

**FIRESTORM  
ARMADA**

# FLEET MANUAL



# DINDRENZI FEDERATION

THE CHILDREN OF IGNATIUS



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	Gunship Squadron
Up to 1	Assault Carrier
Up to 1	Battlecruiser
Up to 1	Battle Station

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

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

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

## Battle Fleets

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

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

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

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

## Grand Fleets

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

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

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

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

## Mighty Armadas

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

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

## Alliance Fleets

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

an 'Alliance Fleet'.

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

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

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

### Allied Squadrons

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

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

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

### Natural Alliance

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


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

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

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

# DREADNOUGHT

## Retribution Class

<b>Designation</b>		<b>DREADNOUGHT</b>							
<b>Name</b>		<b>Retribution</b>							
<b>Size class</b>		<b>Large Capital</b>							
<b>Squadron size</b>		<b>1</b>							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
7	13	7"	12	8	5	7	6		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
290		0		0		3"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Gun Rack				8	11	6	4		
<b>Kinetic Weapons</b>				12"	24"	36"	48"		
Fore (Fixed)				12	14	10	6		
Fore (Fixed)				12	14	10	6		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Fore (Fixed)				7	7	7	7		
Fore (Fixed)				7	7	7	7		
<b>MARs</b>									
Ablative Plating, Elite Crew, Impervious, Superior Design									
<b>Hardpoints</b>				<b>Points</b>					
Select up to THREE from the following:									
0-1: +1" Mv				+5					
0-1: -1" Turn Limit				+15					
0-1: +3 Wing Capacity				+5					
0-1: Remove the Ablative Plating MAR				+15					
0-1: Change both Torpedo Weapons to (Fore)				+10					
<b>Upgrades</b>				<b>Points</b>					
Upgrade the Primary Weapons to Scatter Weapons				+5					
Give the Gun Racks the Split Fire MAR				+5					
Give all Kinetic Weapons the High Energy MAR				+5					
Gain the Protected Systems MAR				+5					
<b>Accompaniment</b>				<b>Points</b>					
0-3 Buckler or Retarius Class Escorts				+15 each					
0-3 Zenian League Escorts				Variable					

# BATTLESHIP


## Conqueror and Nausicaa Class



Designation		BATTLESHIP					
Name		Conqueror, Nausicaa					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	12	7"	10	7	5	6	5
Points Cost		Shield Rating		Wings		Turn Limit	
180		0		0		3"	
Primary Weapons				8"	16"	24"	32"
Gun Rack				6	10	4	-
Kinetic Weapons				12"	24"	36"	48"
Fore (Fixed)				13	16	10	7
Torpedo Weapons				12"	24"	36"	48"
Fore (Fixed)				7	7	7	7
MARs							
Ablative Plating							
Hardpoints						Points	
Select up to THREE from the following:							
0-1: +1" Mv						+5	
0-1: -1" Turn Limit						+10	
0-1: +2 MN						+5	
0-1: Remove the Ablative Plating MAR						+10	
0-1: Change the Torpedo Weapons to (Fore)						+10	
Upgrades						Points	
Gain the Double Mines MAR						+5	
Upgrade the Primary Weapons to Scatter Weapons						+5	
Give the Gun Racks the Split Fire MAR						+5	
Give the Kinetic Weapon the High Energy MAR						+5	
Accompaniment						Points	
0-3 Buckler or Retarius Class Escorts						+15 each	
0-3 Zenian League Escorts						Variable	

# BATTLESHIP

## Praetorian Class


Designation		BATTLESHIP							
Name		Praetorian							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	12	6"	10	6	8	6	0		
Points Cost		Shield Rating		Wings		Turn Limit			
200		0		2		2"			
Primary Weapons				8"	16"	24"	32"		
Gun Rack				11	12	4	-		
Kinetic Weapons				12"	24"	36"	48"		
Fore (Fixed)				12	14	10	8		
Torpedo Weapons				12"	24"	36"	48"		
Fore				6	6	6	6		
Fore				6	6	6	6		
MARs									
Ablative Plating, Elite Crew, Reinforced (Starboard/Port)									
Hardpoints				Points					
Select up to THREE from the following:									
0-1: +2 AP				+5					
0-1: +3 Wing Capacity				+5					
0-1: Gain the Ops Centre MAR				+5					
0-1: Remove the Ablative Plating MAR				+10					
0-1: Gain the Launch Tubes MAR				+5					
Upgrades				Points					
Gain the Assault Blitz MAR				+10					
Gain the Deck Crews MAR				+5					
Give the Gun Racks the Split Fire MAR				+5					
Give the Kinetic Weapon the High Energy MAR				+5					
Accompaniment				Points					
0-3 Buckler or Retarius Class Escorts				+15 each					
0-3 Zenian League Escorts				Variable					



# CARRIER


## Claymore and Falchion Class



<b>Designation</b>		CARRIER					
<b>Name</b>		Claymore, Falchion					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		I					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	10	6"	8	6	3	5	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
110		0		6		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Rack				4	5	-	-
Starboard / Port				4	6	2	-
<b>Kinetic Weapons</b>				12"	24"	36"	48"
Fore (Fixed)				5	6	5	4
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				6	6	6	6
<b>MARs</b>							
Ablative Plating							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: +1" Mv						+5	
0-1: +2 Wing Capacity						+5	
0-1: Remove the Ablative Plating MAR						+10	
<b>Upgrades</b>						Points	
Gain the Deck Crews MAR						+10	
<b>Accompaniment</b>						Points	
0-3 Buckler or Retarius Class Escorts						+15 each	
0-2 Fury or Secutor Class Cruisers						+60 each	
0-2 Gladius Class Gunships						+90 each	
0-3 Zenian League Escorts						Variable	

