

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

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

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

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

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

Patrol Fleets

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

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

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

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

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

Battle Fleets

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

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

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

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

Grand Fleets

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

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

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

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

Mighty Armadas

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

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

Alliance Fleets

In addition to selecting Squadrons of Directorate models, up to one quarter of your Fleet's Maximum Fleet Value

(rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the Dindrenzi Federation and Relthoza, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

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

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

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

Allied Squadrons

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

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

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

Natural Alliance

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


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

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

DIRECTORATE FLEET STATISTICS	
Fleet Tactics Bonus	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)				12	14	6	3		
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				8	12	6	-		
Fore (Fixed)				8	12	6	-		
MARs									
Elite Crew, Impervious, Reinforced (Fore), Superior Design									
Hardpoints							Points		
Select up to THREE from the following:									
0-1: +1 Shield							+15		
0-2: +1" Mv							+5		
0-1: -1" Turn Limit							+10		
0-1: +2 AP							+10		
0-1: Give the Turrets the Split Fire MAR							Free		
Upgrades							Points		
Give all Beam Weapons the Biohazard Ammo MAR							+10		
Give Primary Weapons the Decimator Warheads MAR							+10		
Gain the Special Forces MAR							+10		
Gain the Second Assault MAR							+10		
Accompaniment							Points		
0-3 Punisher or Suppression Class Escorts							+15 each		
0-3 Zenian League Escorts							Variable		


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

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

BATTLESHIP

Eliminator and Judgement Class




Designation		BATTLESHIP					
Name		Eliminator, Judgement					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	11	6"	8	6	6	5	7
Points Cost		Shield Rating		Wings		Turn Limit	
160		I		I		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: +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	

BATTLESHIP

Anarchist Class




Designation		DREADNOUGHT							
Name		Anarchist							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	11	7"	9	6	8	5	7		
Points Cost		Shield Rating		Wings		Turn Limit			
190		2		3		2"			
Beam Weapons				10"	20"	30"	40"		
Starboard / Port				11	13	8	4		
Cyberwarfare Weapons				10"	20"	30"	40"		
Turret				10	11	9	5		
Torpedo Weapons				12"	24"	36"	48"		
Starboard / Port				8	8	8	8		
MARs									
Elite Crew, Reinforced (Fore), Superior Design									
Hardpoints								Points	
Select up to THREE from the following:									
0-1: +2 Wing Capacity								+5	
0-1: +2 AP. Gain the Special Forces MAR								+15	
0-1: +2 AP. Gain the Second Assault MAR								+15	
0-1: Gain the Stealth Systems MAR and reduce Shields to 1								FREE	
0-1: Gain the Dirty Secrets MAR								+10	
0-1: +1" Mv								+5	
Upgrades								Points	
Give Torpedo Weapons the Biohazard Ammo MAR OR Corrosive MAR								+10	
Give Beam Weapons the Biohazard Ammo MAR								+10	
Accompaniment								Points	
0-3 Punisher or Suppression Class Escorts								+15 each	
0-2 Liquidator Class Frigates								+20 each	
0-3 Zenian League Escorts								Variable	

CARRIER


Dominance and Overseer Class



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

BATTLE STATION

Firewall Class


Designation		BATTLE STATION							
Name		Firewall							
Size class		Large Capital							
Squadron size		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.

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


DEFENCE PLATFORM

Neutralizer Class

Designation		DEFENCE PLATFORM							
Name		Neutralizer							
Size class		Small							
Squadron size		2-4							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	7	0/6"	2		2	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
15		1		0		1"			
Beam Weapons				10"	20"	30"	40"		
Turrets				6	5	-	-		
MARs									
No FSD, Stealth Systems, Unmanned, Orbit									
Hardpoints								Points	
Select up to ONE from the following:									
0-1: Replace the Stealth Systems MAR with the Hidden Killer MAR								+5	
0-1: Replace the Beam Weapons with Cyberwarfare Weapons								Free	
Upgrades								Points	
Give all Beam Weapons the Biohazard Ammo MAR								+5	

