

**FIRESTORM
ARMADA**

FLEET MANUAL



SORYLIAN COLLECTIVE

WARRIORS OF KERENDER



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	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	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 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 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
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	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 1	Battle Carrier
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 2	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons
Up to 3	Gunship 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 4	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 Sorylian Collective models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Alliance of Kurak, including vessels from the Aquan Prime and Terran Alliance, and any of those found within the Alliance of Kurak Fleet Manual. This turns your

Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier **MUST** be from the Sorylian Collective, and your Fleet Admiral must be placed on a Tier 1 Sorylian Collective 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 'Sorylian Collective Only'; only General or Alliance of Kurak 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 Sorylian Cruisers and an Aquan 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 Sorylian Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, for the listed points cost.

Important Note: Even if the only models selected from outside the Sorylian Collective are an Accompaniment to a Sorylian 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.


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

Additionally, if a Sorylian Fleet contains only Sorylian Collective and Veydreth Tribes models, 'Sorylian Collective Only' TACs may be chosen and used by all Squadrons in the Fleet.

SORYLIAN COLLECTIVE FLEET STATISTICS	
Fleet Tactics Bonus	1
Command Distance	7"

DREADNOUGHT

Broadsword Class

Designation		DREADNOUGHT							
Name		Broadsword							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	12	6"	10	9	7	6	0		
Points Cost		Shield Rating		Wings		Turn Limit			
280		1		1		2"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				6	7	5	4		
Scatter Weapons				8"	16"	24"	32"		
Starboard / Port				15	17	9	3		
Fore (Fixed)				7	8	6	5		
MARs									
Elite Crew, Experienced Engineers, Impervious, Protected Systems									
Hardpoints								Points	
Select up to THREE from the following:									
0-2: +1" Mv								+5	
0-1: +1 Shield								+15	
0-2: +2 AP								+10	
0-1: +2 Wing Capacity								+5	
Upgrades								Points	
Gain the Weapon Shielding MAR								+20	
Give the Scatter Weapons the Split Fire MAR								+5	
Give the Primary Weapons the Precision Strike MAR								+5	
Accompaniment								Points	
0-3 Arrow or Kontos Class Escorts								+20 each	
0-3 Alliance of Kurak Escorts								Variable	

BATTLESHIP


Falx and Swordbreaker Class



Designation		BATTLESHIP					
Name		Falx, Swordbreaker					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	8	7	6	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
175		I		0		2"	
Primary Weapons				8"	16"	24"	32"
Fore (Fixed)				7	8	5	4
Scatter Weapons				8"	16"	24"	32"
Starboard / Port				12	14	8	3
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				5	6	6	6
MARs							
Experienced Engineers							
Hardpoints						Points	
Select up to THREE from the following:							
0-2: +1" Mv						+5	
0-1: +1 Shield						+15	
0-2: +2 AP						+10	
0-1: Upgrade Fore (Fixed) to a Scatter Weapon						+5	
Upgrades						Points	
Gain the Reinforced (Starboard/Port) MAR						+10	
Gain the Weapon Shielding MAR						+15	
Gain the Second Assault MAR						+10	
Give the Scatter Starboard/Port Weapons the Split Fire MAR						+5	
Accompaniment						Points	
0-3 Arrow or Kontos Class Escorts						+20 each	
0-3 Alliance of Kurak Escorts						Variable	

CARRIER


Morning Star and Xiphos Class

Designation		CARRIER					
Name		Morning Star, Xiphos					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
5	9	7"	7	6	5	7	0
Points Cost		Shield Rating		Wings		Turn Limit	
110		1		6		2"	
Scatter Weapons				8"	16"	24"	32"
Starboard / Port				5	7	4	-
Fore (Fixed)				8	9	7	4
Torpedo Weapons				12"	24"	36"	48"
Fore				5	5	7	7
MARs							
Experienced Engineers							
Hardpoints						Points	
Select up to THREE from the following:							
0-1: +1" Mv						+5	
0-1: +1 Shield						+10	
0-1: +2 AP						+10	
0-1: +2 Wing Capacity						+5	
Upgrades						Points	
Gain the Weapon Shielding MAR						+10	
Accompaniment						Points	
0-3 Arrow or Kontos Class Escorts						+20 each	
0-2 Skyhammer or Falcata Class Cruisers						+60 each	
0-2 Bombard Class Gunships						+90 each	
0-3 Alliance of Kurak Escorts						Variable	

