

# Firestorm Armada Second Edition Errata & Clarifications

UPDATED 03/2015

## Hardback (2013) Errata:

Page 24, Measurements: Models, append the following:

“If a model does not have a Flight Peg, measure from the centre of the model.”

Page 30, Arcs, append the following:

“If a model has no clear Fore or Aft, which is which should be nominated when the model is deployed.”

Page 32, Accompaniment, replace the Important Note with the following:

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

Page 38, Hidden Set-Up, replace the second from last paragraph with the following:

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

Page 38, at the end of the Deployment Section, append the following:

“Important Note: Models arriving from reserve, or revealed from Hidden Set-Up may activate during the Turn they arrive/are revealed.”

Page 42, Types of Terrain, append the ‘Size’ paragraph with the following:

“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 border for all game purposes, such as determining Line of Sight and Collisions. Any individual ‘asteroids’ or debris pieces within the area are decorative.”

Asteroid Fields, Comet Tails, Debris Fields and Gas Clouds are then classified as ‘Area Terrain’.

Page 43 and 45, Gravitational Slingshots:

“Any model that begins its movement within 18”/4” of a Gravity Well/Planetoid must make a 4” Gravitational Slingshot.”

Page 44, Ghost Ship/Station and the Battle Log, append the following to the first bullet point:

“Unless stated otherwise, a Ghost Ship/Station counts as a Tier 2 model for this purpose.”

Page 48, Disorder Tests, Important Note, replace with the following:

“Non-Capital Accompaniments and SRS Tokens do NOT count toward this limit.”

Page 48, Disorder Tests, append the following:

“If a Carrier is Disordered, its SRS Tokens must Return to Base, and cannot launch again until the Disorder is removed.”

Page 52, Full Stop, append the following:

“Models arriving from reserve can also enter at Full Stop.”

Page 53, Squadron Coherency, append the following:

“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.”

Page 56, Line of Sight, append the following:

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

Page 59, Critical Hits, append the Important Note with the following:

“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.”

Page 62, Linked Fire, append the following:

“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.”

Page 65, Kinetic Coherence Effect, append the following:

“If the Attack causes multiple Critical Hits, you may choose separately for each roll on the Critical Hit Table made.”

Pages 73 and 77, before the Damage Tables, add the following:

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

Page 82, Add the following Important Note:

“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. “

Page 86, Purchasing and Deploying SRS Tokens, replace the last three paragraphs with the following:

“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.”

Page 87, Launching SRS Tokens, replace the first paragraph with the following:

“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.”

Page 89, Declaring Attacks or Boarding Assaults, append the following:

“If a model does not have a base, SRS tokens simply need to touch any part of the model to be ‘in contact’.”

Page 89, Attacks Against Models, replace the third paragraph with the following:

“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.”

Page 95, Assault Robot Torpedoes, replace the first paragraph with the following:

“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..”

Page 95, **Dirty Secrets** MAR, append the following:

“The Card is discarded, and any effects, including any required Battle Log adjustment, are ignored.”

Page 95, **Drone Mines** MAR, append the following:

“When linking Mines, treat this MAR as a Coherence Effect.”

Page 95, **Elite Crew** MAR, append the following:

“This does not effect Command Tests taken for Hidden Set-Up.”

Page 96, **Retractable Plating** MAR, append the following:

“A model can deploy with its Plating Extended.”

Page 97, **Shunt Matrix** MAR, append the following:

“A model cannot perform a Battle Shunt whilst at Full Stop, or if prevented from using its Fold Space Drives.”

Page 98, **Systems Network** MAR, replace with the following:

“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.”

Page 117, Directorate Eliminator & Judgement Class Battleships

The cost of the battleships should be reduced by 10 to 160 points.

## Softback (2015) Errata

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Page 82 & Page 118, Battle Log table, under “Lose a Squadron...”:

The last row should read “...of Tier 1 models”, and the Adjustment should be -4, not -3.

Page 117, Directorate Eliminator & Judgement Class Battleships

The cost of the battleships should be reduced by 10 to 160 points.

## Tactical Ability Cards

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FSD Calculators Networked, append with the following:

“This card cannot affect models with the *No FSD* MAR”.

