

This document contains model statistics for the **Dindrenzi Federation** models originally created for use in the Firestorm Invasion wargame.

**The statistics are compatible with the Planetfall 1.0 Game Engine.**

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# **HEROES OF TARXON VI** **DINDRENZI** **FORCE GUIDE**

The models contained within these ORBATS are intended to allow players who purchased the original Planetfall Invasion models from Studio Sparta in the new Firestorm – Planetfall game.

<b>Heroes of Tarxon VI - Dindrenzi Weapons Table</b>	
<u><b>Weapons</b></u>	<u><b>Model Assigned Rule</b></u>
Onager Heavy Rail Gun	Kinetic
Ballista Long Rail Gun	Kinetic
Skorpio Rail Gun	Kinetic
Estock Flak-Launcher	Interceptor
Flambard Assault Launcher	Anti-Personnel & Barrage
Vulcan Sonic Missiles	Kinetic, Pinpoint (2)
Harvester Coil Guns	Anti-Personnel

<u><b>DINDRENZI RULES</b></u>	
<u><b>Tactical Bonus</b></u>	<ul style="list-style-type: none"> <li>• The Dindrenzi have a <b>Tactics Bonus = +3</b>.</li> </ul>
<u><b>Logistical Strength</b></u>	<ul style="list-style-type: none"> <li>• Dindrenzi Forces may purchase Command Points for <b>+30 Points</b> each.</li> <li>• Dindrenzi Forces may spend up to <b>4 Command Points</b> in a single Bid Action.</li> </ul>
<u><b>Sky Drop Capability</b></u>	<ul style="list-style-type: none"> <li>• The Dindrenzi set their initial <b>Sky Drop Site Markers to 4</b>.</li> <li>• The Dindrenzi set their initial <b>Artillery Drop Site Markers to 6</b>.</li> </ul>
<u><b>Special Rules</b></u>	<ul style="list-style-type: none"> <li>• The Dindrenzi use Artillery with <b>4D6 Attack Dice</b>.</li> <li>• All Dindrenzi Artillery Attacks use the <b>Barrage</b> and <b>Scatter</b> MARs.</li> <li>• <b>Punishing CQB</b> - All Dindrenzi elements may re-roll any Initial rolls of a 1 during any CQB Engagement, the second result must be accepted.</li> </ul>

## **BUILDING TARXON VI HELIXES**

*Note: None of the models within these additional ORBATS may be used without both players prior agreement. Equally these models are not designed for competitive play and may not be included in Tournament Lists without the Tournament Organisers express permission.*

### **Dindrenzi TRAXON VI Core Helix MUST contain:**

- 1-2 Night Gaunt Medium Tank Squadrons** – *The first Squadron chosen gains the Command Element (12") MAR for free*
- 1-2 Long Bow Tank Destroyer Squadrons**
- 1-2 Stormcaller Close Support Squadrons**

Options:           *\*In addition, the Tarxon VI Core Helix may add the following squadrons:*

- 0-2     *Talos Heavy Infantry Cadres (these MUST be embarked on upgraded Transport Stormcallers chosen above)*
- 0-2     *Damocles MkI Sky Drop Emplacements*

### **Dindrenzi TRAXON VI Heavy Support Helix MUST contain:**

- 1 Kerberos Heavy Tank Support Squadron**

Options:           *\*In addition, the Tarxon VI Heavy Support Helix may add the following squadrons:*

- 0-2     *Pilum AA Vehicle Squadrons*
- 0-2     *Dagger Light Tank Squadrons*

### **Dindrenzi TRAXON VI Aerial Helix MUST contain:**

- 1 Black Rain Gunship Squadron**

### **Dindrenzi Field Support Helix MUST contain:**

- 1 Haros Command Barge**

Options:           *\*In addition, the Tarxon VI Field Helix may add the following squadrons:*

- 0-2     *Pilum AA Vehicle Squadrons*
- 0-2     *Dagger Light Tank Squadrons*
- 0-2     *Damocles MkI Sky Drop Emplacements*

### **Dindrenzi Assault Helix MUST contain:**

- 1 Minotaur Robot Battle Squadron**

Options:           *\*In addition, the Tarxon VI Assault Helix may add the following squadrons:*

- 0-2     *Pilum AA Vehicle Squadrons*
- 0-2     *Dagger Light Tank Squadrons*

## **DINDRENZI - TARXON VI** **ARMoured SQUADRONS**

Dindrenzi – Heroes of Tarxon VI				Minotaur			Pts	210
<b>Battle Robot</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
R-Arm Mtd Flambard Coil Launchers	F+R	EF	10	7	6'' → 8''	8+8+7	0	7/3
		LR	20	3	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
L-Arm Mtd Flambard Coil Launchers	F+L	EF	10	7	1 or 2	Armoured	Elite	4 or 9
		LR	20	3				
<b>Model Assigned Rules</b>	Command Element (8''), Fearless, Lumbering, Walker							
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>A Minotaur Squadron may purchase Sky Drop for an additional 40 points per Battle Robot.</li> </ul>							

Dindrenzi – Heroes of Tarxon VI				Haros			Pts	365
<b>Command Barge</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
Heavy Onager Rail Gun	F	EF	18	10	6'' → 8''	10+10+10	0	10
		LR	36	6	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
Flambard Coil Launcher	AR	EF	10	8	1	Armoured	Elite	7
		LR	20	6				
Nexus Designator	AR	EF	30	6				
		LR	-	-				
<b>Model Assigned Rules</b>	Command Element (16''), Fearless, Hover Vehicle, <b>Skydrop Nexus (2)</b>							
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>A Helix with a Haros Command Barge may purchase Dagger Light Tanks for 10 points LESS than the listed cost.</li> <li>A Force that contains a Haros Command Barge may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size.</li> </ul>							

