

**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 build a Terran Alliance Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented 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.

## 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 2	Light Cruiser Squadrons
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	Light Frigate Squadrons
Up to 2	Corvette Squadrons

**Important Note:** In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

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.

## 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 Frigate Squadrons
Up to 2	Light Frigate Squadrons
Up to 3	Corvette Squadrons
Up to 2	Light Cruiser 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 3	Light Frigate Squadrons
Up to 4	Corvette Squadrons
Up to 3	Light Cruiser 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 Kurak Alliance, including vessels from the Aquan Prime and Sorylian Collective, and any of those found within the Kurak Alliance 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			


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

## Apollo and Razorthorn Class



<b>Designation</b>		<b>BATTLESHIP</b>							
<b>Name</b>		<b>Apollo, Razorthorn</b>							
<b>Size class</b>		<b>Large Capital</b>							
<b>Squadron size</b>		<b>I</b>							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
<b>6</b>	<b>10</b>	<b>6"</b>	<b>8</b>	<b>7</b>	<b>5</b>	<b>5</b>	<b>0</b>		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
170		2		0		2"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Starboard / Port				6	8	4	-		
Turrets (Any)				12	9	3	-		
<b>Nuclear Weapons</b>				8"	16"	24"	32"		
Fore (Fixed)				8	10	6	-		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Any				6	7	7	8		
<b>MARs</b>									
Weapon Shielding									
<b>Hardpoints</b>								<b>Points</b>	
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	
<b>Upgrades</b>								<b>Points</b>	
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	
<b>Accompaniment</b>								<b>Points</b>	
0-3 Guardian or Squire Class Escorts								+15 each	
0-3 Alliance of Kurak Escorts								Variable	

# BATTLESHIP


## Tyrant Class

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

# CARRIER


## Ares and Zenith Class



<b>Designation</b>		<b>CARRIER</b>						
<b>Name</b>		Ares, Zenith						
<b>Size class</b>		Large Capital						
<b>Squadron size</b>		I						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
5	8	6"	7	7	4	5	6	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
125		2		9		2"		
<b>Primary Weapons</b>				8"	16"	24"	32"	
Starboard / Port				5	7	3	-	
Fore (Fixed)				6	8	4	-	
<b>Nuclear Torpedo Weapons</b>				12"	24"	36"	48"	
Any				4	5	5	6	
<b>MARs</b>								
Deck Crews, Sector Shielding								
<b>Hardpoints</b>						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		
<b>Accompaniment</b>						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

<b>Designation</b>		<b>BATTLE STATION</b>							
<b>Name</b>		Palisade							
<b>Size class</b>		Large Capital							
<b>Squadron size</b>		1							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
7	11	1"/6"	10	8	5	6	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
180		3		3		0"			
<b>Primary Weapons</b>				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		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Any				8	10	10	12		
<b>MARs</b>									
Bigger Batteries, Manoeuvrable, No FSD, Sector Shielding, Weapon Shielding									
<b>Hardpoints</b>								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	
<b>Upgrades</b>								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.

# DEFENCE PLATFORM

## Security Class


<b>Designation</b>		<b>DEFENCE PLATFORM</b>							
<b>Name</b>		Security							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	6	0/6"	3	3	1	1	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
15		2		2		0"			
<b>MARs</b>									
Difficult Target, Decl Crews*, No FSD, Orbit, Quick Launch									
<b>Upgrades</b>								Points	
Select up to ONE from the following:									
0-1: +2" Command Range								+5	
0-1: Gain the Scout MAR								+5	

\* The Deck Crews MAR on the Security Defence Platform may only be used by any ONE model in the Squadron per Turn.




# BATTLECRUISER

## Marshal Class

<b>Designation</b>		<b>BATTLECRUISER</b>						
<b>Name</b>		<b>Marshal</b>						
<b>Size class</b>		<b>Large Capital</b>						
<b>Squadron size</b>		<b>1-2</b>						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
5	8	8"	6	7	4	4	0	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
130		2		0		2"		
<b>Beam Weapons</b>				10"	20"	30"	40"	
Turrets (Any)				8	7	2	-	
Turrets (Any)				8	7	2	-	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Starboard / Port				6	5	5	-	
Any				4	5	5	6	
<b>MARs</b>								
Torpedo Spook, Weapon Shielding								
<b>Hardpoints</b>							Points	
Select up to ONE from the following:								
0-1: Gain the Sector Shielding MAR							+5	
0-1: Give the Torpedoes the Decimator Warheads MAR							+5	
0-1: Upgrade to Nuclear Torpedoes							+10	
<b>Upgrades</b>							Points	
Gain the Countermeasures MAR							+5	
<b>Accompaniment</b>							Points	
If the Squadron contains only 1 model, it may be accompanied by:								
0-2 Armsmen or Pilgrim Class Frigates							+30 each	


# HEAVY CRUISER

## Hauberk and Templar Class

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

# SHIELD CRUISER


## Aegis Class

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


# DESTROYER

## Artemis Class

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


# FRIGATE

## Missionary Class

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


# FRIGATE

## Armsmen and Pilgrim Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Armsmen, Pilgrim							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-4							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	5	11"	2	3	1	1	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
30		1		0		0"			
<b>Beam Weapons</b>				10"	20"	30"	40"		
Starboard / Port				3	4	2	1		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Any				2	3	3	4		
<b>MARs</b>									
Difficult Target									

