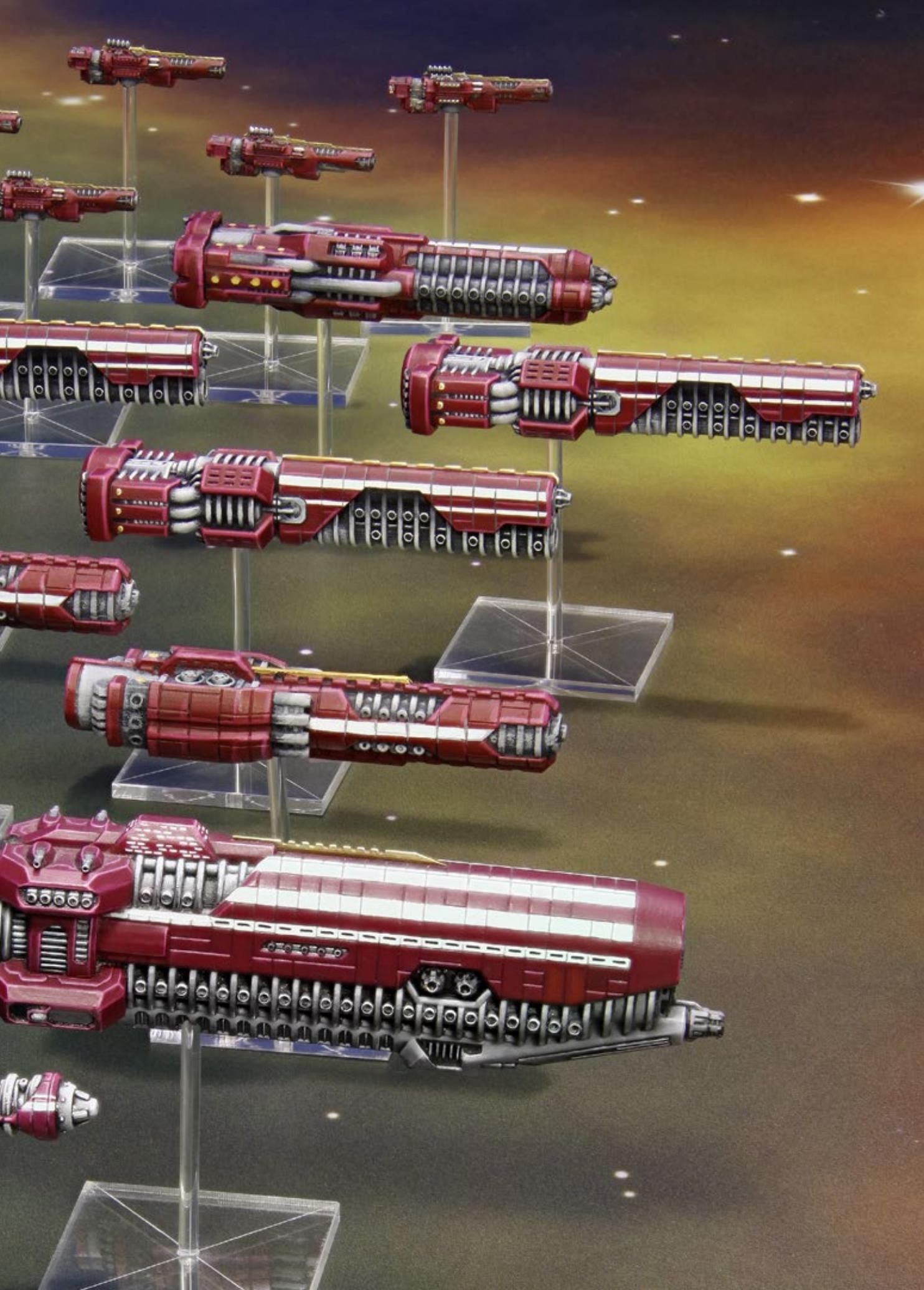
Whilst the bulk of combat in space is carried out between the great hulking vessels, each hundreds of metres in length, which are described throughout this book, much smaller craft still have a vital role to play.

Ranging from one-man or drone controlled defence craft, to larger assault shuttles ferrying a dozen marines to their target, these 'Short Range Spacecraft' or 'SRS' all have an important place in a rounded Fleet – delivering a devastating payload to finish off a crippled ship, or picking off incoming Torpedo ordnance before it can cause any harm.

However, the diminutive size of these craft makes them incapable of long range flight, and they must remain within a certain distance of their Carrier until they get the opportunity to strike out on an Attack Run against a target.

Each SRS Token represents dozens of small Short Range Spacecraft.

Each SRS Token is made up of a number of Wings. The number of Wings currently making up a SRS Token is displayed on the dice held in the SRS Token.

PURCHASING AND DEPLOYING SRS TOKENS

Unlike models, SRS Tokens are not deployed on the game board during deployment. Instead they are deployed embarked on their parent Carrier model.

SRS Tokens are not included in the points value of their parent Carrier and are purchased for an additional cost of 5 Points per Wing in the Token. Each Token can contain up to SIX Wings, all of which must be the same type, decided when the Token is purchased. A Token cannot change Type after purchase and a Wing cannot be reassigned to, or combined with, another Token during a game.

Each Carrier has a Wing Capacity value, which is the maximum number of Wings that can be bought for (and deployed on) that Carrier. Furthermore, a single Squadron cannot contain more than TWO SRS Tokens.

Types of Short Range Spacecraft

There are thousands of different designs of small spacecraft currently in active service across the galactic sector. However, all of them can be categorised as one of the following types:

Fighters

Fighters are the mainstay of most Fleets' light squadrons. The optimum balance of anti-spacecraft ordnance, dog-fighting abilities, speed, armour and range, they are suited to any task put to them.

Small SRS Token	Mv	AD	PD	AP
Fighters	18"	2	1	0

Interceptors

Interceptors are designed from the outset to protect the ships of the fleet from enemy torpedoes and attack craft They forgo an anti-ship armament entirely to maximise their potential in a dogfight.

Small SRS Token	Mv	AD	PD	AP
Interceptors	12"	0	2	0

Bombers

Armed to the gunnels with short range torpedoes and heavy massdrivers, Bombers are optimised for close range attack runs on enemy space craft.

Large SRS Token	Mv	AD	PD	AP
Bombers	12"	3	1	0

Assault Craft

Small, fast transport ships, Assault Craft are able to dart in through a starship's defensive systems to deploy platoons of boarding marines onto enemy ships.

| Large SRS Token	Mv	AD	PD	AP
Assault craft	8"	0	1	2

Support Shuttle

Although lacking offensive power, Support Shuttles still play a vital role in keeping the Fleet operational.

Large SRS Token	Mv	AD	PD	AP
Support shuttle	8"	0	0	0

LAUNCHING SRS TOKENS

During the Command Segment of a Carrier's activation it may Launch one SRS Token which is currently embarked on it. When Launched the SRS Token may be placed anywhere in contact with the Flight Stand of its parent Carrier and may perform its activation alongside the Carrier as normal. It cannot be placed in contact with an enemy Flight Stand or SRS Token, even when using the Quick Launch or Split Berth rules.

Unless stated otherwise, a SRS Token cannot Launch during a Turn in which it Returned to Base.

RETURNING TO BASE

An SRS Token may voluntarily Return to Base during the Command Segment of its activation. Additionally, SRS Tokens will be forced to Return to Base by various game effects.

A Flight that Returns to Base is removed from the Game Board and is embarked on its Carrier model.

Important Note: Returning to Base is 'free' instantaneous movement; it does not use the Token's movement allowance.

ACTIVATING SRS TOKENS

SRS Tokens activate at the same time as their parent Carrier. All of their actions take place during the Primary Movement Segment of the Carrier's activation, after all models within the Squadron have finished their Primary Movement. SRS Tokens use the following sequence:

1. Declare any Attack Runs
2. Move SRS Token
    a. Resolve any Point Defence Attacks and/or Dogfights
    b. Return to Base if necessary
3. Declare any Attacks or Boarding Assaults
    a. Resolve Attack/Assault
    b. Return to Base if necessary

If there are multiple SRS Tokens in a Squadron, follow the above sequence through with each Token in turn, before moving on to the next Token. The remainder of this Chapter will discuss the above steps in more detail.

When Launched, the SRS Token is placed in contact with its parent Carrier's Flight Stand.
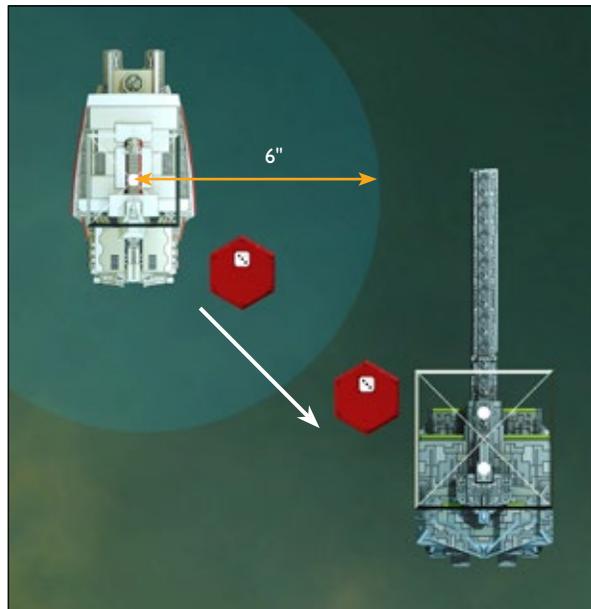
The Terran SRS Token declares that it is making an Attack Run, allowing it to move out of the Carrier's Command Distance and engage the Battleship.

1. Declare Attack Runs

The first stage of a SRS Token's activation is to declare whether or not it will perform an Attack Run.

