

This document contains model statistics for the **Terran Alliance** 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** **TERRAN ALLIANCE** **FORCE GUIDE**

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

<b>Heroes of Tarxon VI - Terran Weapons Table</b>	
<u><b>Weapons</b></u>	<u><b>Model Assigned Rule</b></u>
M205mm Magellan Cannon	Barrage, Terror Weapon
M127mm Drake Cannon	Barrage
G-72 Legacy Laser	Pinpoint (4)
G-38 Heritage Laser	Pinpoint (2)
Hammerstrike Missiles	Anti-Personnel & Corrosive
Shrike Heavy Rotor Guns	Interceptor & Corrosive
Raptor Grenade Launcher	Anti-Personnel

<u><b>TERRAN ALLIANCE RULES</b></u>	
<u><b>Tactical Bonus</b></u>	<ul style="list-style-type: none"> <li>• The Terrans have a <b>Tactics Bonus = +2</b>.</li> </ul>
<u><b>Logistical Strength</b></u>	<ul style="list-style-type: none"> <li>• Terran Forces may purchase Command Points for <b>25 Points</b> each.</li> <li>• Terran Forces may spend up to <b>5 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 Terrans set their initial <b>Sky Drop Site Markers to 5</b>.</li> <li>• The Terrans set their initial <b>Artillery Drop Site Markers to 5</b>.</li> </ul>
<u><b>Special Rules</b></u>	<ul style="list-style-type: none"> <li>• The Terrans use Artillery with <b>4D6 Attack Dice</b>.</li> <li>• All Terran Artillery Attacks use the <b>Corrosive, Barrage</b> and <b>Scatter</b> MARs.</li> <li>• <b>Strengthened Shields</b> - All Terran Armoured Squadrons may re-roll any Initial roll of a 1 when defending with Shields, the second roll must be accepted.</li> </ul>

## **BUILDING TRAXON VI HELIXES**

Provided both players agree, a Terran player may use the following Helixes a part of their Battle Groups.

*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.*

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

- 1-3 Valenfyre Medium Tank Squadrons** – *The first Squadron chosen gains the Command Element (12") MAR for free*
- 1-2 Tryptich Close Support Squadrons**
- 1-2 Hellstream Weapon Platform Squadrons**

Options:            *\*In addition, the Terran Tarxon VI Core Helix may add the following squadrons:*  
                          0-2     *Huscarl Heavy Infantry Cadres*

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

- 1 Paladin Heavy Tank Support Squadron**

Options:            *\*In addition, the Terran Tarxon VI Heavy Support Helix may add the following squadrons:*  
                          0-2     *Lancer Tank Destroyer Squadrons*  
                          0-1     *Nidhogg AA Vehicle Squadrons*  
                          0-2     *Valkyrie Light Tank Squadrons*

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

- 1 Shikra Gunship Squadron**

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

- 1 Atlas Command Barge**

Options:            *\*In addition, the Terran Tarxon VI Field Helix may add the following squadrons:*  
                          0-1     *Nidhogg AA Vehicle Squadrons*  
                          0-2     *Valkyrie Light Tank Squadrons*

### **Terran Assault Helix MUST contain:**

- 1 MAW-09 Robot Battle Squadron**

Options:            *\*In addition, the Terran Tarxon VI Assault Helix may add the following squadrons:*  
                          0-1     *Nidhogg AA Vehicle Squadrons*  
                          0-2     *Valkyrie Light Tank Squadrons*

Terran – Heroes of Tarxon VI				MAW-09 ‘Spider’			Pts	410
Battle Robot								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Dual G-38 Legacy Laser	F	EF	20	12	8” → 11”	8+8+7	2	7/12
		LR	40	10	Sq-Size	LoS Class	Quality	TV
Shrike Heavy Rotor Guns	F	EF	10	9	1	Armoured	Elite	8
		LR	20	6				
<b>Model Assigned Rules</b>	Command Element (8”), Fearless, Walker							
<b>Additional Rules</b>	None							

Terran – Heroes of Tarxon VI				Atlas			Pts	365
Command Barge								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Raised M205 Magellan Cannon	AR	EF	10	15	5” → 8”	9+9+9	4	5
		LR	20	7	Sq-Size	LoS Class	Quality	TV
M205 Magellan Cannon	F	EF	10	15	1	Armoured	Elite	8
		LR	20	7				
Hammerstrike Missile System	AR	EF	18	9				
		LR	36	6				
<b>Model Assigned Rules</b>	Command Element (16”), Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>• A Helix with an Atlas Command Barge may purchase Nighogg AA-Tanks for 15 points LESS than the listed cost.</li> <li>• A Force that contains an Altas Command Barge may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size.</li> </ul>							

