

**FIRESTORM
ARMADA**

FLEET MANUAL



DIRECTORATE

SCOURGE OF THE OUTER REACH



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	Assault Carrier
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

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

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

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

Battle Fleets

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

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

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

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

Grand Fleets

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

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

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

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

Mighty Armadas

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

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

Alliance Fleets

In addition to selecting Squadrons of Directorate models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the

Dindrenzi Federation and Relthoza, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

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

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

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

Allied Squadrons

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

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

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

Natural Alliance

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


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

Additionally, if a Directorate Fleet contains only Directorate and Works Raptor models, 'Directorate Only' TACs may be chosen and used by all Squadrons in the Fleet.

DIRECTORATE FLEET STATISTICS	
Fleet Tactics Bonus	1
Command Distance	6"

DREADNOUGHT


Persecution Class

Designation		DREADNOUGHT							
Name		Persecution							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	13	6"	11	7	8	7	8		
Points Cost		Shield Rating		Wings		Turn Limit			
280		I		0		2"			
Beam Weapons				10"	20"	30"	40"		
Turrets (Any)				9	14	6	3		
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				8	12	6	-		
Fore (Fixed)				8	12	6	-		
MARs									
Elite Crew, Impervious, Reinforced (Fore), Superior Design									
Hardpoints							Points		
Select up to THREE from the following:									
0-1: +1 Shield							+15		
0-2: +1" Mv							+5		
0-1: -1" Turn Limit							+5		
0-1: +2 AP							+10		
0-1: Give the Turrets the Split Fire MAR							Free		
Upgrades							Points		
Give all Beam Weapons the Biohazard Ammo MAR							+10		
Give Primary Weapons the Decimator Warheads MAR							+10		
Gain the Special Forces MAR							+10		
Gain the Second Assault MAR							+10		
Accompaniment							Points		
0-3 Punisher or Suppression Class Escorts							+15 each		
0-3 Zenian League Escorts							Variable		

BATTLESHIP


Eliminator and Judgement Class



Designation		BATTLESHIP					
Name		Eliminator, Judgement					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	11	6"	8	6	6	5	7
Points Cost		Shield Rating		Wings		Turn Limit	
170		I		I		2"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				9	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						+10	
0-1: -1" Turn Limit						+5	
0-1: +2AP						+10	
0-1: +2 Wing Capacity						+5	
0-1: Give the Turrets the Split Fire MAR						Free	
Upgrades						Points	
Give all Beam Weapons the Biohazard Ammo MAR						+10	
Give all Torpedoes the Biohazard Ammo MAR OR Corrosive MAR						+10	
Gain the Special Forces MAR						+10	
Accompaniment						Points	
0-3 Punisher or Suppression Class Escorts						+15 each	
0-3 Zenian League Escorts						Variable	


CARRIER

Dominance and Overseer Class

Designation		CARRIER					
Name		Dominance, Overseer					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
5	9	6"	7	5	5	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
125		Cloaking Field		6		2"	
Beam Weapons				10"	20"	30"	40"
Fore				6	7	5	2
Starboard / Port				6	8	4	2
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				5	5	5	5
MARs							
Countermeasures, Reinforced (Fore)							
Hardpoints				Points			
Select up to TWO from the following:							
0-1: +1" Mv				+5			
0-1: +2 AP				+10			
0-1: +2 Wing Capacity				+5			
0-1: +2" Command Distance				+10			
0-1: Change Beam (Fore) to a Cyberwarfare Weapon				Free			
Upgrades				Points			
Give all Beam Weapons the Biohazard Ammo MAR				+10			
Give all Torpedoes the Decimator Warheads MAR				+10			
Accompaniment				Points			
0-3 Punisher or Suppression Class Escorts				+15 each			
0-2 Abraxas, Executioner or Vanquisher Class Cruisers				+55 each			
0-2 Tormentor Class R&D Cruisers				+60 each			
0-3 Zenian League Escorts				Variable			

BATTLE STATION


Firewall Class

Designation		BATTLE STATION							
Name		Firewall							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
7	11	2"/6"	10	7	6	7	0		
Points Cost		Shield Rating		Wings		Turn Limit			
190		Cloaking Field		0		0"			
Beam Weapons				10"	20"	30"	40"		
Turrets (Any)				5	10	9	6		
Turrets (Any)				5	10	9	6		
Cyberwarfare Weapons				10"	20"	30"	40"		
Turrets (Any)				10	9	8	5		
Turrets (Any)				10	9	8	5		
MARs									
Countermeasures, Launch Tubes, Manoeuvrable, No FSD									
Hardpoints						Points			
Select up to TWO from the following:									
0-1: +2 PD						Free			
0-2: +3 Wing Capacity						+5			
0-1: +3 AP						+5			
0-1: Add a second Cyberwarfare Turret						+20			
Upgrades						Points			
Give all Beam Weapons the Biohazard Ammo MAR						+5			
Gain the Special Forces MAR						+5			

Important Note: 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.

