

FIRESTORM ARMADA

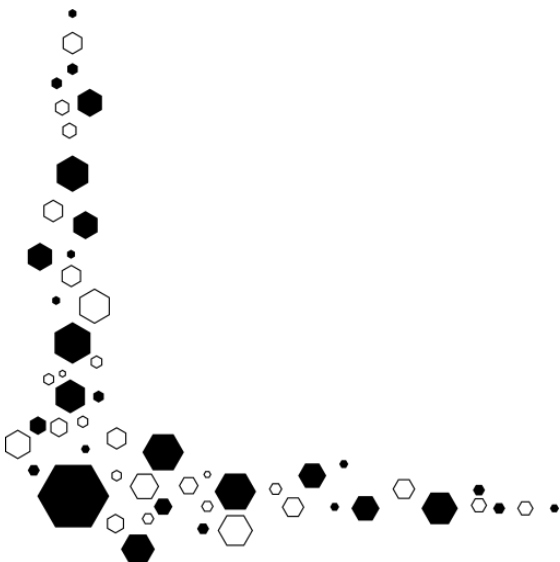
THIRD EDITION

RULES

BETA V0.09

This is the current version of the Firestorm Armada Beta Test rules. Sections in **RED** are recent changes and are worth attention.

Feedback should be given at www.firestormarmada.com





INTRODUCTION

Welcome to the Firestorm Armada Third Edition Beta rules. Please note that as yet there is nothing written in stone within this rulebook and together with constructive feedback we can make this game the very best that it can be.

Also note that this ruleset is a work in progress and as such is not written for those players who are new to the hobby. We have assumed that those players who are using these rules at this time are familiar with wargames and the terms/abbreviations used.

Thank you for taking the time to test this game, please direct any questions or comments to the Beta feedback portal at www.firestormarmada.com

RULE CONFLICTS

Whenever rules seemingly conflict or the outcome of a particular event cannot be agreed upon, players should determine the outcome randomly using a Die. Make sure you feedback the conflict afterwards to us so we can clarify or update the Beta accordingly!

See you on the Black Ocean!



OVERVIEW

Firestorm Armada is a game of space combat where huge fleets of starships battle it out to triumph over their enemies and rule the galaxy. It is a game where incredible technologies and alien engineering clash in the black ocean between the stars.

The following pages explain how to play a game of Firestorm Armada. Once you have found a suitable surface to play and gathered a collection of Models you will set up the Mission and play through a series of Rounds as players alternate moving and fighting until one emerges victorious.

KEY CONCEPTS

There are some important elements to the game that need to be explained before we go further. There is a full Glossary of Terms at the end of this rulebook which features every concept but here are some important ones.

DICE: Firestorm Armada uses six-sided dice, numbered one to six, also known as a D6. The following rules apply to Dice in the game:

- A Die can only ever be rerolled once.
- 1 is always a failure and can never be rerolled.
- 6 is always a hit and can explode, however Target Numbers of 6 and above never explode.
- A Target Number or the amount of Dice in a pool can never be reduced below 1.
- When referred to as 2D6 the two dice rolled are added together.

When a player rolls a 6 and the Target Number is 5 or less, the Dice 'explodes'. An exploding Die still counts as a single success, but the player can then roll an additional die, which in turn can explode (and so on).

MEASURING: Even the lowliest Unit within Firestorm Armada is equipped with incredibly advanced movement and targeting systems. Therefore, both players are permitted to measure any distance at any time. Pre-measuring is allowed. Measurements are in inches (") and are always taken from the Base edge of the originating Model to the Base edge of the target Model.

MODEL: A Model is a single miniature used in the game and are contained within groups of one or more Models called Units. Models are mounted on a Flight Stem which extends vertically from the Base, and any reference to Model should be assumed to also refer to that Base.

SPEED: This is the number of inches a Unit must move when Activated. Usually the Speed may be reduced or increased by a value up to the Unit's Thrust Attribute. There is no maximum value to a Unit's Speed but it has a minimum of zero. Each Unit displays its current Speed on each Model in a Unit (in the final game this will be displayed on the base with an integrated dial). Units that contain more than one Model **always** have the same Speed.

SYSTEM DAMAGE: At the end of an Attack, roll a number of System Damage Dice equal to the number of successes and group those dice by their result. If any of the System Damage Dice have two or more of the same result, apply the matching Critical System Damage token to the target and discard those dice. This can cause multiple Critical System Damage Tokens to be applied in a powerful attack and may destroy the target (see Catastrophic Damage). Apply all the remaining single System Damage Dice as System Damage Tokens against the Initial Target. Each Token applied to a Model remains in Play until the Model is destroyed or the System Damage is Repaired. **IMPORTANT:** When applying Damage Tokens to units, Tokens are always applied to the Initial Target unless a model in the unit already has Damage Tokens allocated to it, in which case they are applied there instead.

TARGET NUMBER: Also referred to as TN, the Target Number is the value required that a rolled Die must equal or exceed. Unless specified otherwise, the TN is considered to be 4.

TRAITS: These are important keywords and associate those traits to a Unit. Examples would include the Unit's Faction and Type (such as Destroyer, Battlecruiser etc).

