

**FIRESTORM
ARMADA**

FLEET MANUAL



AQUAN PRIME

GUARDIANS OF CSERA



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

To do this, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented in this Fleet Manual, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

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

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

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

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

Patrol Fleets

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

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

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

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

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

Battle Fleets

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

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

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

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

Grand Fleets

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

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

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

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

Mighty Armadas

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

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

Alliance Fleets

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

your Fleet into an 'Alliance Fleet'.

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

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

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

Allied Squadrons

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

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

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

Natural Alliance

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


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

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

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

DREADNOUGHT


Medusa Class

Designation		DREADNOUGHT						
Name		Medusa						
Size class		Large Capital						
Squadron size		1						
DR	CR	Mv	HP	CP	AP	PD	MN	
8	11	7"	10	8	5	6	9	
Points Cost		Shield Rating		Wings		Turn Limit		
275		1		6		2"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				12	16	8	6	
Fore				7	8	6	5	
Aft				7	8	6	5	
Torpedo Weapons				12"	24"	36"	48"	
Any				9	9	9	9	
MARs								
Elite Crew, Energy Transfer (Beam, 2), Impervious, Minefields (3, 6 AD), Secured Bulkheads								
Hardpoints				Points				
Select up to THREE from the following:								
0-1: +1 Shield				+15				
0-2: +1" Mv				+5				
0-1: -1" Turn Limit				Free				
0-1: +2 PD				+ 5				
0-1: +3 Wing Capacity				Free				
Upgrades				Points				
Gain the Drone Mines MAR				+5				
Give all Beam Weapons the Precision Strike MAR				+5				
Give Torpedoes the Corrosive MAR				+10				
Accompaniment				Points				
0-3 Remora or Kappa Class Escorts				+20 each				
0-3 Snapper Class Corvettes				+15 each				
0-3 Alliance of Kurak Escorts				Variable				

BATTLE CARRIER


Manta Class



Designation		BATTLE CARRIER							
Name		Manta							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
7	11	7"	9	8	3	6	8		
Points Cost		Shield Rating		Wings		Turn Limit			
205		I		9		2"			
Beam Weapons				10"	20"	30"	40"		
Starboard / Port				12	15	7	-		
Fore				6	8	3	-		
Aft				6	8	3	-		
Torpedo Weapons				12"	24"	36"	48"		
Any				7	7	7	7		
MARs									
Secured Bulkheads									
Hardpoints								Points	
Select up to THREE from the following:									
0-1: +1 Shield								+15	
0-2: +1" Mv								+5	
0-1: -1" Turn Limit								Free	
0-1: +2 PD								+5	
Upgrades								Points	
Give all Beam Weapons the Energy Transfer (1) MAR								+5	
Gain the Quick Launch MAR								+10	
Give all Beam Weapons the Precision Strike MAR								+5	
Give Torpedoes the Corrosive MAR								+5	
Accompaniment								Points	
0-3 Remora or Kappa Class Escorts								+20 each	
0-3 Snapper Class Corvettes								+15 each	
0-3 Alliance of Kurak Escorts								Variable	

BATTLESHIP


Hydra, Maelstrom and Poseidon Class

Designation		BATTLESHIP					
Name		Hydra, Maelstrom, Poseidon					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
7	10	7"	8	7	3	5	6
Points Cost		Shield Rating		Wings		Turn Limit	
170		1		3		2"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				11	14	7	3
Fore				5	7	4	3
Aft				5	7	3	-
Torpedo Weapons				12"	24"	36"	48"
Any				8	8	8	8
MARs							
Secured Bulkheads							
Hardpoints						Points	
Select up to THREE from the following:							
0-2: +1 Shield						+10	
0-2: +1" Mv						+5	
0-1: -1" Turn Limit						Free	
0-1: +2 PD						+5	
0-1: +3 Wing Capacity						Free	
Upgrades						Points	
Give all Beam Weapons the Energy Transfer (2) MAR						+10	
Give all Beam Weapons the Precision Strike MAR						+5	
Give Torpedoes the Corrosive MAR						+10	
Accompaniment						Points	
0-3 Remora or Kappa Class Escorts						+20 each	
0-3 Snapper Class Corvettes						+15 each	
0-3 Alliance of Kurak Escorts						Variable	