R&D CRUISER

Tormentor Class

Designation		R&D CRUISER					
Name		Tormentor					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	5	4	2	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
60		0		0		1"	
Cyberwarfare Weapons				10"	20"	30"	40"
Fore				6	7	5	2
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				5	5	5	5
MARs							
Stealth Systems							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Gain the Countermeasures MAR						+5	
0-1: +2AP						+10	
Upgrades						Points	
Give all Torpedoes the Decimator Warheads MAR						+10	

HEAVY CRUISER


Justice and Subjugator Class



Designation		HEAVY CRUISER						
Name		Justice, Subjugator						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	7	9"	6	4	5	5	0	
Points Cost		Shield Rating		Wings		Turn Limit		
80		Cloaking Field		0		1"		
Beam Weapons				10"	20"	30"	40"	
Gun Racks				8	9	3	-	
Torpedo Weapons				12"	24"	36"	48"	
Starboard / Port				5	5	5	5	
MARs								
Reinforced (Fore), Special Forces								
Upgrades							Points	
Give Beam Weapons the Biohazard Ammo MAR							+5	

CRUISER

Abraxas, Executioner and Vanquisher Class


Designation		CRUISER						
Name		Abraxas, Executioner, Vanquisher						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	7	9"	4	3	4	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
55		0		0		1"		
Beam Weapons				10"	20"	30"	40"	
Turrets (Any)				8	8	5	3	
Torpedo Weapons				12"	24"	36"	48"	
Starboard / Port				4	4	4	4	
MARs								
Reinforced (Fore)								
Upgrades						Points		
Give all Beam Weapons the Biohazard Ammo MAR						+5		
Gain the Special Forces MAR						+5		

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.


DESTROYER

Nemesis Class

Designation		DESTROYER							
Name		Nemesis							
Size class		Medium Capital							
Squadron size		2							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	7	9"	4	3	1	4	4		
Points Cost		Shield Rating		Wings		Turn Limit			
75		Cloaking Field		0		0"			
Beam Weapons				10"	20"	30"	40"		
Turrets (Any)				5	6	9	2		
Torpedo Weapons				12"	24"	36"	48"		
Starboard / Port				4	4	4	4		
MARs									
Reinforced (Fore), Stealth Systems									
Upgrades								Points	
Give Beam Weapons the Precision Strike MAR								+5	


FRIGATE

Enforcer and Liquidator Class

Designation		FRIGATE							
Name		Enforcer, Liquidator							
Size class		Small							
Squadron size		2-4							
DR	CR	Mv	HP	CP	AP	PD	MN		
3	5	10"	2	2	1	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
25		0		0		0"			
Beam Weapons				10"	20"	30"	40"		
Turrets (Any)				4	5	3	-		
MARs									
Difficult Target, Reinforced (Fore)									
Upgrades								Points	
Give all Beam Weapons the Biohazard Ammo MAR								+5	


DRONE

Hostility Class

Designation		DRONE							
Name		Hostility							
Size class		Small							
Squadron size		2-4							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	6	6"	2	0	0	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
25		0		0		0"			
Cyberwarfare Weapons				10"	20"	30"	40"		
Fore				6	5	5	5		
MARs									
Assault Robot Torpedoes, Difficult Target, Unmanned									

ESCORT

Punisher and Suppression Class

Designation		ESCORT							
Name		Punisher, Suppression							
Size class		Small							
Squadron size		1-3							
DR	CR	Mv	HP	CP	AP	PD	MN		
3	5	9"	2	0	0	3	0		
Points Cost		Shield Rating		Wings		Turn Limit			
15		0		0		0"			
MARs									
Difficult Target, Unmanned									
Upgrades								Points	
Gain +2 Assault Points								+5	