Dindrenzi – Heroes of Tarxon VI				Kerberos			Pts	290
<b>Heavy Battle Tank</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
Linked Skorpio Rail Guns	F	EF	12	6	7'' → 11''	8+9+7	0	7
		LR	24	4	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
Heavy Onager Rail Gun	F	EF	18	10	1	Armoured	Elite	5
		LR	36	6				
<b>Model Assigned Rules</b>	Command Element (12''), Fearless, Hover Vehicle							
<b>Additional Rules</b>	None							

Dindrenzi – Heroes of Tarxon VI				Night Gaunt			Pts	130
<b>Medium Battle Tank</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
Heavy Skorpio Rail Gun	AR	EF	12	6	10'' → 16''	8+7	0	5
		LR	24	4	Sq-Size	LoS Class	Quality	TV
					2 or 3	Armoured	Elite	6 or 10
<b>Model Assigned Rules</b>		Fearless, Hit & Run, Hover Vehicle						
<b>Additional Rules</b>		None						

Dindrenzi – Heroes of Tarxon VI				Longbow			Pts	140
<b>Medium Tank Hunter</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
Heavy Balista Rail Gun	F	EF	18	8	8'' → 12''	6+5	0	2
		LR	36	6	Sq-Size	LoS Class	Quality	TV
					3	Armoured	Elite	9
<b>Model Assigned Rules</b>		Fearless, Tracked/Wheeled Vehicle						
<b>Additional Rules</b>		None						

Dindrenzi – Heroes of Tarxon VI				Stormcaller			Pts	105
<b>Close Support Tank</b>								
Weapon	ARC	RB	R''	AD	Mv	DR	SH	CQB
Nexus Designator	F	EF	20	4	10'' → 16''	8+7	0	6
		LR	-	-	Sq-Size	LoS Class	Quality	TV
					2	Armoured	Elite	4
<b>Model Assigned Rules</b>		Fearless, Sky Drop Nexus (1), Tracked/Wheeled Vehicle						
<b>Additional Rules</b>		A Squadron of Stormcallers may upgrade to have the <b>Transport (6)</b> MAR for no additional points. If this upgrade is taken both tanks lose their <b>Nexus Designator</b> and <b>Sky Drop Nexus (1)</b> MAR.						

<b>Dindrenzi – Heroes of Tarxon VI</b>				<b>Dagger</b>			<b>Pts</b>	<b>65</b>
<b>Light Tank</b>								
<b>Weapon</b>	<b>ARC</b>	<b>RB</b>	<b>R''</b>	<b>AD</b>	<b>Mv</b>	<b>DR</b>	<b>SH</b>	<b>CQB</b>
Heavy Harvester Coil Guns	AR	EF	10	6	11'' → 15''	5	0	3
		LR	-	-	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					3	Light	Elite	3
<b>Model Assigned Rules</b>	Fearless, Hard Target (-1), Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	None							

<b>Dindrenzi</b>				<b>Damocles MkI</b>			<b>Pts</b>	<b>70</b>
<b>Sky Drop Field Gun Emplacement</b>								
<b>Weapon</b>	<b>ARC</b>	<b>RB</b>	<b>R''</b>	<b>AD</b>	<b>Mv</b>	<b>DR</b>	<b>SH</b>	<b>CQB</b>
Flambard Coil Launcher	AR	EF	10	7	0'' → 0''	5+5	0	2
		LR	20	5	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
<b>OR</b>					2	Armoured	Militia	3
Estock Flak Launcher	AR	EF	10	7				
		LR	20	5				
<b>Model Assigned Rules</b>	Fearless, Hard Target (-1), Sky Drop							
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>Unless a Scenario Condition applies, this model MUST deploy via Sky Drop.</li> <li>Dindrenzi Commanders need not specify which type of weapon the squadron will be armed with until the models are deployed.</li> </ul>							

<b>Dindrenzi – Heroes of Traxon VI</b>				<b>Pilum</b>			<b>Pts</b>	<b>95</b>
<b>Anti-Aircraft Tank</b>								
<b>Weapon</b>	<b>ARC</b>	<b>RB</b>	<b>R''</b>	<b>AD</b>	<b>Mv</b>	<b>DR</b>	<b>SH</b>	<b>CQB</b>
Estock Flak Launcher	AR	EF	10	7	10'' → 16''	7+6	0	3
		LR	20	5	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					2	Armoured	Elite	3
<b>Model Assigned Rules</b>	Fearless, Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	None							

## **DINDRENZI - TARXON VI** **INFANTRY CADRES**

Dindrenzi – Heroes of Tarxon VI				Talos Cadre			Pts	55
<b>Heavy Infantry</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Heavy Harvester Coil Guns	AR	EF	10	6	4” → 6”	6	0	2
		LR	-	-	Sq-Size	LoS Class	Quality	TV
					3	Light	Elite	4
<b>Model Assigned Rules</b>	Bulky (2), Fearless, Hard Target (-1), Take & Hold							
<b>Additional Rules</b>	None							

## **DINDRENZI - TARXON VI** **AERIAL FORCES**

Dindrenzi – Heroes of Traxon VI				Black Rain			Pts	240
<b>Heavy Gunship</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Heavy Vulcan Missiles	F	EF	20	10	16” → 24”	7+6+6	0	6
		LR	40	8	Sq-Size	LoS Class	Quality	TV
Nexus Designator	F	EF	20	4	1 or 2	Flying	Elite	4 or 9
		LR	-	-				
<b>Model Assigned Rules</b>	Artillery Support (2), Command Element (8”), Fearless, Flying Vehicle, Hit & Run							
<b>Additional Rules</b>	None							