CARRIER


Charybdis and Triton Class



Designation		CARRIER							
Name		Charybdis, Triton							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	8	7"	7	5	3	5	5		
Points Cost		Shield Rating		Wings		Turn Limit			
105		I		7		I"			
Beam Weapons				10"	20"	30"	40"		
Starboard / Port				7	8	3	-		
Fore				4	5	-	-		
Aft				4	5	-	-		
Torpedo Weapons				12"	24"	36"	48"		
Any				6	6	6	6		
MARs									
Secured Bulkheads									
Hardpoints								Points	
Select up to TWO from the following:									
0-1: +1 Shield								+10	
0-1: +1" Mv								+5	
0-1: +2 PD								+5	
0-1: +3 Wing Capacity								+5	
Upgrades								Points	
Give all Beam Weapons the Energy Transfer (I) MAR								+5	
Give all Beam Weapons the Precision Strike MAR								+5	
Gain the Deck Crews MAR								+10	
Accompaniment								Points	
0-3 Remora or Kappa Class Escorts								+20 each	
0-2 Chironex, Isonade or Storm Class Cruisers								+50 each	
0-2 Namazu or Tsunami Class Heavy Cruisers								+80 each	
0-3 Alliance of Kurak Escorts								Variable	

BATTLE STATION


Vortex Class

Designation		BATTLE STATION						
Name		Vortex						
Size class		Large Capital						
Squadron size		1						
DR	CR	Mv	HP	CP	AP	PD	MN	
8	12	2"/6"	9	7	4	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
180		2		9		0"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				6	9	11	8	
Fore				6	9	11	8	
Aft				6	9	11	8	
Torpedo Weapons				12"	24"	36"	48"	
Any				8	8	8	8	
Any				8	8	8	8	
MARs								
Energy Transfer (Beam, 2), Impervious, Manoeuvrable, No FSD								
Hardpoints				Points				
Select up to TWO from the following:								
0-1: Gain the Minefields (4, 6 AD) MAR				+5				
0-1: +1 Shield				+15				
0-1: +4" Command Distance				+10				
0-1: +3 Wing Capacity				+5				
Upgrades				Points				
Give all Beam Weapons the Precision Strike MAR				+5				
Give Torpedoes the Corrosive MAR				+10				

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


HEAVY CRUISER

Namazu and Tsunami Class

Designation		HEAVY CRUISER					
Name		Namazu, Tsunami					
Size class		Medium Capital					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
5	7	10"	5	6	2	4	5
Points Cost		Shield Rating		Wings		Turn Limit	
80		I		0		1"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				5	6	-	-
Fore				6	7	4	-
Aft				4	5	-	-
Torpedo Weapons				12"	24"	36"	48"
Any				4	4	4	4
MARs							
Energy Transfer (Beam, 1), Reinforced (Fore), Secured Bulkheads							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: -1" Turn Limit						+5	
0-1: Replace Energy Transfer (Beam, 1) with Energy Transfer (Beam, 2)						+5	

CRUISER


Chironex, Isonade and Storm Class

Designation		CRUISER					
Name		Chironex, Isonade, Storm					
Size class		Medium Capital					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
5	6	11"	4	4	3	3	4
Points Cost		Shield Rating		Wings		Turn Limit	
50		I		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							
Upgrades						Points	
Gain the Difficult Target MAR						+10	
Give all Beam Weapons the Energy Transfer (I) MAR						+5	

DESTROYER


Stingray Class



Designation		DESTROYER					
Name		Stingray					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	6	7"	4	3	0	4	4
Points Cost		Shield Rating		Wings		Turn Limit	
70		I		0		0"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				5	6	7	5
Fore				3	4	-	-
MARs							
Secured Bulkheads, Stealth Systems							
Upgrades							Points
Give all Beam Weapons the Precision Strike MAR							+5

FRIGATE

Barracuda, Chimaera and Piranha Class


Designation		FRIGATE						
Name		Barracuda, Chimaera, Piranha						
Size class		Small						
Squadron size		2-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	5	12"	2	2	1	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		0		0		0"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				3	4	-	-	
Fore				2	3	-	-	
Aft				2	3	-	-	
MARs								
Difficult Target								
Upgrades						Points		
Gain the Energy Transfer (Beam, I) MAR						+5		

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

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


CORVETTE

Snapper Class

Designation		CORVETTE							
Name		Snapper							
Size class		Small							
Squadron size		3-6							
DR	CR	Mv	HP	CP	AP	PD	MN		
3	4	14"	2	2	0	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
15		0		0		0"			
Torpedo Weapons				12"	24"	36"	48"		
Fore				4	-	-	-		
MARs									
Elusive Target									
Upgrades							Points		
Gain the Pack Hunters MAR							+5		

ESCORT

Kappa and Remora Class

Designation		ESCORT							
Name		Kappa, Remora							
Size class		Small							
Squadron size		1-3							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	5	10"	2	2	0	3	2		
Points Cost		Shield Rating		Wings		Turn Limit			
20		0		0		0"			
MARs									
Difficult Target, Minefield (1, 6 AD)									