If it does not perform an Attack Run, it must move to, and/or remain within, its parent Carrier's Command Distance. If it is unable to do so, it immediately Returns to Base.

However, if it does declare an Attack Run it may move

outside of its parent Carrier's Command Distance, but it MUST Return to Base once the Carrier's activation enters the Secondary Movement Segment, even if it did not perform an Attack or Boarding Assault.

2. Move SRS Token

Once it has declared whether or not it is making an Attack Run, a SRS Token may move.

This movement may be any distance up to its maximum movement in inches, and in any direction. SRS Tokens do not have a Minimum Move and they do not use the Turning Template for turning.

However, unless a SRS Token is making an Attack Run it CANNOT move outside of its parent Carrier's Command Distance.

2a. Resolve Point Defence Attacks and/or Dogfights

If a SRS Token's movement brings it within 4" of the Flight Peg of an opposing model, the model may declare a Point Defence Attack against it, and if its movement brings it into contact with an enemy SRS Token they enter a Dogfight. These Attacks or Dogfights will interrupt the SRS Token's movement. It must halt in place until they are resolved, at which point it can continue its activation (unless it has been Destroyed or forced to Return to Base).

A model may only declare ONE Point Defence Attack per Squadron Activation, and an SRS Token may only initiate ONE Dogfight per Squadron Activation. However, if a Token moves through the range of more than one model, each may declare a separate Point Defence Attack against it.

Point Defence Attacks

When a model makes a Point Defence Attack it rolls a number of Attack Dice equal to its current Point Defence value.

Unlike Defensive Fire (see Page 67), models must make Point Defence attacks against SRS Tokens individually. Models cannot Link or Combine their Point Defence when making a Point Defence Attack.

> **Important Note:** A model's Point Defence systems can be damaged or taken offline all together using Targeted Strikes (see Page 72), opening the way up for attacks by Short Range Spacecraft.

Resolving Point Defence Attacks

The Attack Dice rolled when making Point Defence Attacks are not 'Exploding Dice'. Instead the numbers rolled should be compared to the result needed to either Hit or Destroy the enemy SRS Token.
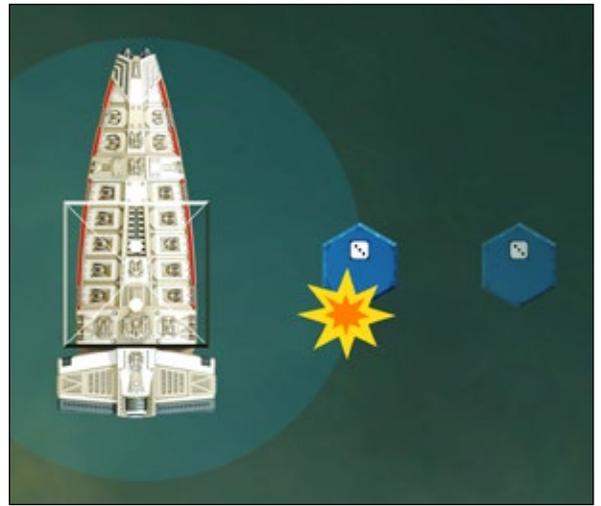
The SRS Token moves to within 4" of the Battleship's Flight Peg, so it may declare a Point Defence Attack against it. Once the Attack is resolved and damage applied, the SRS Token may continue its movement, unless the Attack forced it to Return to Base.

All models Hit enemy SRS Tokens on the roll of a 5 and Destroy a Wing in the SRS Token on the roll of a 6.

Destroyed: For each Destroyed result rolled against a SRS Token, one Wing from the SRS Token is removed. Lower the number on the Dice by one.

If the number of Wings in an SRS Token is reduced to ZERO, the Token is removed from the game board.

Driven Off: If the number of hits (not including Destroyed results) equals or exceeds the number of Wings remaining in the target SRS Token after Destroyed results have been applied, it is forced to Return to Base.

Once the Point Defence Attack has been resolved, the active SRS Token may continue with its activation, unless it has been destroyed or forced to Return to Base.

Dogfights

If a SRS Token moves into contact with an enemy SRS Token during its movement they engage each other in a Dogfight.

Dogfights are carried out in a similar way to Point Defence Attacks, with the exception that they are simultaneous.

Dogfight Dice Pool

When engaged in a Dogfight, a SRS Token rolls a number of Attack Dice equal to the Combined (see Page 63) Point Defence values of all of the Wings that make up the SRS Token.
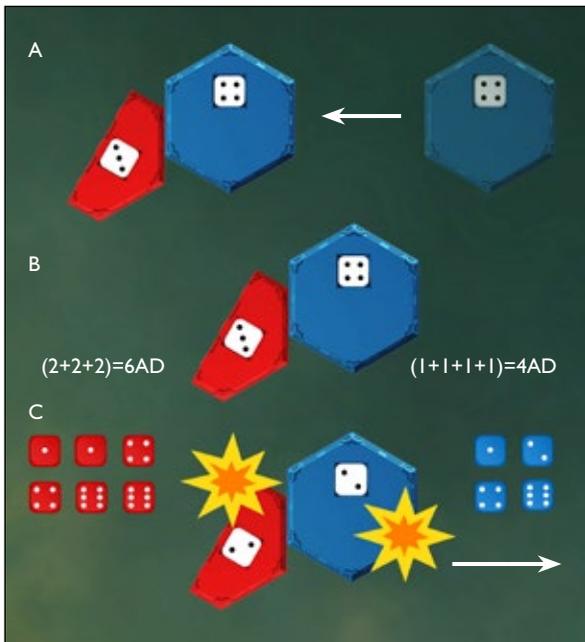
(A) A Token of Terran Interceptor SRS (red left) and a Token of Dindrenzi Bomber SRS (blue right) enter a Dogfight.

(B) There are three Terran Interceptor Wings and four Dindrenzi Bomber Wings. Adding up the Point Defence values gives the Terrans (2 + 2 + 2 = 6 AD) and the Dindrenzi (1 + 1 + 1 + 1 = 4 AD).

(C) The Dindrenzi Bombers roll 1, 2, 4, 6. The 6 Destroys one Interceptor, but the remaining hit is lower than the number of Wings in the Token, so the Interceptors remain. The Interceptors roll 1, 1, 4, 4, 6, 6. The 6s Destroy two Bomber Wings, and the remaining 2 hits are equal to the number of Wings in the Token, so the Bombers must Return to Base.

Resolving Dogfights

Both SRS Tokens roll their Attack Dice simultaneously against one another.

The Attack Dice rolled when engaged in a Dogfight are not 'Exploding Dice'. Instead the numbers rolled should be compared to the result needed to either Hit or Destroy the enemy SRS Token.

Fighter and Interceptor type SRS Tokens Hit other SRS Tokens on a 3, 4 or 5 and Destroy a Wing on the roll of a 6.

Bomber and Assault Craft type SRS Tokens Hit enemy SRS Tokens on a 4 or 5 and Destroy a Wing on the roll of a 6.

Once the Dogfight has been resolved, the active SRS Token may continue with its activation – unless it has been destroyed or forced to Return to Base.

3. Declare any Attacks or Boarding Assaults

If a SRS Token finishes its Movement in contact with an enemy model's Flight Stand, it may declare an Attack or Boarding Assault against it.

If it does so, once the Attack/Boarding Assault is resolved, the SRS Token must Return to Base.

Once declared, the Attack or Boarding Assault is immediately resolved. As such it will take place during the Movement Segment of the Carrier's Activation, NOT during its Ranged Attack or Boarding Segment.

Even if a SRS Token finishes its movement in contact with the Flight Stands of multiple models, it may only perform ONE Attack/Assault. The controlling Commander chooses which models they wish to target. If a model does not have a base, SRS tokens simply need to touch any part of the model to be 'in contact'.

ATTACKS AGAINST MODELS

SRS Tokens make attacks in exactly the same way as models.

The Wings in a SRS Token always use the Combined Fire Firing Option. Therefore, the number of Attack Dice a SRS Token uses for an Attack against a model is equal to the number of Wings in the Token, multiplied by the AD rating for that Type.

These Attack Dice are rolled, hitting on a 4, 5 or 6, unless otherwise affected by 'to hit' modifiers, and damage is calculated and applied as normal.

Attacks from SRS Tokens ignore Line of Sight restrictions, their Line of Sight CANNOT be Blocked or Impeded, even by Cloaking Fields.

After a SRS Token makes an attack against an enemy model it must Return to Base.

Important Note: SRS Tokens CAN make Targeted Strikes.

SRS BOARDING ASSAULTS

SRS Tokens resolve Boarding Assaults in exactly the same way as models. However the target model cannot add its Point Defence to its Anti-Boarding Dice pool, this is replaced by the opportunity to declare a Point Defence Attack when the SRS Token moves within 4".

After a SRS Token makes a Boarding Assault against an enemy model it must Return to Base.

INTERCEPTORS

Interceptor type SRS Tokens CANNOT make Attack Runs.

However, if an enemy SRS Token moves within 6" of an Interceptor Token, the Interceptors may make an Intercept Move.

The enemy SRS Token must halt, and the Interceptors are moved into contact with it by the shortest possible route. This MAY take the Interceptors outside of its parent Carrier's Command Distance.
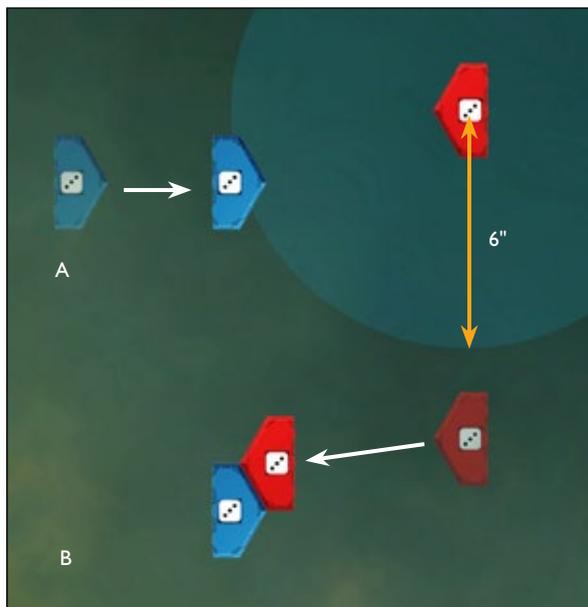
(A) A Token of Dindrenzi Fighters move within 6" of a Terran Interceptor Token. (B) The Fighters must halt, and the Interceptors are moved directly into contact with them. A Dogfight is immediately resolved.