UNIT: A Unit consists of one or more models. A Unit is also referred to as a Squadron if it contains multiple models. All models in a Unit take their actions together as a single Activation.

ATTRIBUTES

The Attributes of a Unit are the statistics that define much of how the Unit acts in the game.

THRUST (T) – This is the maximum amount in inches each Model in the Unit may increase or decrease their Speed by. A Model may increase or decrease their Speed by an amount less than their Thrust value but never by more.

LIMIT (L) - This specifies the number of turns this Unit can make in each activation. If a Unit does not have a Limit Attribute (indicated by a -) it has no limit to the number of turns it can make.

MASS (M) - This is both the physical size represented by Models in the Unit and their effectiveness related to boarding actions, cyberwarfare, repairs, and other actions. This Attribute is particularly important for determining how much damage a Model can sustain before being destroyed.

SHIELDS (S) – When making an Attack against a target, the Target Number matches the Shield Attribute (unless your Weapon Quality ignores Shields). The remaining Dice carry through to the Hull as Hits.

POINT DEFENCE (P) – After rolling the Attack Dice Pool against a target, the target may roll Dice equal to its Point Defence Attribute. Point Defence successes remove Successes from the Attack. Hits from certain weapon qualities ignore Point Defence.

Common Point Defence Target Numbers:

- Torpedo: TN 4
- Kinetic & SRS Tokens: TN 5

HULL (H) – Provided there are enough Hits from the Attack equal to a multiple of this Unit's Hull rating, the Initial Target suffers a System Damage roll for each multiple in the attack. If an attack ignores the Hull Attribute, then each success causes a System Damage Die to be rolled.



WEAPON SYSTEMS

Weapon System profiles are broken down into the following four areas:

- Name: The name given to this particular weapon system.
- Fire Arc: The Arc of the Base that this weapon may be fired from.
- Attack: This is the number of Attack Dice rolled with this as the Lead Weapon. The bracketed value shows the number of Dice in the pool when the weapon is used as Linked).
- Qualities: The different effects this weapon produces when fired.

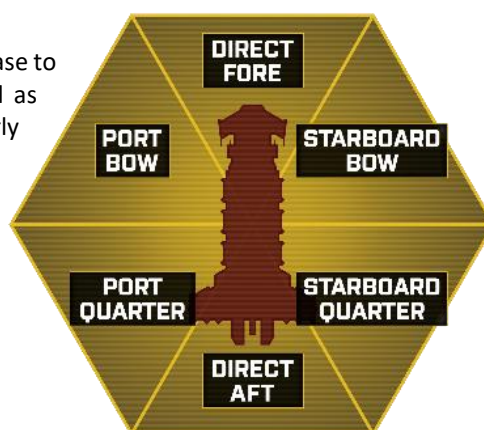
Example:

Weapon System	Fire Arc	Attack	Qualities
Arcbolt Railgun	DF	15 (5)	Kinetic, Hyper-Velocity

HEADING AND ARCS

All Models in Firestorm Armada are mounted on a hexagonal Base to determine heading direction and firing Arcs. Arcs are named as follows and the Direct Fore Arc on each Base should be clearly marked.

Direct Fore = **DF**
Port Bow = **PB**
Starboard Bow = **SB**
Port Quarter = **PQ**
Starboard Quarter = **SQ**
Direct Aft = **DA**



COMBINED ARCS

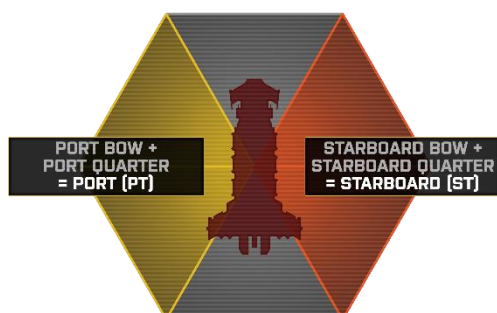
The following other references will be used when referring to more than one Arc:

Port Bow + Port Quarter =
Port (PT)

Port Bow + Starboard Bow + Direct Ahead =
Forward (FO)

Starboard Bow + Starboard Quarter =
Starboard (ST)

Port Quarter + Starboard Quarter + Direct Aft =
Rearward (RE)



FIRING IN MULTIPLE ARCS WITH SAME WEAPON SYSTEM

If a Weapon System can be used to make multiple attacks each Activation in different Fire Arcs then each of the Arcs will be indicated with an ampersand (& symbol). Example:

Weapon System	Fire Arc	Attack	Qualities
Pulse Gun Rack	PT & ST	10 (5)	Beam, Effective 20

MODELS WITH MULTIPLE BASES OR FLIGHT STANDS

Any Model that is large enough to have more than one flight-stand should use its front flight-stand when determining direction, movement and firing Arcs. If a Model ever has more than 1 flight-stand at the front, then the left-hand flight-stand is used for measurements.

UNIT SPECIAL RULES

Units have an array of special rules that provide distinctive abilities and characteristics. These Special Rules are listed in the Unit's Profile and apply to every Model in the Unit. Individual Factions will have access to unique rules detailed alongside their Unit Profiles.

◆ AFT VULNERABILITY (HULL)

When a Model in a Unit with this special rule is attacked in its Direct Aft Arc it has its Hull Attribute reduced by -1 for the duration of that attack.