Terran – Heroes of Tarxon VI				Paladin			Pts	290
Heavy Battle Tank								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Lower M127 Drake Cannon	F+L+R	EF	10	7	8” → 12”	6+7+6	4	7
		LR	20	5	Sq-Size	LoS Class	Quality	TV
Raised M127 Drake Cannon	AR	EF	10	7	1	Armoured	Elite	7
		LR	20	5				
Hammerstrike Missile System	AR	EF	18	9				
		LR	36	6				
<b>Model Assigned Rules</b>	Command Element (12”), Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	None							

<b>Terran – Heroes of Tarxon VI</b>				<b>Valenfyre</b>				<b>Pts</b>	<b>125</b>
<b>Medium Battle 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>	
M127 Drake Cannon	AR	EF	10	7	6” → 8”	6+6	2	5	
		LR	20	5	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>	
					3	Armoured	Elite	7	
<b>Model Assigned Rules</b>	Tracked/Wheeled Vehicle								
<b>Additional Rules</b>	None								

<b>Terran – Heroes of Tarxon VI</b>				<b>Lancer</b>				<b>Pts</b>	<b>120</b>
<b>Tank Destroyer</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>	
G-38 Heritage Laser	F	EF	20	6	6” → 8”	5+4	2	2	
		LR	40	5	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>	
					3	Armoured	Elite	7	
<b>Model Assigned Rules</b>	Tracked/Wheeled Vehicle								
<b>Additional Rules</b>	None								

<b>Terran – Heroes of Tarxon VI</b>				<b>Tryptich</b>				<b>Pts</b>	<b>85</b>
<b>Close Support Vehicle</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>	
Nexus Designator	F	EF	20	4	8” → 12”	6+5	2	4	
		LR	-	-	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>	
					2	Armoured	Elite	5	
<b>Model Assigned Rules</b>	Sky Drop Nexus (1), Tracked/Wheeled Vehicle								
<b>Additional Rules</b>	A Squadron of Tryptichs 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 Equipment</b> and <b>Sky Drop Nexus (1)</b> MAR.								

Terran – Heroes of Tarxon VI				Valkyrie			Pts	60
<b>Light Tank</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Heavy Raptor Launchers	AR	EF	10	5	10” → 15”	4	1	2
		LR	-	-	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					3	Light	Elite	4
<b>Model Assigned Rules</b>	Fearless, Hard Target (-1), Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	None							

Terran – Heroes of Tarxon VI				Hellstream			Pts	80
<b>Sky Drop Field Gun</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
M127 Drake Cannon	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	2
Shrike Heavy Rotor Guns	F	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> </ul>							

Terran – Heroes of Tarxon VI				Nidhogg			Pts	100
<b>Anti-Aircraft Tank</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Shrike Heavy Rotor Guns	F	EF	10	7	10” → 16”	5+5	1	4
		LR	20	5	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					2	Armoured	Elite	2
<b>Model Assigned Rules</b>	Tracked/Wheeled Vehicle							
<b>Additional Rules</b>	None							

## **TERRAN - TARXON VI** **INFANTRY CADRES**

Terran – Heroes of Tarxon VI				Goliath Cadre			Pts	55
<b>Heavy Infantry</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Heavy Raptor Launchers	AR	EF	10	5	4” → 6”	6	0	2
		LR	-	-	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					3	Light	Elite	2
<b>Model Assigned Rules</b>	Bulky (2), Fearless, Hard Target (-1), Take & Hold							
<b>Additional Rules</b>	None							

## **TERRAN - TRAXON VI** **AERIAL FORCES**

Terran – Heroes of Tarxon VI				Shikra			Pts	140
<b>Gunship</b>								
Weapon	ARC	RB	R”	AD	Mv	DR	SH	CQB
Hammerstrike Missile System	F+L+R	EF	18	9	18” → 30”	6+5	2	6
		LR	36	6	<b>Sq-Size</b>	<b>LoS Class</b>	<b>Quality</b>	<b>TV</b>
					1 or 2	Flying	Elite	3
<b>Model Assigned Rules</b>	Command Element (8”), Flying Vehicle, Hit & Run							
<b>Additional Rules</b>	This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are <b>Surface</b> models – These shots are considered to be <i>Rushed</i> .							