The Tokens then resolve a Dogfight. If the enemy SRS Token is not Destroyed or Driven Off, it may continue with its activation.

An Interceptor Token may make ONE Intercept Move per Squadron Activation.

If, after the Dogfight has been resolved, the Interceptors are outside of their parent Carrier's Command Distance, they must immediately Return to Bse.

Additionally, Interceptor Tokens may Combine their Point Defence with a friendly model within 6", rather than the usual 4", for Defensive Fire against Torpedoes and Boarding Assaults.

Important Note: In the case of an Intercept Move, it is the Interceptor, not the active SRS Token, which initiates the Dogfight. Therefore a SRS Token which has been intercepted may still initiate a second Dogfight, even against the SRS Token which intercepted it.

SUPPORT SHUTTLES

Support Shuttle Type SRS Tokens CANNOT make Attack Runs, nor do they have any Weapons Systems, Point Defence or Assault Points with which to engage enemy models or SRS.

Instead, if a Support Shuttle finishes its Movement in contact with the Flight Stand of a model in its Fleet, it may perform ONE of the following actions:

Emergency Medical Teams
Roll a D6 for each Wing in the Token. For every roll of 4, 5 or 6 restore ONE lost Crew Point to the target model. This CANNOT increase a model's Crew Points beyond its initial Crew Point total.

Engineering Crews
Choose one Damage Effect on the target model which can be repaired and make an immediate Repair Attempt, adding 1 to the result for each Wing in the SRS Token after the first. A roll of 1 is always a failure, and any negative consequences still apply.

After performing either action, the SRS Token must Return to Base.

ACTIVE POINT DEFENCE ATTACKS

As well as being able to Attack SRS Tokens that move within 4" of them, models may declare a Point Defence Attack during the Movement Segment of their own Activation, if they move within 4" of an enemy SRS Token.

A model may make ONE Point Defence Attack per activation. To do so, it must halt anywhere within 4" of its target. The Attack is resolved exactly as above, and once completed the model may continue with its Movement.

OUT OF COHERENCY

If, for any reason other than making an Attack Run or an Intercept Move, a SRS Token is outside of its parent Carrier's Command Distance, it immediately Returns to Base.

DESTROYED CARRIERS

Any Wings which are aboard a Carrier when it is Destroyed are also Destroyed.

If all of the Carrier models in a Squadron are Destroyed, then any SRS Tokens within the Squadron are also Destroyed.

SPLIT BERTH

If several models in a Squadron have a Wing Capacity, they may group them into a single SRS Token, provided the Token does not contain more than SIX Wings.

When landed, the Wings are distributed amongst the models in the Squadron with a Wing Capacity.

ALL Wings in the Token MUST still be the same Type and ALL Wings in the Token MUST Launch at the same time.

When Launched the SRS Token may be placed
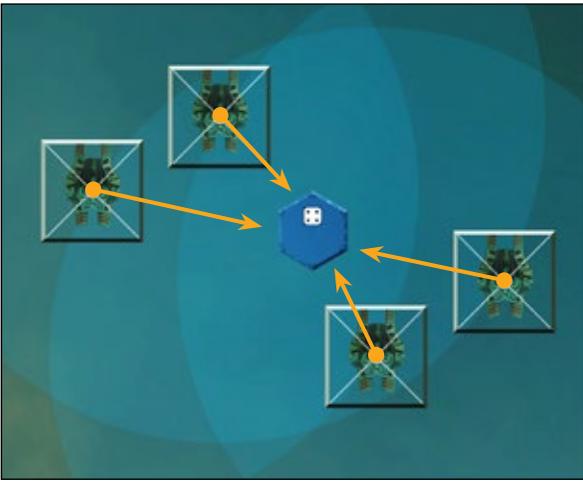
Each of the Frigates has a Wing Capacity of 1. When Launched, the Wings are Grouped together into a single SRS Token.
The Token must be placed within Command Distance of all models contributing Wings to it.

When it Returns to Base, the Wings in the Token are distributed evenly amongst the Carriers in its Squadron. However, as the maximum Capacity of the Carriers combined is only three and the Token has four Wings, one Wing is Destroyed.

Short Range Spacecraft from an Ares Carrier preparing to commence an Attack Run.

The Cyberwarfare weaponry of a Tormentor Cruiser can cause havoc to a target ship's systems.

anywhere within Command Distance of all models in the Squadron, and must remain within Command Distance of at least one of them.

When it Returns to Base, the Wings must be split as evenly as possible between the models in the Squadron with a Wing Capacity.

If there are more Wings attempting to land than Wing Capacity available on models in the Squadron (due to models being Destroyed for example), any excess Wings are Destroyed.

SRS Example

The Terran Alliance Ares Class Carrier activates, along with the six Wings of Bomber Type Short Range Spacecraft it launched during a previous turn.

During the Primary Movement section of the Ares Carrier's activation, after the Carrier has completed its own movement, the Bomber SRS Token performs its actions.

The first step is to declare that it is going to perform an Attack Run. This will allow it to move outside of the Carrier's Command Distance so that is can close in on and engage a distant target.
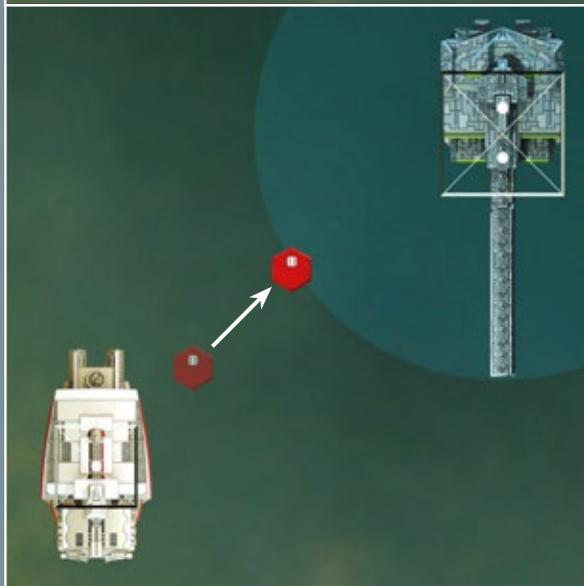
Having declared their Attack Run, the Bombers then begin their movement.

As a Bomber Type SRS they have a Movement Value of 12". As such, they may move up to 12" in any direction, without needing to use the Turning Template that larger vessels must use when they move.

12" will be enough to reach the Dindrenzi Nausicaa Class Battleship they have set their sights on. However, when they move to within 4" of it, the Battleship opens fire with its Point Defence Systems and they must halt.
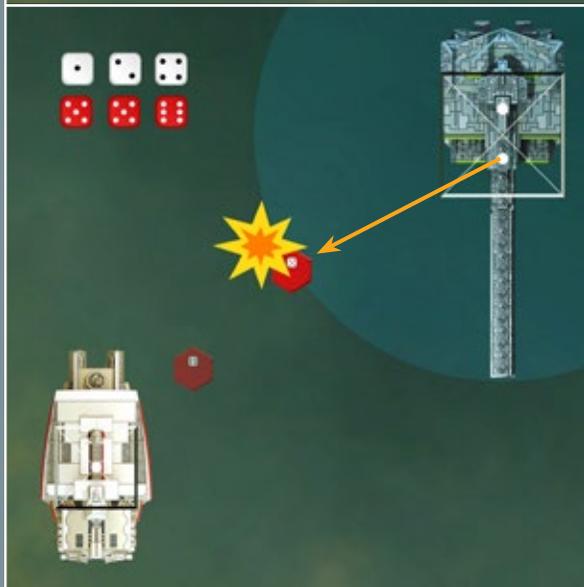
The Dindrenzi Nausicaa Class Battleship has a Point Defence value of 6. As such, when it declares a Point Defence Attack at the incoming Terran Bombers, it rolls 6 Dice to try and shoot them down or drive them away.

On the Point Defence Dice, a 1, 2, 4, 5, 5 and 6 are rolled.

One Wing is Destroyed by the 6. However, to Drive Off the Bombers, the Battleship would have needed to score five Hits - one Hit for every remaining Wing after the Destroyed result is applied.

As the Battleship only rolled two Hits (the two 5's), less than the five it needed, the Bombers are not Driven Off and may continue with their movement.

The Bombers then complete the rest of their movement, closing the remaining distance and bringing them into contact with the Nausicaa Battleship.

They may now resolve their Attack. Each Bomber Wing in the SRS Token of 5 (after one was Destroyed) supplies 3 Attack Dice. These Attack Dice must be pooled together using the Combined Fire Firing Option (see Page 63).

This means that the 3 Attack Dice from each Wing are simply added together, giving a final total of 15 Attack Dice.

From here, the Attack is resolved as normal. The Bombers roll their pool of 15 Attack Dice, scoring successes on rolls of 4, 5 or 6.

After the Dice are rolled and the successes added up, they have scored a total of 12 successes. This is enough to inflict a Critical Hit against the Nausicaa Battleship, as it has a Critical Rating of 12 and no Shield Systems with which to defend itself.

A roll of 3 on the Critical Hit Table causes 2 points of Hull Damage, and gives the Battleship a Corroded Marker.