◆ AFT VULNERABILITY (ENGINES)

When a Model in a Unit with this special rule is attacked in its Direct Aft Arc, one System Damage die result may be changed to Drive Leak.

◆ AFT VULNERABILITY (SHIELDS)

When a Model in a Unit with this special rule is attacked in its Direct Aft Arc it has its Shields Attribute reduced by -1 for the duration of that attack.

◆ BURN RETROS

A Unit with this special rule may reduce its Speed by up to double its Thrust attribute and choose to perform a Pivot Manoeuvre at the start of its Activation. **This Pivot may be up to 60° (one Arc).**

◆ COME TO NEW HEADING

This Unit may perform a Pivot Manoeuvre even though it has a Mass greater than 2.

◆ COMMAND SHIP

This Unit allows you to include a Helix that has prerequisites that matches one or more of this unit's Traits.

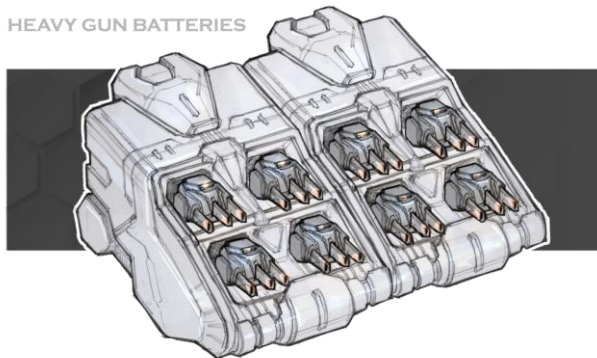
◆ SQUADRON (X)

Units with this special rule may add additional models of the exact same profile up to (X). The points cost for each additional Model is the same as that shown on the Unit Profile. A Unit may never have more models than (X) but may always have less. Units containing multiple Models (known as Squadrons) are able to make the Join Formation Manoeuvre during their Movement. The first time a Squadron moves in a game, one of those Models is designated as the Squadron Leader. Take a flag marker and insert it into the model's Base to indicate it is the Squadron Leader.

UNIT UPGRADES

Many Unit Upgrades are available as listed on the Unit Profile. The cost indicated is for each model in the Unit. Every model must be given the same upgrades. Individual Factions will have access to common areas of improvement as well as specific and unique upgrades.

HEAVY GUN BATTERIES



HOW TO PLAY

Firestorm Armada is played over a series of rounds, each broken down into several phases. Players alternate in resolving actions on Units within each phase. During the Activation Phase this is specifically known as Activating a Unit, but alternate interaction of Units is common to all phases of the game. Each phase **must** be completed before proceeding to the next.

GAME SETUP

- Assemble Armada
- Setup Initiative
- Determine Mission
- Determine Environment
- Deploy Units
- Determine Speed

ROUND PHASES

Once Game setup is complete the First Round of the game commences. A game of Firestorm Armada lasts for five Rounds unless the Mission specifies otherwise. Each Round consists of three phases. Once the phases have been completed, the next round commences. Once the final round of the games has been completed, the Mission objectives should be consulted to determine the outcome.

TACTICAL PHASE

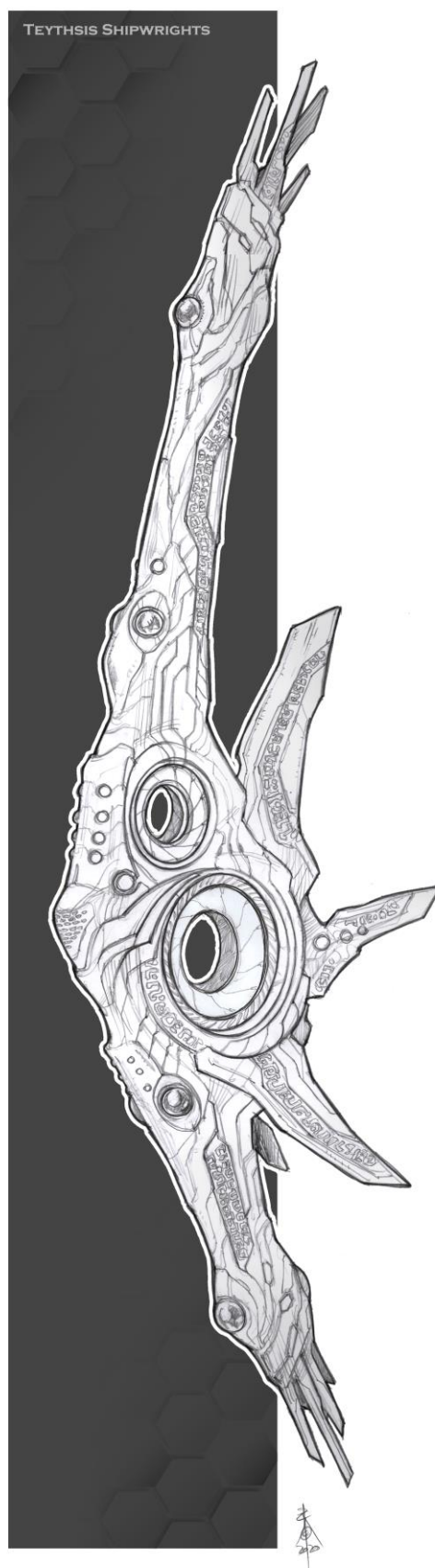
- Round Initiative
- Reserves
- Launch SRS
- Cyberwarfare

