

**FIRESTORM
ARMADA**

FLEET MANUAL



TERRAN ALLIANCE

GUARDIANS OF THE CHARTER



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	Shield 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 2	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 1	Shield Cruiser Squadron
Up to 1	Gunship 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 3	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 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 3	Assault or Torpedo Cruiser Squadrons
Up to 2	Shield Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Defence Platform Squadrons

Tier 3	
Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	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 Terran Alliance 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 Sorylian Collective, 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 Terran Alliance, and your Fleet Admiral must be placed on a Tier 1 Terran Alliance 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 'Terran Alliance 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 Terran 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 Terran 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 Terran Alliance are an Accompaniment to a Terran 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.


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

Additionally, if a Terran Fleet contains only Terran Alliance and Hawker Industries models, 'Terran Alliance Only' TACs may be chosen and used by all Squadrons in the Fleet.

TERRAN ALLIANCE FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	6"


DREADNOUGHT

Titan Class

Designation		DREADNOUGHT							
Name		Titan							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	12	6"	10	7	6	8	0		
Points Cost		Shield Rating		Wings		Turn Limit			
290		3		0		2"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				8	10	7	3		
Turrets (Any)				13	10	6	4		
Nuclear Weapons				8"	16"	24"	32"		
Fore (Fixed)				10	12	7	-		
Torpedo Weapons				12"	24"	36"	48"		
Any				7	8	8	9		
MARs									
Elite Crew, Impervious, Weapon Shielding									
Hardpoints				Points					
Select up to FOUR from the following:									
0-1: +1 Shield Rating				+15					
0-1: Gain the Sector Shielding MAR				+10					
0-1: +1" Mv				+5					
0-1: +7 MN				+10					
0-1: Upgrade Primary Weapons to Beam Weapons				+15					
0-1: Upgrade to Nuclear Torpedoes				+5					
Upgrades				Points					
Give Fore (Fixed) Weapons the Decimator Warheads MAR				+15					
Give the Starboard/Port Weapons the Split Fire MAR				+5					
Accompaniment				Points					
0-3 Guardian or Squire Class Escorts				+15 each					
0-3 Alliance of Kurak Escorts				Variable					

BATTLESHIP

Apollo and Razorthorn Class

Designation		BATTLESHIP					
Name		Apollo, Razorthorn					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	8	7	5	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
170		2		0		2"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				6	8	4	-
Turrets (Any)				12	9	3	-
Nuclear Weapons				8"	16"	24"	32"
Fore (Fixed)				8	10	6	-
Torpedo Weapons				12"	24"	36"	48"
Any				6	7	7	8
MARs							
Weapon Shielding							
Hardpoints							Points
Select up to THREE from the following:							
0-1: +1" Mv							+5
0-1: +2 PD							+5
0-1: +2 CP							Free
0-1: Gain the Sector Shielding MAR							+10
0-1: Upgrade Primary Weapons to Beam Weapons							+10
0-1: +1 Shield Rating							+15
0-1: Upgrade to Nuclear Torpedoes							Free
Upgrades							Points
Gain the Bigger Batteries MAR							+5
Give Fore (Fixed) Weapons the Decimator Warheads MAR							+10
Give the Starboard/Port Weapons the Split Fire MAR							+5
Accompaniment							Points
0-3 Guardian or Squire Class Escorts							+15 each
0-3 Alliance of Kurak Escorts							Variable

BATTLESHIP


Tyrant Class

Designation		BATTLESHIP					
Name		Tyrant					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
6	10	7"	8	6	5	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
200		3		0		2"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				5	9	6	-
Turrets (Any)				8	11	6	4
Fore (Fixed)				5	7	5	2
Torpedo Weapons				12"	24"	36"	48"
Any				7	7	8	-
MARs							
Countermeasures, Elite Crew, Weapon Shielding							
Hardpoints						Points	
Select up to THREE from the following:							
0-2: +1" Mv						+5	
0-1: +2 PD						+5	
0-1: -1" Turn Limit						+10	
0-1: Gain the Shield Projector (Self) MAR						+10	
0-1: +3 Wing Capacity						Free	
Upgrades						Points	
Gain the Bigger Batteries MAR						+5	
Gain the Quick Launch MAR						+10	
Give the Torpedo Weapons the Decimator Warheads MAR						+10	
Accompaniment						Points	
0-3 Guardian or Squire Class Escorts						+15 each	
0-3 Alliance of Kurak Escorts						Variable	

CARRIER


Ares and Zenith Class



Designation		CARRIER							
Name		Ares, Zenith							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
5	8	6"	7	7	4	5	6		
Points Cost		Shield Rating		Wings		Turn Limit			
125		2		9		2"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				5	7	3	-		
Fore (Fixed)				6	8	4	-		
Nuclear Torpedo Weapons				12"	24"	36"	48"		
Any				4	5	5	6		
MARs									
Deck Crews, Sector Shielding									
Hardpoints							Points		
Select up to THREE from the following:									
0-1: +2" Command Distance							+10		
0-1: +1 Shield							+10		
0-1: +1" Mv							+5		
0-1: +3 Wing Capacity							+5		
0-1: Upgrade Primary Weapons to Beam Weapons							+10		
Accompaniment							Points		
0-3 Guardian or Squire Class Escorts							+15 each		
0-2 Hermes, Sentinel or Teuton Class Cruisers							+50 each		
0-2 Aegis Class Shield Cruisers							+50 each		
0-3 Alliance of Kurak Escorts							Variable		