Once the damage is calculated and applied, the Bombers immediately Return to Base. They are removed from the game board, and embarked on their Ares Carrier. This movement is instantaneous, it does not require the Bombers to have any of their 'Movement Value' remaining and would not be subject to any Point Defence Attacks were there any models present to fire at them.

The Carrier now continues with its activation, potentially opening up with its own weapons to inflict even more damage on the reeling Battleship.

"You never know what tricks your enemy has up their sleeve. They might have drilled a difficult manoeuvre to perfection, or have a fancy new virus set up to mess with your systems. The possibilities, I regret to say, are endless. But that doesn't mean you can't return the favour, and set up some mean traps to draw them into."
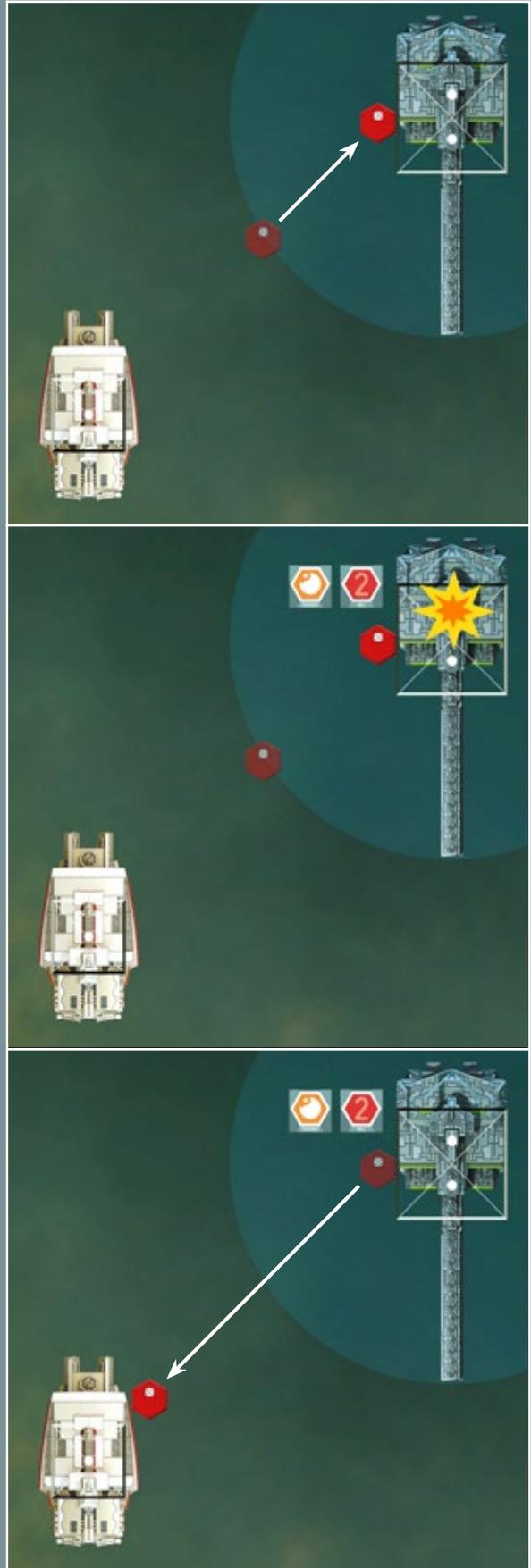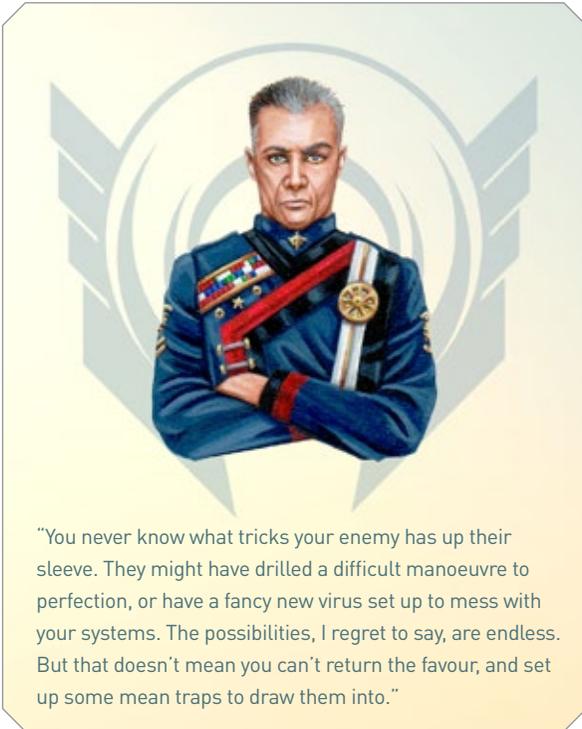
TACTICAL ABILITY CARDS

Your Fleet Admiral, aboard his or her flagship, is more than a simple figurehead. Their experience and tactical mastery, combined with the efforts of their top flight bridge crew, can have a major impact on how a battle plays out.

Whether through inspirational leadership, experienced tactical planning or an intimidating reputation your Admiral can drive the vessels of your Fleet to even greater heights of valour.

To represent this you may select a number of Tactical Ability Cards (TACs). These are the 'special abilities' that the presence of your Admiral grants and they may be used throughout a battle to give your fleet a vital boost and crucial intervals.

Choosing TACs

At the beginning of each battle – once the Scenario has been determined and the battlefield set up, but before either side has begun to deploy their forces, you may select up to THREE Tactical Ability Cards.

There are six general Tactical Ability Cards that any Fleet can choose from, as well as two Zenian League and two Alliance of Kurak Cards that only Fleets from those alliances can pick. Finally, each of the main races has two Cards that only a Fleet from that race can select.

You may select up to TWO additional Tactical Ability Cards. However each additional Card will lower your starting Battle Log by ONE.

Each Card may only be selected ONCE.

Playing TACs

At the beginning of each Turn, during the TAC Phase, you may play one Tactical Ability Card. Place it face up in front of you as a reminder of the effects it can have throughout the turn. If multiple players are playing TACs, they should place them face down and then all reveal them simultaneously.

At the end of the Turn, the Card is discarded and its effect expires. Unless retrieved as detailed below, each Card may only be used once during a game.

TAC's can only be used whilst your Admiral is present on the table. If the Admiral's vessel is 'lost', Destroyed or in Fold Space then your TACs cannot be used.

Important Note: It is not required to inform your opponent what TACs you have chosen. In fact, a tactical advantage can be gained by keeping your abilities secret until you are ready to use them.

Important Note: TACs can only be used on models from your own Fleet. In a multiplayer game your allies will not benefit from cards you have played.

Retrieving TACs

During the End Phase of each Turn, you may choose to lower your Battle Log by the Retrieval Cost of one of the Tactical Ability Cards you have already played to retrieve that Card. Retrieved cards return to your hand, and may be played again in a subsequent Turn.

Reroute Targeting Calculators

In the heat of battle, it can become difficult for a Captain to bring their cumbersome yet devastating Type IX Railguns to bear on a worthwhile target. At such times, Captains may choose to borrow processing power from the gargantuan targeting computers which guide these weapons to boost the accuracy of the turret batteries that line their vessel's flanks.

Choose **ONE** model in your Fleet. That model receives a +1 'to hit' modifier on all Ranged Attacks it makes. It **CANNOT** declare any Attacks with its Kinetic Weapons.

2

RETRIEVAL COST

1 Ablative Plating

If a model with the Ablative Plating MAR is reduced to less than HALF its starting Hull Points, its Critical Rating is reduced by two.

2 Agile

An Agile model (or SRS Token) can re-roll a failed Manoeuvre Test. The second result must be accepted.

3 Ambush (value)

A Squadron with the Ambush MAR may be deployed using the Hidden Set-Up rules found on Page 38.

However, rather than only having one Hidden Set-Up Marker, you may place a number of Markers equal to the value of this MAR on the Board. Only one of these Markers has the Squadron name recorded on it, the others are left blank. When a blank Marker is revealed, nothing happens – the Marker is simply discarded.

4 Assault Blitz

When compiling an Anti-Boarding Dice Pool against a Boarding Assault from one or more models with Assault Blitz, the total Point Defence Pool of all models and tokens contributing to the defence (including the target) is reduced by HALF, after Firing Options but before it is added to the target's Assault Points.

5 Assault Robot Torpedoes

A Weapon System with the Assault Robot Torpedoes MAR is a Cyberwarfare Weapon. However it is declared and resolved alongside the Squadron's Torpedo Weapons and it is subject to Defensive Fire and Shield Systems as if it were a Torpedo Attack. It is not subject to Cyber Defence.

In addition to any effects caused by the Attack, if the target is a Capital Class model and its Damage Rating is equalled or exceeded it loses ONE Crew Point, while if its Critical Rating is equalled or exceeded it loses D3 Crew Points.

6 Bigger Batteries

The Point Defence systems on a model with Bigger Batteries have a Range of 8" instead of 4". This also increases the range of Attacks using the Point Defence Barrage MAR.

7 Biohazard Ammo - Coherence Effect

If ALL Weapons contributing to an Attack have Biohazard Ammo, and the number of hits equals or exceeds the Damage Rating (DR) of the target model, the target model loses 1 Crew Point, in addition to any other effects.

8 Combustible Cargo

If a model with Combustible Cargo is Destroyed ALL models that are within 4" of the model's Flight Peg are attacked with a number of Attack Dice (AD) equal to DOUBLE the initial Hull Point (HP) value of the Destroyed model. If the model is Destroyed by a Reactor Overload Critical Effect only resolve the effects of ONE explosion.

9 Corrosive - Coherence Effect

If ALL weapons contributing to an attack are Corrosive and the Attack equals or exceeds the target's Damage Rating, the target model gains a Corroded Marker.