ACTIVATION PHASE

- Movement
- Combat

END PHASE

- Boarding
- SRS Resolution
- Repair System Damage
- Round End



GAME SETUP

ASSEMBLE ARMADA

Each player creates an Armada of a value up to an agreed upon point limit. An Armada consists of one or more Command Ships. Each Command ship Unit allows you to include up to five Units in a group known as a Helix. All Helixes in your Armada must have the same Faction trait. Up to half of the Helixes in the Armada may instead have the Ally:(X) trait provided that (X) is the same Faction as the rest of the Armada.

SETUP INITIATIVE

Each Player rolls 2D6 and the highest score determines which of them has Initiative for the Game Setup. Re-roll a tie. The Player with the Initiative chooses to be Player A or Player B.

DETERMINE MISSION

Player A rolls to determine the mission. This will indicate which edges of the Play Area are the Flanks and which are Deployment Zones for each Player. Player A declares what Helixes, if any, are being kept in Reserve and so will not be deployed during the Deploy Units step of the phase. Once this declaration has been made, Player B also declares any reserves.

See: *Missions, and Reserves*

DETERMINE ENVIRONMENT

Player B rolls for the Environment for the mission.

See: *Environment*

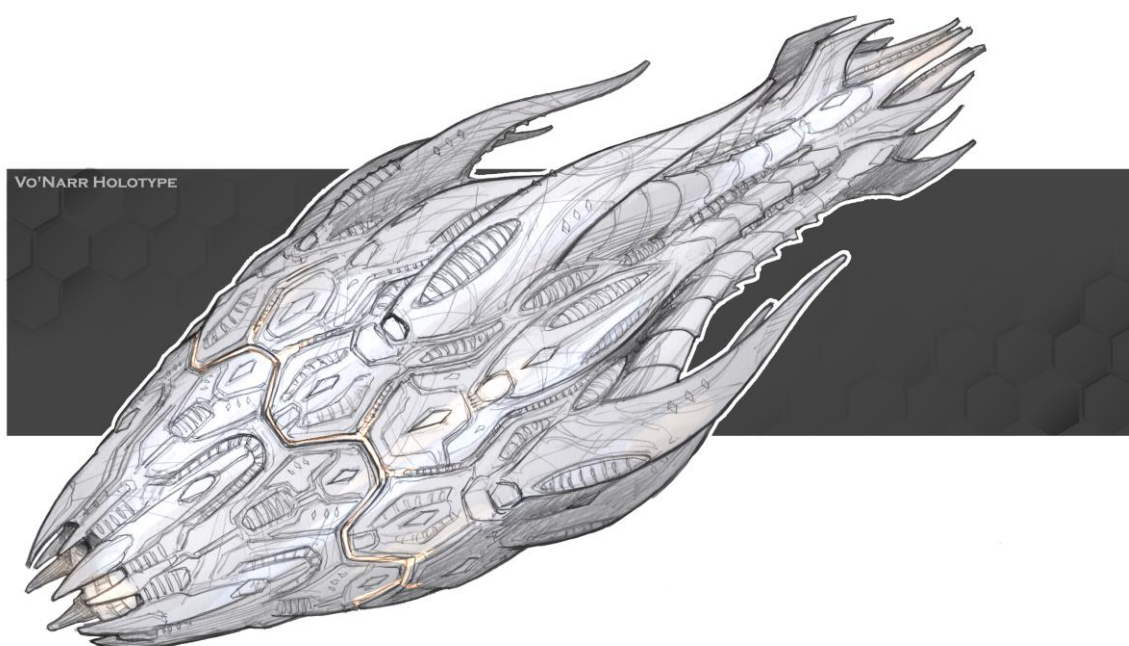
DEPLOY UNITS

Player A deploys a Unit into their designated Deployment Zone. Player B then deploys a Unit from their Armada within their own deployment zone. Players should alternate until all Units have been deployed in full (apart from any Units from Helixes held in Reserve). Units must be Deployed in Coherency and may be placed in Formation if desired.

See: *Reserves, Coherency*

DETERMINE SPEED

Unless specified by the mission, all ships begin the game with their Speed set to 5.



ENVIRONMENT

At the end of the Determine Environment step players take turns to place a piece of terrain. Starting with the player with initiative, each 24" x 24" section of table must contain one terrain piece but may include more if the Mission specifies. **The Area of Play should have approximately 25% of its surface covered with various terrain pieces.**

Each Terrain Piece should be represented by a terrain model that fits the description of what it represents. An asteroid field, for example, should be a number of small rocks. Terrain should always be on a base to define the boundary of that terrain. Each Terrain piece should be allocated one or more Terrain Qualities. These are established when the Terrain piece is placed.