# BATTLE STATION

## Bastion Class

<b>Designation</b>		<b>BATTLE STATION</b>							
<b>Name</b>		<b>Bastion</b>							
<b>Size class</b>		<b>Large Capital</b>							
<b>Squadron size</b>		<b>I</b>							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
7	13	1"/6"	10	8	5	7	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
190		0		3		0"			
<b>Scatter Weapons</b>				8"	16"	24"	32"		
Starboard / Port				8	11	6	-		
<b>Kinetic Weapons</b>				12"	24"	36"	48"		
Fore				7	12	13	6		
Aft				7	12	13	6		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Fore				9	9	9	9		
Aft				9	9	9	9		
<b>MARs</b>									
Ablative Plating, Manoeuvrable, Minefields (3, 6 AD), No FSD, Protected Systems									
<b>Hardpoints</b>						Points			
Select up to ONE from the following:									
0-1: +2 PD						Free			
0-1: +3 Wing Capacity						+5			
0-1: Remove the Ablative Plating MAR						+15			
<b>Upgrades</b>						Points			
Gain the Deck Crews MAR						+5			


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



# GUNSHIP


## Gladius Class



<b>Designation</b>		<b>GUNSHIP</b>						
<b>Name</b>		<b>Gladius</b>						
<b>Size class</b>		<b>Medium Capital</b>						
<b>Squadron size</b>		<b>1-3</b>						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
5	9	7"	6	5	3	4	0	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
90		0		0		2"		
<b>Primary Weapons</b>				8"	16"	24"	32"	
Starboard / Port				8	9	5	3	
<b>Kinetic Weapons</b>				12"	24"	36"	48"	
Fore (Fixed)				5	6	5	4	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Fore				5	5	5	5	
<b>MARs</b>								
Ablative Plating, Secured Bulkheads								
<b>Upgrades</b>							Points	
Remove the Ablative Plating MAR							+5	

# HEAVY CRUISER

## Murmillo and Victory Class

<b>Designation</b>		<b>HEAVY CRUISER</b>					
<b>Name</b>		<b>Murmillo, Victory</b>					
<b>Size class</b>		<b>Medium Capital</b>					
<b>Squadron size</b>		<b>2-3</b>					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	8	7"	6	5	3	4	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
85		0		0		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Rack				6	8	3	-
<b>Kinetic Weapons</b>				12"	24"	36"	48"
Fore (Fixed)				7	8	6	5
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore (Fixed)				5	5	5	5
<b>MARs</b>							
Ablative Plating							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Remove the Ablative Plating MAR						+5	
0-1: Change the Torpedo Weapons to (Fore)						+5	
<b>Upgrades</b>						Points	
Give the Kinetic Weapon the High Energy MAR						+5	
Gain the Secured Bulkheads 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.

# CRUISER


## Fury and Secutor Class



<b>Designation</b>		<b>CRUISER</b>						
<b>Name</b>		Fury, Secutor						
<b>Size class</b>		Medium Capital						
<b>Squadron size</b>		2-3						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
4	8	9"	4	4	3	3	4	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
60		0		0		1"		
<b>Primary Weapons</b>				8"	16"	24"	32"	
Gun Rack				4	6	2	-	
Aft				2	-	-	-	
<b>Kinetic Weapons</b>				12"	24"	36"	48"	
Fore (Fixed)				6	8	5	4	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Fore				4	4	4	4	
<b>MARs</b>								
Ablative Plating								
<b>Upgrades</b>							Points	
Gain the Secured Bulkheads MAR							+5	


# DESTROYER

## Trident Class

<b>Designation</b>		DESTROYER							
<b>Name</b>		Trident							
<b>Size class</b>		Medium Capital							
<b>Squadron size</b>		2-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	7	7"	4	3	I	4	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
70		0		0		I"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Gun Rack				I	3	-	-		
<b>Kinetic Weapons</b>				12"	24"	36"	48"		
Fore (Fixed)				5	6	7	5		
<b>MARs</b>									
Ablative Plating, Manoeuvrable, Stealth Systems									
<b>Upgrades</b>								Points	
Give the Kinetic Weapon the High Energy MAR								+5	


# FRIGATE

## Hammer and Thraex Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Hammer, Thraex							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
3	6	11"	2	3	I	2	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
30		0		0		I"			
<b>Kinetic Weapons</b>				12"	24"	36"	48"		
Fore (Fixed)				4	6	3	-		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Fore (Fixed)				4	4	4	4		
<b>MARs</b>									
Difficult Target									


# CORVETTE

## Sgian Class

<b>Designation</b>		CORVETTE							
<b>Name</b>		Sgian							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-4							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
3	6	14"	2	2	1	1	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
20		0		0		0"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Gun Rack				5	3	2	-		
<b>MARs</b>									
Difficult Target, Pack Hunters									

# ESCORT

## Buckler and Retarius Class

<b>Designation</b>		ESCORT							
<b>Name</b>		Buckler, Retarius							
<b>Size class</b>		Small							
<b>Squadron size</b>		1-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
3	5	10"	2	2	1	1	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
15		0		0		0"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Gun Rack				3	4	-	-		
<b>MARs</b>									
Difficult Target									