A Repair Attempt MUST be made to remove each Corroded Marker that a model carries during the End Phase of each Turn, on a 4, 5 or 6 the attempt succeeds and the Marker is removed, on a 1, 2 or 3 the attempt fails, the Marker remains and the model loses one Hull Point.

10 Countermeasures

Any enemy model within 8" of one or more models with Countermeasures requires one additional success to pass any Command Checks.

11 Decimator Warheads - Coherence Effect

If all Weapons contributing to an Attack have the Decimator Warheads MAR and the Attack equals or exceeds the target's CR, the target Squadron must take an immediate Disorder Check.

12 Deck Crews

A model with Deck Crews may roll a D6 during the Command Segment of its activation. On a result of 4, 5 or 6 take ONE previously Destroyed Wing and return it to a SRS Token that is currently on this model. The model's maximum Wing complement and the maximum number of Wings in a SRS Token CANNOT be exceeded.

13 Difficult Target

If a Capital Class model makes a ranged attack against a Difficult Target, its Attack Dice will suffer a -1 'to hit' modifier. Most commonly, this will mean that the Attack Dice will only score hits on a 5 or 6.

14 Dirty Secrets

For each Squadron in your Fleet with Dirty Secrets, once per game, when an opponent attempts to use a Tactical Ability Card, you may choose to lower your Battle Log by one to cancel the effects of the Card. The Card is discarded, and any effects, including any required Battle Log adjustment, are ignored.

15 Disengage Freight

Once per game, during the Command Segment of its activation, a model with Disengage Freight can lower your Battle Log by one to recover 2 Hull Points (HP) it had previously lost.

16 Drone Mines

A model with Drone Mines can move each Mine it has dropped onto the Game Board, up to 2" in any direction, during the End Phase of each Turn. Any Mine explosion resulting from this movement is resolved immediately. If this model is Lost, any Mines dropped by the model are no longer able to move in this way. When linking Mines, treat this MAR as a Coherence Effect.

17 Double Mines

A model with Double Mines can drop 2 Mines during the Movement Segment of its Activation.

18 Elite Crew

A model with Elite Crew receives a +1 'to hit' modifier on all its dice rolls to take Command Checks. A Squadron (rather than a particular model) receives this bonus only if all non-Escort Type models within it have Elite Crew. This does not effect Command Tests taken for Hidden Set-Up.

19 Elusive Target

If a Capital Class model makes a ranged attack against an Elusive Target, its Attack Dice will suffer a -2 'to hit' modifier. If a non-Capital Class model makes a ranged attack against an Elusive Target, its Attack Dice will suffer a -1 'to hit' modifier.

20 Energy Transfer (type, value)

During the Command Segment of its Squadron Activation, a model with Energy Transfer can increase the current Attack

Dice (AD) value of ONE weapon system of the listed type by a number up to the value of this MAR, and reduce the current Attack Dice (AD) value of every other weapon system of the listed type by the same number.

The Attack Dice (AD) value of any weapon system on the model will return to their original value during the End Phase of the current Turn. This cannot be used to give a model Attack Dice in an Arc or at a Range where it would otherwise have none.

21 Experienced Engineers

The Damage Repair Tests of a model with Experienced Engineers are successful on a 3, 4, 5 or 6.

22 High Energy - Coherence Effect

If all Weapons contributing to an Attack are High Energy and the attack equals or exceeds the target's Damage Rating, the target gains a Hazard Marker in addition to any other effects.

23 Hidden Killer

A Hidden Killer CANNOT be targeted by ANY weapons firing from further than 20" if it is at a Full Stop.

24 Impervious

To Capture a model with Impervious, a Boarding Assault must roll successes equal to or in excess of TRIPLE the model's current Crew Point total.

25 Launch Tubes

A model with Launch Tubes can initiate a Boarding Assault against a target within 12".

26 Limited Resources

If a model with Limited Resources initiates a Boarding Assault, it receives a -1 'to hit' penalty on its Assault Point Dice during that Boarding Assault.

27 Manoeuvrable

If a Manoeuvrable model is at a Full Stop, it can rotate up to 90 degrees around its Flight Peg during the Secondary Movement segment of its activation.

28 Minefields (value, AD)

After all players have Deployed their Fleets, but before the TAC Phase of the first Turn, a model with Minefields can place a number of Mines equal to the Minefields value, with an Attack Dice (AD) value of equal to the Minefields AD rating. The Mines MUST be dropped within 12" of the centre line of the Game Board. A Mine CANNOT be dropped within 4" of a model, token, or any other Mine.

29 No FSD

A model with No FSD CANNOT perform a Fold Space Escape, or deploy using Shunt Deployment.

30 Ops Centre

If a model with the Ops Centre MAR is your Fleet Admiral's Vessel you may take an additional TAC at no extra cost.

31 Pack Hunters - Coherence Effect

If ALL models contributing to an Attack are Pack Hunters, add +1 Attack Dice (AD) to the Attack for each additional model, after the first, contributing to it. Additional Dice for *Pack Hunters* are added to the final pool, AFTER Firing Options. The maximum bonus to any attack from the Pack Hunters Model Assigned Rule is +2.

32 Point Defence Barrage

A model with Point Defence Barrage can use its Point Defence systems to Attack non-Capital Class models during its Squadron Activation, as if it were a Scatter Weapon System. This Attack follows the normal Attack procedure, requiring Line of Sight and so on.

This Attack has an Attack Dice value equal to the model's current Point Defence value, an Arc of 'Any' and a maximum range of 4".

33 Precision Strike - Coherence Effect

If ALL weapons contributing to a Targeted Strike have Precision Strike, you may choose to add +1 to the result on the Targeted Strike Damage Table.

34 Protected Systems

Subtract 1 from any rolls on a Targeted Strike Damage Table resulting from Direct Weapon Attacks against a model with Protected Systems.

35 Quick Launch

When Launched from a Carrier with Quick Launch, SRS Tokens may be placed anywhere within the Carrier's Command Distance, they are not restricted to being placed in contact with it.

36 Reinforced (Arc)

A Reinforced model receives +1 to its Critical Rating (CR) against any attack, if the Flight Pegs of all firing models contributing to the attack are entirely within the target model's listed arc.

37 Retractable Plating (Weapon System)

During the Command Segment of its Activation, a model with Retractable Plating must declare whether its Plating is Extended or Retracted. If Retracted, there is no additional effect, if Extended the model's DR and CR are increased by ONE, but it CANNOT use the listed Weapon System. A model can deploy with its Plating Extended.

38 Scout

The Fleet with the most models with the Scout Model Assigned Rule can redeploy any one of its Squadrons after all Squadrons have been deployed on the Game Board.

39 Second Assault

A model with the Second Assault MAR may launch TWO Boarding Assaults during a game, rather than one. These cannot be launched during the same Turn.

40 Secured Bulkheads

Subtract 1 from any rolls on a Boarding Assault Damage Table against a model with Secured Bulkheads during Boarding Assaults.

41 Sector Shielding

During the Command Segment of its activation a model with *Sector Shielding* may nominate ONE direction, either the Fore, Aft, Port or Starboard 90 degree Arc of Fire, and increase its Shield Rating by 1 against any Attack from that direction.

The bonus is applied if the Flight Pegs of all firing models contributing to an Attack are entirely within the target model's nominated 90 degree Arc of Fire. The model's Shield Rating is reduced by 1 against any Attack NOT from the nominated direction. The Shield Rating on the model will return to its original value at the beginning of the Command Segment of is next activation.

A model may be deployed with *Sector Shielding* engaged, nominate the direction at the time of deployment.

42 Self-Repair
If a model with Self Repair does not have a Cloaking Field activated, it may restore 1 lost Hull Point on a D6 roll of a 4, 5 or 6. This roll is made at the end of the model's activation. A model may only attempt this once per Turn and it cannot be used to increase a model's Hull Points beyond its starting total.

43 Shield Projector (Range)
Any model within range of a Shield Projector, friendly or enemy, (including the model with the Shield Projector itself), receives a +1 'to hit' modifier on any Shield Dice it rolls. The effects of being in range of multiple Shield Projectors are not cumulative.

Any Attacks (friendly or enemy) originating from within the Shield Projector's range ignore its effects.

44 Shunt Matrix (value)
During the Secondary Movement Segment of its activation, a model with the Shunt Matrix MAR may declare that it is going to perform a Battle Shunt.

To make a Battle Shunt, the controlling player must first declare the direction and final orientation of the model that is about to perform the Battle Shunt. The final orientation must be a direction, it is not acceptable to declare a particular target to be a model's orientation after a Battle Shunt.

The model must choose a number of D6 between 2 and the Value of its Shunt Matrix MAR. These dice should then be rolled.

The sum of all of the dice rolled determines the exact distance in Inches that the model must move in a straight line in the direction that it previously declared. Once the model has moved it must be placed in the orientation that was previously declared.

Battle Shunt movement ignores the rules of intervening terrain and Mines. A model can declare any other Secondary Movement actions after a Battle Shunt. A model can make attacks normally after making a Battle Shunt, and can perform a Boarding Assault.

A model cannot perform a Battle Shunt whilst at Full Stop, or if prevented from using its Fold Space Drives.

Important Note: The Dice rolled to determine how far a model using *Shunt Matrix* moves do NOT use the Exploding Dice mechanic.

45 Special Forces
If all the models initiating a Boarding Assault have Special Forces, their Assault Point Dice receive a +1 'to hit' modifier.

If a model with Special Forces is the target of a Boarding Assault, the Assault Point Dice of the initiating models receive a -1 'to hit' modifier.

46 Split Fire (Weapon)
A Weapon with the Split Fire MAR may declare an Attack against any number of targets in its Arc of Fire and a single Attack Dice Range Band. It must divide its Attack Dice as evenly as possible between these Attacks. This cannot be used in conjunction with any Firing Options.