TERRAIN QUALITIES

CLOUD: If this terrain interposes the line of sight to a Model, that model is **Obscured to weapons with the Beam or Kinetic Qualities (unless the terrain also has the Dense Quality)**. Models may move through this Terrain if their Speed is 4 or less, **otherwise it is treated as Impassable.**

DENSE (X): This terrain completely blocks line of sight to any Model that is the same Mass or less than (X). If this terrain interposes the line of sight to a Model that has a Mass greater than terrain with this Quality, that model is instead Obscured.

GRAVITY WELL: During its Activation, any Unit within 5" of this Terrain Piece will have its Speed reduced by 1.

IMPASSABLE: Models may not move through this Terrain. Should a Model's base come into contact with this Terrain piece it will immediately stop, reduce its speed by double its Mass attribute (to a minimum of 1) and roll a System Damage dice and apply a corresponding Critical System Damage Token to this Model. The Model may choose any new facing.

LARGE: This Terrain Feature should be at least 18" in diameter or more.

TREACHEROUS: If a Model moves through this terrain, roll one System Damage Die and apply that result to the Model.

VOLATILE: If this terrain interposes the line of sight to a Model, that model is Obscured to weapons with Torpedo or Kinetic Qualities (unless the terrain also has the Dense Quality).

TERRAIN EXAMPLES

TERRAIN	QUALITIES
Asteroid Field	Dense (2), Cloud
Comet Head	Dense (3), Gravity Well, Impassable
Comet Tail	Cloud, Treacherous, Gravity Well
Derelict Space Station	Dense (3), Treacherous
Moon	Dense (10), Impassable, Gravity Well
Nebula	Cloud, Large
Plasma Storm	Cloud, Treacherous, Volatile
Rogue Asteroid	Dense (4), Impassable, Gravity Well
Space Junk	Cloud, Treacherous

TACTICAL PHASE

The Tactical Phase is the start of the Round and consists of the following four steps. Each step must be completed in the order presented here before continuing with the next step.

- Round Initiative
- Reserves
- Launch SRS
- Cyberwarfare

ROUND INITIATIVE

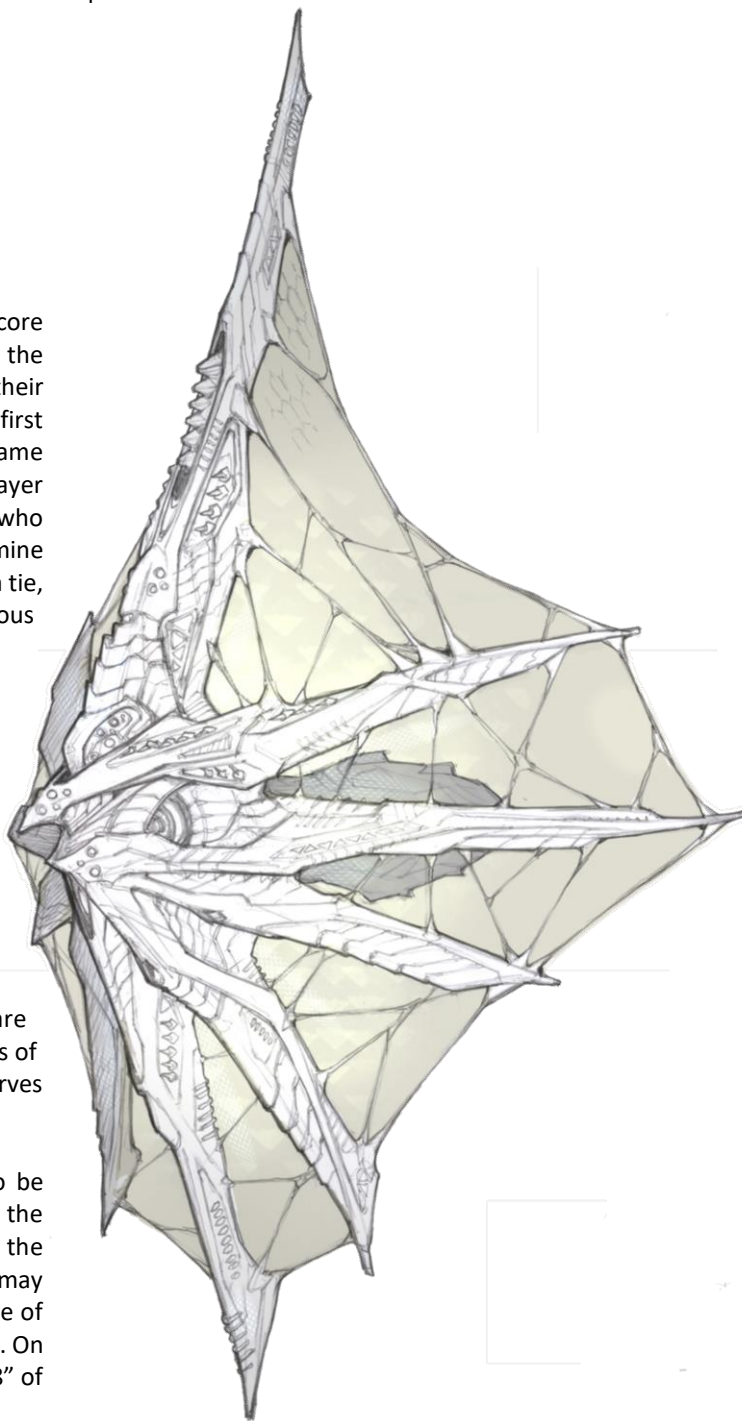
Each Player rolls 2D6 and the highest score determines which of them has Initiative for the Round. For the first round, Player B may re-roll their single lowest Die to determine Initiative for this first round (but neither if the two dice are the same value). In the subsequent rounds it is the player who lost the Initiative in the previous round who gets to re-roll their lowest single Die to determine Initiative for the Round. If the final die score is a tie, the player who lost the Initiative in the previous round gains the Initiative.