Evasive Manoeuvres, replace with the following:

“This Turn, each time a Wing from one of your SRS Tokens would be destroyed by a Point Defence Attack or Dogfight, roll a D6. On a roll of 4, 5 or 6, the Destroyed result is counted as a Hit instead.”

Increase Retrieval Cost to 2.

## Zenian League Fleet Guide (2014) Errata

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Page 85, Directorate Eliminator & Judgement Class Battleships:

The cost of the battleships should be reduced by 10 to 160 points.

Page 133, Works Raptor Oppressor Class Battlecruiser:

The Oppressor has the *Difficult Target* MAR. Additionally, it should have the following Accompaniment options;

“If the squadron contains only 1 model, it may be accompanied by:

- 0-1 Interdictor Class Torpedo Cruisers +65 each
- 0-2 Tyranny Class Corvettes +25 each”

## Kurak Alliance Fleet Guide (2014) Errata

Page 117, Hawker Regent Class Carrier

The Regent has an HP rating of 7

Page 119, Hawker Stalwart Class Escort

The Stalwart has a shield rating of 0

## Return of the Overseers (2015) Errata:

Page 15, Scenario Rules “If the Aquan player moves his Gunship squadron...”:

“Gunship” should be replaced by “Heavy Carrier”.

Page 23, The Directorate Forces:

The Anarchist Battleship should also have 1 x Assault Shuttle SRS Token of 5 Wings.

Pages 25-30, All Large & Medium Size Class ships:

The Size Class of these ships should be appended with “Capital”.

Pages 28 & 30, All instances of the **Energy Transfer MAR**:

In all cases the *Energy Transfer* MAR should specify “Beam” weapons.

## Clarifications:

**Q:** How many times can a model use its Point Defence in a single activation?

**A:** A model may use its Point Defence against one Torpedo Attack (or choose to divide and allocate its PD between multiple incoming Torpedo attacks), one SRS Token and one Boarding Assault each activation.

**Q:** If an attack roll needs to be made, but it is not a ‘player’ making the attack, who rolls the Attack Dice?

**A:** For Collisions, Ghost Station attacks and other attack rolls not caused directly by the opponent, the opponent still rolls the dice unless decided otherwise by both players.

**Q:** Can SRS Tokens end their Movement on top of a model’s Flight Stand or other SRS Tokens?

**A:** No, like a model, when an SRS Token moves, it cannot finish that movement on top of a model’s base or another SRS Token.

**Q:** Can the Battle Log be increased beyond its upper limit for the game size?

**A:** The Battle Log cannot exceed the minimum or maximum values set for the game size. Any additional adjustments beyond those values are not applied.

**Q:** How much of a model’s Flight Stand must be placed within the Deployment Zone?

**A:** When deploying a model, the model’s Flight Stand must be entirely within the Deployment Zone (not just its Flight Peg). If the model does not have a Flight Stand, the entirety of the model itself must be within the Deployment Zone.

**Q:** Do I increase my Battle Log if my opponents model is destroyed by a Corroded or Hazard Marker?

**A:** If a model is destroyed by a Corroded/Hazard Marker or similar resulting from an attack or action you have made, its counts as being destroyed by you for Battle Log purposes and Victory Conditions. However, if the Marker was gained from a different source, a Shunt Entry malfunction for example, you do not gain the adjustment.