47 Stealth Systems
Any Attack against a model with the Stealth Systems MAR must re-roll ALL successful rolls if any weapon in the Attack is firing from further than 20". This re-roll is performed BEFORE any

extra rolls for Exploding Dice, and before Hits are discounted by Shield Systems or Point Defence. Only ONE dice is re-rolled for any 6's scored. The second result MUST be accepted.

48 Superior Design

If this model suffers any Critical Hit Effect, the loss of any Crew Points is reduced by HALF (rounded down, to a minimum of one). This model NEVER gains a Hazard Marker as the result of a Critical Hit Effect or Targeted Strike. However, it can gain them from other sources.

49 Systems Network

If a model with Systems Network is within the Command Distance of one or more friendly models which have active Cloaking Fields and also have Systems Network, this model automatically gains the Stealth Systems MAR.

The Stealth Systems MAR is immediately lost if the model granting it is destroyed, or is otherwise moved out of range.

50 Target Resolution

A model with Target Resolution may forgo making any attacks in the Combat Segment of its activation to assist another model in its Squadron in making an attack.

Once per Turn, when a model in its Squadron is about to resolve a Ranged Attack, a model with Target Resolution may take a Command Check. Any other models in its Squadron which also have Target Resolution may elect to assist it. For every assisting model one less success is required to pass the Command Check (to a minimum of one), whilst for every full 8" between the firing model and its target, one additional success is required.

If the Test is passed, the firing model receives a +1 'to hit' modifier for this attack.

Only one Target Resolution attempt may be made for any one attack.

51 Torpedo Spook - Coherence Effect

If ALL models contributing to a Torpedo Attack have the Torpedo Spook MAR, all successful Point Defence rolls against this attack MUST be Re-Rolled. This re-roll is performed BEFORE any extra rolls for Exploding Dice, and before Hits are discounted by Shield Systems or Point Defence. Only ONE dice is re-rolled for any 6's scored. The second result MUST be accepted.

52 Unmanned

An Unmanned model does not suffer Crew Loss penalties for having zero Crew.

53 Vulnerable

If this model suffers a Critical Hit, the Critical Hit Table result can be Re-Rolled by your Opponent, but they MUST accept the new result.

54 Weapon Shielding

A model with the Weapon Shielding MAR only reduces the Attack Dice values of its Weapon Systems by ONE for every TWO points of Hull Damage it has suffered.

Deployment Zone   8"

Deployment Zone   8"

1 BORDER CLASH

OVERVIEW
This is the most basic form of battle, with both sides simply aiming to inflict heavy casualties on the other, without sustaining too many losses.

TERRAIN
This Scenario has no special Terrain requirements. Simply set up the Game Board using one of the methods described on Page 35.

DEPLOYMENT
This Scenario follows the normal rules for choosing your Deployment Zone and placing your Forces. The shapes of the Deployment Zones are shown on the Scenario Map.

### SCENARIO RULES
This Scenario has no additional rules.

VICTORY CONDITIONS
This Scenario has no additional Victory Conditions. Simply compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH
During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

Deployment Zone

Deployment Zone

2 ESCALATING ENGAGEMENT

OVERVIEW
In this Battle, the scale of the engagement will quickly escalate as both sides call in reinforcements.

TERRAIN
This Scenario has no special Terrain requirements. Simply set up the Game Board using one of the methods described on Page 35.

DEPLOYMENT
Both Commanders MUST hold at least one third of their MFV in Reserve, including ALL Tier 1 Squadrons. These Reserves must enter as a Flanking Manoeuvre. The available Board Edges for each side are indicated on the Scenario Map.

This Scenario follows the normal rules for choosing your Deployment Zone and placing your Forces. The shapes of the Deployment Zones are shown on the Scenario Map.

SCENARIO RULES
This Scenario has no additional rules.

VICTORY CONDITIONS
This Scenario has no additional Victory Conditions. Simply compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH
During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

Deployment Zone — 8"

Objective Zone — 16"

Debris Field 1 — 6"

Objective Zone — 16"

Deployment Zone — 8"

3 RECOVER RESOURCES

OVERVIEW
Often, opposing Fleets will encounter one another whilst combing the wreckage of past battles or lost convoys in search of important data or valuable resources.

TERRAIN
Before setting up any other Terrain, place one 6" diameter Debris Field, centred on the centre point of the Game Board. Then the Commanders should make an Initiative roll. The winner places one 6" diameter Debris Field anywhere fully within one of the two Objective Zones marked on the Scenario Map and at least 12" away from the first Debris Field. Their opponent then places a second 6" diameter Debris Field anywhere entirely within the other Objective Zone, and at least 12" away from the either of the Debris Fields already placed.

Remaining Terrain is then set up using one of the methods described on Page 35.

DEPLOYMENT
This Scenario follows the normal rules for choosing your Deployment Zone and placing your Forces. The shapes of the Deployment Zones are shown on the Scenario Map.

SCENARIO RULES
Replace the standard Debris Field table with the alternative table at the bottom of this page.

VICTORY CONDITIONS
During the End Phase of a Turn in which a Commander has recovered their THIRD Objective from a Debris Field, the game ends.

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH
During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

1	Unexploded Munitions	One model in the Squadron (chosen by the controlling player) immediately becomes the target of an attack with 1D6 + 2 Attack Dice.
2	Radiation Leak	One model in the Squadron (chosen by the controlling player) immediately loses 1D3 Crew Points.
3, 4	Nothing	No Effect
5, 6	Objective Recovered	Increase your Battle Log by 5, this is now a standard Debris Field.
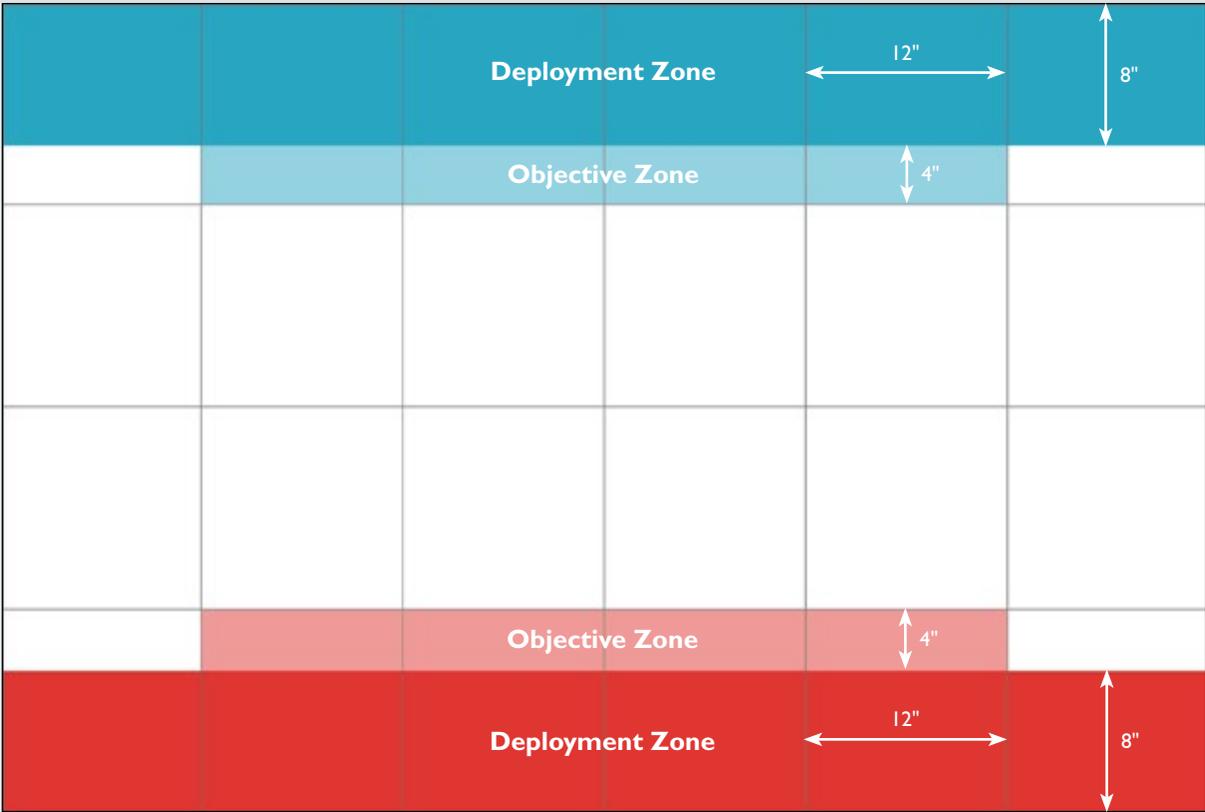
4 HOLD THE WAYPOINTS

OVERVIEW

Waypoints for Fold Space Travel are vital for military logistics, making the transfer of entire Fleets between star systems viable. As such conflict often erupts around these stations, with Commanders trying to maintain control of the Waypoints so that their supply lines can be kept open.

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using one of the methods described on Page 35.

DEPLOYMENT

After the Commanders have determined their Deployment Zones and determined the order of initiative for Deployment, but before placing their Fleets on the Game Board, each Commander must first place a Waypoint Relay somewhere entirely within the Objective Zone adjacent to their Deployment Zone. The current order of initiative is used to determine who places the first relay.

The shapes of the Deployment and Objective Zones are shown on the Scenario Map.

SCENARIO RULES

During the End Phase of each Turn, if a Commander has one or more Squadrons entirely within 6" of a Waypoint Relay, and there are no enemy models within 12" of it, their Battle Log is increased by 2.

VICTORY CONDITIONS

During the End Phase of a Turn if a commander has one or more Squadrons within 6" of BOTH Waypoint Relays, and there are no enemy models within 12" of either, the game ends.