BATTLE STATION

Phalanx Class




Designation		BATTLE STATION							
Name		Phalanx							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
7	12	1"/6"	10	8	8	6	0		
Points Cost		Shield Rating		Wings		Turn Limit			
190		I		6		0"			
Scatter Weapons				8"	16"	24"	32"		
Starboard / Port				12	12	9	6		
Fore				12	12	9	6		
Aft				12	12	9	6		
Torpedo Weapons				12"	24"	36"	48"		
Starboard / Port				5	9	9	9		
Fore				5	9	9	9		
Aft				5	9	9	9		
MARs									
Deck Crews, Experienced Engineers, Manoeuvrable, No FSD, Protected Systems									
Hardpoints								Points	
Select up to TWO from the following:									
0-1: +2 PD								Free	
0-2: +3 Wing Capacity								+5	
0-1: +4" Command Distance								+10	
0-1: +1 Shield								+15	
Upgrades								Points	
Give all Scatter Weapons the Split Fire MAR								+5	
Gain the Weapon Shielding 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.

GUNSHIP


Bombard Class

Designation		GUNSHIP						
Name		Bombard						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	9	8"	5	5	3	4	0	
Points Cost		Shield Rating		Wings		Turn Limit		
90		I		0		2"		
Kinetic Weapons				12"	24"	36"	48"	
Fore (Fixed)				7	9	5	3	
Torpedo Weapons				12"	24"	36"	48"	
Fore				6	7	7	7	
MARs								
Experienced Engineers								
Upgrades						Points		
Upgrade to Nuclear Torpedoes						+10		

HEAVY CRUISER


Halberd and Kopis Class



Designation		HEAVY CRUISER					
Name		Halberd, Kopis					
Size class		Medium Capital					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	5	6	5	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
90		0		0		1"	
Scatter Weapons				8"	16"	24"	32"
Starboard / Port				8	8	4	-
Fore (Fixed)				7	7	5	-
Torpedo Weapons				12"	24"	36"	48"
Fore				2	4	4	4
MARs							
Experienced Engineers							
Upgrades							Points
Gain the Reinforced (Starboard/Port) MAR							+5
Gain the Weapon Shielding MAR							+10

CRUISER


Falcata and Skyhammer Class

Designation		CRUISER						
Name		Falcata, Skyhammer						
Size class		Medium Capital						
Squadron size		2-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	7	10"	4	5	4	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
60		0		0		1"		
Scatter Weapons				8"	16"	24"	32"	
Starboard / Port				6	8	3	-	
Fore (Fixed)				4	6	1	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				2	4	4	4	
MARs								
-								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: +1 Shield Rating						+10		
0-1: +1" Mv						+5		
Upgrades						Points		
Gain the Experienced Engineers MAR						+5		

DESTROYER


Kestros Class



Designation		DESTROYER						
Name		Kestros						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	7	8"	4	4	2	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
65		0		0		0"		
Scatter Weapons				8"	16"	24"	32"	
Starboard / Port				1	3	-	-	
Kinetic Weapons				12"	24"	36"	48"	
Fore (Fixed)				3	5	7	4	
Torpedo Weapons				12"	24"	36"	48"	
Fore				2	4	4	4	
MARs								
Ambush (2), Manoeuvrable								
Upgrades							Points	
Upgrade to Nuclear Torpedoes							+5	

FRIGATE

Reaper and Scythe Class


Designation		FRIGATE					
Name		Reaper, Scythe					
Size class		Small					
Squadron size		2-5					
DR	CR	Mv	HP	CP	AP	PD	MN
3	6	12"	2	2	2	1	0
Points Cost		Shield Rating		Wings		Turn Limit	
20		0		0		0"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				3	4	-	-
Fore (Fixed)				3	4	1	-
MARs							
Difficult Target							
Upgrades						Points	
Gain the Pack Hunters 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.


CORVETTE

Plumbata Class

Designation		CORVETTE						
Name		Plumbata						
Size class		Small						
Squadron size		2-5						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	5	15"	2	2	1	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		0		0		0"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				3	4	-	-	
Fore				3	4	-	-	
MARs								
Difficult Target, Scout								

ESCORT

Arrow and Kontos Class

Designation		ESCORT						
Name		Arrow, Kontos						
Size class		Small						
Squadron size		1-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	5	9"	2	2	1	4	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		0		0		0"		
MARs								
Difficult Target								