

**FIRESTORM
ARMADA**

FLEET MANUAL



THE RELTHOZA

MASTERS OF THE DEEP RIFTS



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	Shunt 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	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 2	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Shunt Cruiser Squadron
Up to 1	Defence Platform Squadron

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

Tier 3	
Between 3 and 6 Squadrons, chosen from the following:	
Up to 6	Frigate 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 Relthoza 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 Directorate and Dindrenzi Federation, 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 Relthoza, and your Fleet Admiral must be placed on a Tier 1 Relthoza 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 'Relthoza 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 Relthoza 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 Relthoza 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 Relthoza are an Accompaniment to a Relthoza 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.


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

Additionally, if a Relthoza Fleet contains only Relthoza and Ba'Kash models, 'Relthoza Only' TACs may be chosen and used by all Squadrons in the Fleet and used by all Squadrons in the Fleet.

RELTHOZA FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	8"

DREADNOUGHT


Apex Class

Designation		DREADNOUGHT							
Name		Apex							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
7	11	6"	11	9	7	8	0		
Points Cost		Shield Rating		Wings		Turn Limit			
270		Cloaking Field		3		2"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				10	12	7	4		
Fore (Fixed)				15	18	9	6		
Aft				5	8	4	2		
Torpedo Weapons				12"	24"	36"	48"		
Fore				9	9	10	10		
MARs									
Bigger Batteries, Elite Crew, Impervious, Self Repair, Systems Network									
Hardpoints						Points			
Select up to THREE from the following:									
0-1: +3 AP						+10			
0-1: +3 Wing Capacity						+5			
0-1: +2" Command Distance						+5			
0-1: Gain the Stealth Systems MAR						+15			
0-1: -1" Turn Limit						+5			
Upgrades						Points			
Gain the Point Defence Barrage MAR						+5			
Gain the Manoeuvrable MAR						+5			
EITHER Give all Primary Weapons the Biohazard Ammo MAR						+10			
OR Give all Primary Weapons the Corrosive MAR						+15			
Accompaniment						Points			
0-3 Stinger or Wolf Class Escorts						+15 each			
0-3 Zenian League Escorts						Variable			

BATTLESHIP


Brood, Nexus Class



Designation		BATTLESHIP					
Name		Brood, Nexus					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	9	8	4	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
170		Cloaking Field		3		2"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				11	15	8	4
Fore (Fixed)				4	7	3	1
Torpedo Weapons				12"	24"	36"	48"
Fore				7	7	8	8
MARs							
Self Repair, Systems Network							
Hardpoints						Points	
Select up to THREE from the following:							
0-2: +2 AP						+5	
0-1: +2 PD						+5	
0-2: +1" Command Distance						+5	
0-1: Gain the Stealth Systems MAR						+15	
0-1: +3 Wing Capacity						+5	
Upgrades						Points	
EITHER Give all Primary Weapons the Biohazard Ammo MAR						+10	
OR Give all Primary Weapons the Corrosive MAR						+15	
Accompaniment						Points	
0-3 Stinger or Wolf Class Escorts						+15 each	
0-2 Drone or Widow Class Frigates						+20 each	
0-3 Zenian League Escorts						Variable	


CARRIER

Hive and Theridion Class

Designation		CARRIER						
Name		Hive, Theridion						
Size class		Large Capital						
Squadron size		I						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	8	7"	7	6	4	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
125		Cloaking Field		8		2"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				6	9	5	-	
Fore				4	7	1	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				6	6	7	7	
MARs								
Systems Network								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +2 AP						+5		
0-2: +1" Command Distance						+5		
0-1: Gain the Shunt Matrix (4) MAR						+20		
0-1: Gain the Stealth Systems MAR						+10		
Upgrades						Points		
Gain the Self Repair MAR						+10		
Give all Primary Weapons the Corrosive MAR						+10		
Accompaniment						Points		
0-3 Stinger or Wolf Class Escorts						+15 each		
0-2 Bane Class Shunt Cruisers						+55 each		
0-2 Assassin, Gila or Swarm Class Cruisers						+60 each		
0-3 Zenian League Escorts						Variable		