BATTLECRUISER


Deterrent Class

Designation		BATTLECRUISER					
Name		Deterrent					
Size class		Large Capital					
Squadron size		1-2					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	6	4	4	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
115		2		0		2"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				5	11	9	6
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				9	9	9	9
MARs							
Reinforced (Fore), Superior Design							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Give all Torpedoes the Biohazard Ammo MAR						+5	
0-1: Give all Torpedoes the Corrosive MAR						+10	
0-1: Give all Torpedoes the Decimator Warheads MAR						+10	
Upgrades						Points	
EITHER Give all Beam Weapons the Biohazard Ammo MAR						+10	
OR Give all Beam Weapons the Precision Strike MAR						+5	
Accompaniment						Points	
If this Squadron contains only I model, it may be accompanied by:							
0-2 Enforcer or Liquidator Class Frigates						+25 each	

R&D CRUISER


Tormentor Class



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


GUNSHIP

Annihilation Class

Designation		GUNSHIP							
Name		Annihilation							
Size class		Medium Capital							
Squadron size		2							
DR	CR	Mv	HP	CP	AP	PD	MN		
5	7	10"	5	4	4	4	5		
Points Cost		Shield Rating		Wings		Turn Limit			
80		1		0		1"			
Primary Weapons				8"	16"	24"	36"		
Fore (Fixed)				8	12	6	-		
Torpedo Weapons				12"	24"	36"	48"		
Starboard / Port				6	6	6	6		
MARs									
Reinforced (Fore), Decimator Warheads (Primary)									
Hardpoints								Points	
Select up to ONE from the following:									
0-1: +1 Shield Rating								+10	
0-1: +2 Mn								+5	
Upgrades								Points	
Give the Primary Weapons the Biohazard Ammo MAR								+5	
Give the Toredoes the Decimator Warhead MAR								+5	

R&D CRUISER

Turmoil Class


Designation		R&D CRUISER					
Name		Turmoil					
Size class		Medium Capital					
Squadron size		2					
DR	CR	Mv	HP	CP	AP	PD	MN
5	7	9"	5	5	2	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
80		1		0		1"	
Gravity Weapons				8"	16"	24"	32"
Fore				8	7	5	2
Beam Weapons				10"	20"	30"	40"
Gunrack				8	9	3	-
MARs							
Reinforced (Fore), Compressor Beam							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Give the Gravity Weapons the High Energy MAR. Gain Combustable Cargo MAR						+5	
0-1: Change Beam Weapons (Gunrack) to a Cyberwarfare Weapon						FREE	
Upgrades						Points	
Give the Beam Weapons the Biohazard Ammo MAR						+5	

New MAR: *Compressor Beam*

A Gravity Weapon with the Compressor Beam MAR cannot use its weapons to execute a Control Usage Attack in the same manner as normal Gravitational Weaponry.


HEAVY CRUISER

Justice and Subjugator Class

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


CRUISER

Abraxas, Executioner and Vanquisher Class

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


DESTROYER

Nemesis Class

Designation		DESTROYER						
Name		Nemesis						
Size class		Medium Capital						
Squadron size		2						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	7	9"	4	3	I	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	I	I	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		0		0		0"		
Beam Weapons				10"	20"	30"	40"	
Turrets (Any)				4	5	3	-	
MARs								
Difficult Target, Reinforced (Fore)								
Upgrades						Points		
Give all Beam Weapons the Biohazard Ammo MAR						+5		


DRONE

Hostility Class

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


ESCORT

Punisher and Suppression Class

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

ESCORT CARRIER


Ascendency Class

Designation		ESCORT CARRIER							
Name		Ascendency							
Size class		Medium Capital							
Squadron size		2-3							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	7	9"	5	3	2	2	0		
Points Cost		Shield Rating		Wings		Turn Limit			
45		Cloaking field		2		1"			
Torpedo Weapons				12"	24"	36"	48"		
Starboard / Port				4	4	4	4		
MARs									
Reinforced (Fore)									
Hardpoints								Points	
Select up to ONE from the following:									
0-1: Gain the Deck Crews MAR *								+5	
0-1: +1 PD								Free	
Upgrades								Points	
EITHER Give the Torpedo weapons the Biohazard Ammo MAR								+5	
OR Give the Torpedo weapons the Decimator Warheads MAR								+5	
Gain the Countermeasures MAR								+5	

