FIRESTORM ARMADA

FLEET MANUAL

SORYLIAN COLLECTIVE

WARRIORS OF KERENDER

SPARTAN GAMES

As described in the Fleet Building chapter of the core rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Sorylian Collective Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented in here, 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 2	Light 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	Light 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 2	Light Cruiser Squadrons
Up to 3	Frigate Squadrons
Up to 2	Light 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 3	Light Cruiser Squadrons
Up to 4	Frigate Squadrons
Up to 3	Light 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 Kurak Alliance, 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

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.

BATTLESHIP
Falx and Swordbreaker Class

Designation	BATTLESHIP
Name	Falx, Swordbreaker
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	7	6	5	0

Points Cost	Shield Rating	Wings		Turn Limit	
175	1	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		6	7	7	7

MARs
Experienced Engineers, Reinforced (Starboard/Port)

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 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

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.

Designation	BATTLE STATION
Name	Phalanx
Size class	Large Capital
Squadron size	1

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	1	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

BATTLECRUISER
Hasta Class

Designation	BATTLECRUISER
Name	Hasta
Size class	Large Capital
Squadron size	1-2

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	8"	6	6	4	5	0

Points Cost	Shield Rating	Wings		Turn Limit	
115	1	3		2"	

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	11	11	6	-
Kinetic Weapons	12"	24"	36"	48"
Fore (Fixed)	6	9	6	3

MARs

Bigger Batteries, Experienced Engineers

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Quick Launch MAR	+10
0-1: +1 Shield	+10
0-1: +3 AP	+5
Upgrades	**Points**
Gain the Weapon Shielding MAR	+10
Accompaniment	**Points**
If the Squadron contains only 1 model, it may be accompanied by:	
0-2 Reaper or Scythe Class Frigates	+20 each

GUNSHIP
Bombard and Warwolf Class

Designation	GUNSHIP						
Name	Bombard, Warwolf						
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	1	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

DEFENCE PLATFORM
Aspis Class

Designation	DEFENCE PLATFORM						
Name	Aspis						
Size class	Small						
Squadron size	2-4						

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	0/6"	3	2	1	1	0

Points Cost	Shield Rating	Wings	Turn Limit
25	1	0	0"

Scatter Weapons	8"	16"	24"	32"
Starboard / Port	5	5	-	-
Fore	5	5	-	-

MARs

Difficult Target, Manoeuvrable, No FSD, Orbit, Weapon Shielding

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Pack Hunter MAR	+5
0-1: Change the Fore Scatter Weapons to Fore (Fixed) Kinetic Weapon	+5

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

Hardpoints	Points
Select up to ONE from the following:	
0-1: Replace the Ambush (2) MAR with the Stealth Systems MAR	Free
0-1: Gain the Pack Hunters MAR	+5

Upgrades	Points
Upgrade to Nuclear Torpedoes	+5

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

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	I	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	I	-

MARs

Difficult Target

Upgrades	Points
Gain the Pack Hunters MAR	+5

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	I	I	0

Points Cost	Shield Rating	Wings		Turn Limit	
20	0	0		0"	

Primary Weapons	8"	16"	24"	32"
Starboard / Port	3	4	-	-
Fore	2	3	-	-

MARs

Difficult Target, Scout

GUNSHIP
Harvester

Designation	GUNSHIP	
Name	Harvester	
Size class	Medium Capital	
Squadron size	2-3	

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	4	2	3	0

Points Cost	Shield Rating	Wings		Turn Limit
50	0	0		1"

Scatter Weapons		8"	16"	24"	32"
Starboard / Port		3	4	1	-
Kinetic Weapons		12"	24"	36"	48"
Fore (Fixed)		5	7	3	1

MARs
Reinforced (Starboard / Port)

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 Shield Rating	+5
0-1: +2 AP	+5
Upgrades	**Points**
Gain the Pack Hunters MAR	+5
Give the Kinetic Weapons the Decimator Warheads MAR	+5

Accompaniment Rules:

The following rules are currently being tested by our Firstorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to the Falx & Swordbreaker Battleships: 0–3 Flechette Light Frigates
- Add Accompaniment option to a single Hasta Battlecruiser: 0–2 Lucern Light Cruisers
- Add Accompaniment option to a single Amentum Battlecruiser: 0–1 Harvester Gunship
- Add Accompaniment option to the Morning Star & Xiphos Carriers: 0–2 Harvester Gunships

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

FIRESTORM TASKFORCE

LIGHT CRUISER
Lucern Class

Designation	LIGHT CRUISER
Name	Lucern
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	11"	3	3	2	3	0

Points Cost	Shield Rating	Wings	Turn Limit
40	1	0	1"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	5	6	1	-
Fore (Fixed)	6	6	3	-

MARs

Agile

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2" Mv	+5
0-1: -1 Turn Limit	+5

Upgrades	Points
Gain the Pack Hunters MAR	+5
Upgrade the Primary Weapons to Scatter Weapons	+5

LIGHT FRIGATE
Flechette

Designation	LIGHT FRIGATE
Name	Flechette
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	16"	2	1	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

Scatter Weapons	8"	16"	24"	32"
Gunrack	3	4	-	-

MARs

Agile, Difficult Target

Upgrades	Points
Gain the Assault Blitz MAR	+5

BATTLECRUISER
Amentum Class

Designation	BATTLECRUISER
Name	Amentum
Size class	Large Capital
Squadron size	1-2

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	8"	5	6	5	6	0

Points Cost	Shield Rating	Wings		Turn Limit	
85	2	0		2"	

Scatter Weapons		8"	16"	24"	32"
Fore (Fixed)		8	9	3	-
Torpedo Weapons		12"	24"	36"	48"
Fore		6	7	7	7

MARs

Durable, Experienced Engineers, Planetfall (4), Reinforced (Port/Starboard)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2" Mv, Remove the Durable MAR	+5
0-1: +1 HP	+10
0-1: +3 AP	+5
0-1: -1 Turn Limit	+5
0-1: +Add Torpedo Weapons, Remove the Planetfall MAR	+5
0-1: +1 Planetfall MAR, -2 PD	+5

Upgrades	Points
Gain the Bigger Batteries MAR	+5
Upgrade the Scatter Weapons to Kinetic Weapons	+5
Gain the Weapon Shielding MAR	+5

Accompaniment	Points
If the Squadron contains only ONE model, it may be accompanied by:	
0-1 Katar Class Assault Cruisers	+50 each
0-1 Falcata or Skyhammer Class Cruisers	+60 each

ASSAULT CRUISER
Katar Class

Designation	ASSAULT CRUISER	
Name	Katar	
Size class	Medium Capital	
Squadron size	2-3	

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	4	4	5	4	0

Points Cost	Shield Rating	Wings		Turn Limit	
45	1	0		1"	

Scatter Weapons		8"	16"	24"	32"
Fore (Fixed)		4	6	1	-

MARs
Durable, Planetfall (3)

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Reinforced (Port/Starboard) MAR	Free
0-1: +2 Mv	+5
0-1: Gain the Second Assault MAR, Remove the Planetfall MAR	+5
Upgrades	**Points**
Gain the Experienced Engineers MAR	+5

FRIGATE
Corvus Class

Designation	FRIGATE	
Name	Corvus	
Size class	Small	
Squadron size	3-5	

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	12"	2	2	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	1	0	0"

MARs
Difficult Target, Durable, Planetfall (1)

Hardpoints	Points
Select up to ONE from the following:	
Gain the PD Barrage MAR, Remove the Planetfall MAR	Free
Upgrades	**Points**
+1 PD	+5