BATTLE STATION


Weaver Class

Designation		BATTLE STATION						
Name		Weaver						
Size class		Large Capital						
Squadron size		I						
DR	CR	Mv	HP	CP	AP	PD	MN	
7	11	1 1/6"	9	8	9	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
190		Cloaking Field		8		0"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				9	11	7	-	
Fore				9	11	7	-	
Aft				9	11	7	-	
Torpedo Weapons				12"	24"	36"	48"	
Any				6	8	8	10	
Any				6	8	8	10	
MARs								
Bigger Batteries, Manoeuvrable, No FSD, Self Repair, Systems Network								
Hardpoints							Points	
Select up to TWO from the following:								
0-1: Remove the No FSD MAR							+40	
0-1: Gain the Launch Tubes MAR							+5	
0-1: +4" Command Distance							+10	
0-1: +2 Wing Capacity							+5	
Upgrades							Points	
EITHER Give all Primary Weapons the Biohazard Ammo MAR							+10	
OR Give all Primary Weapons the Corrosive MAR							+15	

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.


SHUNT CRUISER

Bane Class

Designation		SHUNT CRUISER					
Name		Bane					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	5	5	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
55		Cloaking Field		I		I"	
Primary Weapons				8"	16"	24"	32"
Fore				5	7	2	1
Torpedo Weapons				12"	24"	36"	48"
Fore				3	4	4	5
MARs							
Shunt Matrix (8), Stealth Systems							
Upgrades						Points	
Give the Primary Weapons the Corrosive MAR						+5	


HEAVY CRUISER

Huntsman and Scarab Class

Designation		HEAVY CRUISER					
Name		Huntsman, Scarab					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	7	7"	6	6	5	5	4
Points Cost		Shield Rating		Wings		Turn Limit	
95		Cloaking Field		0		1"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				5	9	4	-
Fore (Fixed)				5	7	3	2
Torpedo Weapons				12"	24"	36"	48"
Fore				4	4	4	5
MARs							
Self Repair, Stealth Systems							
Upgrades							Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR							+10
OR Give all Primary Weapons the Corrosive MAR							+15

CRUISER

Assassin, Gila and Swarm Class


Designation		CRUISER						
Name		Assassin, Gila, Swarm						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	6	9"	4	5	3	3	4	
Points Cost		Shield Rating		Wings		Turn Limit		
60		Cloaking Field		0		1"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				5	8	4	-	
Fore (Fixed)				3	6	2	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				4	4	4	5	
MARs								
Stealth Systems								
Upgrades						Points		
Give all Primary Weapons the Corrosive MAR						+10		
Give the Torpedoes the Corrosive 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

Venom Class

Designation		DESTROYER						
Name		Venom						
Size class		Medium Capital						
Squadron size		2						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	7	7"	6	5	3	5	0	
Points Cost		Shield Rating		Wings		Turn Limit		
80		Cloaking Field		0		0"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				6	8	2	-	
Fore (Fixed)				6	9	4	2	
MARs								
Ambush (2), Manoeuvrable, Stealth Systems								
Upgrades							Points	
EITHER Give all Primary Weapons the Biohazard Ammo MAR							+5	
OR Give all Primary Weapons the Corrosive MAR							+10	


FRIGATE

Drone and Widow Class

Designation		FRIGATE						
Name		Drone, Widow						
Size class		Small						
Squadron size		2-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	5	10"	2	3	1	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		0		0		0"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				4	5	-	-	
MARs								
Difficult Target, Systems Network								


FRIGATE

Nidus Class

Designation		FRIGATE						
Name		Nidus						
Size class		Small						
Squadron size		2-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	5	11"	2	2	1	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
25		0		1		0"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				2	3	-	-	
Fore (Fixed)				2	5	2	-	
MARs								
Difficult Target, Systems Network								

ESCORT

Stinger and Wolf Class

Designation		ESCORT						
Name		Stinger, Wolf						
Size class		Small						
Squadron size		1-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	5	12"	2	2	2	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
15		0		0		0"		
MARs								
Difficult Target, Systems Network								