# ESCORT

## Guardian and Squire Class

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

# TORPEDO CRUISER

## Harpoon Class

Designation		TORPEDO CRUISER						
Name		Harpoon						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	6	7"	4	4	I	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
55		I		0		I"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				3	4	2	-	
Fore				4	5	2	I	
Turrets				4	3	3	I	
Torpedo Weapons				12"	24	36"	48"	
Any				5	6	6	7	
MARs								
Sector Shielding								
Hardpoints				Points				
Select up to ONE from the following:								
0-1: Gain the Turret Weapons				+5				
0-1: +I Shield. Gain the Shield Projector (Self) MAR				+5				
Upgrades				Points				
EITHER Gain the Torpedo Spook MAR				+10				
OR Gain the Stealth Systems MAR				+10				
EITHER Upgrade to Nuclear Torpedoes				+5				
OR Give the Torpedo Weapons the Decimator Warheads MAR				+5				

### Accompaniment Rules:

The following rules are currently being tested by our Firestorm 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 Ares & Zenith Carriers: 0-2 Perseus Light Cruisers.
- Add Accompaniment option to single Marshall Class Battlecruiser: 0-1 Harpoon Torpedo Cruisers.
- Add Accompaniment option to Tyrant Battleship: 0-2 Wayfarer Light Frigates.

### 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.


# LIGHT CRUISER

## Perseus Class

<b>Designation</b>		LIGHT CRUISER					
<b>Name</b>		Perseus					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	6	10"	3	4	1	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
40		1		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				3	5	4	1
Fore				3	3	-	-
<b>Turrets</b>				4	3	3	1
<b>Torpedo Weapons</b>				12"	24"	32"	48"
Any				3	4	4	5
<b>MARs</b>							
Reinforced (Fore), Sector Shielding							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Gain the Turret Weapons						FREE	
0-1: +1 Shield. Gain the Shield Projector (Self) MAR.						+5	
<b>Upgrades</b>						Points	
Gain the Weapon Shielding MAR						+5	


# LIGHT FRIGATE

## Wayfarer Class

<b>Designation</b>		LIGHT FRIGATE					
<b>Name</b>		Wayfarer					
<b>Size class</b>		Small					
<b>Squadron size</b>		3-6					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
3	5	12"	2	2	1	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20		1		0		0"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				3	4	2	1
<b>MARs</b>							
Difficult Target, Sector Shielding							

# CARRIER


## Solar Class

<b>Designation</b>		<b>CARRIER</b>							
<b>Name</b>		<b>Solar</b>							
<b>Size class</b>		<b>Large Capital</b>							
<b>Squadron size</b>		<b>I</b>							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
<b>5</b>	<b>9</b>	<b>7"</b>	<b>7</b>	<b>6</b>	<b>3</b>	<b>6</b>	<b>0</b>		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
130		3		5		2"			
<b>Primary Weapons</b>				<b>8"</b>	<b>16"</b>	<b>24"</b>	<b>32"</b>		
<b>Turrets (Any)</b>				<b>12</b>	<b>9</b>	<b>3</b>	<b>-</b>		
<b>MARs</b>									
Durable, Planetfall (5), Sector Shielding									
<b>Hardpoints</b>								<b>Points</b>	
Select up to TWO from the following:									
0-1: +1 HP, Remove the Durable MAR								+10	
0-1: +1 Shield Rating, -1" Mv								+10	
0-1: Upgrade Turrets to Nuclear Weapons, Remove Planetfall MAR								+5	
0-1: +1" Mv								+5	
0-1: +1 Planetfall MAR Value, -2 Wings Capacity								+5	
<b>Upgrades</b>								<b>Points</b>	
Gain the Weapon Shielding MAR								+5	
Upgrade Primary or Nuclear Weapons to Beam Weapons								+5	
Give the Primary or Nuclear Weapons the Decimator Warheads MAR								+5	
<b>Accompaniment</b>								<b>Points</b>	
0-2 Aegis Class Shield Cruisers								+50 each	
0-1 Hauberk or Templar Class Heavy Cruiser								+80 each	




# ASSAULT CRUISER

## Horizon Class

<b>Designation</b>		ASSAULT CRUISER							
<b>Name</b>		Horizon							
<b>Size class</b>		Medium Capital							
<b>Squadron size</b>		2-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
5	6	8"	4	5	2	5	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
35		2		0		1"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Turrets (Any)				5	4	-	-		
<b>MARs</b>									
Durable, Planetfall (3), Sector Shielding									
<b>Hardpoints</b>								Points	
Select up to ONE from the following:									
0-1: +1 HP								+10	
0-1: +1 Shield Rating								+5	
0-1: +3 AP, Remove the Planetfall MAR								+5	
<b>Upgrades</b>								Points	
Upgrade Primary Weapons to Beam Weapons								+5	
Gain the Weapon Shielding MAR, Remove the Durable MAR								Free	
<b>Accompaniment</b>								Points	
0-1 Aegis Class Shield Cruisers								+50 each	

# FRIGATE

## Nadir Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Nadir							
<b>Size class</b>		Small							
<b>Squadron size</b>		3-4							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	5	11"	2	3	1	2	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
15		1		0		0"			
<b>MARs</b>									
Difficult Target, Durable, Planetfall (1)									
<b>Hardpoints</b>								Points	
Select up to ONE from the following:									
0-1: +1 PD								+5	
0-1: Change Designation to Escort, Remove the Planetfall MAR								+5	
<b>Upgrades</b>								Points	
+1 Shield Rating								+5	