BATTLE STATION

Palisade Class

Designation		BATTLE STATION							
Name		Palisade							
Size class		Large Capital							
Squadron size		I							
DR	CR	Mv	HP	CP	AP	PD	MN		
7	11	1"/6"	10	8	5	6	0		
Points Cost		Shield Rating		Wings		Turn Limit			
180		3		3		0"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				2	8	6	4		
Fore				2	8	6	4		
Aft				2	8	6	4		
Turrets (Any)				8	12	9	6		
Torpedo Weapons				12"	24"	36"	48"		
Any				8	10	10	12		
MARs									
Bigger Batteries, Manoeuvrable, No FSD, Sector Shielding, Weapon Shielding									
Hardpoints								Points	
Select up to TWO from the following:									
0-1: +1" Mv								+10	
0-1: +1 Shield								+15	
0-1: Upgrade Primary Weapons to Beam Weapons								+10	
0-1: Gain the Shield Projector (8") MAR								+15	
Upgrades								Points	
Upgrade to Nuclear Torpedoes								+10	

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.

HEAVY CRUISER

Hauberk and Templar Class

Designation		HEAVY CRUISER					
Name		Hauberk, Templar					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	6"	5	6	3	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
80		I		0		1"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				5	7	3	-
Turrets (Any)				6	5	-	-
Nuclear Weapons				8"	16"	24"	32"
Fore (Fixed)				5	6	4	-
MARs							
Sector Shielding, Weapon Shielding							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: +1 Shield Rating						+10	
0-1: +1" Mv						Free	
Upgrades						Points	
Upgrade Primary Weapons to Beam Weapons						+5	


CRUISER

Hermes, Sentinel and Teuton Class

Designation		CRUISER						
Name		Hermes, Sentinel, Teuton						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	6	7"	4	5	3	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
50		I		0		I"		
Primary Weapons				8"	16"	24"	32"	
Starboard / Port				5	7	3	-	
Fore (Fixed)				5	6	4	-	
Torpedo Weapons				12"	24"	36"	48"	
Any				4	5	5	6	
MARs								
Sector Shielding								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: +1 HP						+10		
0-1: +1 Shield Rating						+10		
0-1: +2" Mv						+5		
Upgrades						Points		
Gain the Weapon Shielding MAR						+10		
Upgrade to Nuclear Torpedoes						+5		
Upgrade Primary Weapons to Beam Weapons						+5		


SHIELD CRUISER

Aegis Class

Designation		SHIELD CRUISER					
Name		Aegis					
Size class		Medium Capital					
Squadron size		1-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	5	I	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
50		2		0		1"	
Beam Weapons				10"	20"	30"	40"
Fore (Fixed)				5	6	4	-
MARs							
Shield Projector (6")							
Hardpoints						Points	
Select up to ONE of the following:							
0-1: +3" Command Distance						+5	
0-1: +2" Mv						+5	


DESTROYER

Artemis Class

Designation		Destroyer					
Name		Artemis					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	4	I	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
60		I		0		0"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				3	5	-	-
Fore (Fixed)				5	6	7	6
MARs							
Hidden Killer, Manoeuvrable							
Upgrades						Points	
Gain the Sector Shielding MAR						+5	
Upgrade Fore (Fixed) to a Nuclear Weapon						+10	

FRIGATE

Armsmen and Pilgrim Class


Designation		FRIGATE					
Name		Armsmen, Pilgrim					
Size class		Small					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	2	3	1	1	0
Points Cost		Shield Rating		Wings		Turn Limit	
30		1		0		0"	
Primary Weapons				8"	16"	24"	32"
Starboard / Port				3	4	2	1
Torpedo Weapons				12"	24"	36"	48"
Any				2	3	3	4
MARs							
Difficult Target							
Upgrades						Points	
Upgrade Starboard/Port to Beam Weapons for:						+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.


FRIGATE

Missionary Class

Designation		FRIGATE							
Name		Missionary							
Size class		Small							
Squadron size		2-4							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	5	10"	2	2	1	1	0		
Points Cost		Shield Rating		Wings		Turn Limit			
25		1		0		0"			
Primary Weapons				8"	16"	24"	32"		
Starboard / Port				3	4	2	-		
Fore (Fixed)				2	3	1	-		
Turrets (Any)				2	3	-	-		
MARs									
Difficult Target									
Upgrades								Points	
Upgrade Starboard/Port to Beam Weapons for:								+5	

ESCORT

Guardian and Squire Class

Designation		Escort							
Name		Guardian, Squire							
Size class		Small							
Squadron size		1-3							
DR	CR	Mv	HP	CP	AP	PD	MN		
3	4	8"	2	2	0	3	0		
Points Cost		Shield Rating		Wings		Turn Limit			
15		1		0		0"			
MARs									
Difficult Target									