RESERVES

When deploying the Armada, up to half of a players' Units may be held back in Reserve. At this step of the Tactical phase each Round, each player rolls a Die for each Unit currently in Reserve. The player must roll under the current Round number. If this is successful, the Unit is immediately deployed as normal. If unsuccessful, the Unit remains in reserve. When the Game ends, any Units in Reserve are considered destroyed for the Victory Conditions of the Mission. Units cannot be rolled for as Reserves in the First Round.

A Unit deploying from Reserve is assumed to be arriving using faster than light travel to enter the Mission and so are Deployed within 8" of the Player's own edge of the Play Area. Player's may attempt to deploy their Unit on a different edge of the Play Area if they wish. In this case, roll a die. On a roll of a 6 it may instead be deployed within 8" of any edge.

Units entering the Play Area from Reserve have a Speed of 3 unless the Mission specifies otherwise.



LAUNCH SRS

Each Round, at this step, each Unit launches Short Range Spacecraft tokens equal to the Unit's Carrier (X) trait (multiplied by the number of such Model's in the Unit of course).

In Initiative order, each player alternates selecting a Unit with the Carrier trait and places all the SRS tokens that the Unit can launch that Round.

Each Model in such a Unit is referred to as a Carrier Model. These SRS tokens may be stacked in Base contact with any Model in an enemy or friendly Unit that is within 20" of the Carrier Model.

All of a Carrier Model's SRS Tokens do not need to be placed in Base Contact with the same Model. You may elect to divide the number of tokens into as many stacks as you wish and place each separately, to a maximum of one stack per target enemy or friendly Unit. If you have already placed SRS tokens from a previous Carrier Model, the new tokens are stacked with those already in Base contact to make a single attacking or defending force.

Token stacks remain in Base contact with their target Unit regardless of whether it moves later in the Round, simply move the token stack back into Base contact with a Model in that Unit once their target Unit has finished moving.

Once all a Unit's SRS tokens are placed, the next Player may choose a Unit with the Carrier trait and carries out the same step. The placing of SRS tokens from Units alternates until one player has no other Units remaining to place SRS tokens from. The other player may now place all their remaining SRS tokens.

SRS TOKEN STACK

There can only ever be one stack each of Friendly and Enemy SRS tokens in base contact with a model in a Unit.

ATTACKING WITH SRS TOKENS

If placed in Base contact with an Enemy Unit, SRS tokens are assumed to be on an attack run. Their effect against a selected enemy Model is resolved in the End Phase.

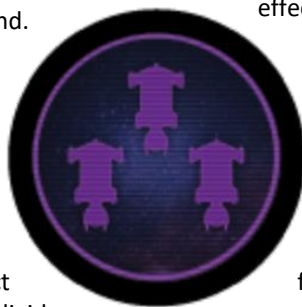
DEFENSIVE SRS TOKENS

If the SRS token stack is placed in Base contact with a friendly Unit, then they are assumed to be Fighters and support craft. A friendly Unit may discard a single friendly SRS token in Base contact with it at any time to receive one of the following benefits.

- Add +1 Die to any Model in the Unit's Point Defence Pool.
- Add +1 Die to any Model in the Unit's Boarding Dice Pool.

This benefit applies to a single Dice Pool. This represents the SRS token returning to a carrier for refuelling and rearming. Any remaining Friendly SRS Tokens may perform an Interception against Enemy SRS Tokens during the SRS Resolution Step of the End Phase.

All SRS Tokens are removed at the end of each Round and are assumed to return to their carriers.



CYBERWARFARE

Cyberwarfare is the use of digital technological systems to engage each other in Casting transmissions (known as Incursions) in the hope of overpowering enemy systems, confusing sensors and leaving enemy Units vulnerable to attack.

CYBERWARFARE DICE POOL

Every Unit has the ability to defend itself against Incursions, this is called its Cyberwarfare Dice Pool. This is a number of Dice equal to the Unit's Mass Attribute. A Unit's Cyberwarfare Dice Pool is increased by +1 for each additional Model in Formation in the Unit.

CASTING AN INCURSION

Incursions may only be Cast by Units with the Cast (X) Trait. In Initiative order Players take turns to activate a Unit with the Cast (X) Trait. The Player may attempt to Cast any of the Incursions available to the Unit a number of times equal to the Unit's Cast (X) value. These attempts may be different Incursions, or the same Incursion attempted multiple times. The effect of any Incursion Cast in the Round stops at the end of that Round.