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH

During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

Deployment Zone

12"

Objective Zone

12"

Deployment Zone

8"
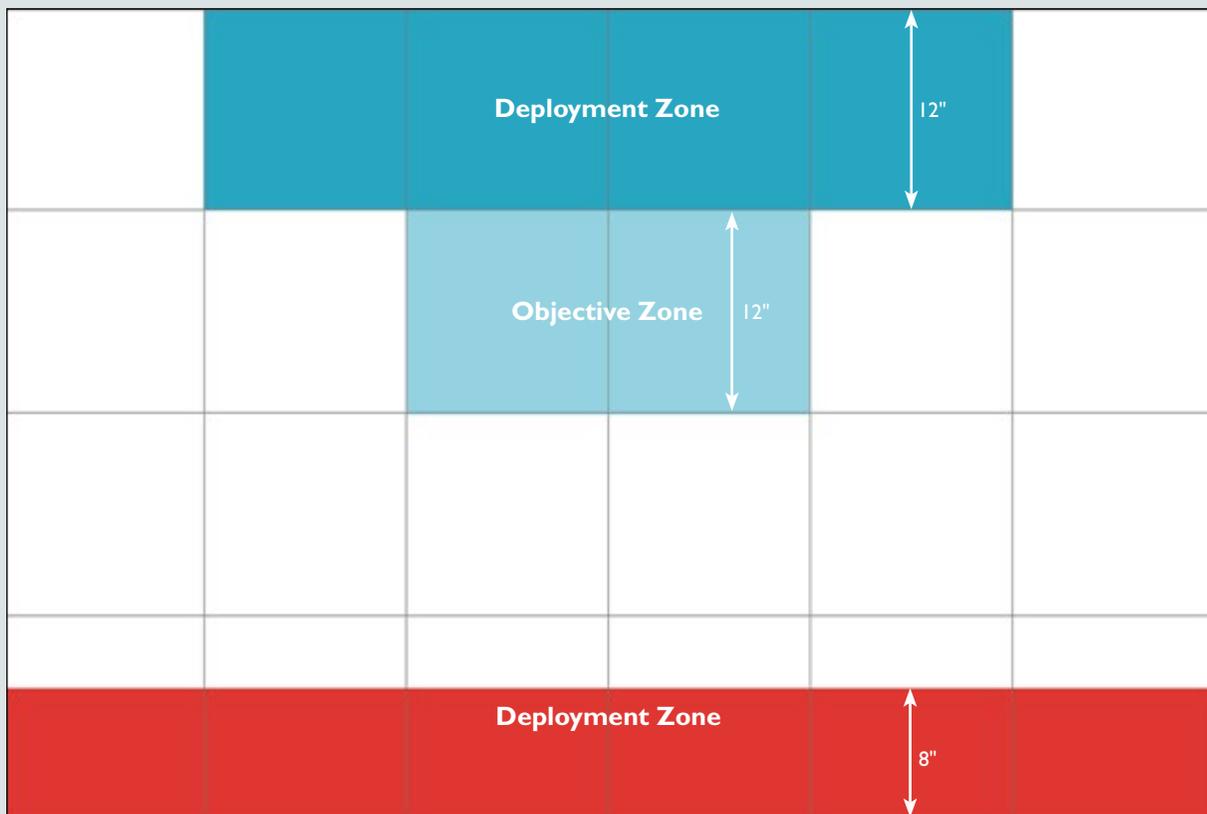
5 CAPTURE THE STATION

OVERVIEW

Research outposts, trade stations and other such installations are valuable prizes, if a Fleet can hold on to them.

DETERMINE ATTACKER/DEFENDER

As soon as the Commanders have determined that this is the Scenario they will be playing, both should take an initiative test. The winner decides who will be the Attacker (red) and who will be the Defender (blue).

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using one of the methods described on Page 35.

DEPLOYMENT

The Defender chooses their Deployment Zone first. Then, before either player begins deploying their Squadrons, the Defender places a Ghost Station anywhere entirely within the Objective Zone. The Station will begin the game under the Defender's full control.

The Defender then Deploys their first Squadron, after which the Commanders alternate placing Squadrons as normal.

SCENARIO RULES

During the End Phase of each Turn that the Defender has at least one Squadron entirely within 6" of the Station and the Station remains under their control, they increase their Battle Log by 1.

If the Attacking Commander Captures the Station, the Defending Commander reduces their Battle Log by 4. During the End Phase of each Turn in which the Station remains in the Attacking Commander's possession, the Attacking Commander increases their Battle Log by 2.

VICTORY CONDITIONS

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH

During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.
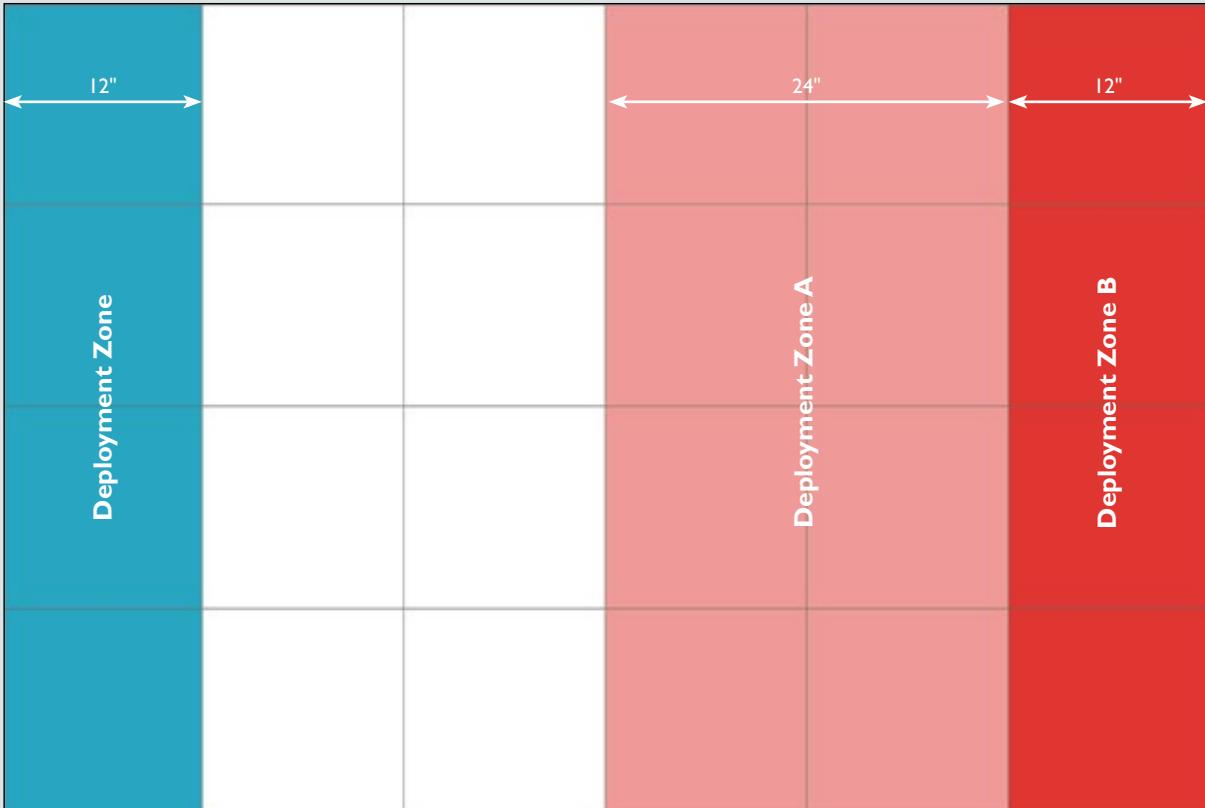
6 AMBUSH!

OVERVIEW

Lying in ambush for your enemy to pass is a tactic honoured throughout time. The age of interstellar warfare is no different – ships mask their emissions and hack sensor systems to conceal their presence, whilst their prey approaches unawares.

DETERMINE ATTACKER/DEFENDER

As soon as the Commanders have determined that this is the Scenario they will be playing, both should take an initiative test. The winner decides who will be the Attacker (red) and who will be the Defender (blue).

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using one of the methods described on Page 35.

DEPLOYMENT

The Attacker chooses which edge of the game board will form the edge of their Deployment Zone

Up to HALF (in MFV) of the Attacker's Squadrons may be deployed using the Hidden Set-Up rules (see Page 38). The Hidden Set-Up Markers may be deployed anywhere in Deployment Zone A.

Starting with the Defender, both sides then alternate placing their remaining Squadrons, the Defender in their Deployment Zone, and the Attacker in Deployment Zone B.

SCENARIO RULES

During the End Phase of each Turn, the Defender increases their Battle Log by 1 for each Tier 3 Squadron entirely within Deployment Zone B, by 2 for each Tier 2 Squadron and by 3 for each Tier 1 Squadron.

VICTORY CONDITIONS

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82).

GAME LENGTH

During the End Phase of Turn 6, the Commander first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

TERRAN ALLIANCE
Guardians of the Charter

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

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 for:	+5
Give Fore (Fixed) Weapons the Decimator Warheads MAR for:	+10
Give the Starboard/Port Weapons the Split Fire MAR for:	+5
Accompaniment	**Points**
0-3 Guardian or Squire Class Escorts for:	+15 each
0-3 Alliance of Kurak Escorts for:	Variable

Designation	CRUISER
Name	Hermes, 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

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	+10
Upgrade to Nuclear Torpedoes	+5
Upgrade Primary Weapons to Beam Weapons	+5

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

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

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

Terran Alliance

Here are sample statistics for the most common vessels in the Terran Alliance Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Terran Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Alliance of Kurak Fleet Guide, available from the Spartan Games Online Store.