- Q:** Do Upgrades and Hardpoints with varied values count as distinct options when determining whether the models in a Squadron can/must take them?
- A:** Yes. For example- A Charybdis Carrier can buy Energy Transfer (1). It can be escorted by 2 Tsunami Heavy Cruisers, which can buy Energy Transfer (2). These are counted as distinct upgrades, so the Heavy Cruisers are not required to purchase *Energy Transfer [2]* if the Carrier buys *Energy Transfer [1]*.
- Q:** When using Reserve Deployment, does stating to your opponent that you are keeping a Squadron in Reserve count as deploying a Squadron for the purposes of the alternating deployment order?
- A:** Yes.
- Q:** Do I need to deploy all of a Squadron's Hidden Set-Up Markers at the same time?
- A:** Hidden Set-Up Markers are deployed separately, i.e. a squadron with the *Ambush [2]* MAR will deploy a single Marker, then let the opponent deploy one of their Markers if applicable, then deploy another Marker. You do not have to deploy Markers from the same squadron one after another, as long as all Markers are deployed before the game begins.
- Q:** Can I reveal more than one Hidden Set-Up marker in a turn?
- A:** Page 38 clearly states a commander can only choose to reveal ONE of their markers during the reserve phase of a turn - other markers may, however, be revealed by enemy actions.
- Q:** Is my Fleet List kept secret, or do I need to tell my opponent what reserves I have, and what options I have picked?
- A:** By default, your fleet lists should be open knowledge to the enemy at the time of deployment. If both players agree the fleets may be deployed "blind", with no information about the fleet or models and tokens revealed until the squadrons are being interacted with (for example shot at by the opponent or shooting at the opponent- both players should agree on what qualifies as interaction). It is strongly suggested to not use "blind" deployment in competitive play.
- Q:** Can a Battle Station use the Reserve Deployment rules?
- A:** Unless Mission special rules state otherwise, a Battle Station CAN begin the game in Reserve Deployment like any other model.
- Q:** Can a disordered squadron 'link' its Point Defence?
- A:** A disordered squadron cannot use any Firing Options, including linking its Point Defence.
- Q:** What is the range of Point Defence when defending against torpedo attacks.
- A:** Models in the target's Squadron which are in Command Distance of the target may contribute their Point Defence when defending against torpedo attacks. Other uses of Point Defence (against SRS Tokens, the *PD Barrage* MAR etc) instead use a range of 4".
- Q:** Can a Minefield be moved using Drone Mines if the model has both MARs?
- A:** No, Mines deployed via *Minefield* MAR do not benefit from *Drone Mines* MAR if the model deploying the Minefield has both MARs.
- Q:** Can SRS Tokens make Attack Runs against other SRS Tokens?
- A:** Yes. Declaring an Attack Run does not require you to nominate a target model, it simply allows the SRS Token to move out of its Carrier's Command Distance, and then forces it to Return to Base once it has completed its actions. As such, an SRS Token may state that it is performing an Attack Run, and then move out of Command Distance to engage another SRS Token in a Dogfight.
- Q:** If a model with an active Cloaking Field targets a model which also has an active Cloaking Field, are its Attack Dice halved twice?
- A:** Yes, when a Cloaked model declares an attack with Direct Weapons, its Attack Dice are halved due to the power used by keeping the Cloaking Field active. If it is targeting a model which is hard to hit because the Line of Sight is Impeded (due to the target having its own Cloaking Field, an intervening asteroid field etc.) its Attack Dice are halved again.

Q: What happens if my Admiral dies during a turn before the effects of a TAC come into play (e.g. Cyclic Shielding)?

A: The TAC card is removed from play, and any effects which would have been applied to squadrons yet to activate are ignored.

Q: What happens if a squadron affected by a TAC becomes disordered during a turn?

A: If a TAC that comes into effect on activation is played on a squadron that subsequently becomes disordered, any effects which have, or would have, been applied to the squadron are removed or ignored. For TACs which are applied immediately on play (e.g. Focussed Repair), disordering the squadron after the event has no effect.

Q: How does Main Drive Failure affect Fold Space Escapes and models with the **Manoeuvrable** MAR?

A: The Main Drive Failure prevents a model with the **Manoeuvrable** MAR from turning or rotating until it is repaired. It does not, however, prevent a ship from performing a Fold Space Escape – not that this is different from a Shunt Matrix, which cannot be used.

Q: Can a model with the **Manoeuvrable** MAR still rotate if suffering from Main Drive Failure?

A: The Main Drive Failure is a critical effect, and models with the **Manoeuvrable** MAR are not immune to it – the critical effect prevents a model with the MAR from turning or rotating until it is repaired.

Q: When firing out of a Debris or Asteroid Field, is the attack counted as Impeded?

A: Yes, the attack is counted as Impeded when shooting out of a Debris Field or out of an Asteroid Field – provided the latter traces through 6" or less of the field, otherwise the LOS is blocked.

Q: Is it possible to use a Fold Space Escape on part of a squadron?

A: No, a Fold Space Escape must be initiated by all the remaining members of the squadron.

Q: When should I declare my Admiral's placement?

A: You are free to declare your Admiral prior to deployment, but they **MUST** be declared when the model carrying them is placed on the board.

Q: Do models at Full Stop trigger mines within 4"?

A: Yes. Any enemy ship within 4" of a mine will trigger it during the movement phase of its activation, regardless of whether it physically moves or not.