When Casting an Incursion, the player first must choose a Unit with the Cast (X) Trait and declare whether they are Narrowcasting (a Cyberwarfare transmission against a specific target within 20") or Broadcasting (a Cyberwarfare transmission affecting the Play Area). If the Unit contains multiple Models, then any Model may make the transmission, but the combined number of Incursions Cast by the Unit cannot exceed the Cast (X) value.

● NARROWCASTING

With Incursions directed against a specific target within 20", the player Casting the Incursion rolls the Unit's Cyberwarfare Dice Pool (Target Number indicated in the chosen Incursion) with additional Dice equal to its Cast (X) value. Remember that a Unit's Cyberwarfare Dice Pool is increased by +1 for each additional Model in Formation in the Unit. If the Casting player achieves a number of successes indicated by the Incursion description, they may perform the declared Narrowcast Incursion. Any Unit may defend against a Narrowcasting Incursion by rolling their Cyberwarfare Dice Pool (Target Number of 4) and each success cancelling a success generated by the Unit Casting the Incursion.

● BROADCASTING

With Incursions directed more generally across the Play Area, the player Casting the Incursion rolls the Unit's Cyberwarfare Dice Pool (Target Number indicated in the chosen Incursion) with added Dice from its Cast (X) value and from Models in Formation exactly like Narrowcasting. Broadcasting is more difficult to block than a Narrowcast Incursion so only Units with the Cast (X) trait within 20" of the Casting Unit may attempt to defend against a Broadcast Incursion. If the Casting player achieves a number of successes indicated by the Incursion description, they may perform the declared Broadcast Incursion.

[Incursions Coming Later in Beta]

ACTIVATION PHASE

At the start of the Activation phase, all Units in the Play Area are considered to be Ready. Starting with the player with Initiative, each player selects one of their Ready Units and performs the two steps of the Activation Phase with it. Once Movement and Combat are complete the Unit is considered to have been Activated and is no longer Ready. The Player without the Initiative now selects one of their own Ready Units and performs Movement and Combat with it. Players alternate Activating Ready Units until one player has no more Units to activate. Their opponent completes the Activations for each of their remaining Ready Units.

MOVEMENT

When a Unit is activated it may first raise or reduce its Speed by an amount up to its Thrust attribute. Speed can be reduced to, but never below, zero. When activated, the Unit **must** move its entire Speed in Inches and travels in a straight line in centre of the Direct Fore Arc. This is indicated on the Base. Once a Unit has finished its movement, each Model is at its Final Position.

LEAVING THE PLAY AREA

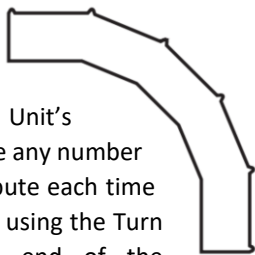
Should any part of a Model's Base have a Final Position outside of the Play Area, the Unit is assumed to have moved beyond the parameters of the Mission and is placed into Reserves.

SQUADRONS & LEADERS

A Unit that contains multiple Models must have a Squadron Leader. If the Unit does not already have a Squadron Leader, take a flag marker and insert it into the model's Base to indicate it is now the Squadron Leader. All Models in the Unit must count the lowest Thrust and Limit values present on a Model in the Unit for the entire Unit. The Squadron Leader moves as normal during this activation and then all other Models within the activated Unit will be placed into coherency with it at the end of the Movement Step. The remaining models in the Unit must always be placed in Coherency and within the Rearward (RE) with the Squadron Leader.

TURNING

All Units turn using the Turn Template. A Turn can be made at any point in a Unit's Movement. A Unit may make any number of turns up to its Limit attribute each time it Activates. To make a turn using the Turn Template, first place the end of the template against either the Port Quarter or Starboard Quarter Arc of the Model's Base. To make a single turn, the Model's Base is moved to the next 1" segment of the Turn Template keeping the template within the same Arc. A Model must still move its entire Speed in Inches. Each turn costs 1" in movement.



COHERENCY

Models within the same Unit must be in coherency at the end of the Movement step. Unless otherwise specified, coherency is within a distance of inches equal to the number of Models currently in the Unit. Therefore, a Unit consisting of 5 Models must have all of its Models within 5" of each other Model in the Unit at the end of the Movement Step of its Activation. If later in the round one of those Models are destroyed, then the remaining Models must be within 4" of each other at the end of their next Activation to retain coherency. There is a form of Coherency called being in Formation. This is explained in more detail under Manoeuvres.

MOVING THROUGH MODELS

It is assumed that ships cannot easily collide with each other in the vastness of space. This however can be difficult to represent in the Play Area. If at the end of a Model's movement, part of its Base would overlap another Model's Base (known as a blocking Model) then the moving Model should continue its movement until its Base has passed the blocking Model. However, the opposing Player of the moving Model gets to make an additional Come to New Heading manoeuvre on the moving Model, once the Unit has reached its Final Position. Important: If in moving past a Model's Base to avoid an overlap the moving Model then overlaps a second Model's Base and no alternate move or position is possible then the moving Model must Disengage as outlined below.

DISENGAGE

At the end of the Unit's Movement step of their Activation, a Unit may remove from the Play Area any model from itself. The Model counts as being destroyed for Mission purposes. In the extremely unlikely situation where a Model cannot (for whatever reason) be placed in coherency with the rest of the Unit at the end of the Movement Step of its Activation, it disengages and must be removed from the Play Area and considered destroyed for Mission purposes.