*The Deck Crews MAR applies to the squadron, not the individual Model

LIGHT FRIGATE

Impact Class

Designation		LIGHT FRIGATE							
Name		Impact							
Size class		Small							
Squadron size		3-6							
DR	CR	Mv	HP	CP	AP	PD	MN		
3	5	14"	2	0	1	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
20		0		0		0"			
Primary Weapons				8"	16"	24"	32"		
Fore (Fixed)				4	3	-	-		
MARs									
Reinforced (Fore), Elusive Target, Unmanned									
Upgrades								Points	
Gain the Scout MAR								+5	
Upgrade the Primary Weapons to a Cyberwarfare Weapon								Free	


CRUISER

Champion Class

Accompaniment Rules:

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

- Add Accompaniment option to an Anarchist Battleship: 0-2 Impact Light Frigates.
- Add Accompaniment option to the Eliminator & Judgement Battleships: 0-2 Impact Light Frigates, 0-1 Ascendancy Escort Carriers.
- Add Accompaniment option to the Dominance & Overseer Carriers: 0-2 Ascendancy Escort Carriers.
- Add Accompaniment option to an Integration Assault Carrier: 0-2 Champion Cruisers.

Designation		CRUISER					
Name		Champion					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	2	2	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
50		I		0		I"	
Beam Weapons				10"	20"	30"	40"
Fore (Fixed)				8	8	5	3
Cyberwarfare Weapons				10"	20"	30"	40"
Fore				6	7	5	2
Gravity Weapons				8"	16"	24"	32"
Fore (Fixed)				6	5	3	-
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				5	5	5	5
MARs							
Reinforced (Fore)							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Take the Beam Weapons						Free	
0-1: Take the Cyberwarfare Weapons						+5	
0-1: Take the Gravity Weapons, which have the Compressor Beam MAR						+10	
Upgrades						Points	
Give the Beam Weapons the Biohazard Ammo MAR						+5	
Change the Torpedo Weapons to Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR						Free	

New MAR: Compressor Beam

A Gravity Weapon with the Compressor Beam MAR cannot use its weapons to execute a Control Usage Attack in the same manner as normal Gravitational Weaponry.

Mixed Cruiser Squadrons

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

ASSAULT CARRIER


Integration Class



Designation		ASSAULT CARRIER					
Name		Integration					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
5	9	9"	7	4	4	6	0
Points Cost		Shield Rating		Wings		Turn Limit	
120		2		3		2"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				9	10	3	-
MARs							
Durable, Reinforced (Fore), Planetfall (5)							
Hardpoints						Points	
Select up to TWO from the following:							
0-1: +1 Shield, Remove Durable MAR						+10	
0-1: +6 AP, Remove Planetfall MAR						+10	
0-1: +3 Wing Capacity						+5	
0-1: +1 Planetfall MAR Value, -1 Shield Rating						Free	
Upgrades						Points	
Give Beam Weapons the Biohazard Ammo MAR						+5	
Gain the Special Forces MAR						+10	
Gain the Second Assault MAR						+10	
Accompaniment						Points	
0-2 Liquidator Class Frigates						+20 each	


ASSAULT CRUISER

Appropriation Class

Designation		ASSAULT CRUISER					
Name		Appropriation					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	5	4	3	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
55		1		0		1"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				5	6	3	-
MARs							
Durable, Reinforced (Fore), Planetfall (3)							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: +1 Shield						+5	
0-1: +1 HP, Remove the Durable MAR						+10	
0-1: +2 AP, Remove the Planetfall MAR						+5	
Upgrades						Points	
Give Beam Weapons the Biohazard Ammo MAR						+5	
Gain the Special Forces MAR						+5	

FRIGATE

Induction Class

Designation		FRIGATE					
Name		Induction					
Size class		Small					
Squadron size		3-4					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	2	0	2	2	0
Points Cost		Shield Rating		Wings		Turn Limit	
15		0		0		0"	
MARs							
Difficult Target, Durable, Reinforced (Fore), Planetfall (1), Unmanned							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Gain the Bigger Batteries MAR, Remove Planetfall MAR						+5	
Upgrades						Points	
+1 PD						+5	