DINDRENZI FEDERATION
The Children of Ignatius

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

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 for	+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 for:	+5

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

Dindrenzi Federation

Here are sample statistics for the most common vessels in the Dindrenzi Federation Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Dindrenzi Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Zenain League Fleet Guide, available from the Spartan Games Online Store.

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

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 for:	+5

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

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

AQUAN PRIME
Guardians of Csera

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

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

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 for:	+10
Give all Beam Weapons the Precision Strike MAR for:	+5
Give Torpedoes the Corrosive MAR for:	+10

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

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

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

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 for:	+5

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

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

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 for:	+5

Aquan Prime

Here are sample statistics for the most common vessels in the Aquan Prime Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Aquan Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Alliance of Kurak Fleet Guide, available from the Spartan Games Online Store.

THE RELTHOZA
Masters of the Deep Rifts

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

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
Give all Primary Weapons the Biohazard Ammo MAR for:	+10
OR	
Give all Primary Weapons the Corrosive MAR for:	+15

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts for:	+15 each
0-2 Drone or Widow Class Frigates for:	+20 each
0-3 Zenian League Escorts for:	Variable

The Relthoza
Here are sample statistics for the most common vessels in the Relthoza Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Relthoza Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Zenian League Fleet Guide, available from the Spartan Games Online Store.

Designation	CRUISER
Name	Assassin, Gila
Size class	Medium Capital
Squadron size	2-3

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

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 for:	+5
Give the Torpedoes the Corrosive MAR for:	+5

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

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

SORYLIAN COLLECTIVE
Warriors of Kerender

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

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 for:	+15
Gain the Second Assault MAR for:	+10
Give the Scatter Starboard/Port Weapons the Split Fire MAR for:	+5

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

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

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	
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 for:	+5

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

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 for:	+5

Sorylian Collective

Here are sample statistics for the most common vessels in the Sorylian Collective Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Sorylian Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Alliance of Kurak Fleet Guide, available from the Spartan Games Online Store.

DIRECTORATE
Scourge of the Outer Reach

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

Cost	Shield Rating	Wings		Turn Limit
170	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 for:	+10
Give all Torpedoes the Biohazard Ammo MAR or Corrosive MAR for:	+10
Gain the Special Forces MAR for:	+10

Accompaniment	Points
0-3 Punisher or Suppression Class Escorts for:	+15 each
0-3 Zenian League Escorts for:	Variable

The Directorate

Here are sample statistics for the most common vessels in the Directorate Navy – the Battleship, Cruiser and Frigate.

For the most up to date statistics for the entire Directorate Fleet, please visit **www.spartangames.co.uk**, and visit the Firestorm Armada Downloads section. Alternatively, you can find full details of every vessel, along with extensive background information, printed in the Zenian League Fleet Guide, available from the Spartan Games Online Store.

Designation	CRUISER
Name	Abraxas, Executioner
Size class	Medium Capital
Squadron size	2-3

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

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 for:	+5
Gain the Special Forces MAR for:	+5

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

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 for:	+5

Randomised Set Up

2D6 Roll	Terrain Feature
2	Gravity Well
3-4	Comet
5-6	Asteroid Field
7	Debris Field
8-9	Gas Cloud
10-11	Planetoid
12	Ghost Ship/Station

Debris Field

1D6 Roll	Outcome
1	Unexploded Munitions
One model in the Squadron (chosen by the controlling player) immediately becomes the target of an attack with 1D6 + 2 Attack Dice.	
2	Radiation Leak
One model in the Squadron (chosen by the controlling player) immediately loses 1D3 Crew Points.	
3,4	Nothing
No Effect	
5,6	Magnetic Interference
Line of Sight to Models in the Squadron within the debris is Blocked until the End Phase of the current turn.	

Targeted Strike/Boarding Assault Damage

Bridge	
1 - 2	Hazard Marker
3 - 4	Fire! Critical Effect
5 - 6	Security in Disarray Critical Effect
Propulsion Systems	
1 - 2	Hazard Marker
3 - 4	Can only move HALF Mv
5 - 6	Main Drive Failure Critical Effect
Weapons Systems	
1 - 2	Hazard Marker
3 - 4	Closest Arc Impeded
5 - 6	Fire Control Offline Critical Effect
Life Support Systems	
1 - 2	Hazard Marker
3 - 4	Decompression Critical Effect
5 - 6	Hull Breach Critical Effect
Defensive Systems	
1 - 2	Hazard Marker
3 - 4	PD Network Disrupted Critical Effect
5 - 6	Choose Shield Overload OR PD Network Disrupted Critical Effect

Shunt Entry

2D6 Roll	Outcome
2	Shunt Sickness
The Squadron cannot activate this Turn.	
3	Main Drive Ignition Delay
Models arrive with a Full Stop Marker	
4	Drive Core Compromised
Models arrive with a Hazard Marker	
5 - 9	Seamless Arrival
Models in the Squadron remain in place and may activate normally.	
10	Drive Core Compromised
Models arrive with a Hazard Marker	
11	Truncation Error
Move the models D6" in a randomly determined direction. Determine distance and direction for each model separately.	
12	Pre-Emergence Radiation Spike
The closest enemy Squadron may make an immediate Ranged Attack against a model in the Squadron with all available Weapons Systems (weapon arcs etc apply)	

Common Battle Log Adjustments

Event	Adjustment
Reduce a Squadron of Tier 3 models to half its starting number or lower	+1
Destroy a Squadron of Tier 3 models	+1
Reduce a Squadron of Tier 2 models to half its starting number or lower	+2
Destroy a Squadron of Tier 2 models	+HALF the highest initial Hull Points value of the Destroyed models.
Reduce the total Hull Points of the Lead models in a Tier 1 Squadron to half its starting number or lower	+2
Destroy all Lead models in a Tier 1 Squadron	+HALF the highest initial Hull Points value of the Destroyed models.
Destroy a Capital Accompaniment model	+1
Fold Space Escape a Captured model	+2
Destroy the Admiral's Vessel	+1

Lose a Squadron of Tier 3 models	-1
Lose a Squadron of Tier 2 models	-2
Lose a Squadron of Tier 2 models	-3

Critical Hit Table

2D6 Roll	Result	HP Lost	Critical Hit Effect	Repairable
2	Reactor Overload	2D3	If the model is destroyed as a result of this Attack, any model or SRS within **4"** of it is subject to an Attack using a number of Attack Dice equal to double the Destroyed model's initial number of Hull Points. Roll separate attacks against each model caught in the blast.	N/A
3	Reactor Leak	2	This model gains a Corroded Marker	Yes
4	Fire Control Offline	2	Weapons Systems in closest arc *Disabled*	Yes
5	PD Network Disrupted	2	Point Defence *Disabled*.	Yes
6	Decompression	2	This model loses one Crew Point and gains a **Hazard Marker**.	Yes
7	Hull Breach!	2	This model loses 1D3 Crew Points	N/A
8	Fire!	2	This model loses one Crew Point and gains a **Hazard Marker**.	Yes
9	Shield Overload	2	Shields or Cloak *Disabled*	Yes
10	Main Drive Failure	2	Half Speed and Cannot Turn	Yes
11	Security in Disarray	2	AP reduced to 0	Yes
12	Fold Drive Rupture	2	This model immediately moves **2D6"** in a random direction. Place the model in its new position maintaining its original orientation. Resolve any contact with Terrain as a Collision. A model that is moved off the Game Board is automatically Destroyed.	N/A

Margin of Victory

Difference	Margin
0 to 4	Draw
5 to 9	Leading player scores a Marginal Success
10 to 14	Leading player scores a Major Triumph
15+	Leading player scores a Landslide Victory

Victory Points

Difference	Margin
Less than 10%	Draw
10 - 30%	Leading player scores a Marginal Success
30 - 50%	Leading player scores a Major Triumph
50% or more	Leading player scores a Landslide Victory

Hull Damage: use these Markers to show any Hull Damage that a model has taken.

Admiral's Vessel: use this Marker to show which model is your *Admiral's Vessel.*

Crew Loss: use these Markers to show any lost Crew on a model.

Objective Marker: use this Marker in certain Scenarios to show where an Objective is.

Disordered Marker: use this Marker to show when a Squadron becomes *Disordered*.

Hidden Set-Up Marker: use this Marker when deploying Squadrons using Hidden Set-Up.

Hazard Marker: use this Marker whenever a model is instructed to gain a Hazard Marker

Assault Launched: use this Marker to show when a model has Launched its Boarding Assault for the game.

Corroded: use this Marker if a model suffers a *Corroded* Damage Effect.

Belly Up Marker: use this Marker to show that a model has gone Belly Up.

Arc Impeded: use this Marker if a model suffers an *Arc Impeded* Damage Effect. Place the Marker next to the model's affected Arc.

Cloak Active: use this Marker to show when a model's Cloaking Field is *active*.

Fire Control Offline: use this Marker if a model suffers a *Fire Control Offline* Damage Effect. Place the Marker next to the model's affected Arc.

Full Stop Marker: use this Marker to show that a model is at a Full Stop.

Half Move: use this Marker if a model suffers an *Half Move* Damage Effect.

FSD Marker: use this Marker when a model is charging its Fold Space Drives.

Main Drive Failure: use this Marker if a model suffers a *Main Drive Failure* Damage Effect.

Retractable Plating: use this model to show that a model has Extended its *Retractable Plating.*

PD Network Disrupted: use this Marker if a model suffers a *PD Network Disrupted* Damage Effect.

Sector Shielding: use this Marker to show that a model is using its *Sector Shielding*. Place the Marker next to the model's affected Arc.

Security in Disarray: use this Marker if a model suffers a *Security in Disarray* Damage Effect

Mine Marker: use this Marker to show the placement of a Mine.

Shield Overload: use this Marker if a model suffers a *Shield Overload* Damage Effect.

Captured Marker: use this Marker to show that a model has been Captured.