MANEUVERS

In addition to linear Movement, the Unit is also able to perform as many of the following manoeuvres as desired.

◆ JOIN FORMATION

Normally Models in a Unit must be placed in Coherency at the end of their movement step. However, a Unit consisting of more than one Model may instead place one or more of its Models into Base contact with the Squadron Leader or another Model in base contact with the Squadron Leader. Models from the same Unit in Base contact in this manner are in Formation. All Models must be orientated the same direction as the Squadron Leader with their DF Arc parallel to the DF Arc of that Model. For a Model to be in Formation it must have any Arc completely touching the Base of another Model within its Unit. While in Formation a Model may support any other Models with which it is in Formation, with the following bonuses:

- Use its own weapons as Linked in an attack by the Squadron Leader. **Line of Sight, Range and Fire Arcs are determined from each Model as normal.**
- Add +1 Die to a Model in Formation's Point Defence.
- Add +1 Die to a Model in Formation's Point Boarding Dice Pool.
- Add +1 Die to the Unit's Cyberwarfare Dice Pool.
- Add +1 Die to the Squadron Leader's Repair Dice Pool.

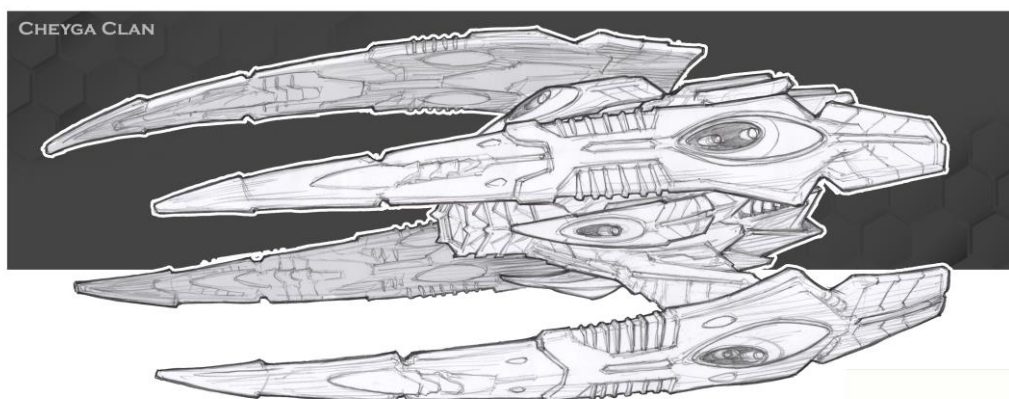
◆ REPLACE SQUADRON LEADER

At the end of the Movement Step, a Unit that already has a Squadron Leader may instead designate a new Model in the Unit as the Squadron Leader. Remove the flag from the base of the current Squadron Leader Model and attach it to another Model in the Unit.



◆ PIVOT

After completing all its other Movement, a Unit with a Mass of 2 or less may perform the Pivot manoeuvre. This is achieved by rotating the Model in either direction up to 60° (a single Arc). In a Unit of more than one Model, the Pivot is completed by the Squadron Leader and once complete all other models in the Unit are placed as normal.



COMBAT

Once the Movement step for a Unit has been completed, it may then make an attack as part of the Combat Step. A Unit will attempt to engage the enemy with all the Weapons Systems that it can bring to bear. In the Combat Step Models can potentially make several separate attacks against multiple targets or Link their weapons to support other attacks creating crushing volleys to bring down the biggest targets.

DECLARE ATTACKS

A Unit makes an attack with each of its Weapon Systems. In any order the Player wishes, the Unit identifies a Weapon System and then decides on a Declared Target to use them against and resolves it. A Weapon System used in this manner is known as a Lead Weapon System. A Declared Target for an Attack can be any enemy Unit in the Play Area in Line of Sight unless another rule says otherwise. Multiple of the same Weapon Systems on a Model or from Models in Formation may Link that Weapon System to an Attack instead, and so do not have to make a separate Attack with them. **It is possible that with skilful positioning a target may be between two Fire Arcs. The Attacker may choose which Arc is being used by a Model for each Attack.**

● **LINK WEAPONS:** Models can add Weapon Systems into a single Attack Dice Pool provided that (with the exception of Minimum X and Effective X) they have exactly the same Qualities as the Weapon System making the attack (known as the Lead Weapon System). Only Models in Formation or Weapon Systems mounted on the same Model may do so. **A Model may not Link Weapons across more than one of its own Fire Arcs, though of course multiple Models may have the target in different Fire Arcs to each other.** A Linked weapon contributes the bracket Dice Pool bonus as indicated on its profile. Models in a Unit in Coherency but not in Formation cannot Link weapons to a Lead Weapon System on another Model. If a Weapon System is used as Linked, it cannot then be used to as a Lead Weapon System. The Player must decide how the Weapon System will be used when Declaring an Attack.

● **ATTACKING DIRECT AFT:** Many Models have vulnerabilities if the attack against them originates in their Direct Aft Arc. If this is a vulnerability it will be indicated as a Special Rule on their Unit Entry.

INITIATE ATTACK

Once a Weapon System has been selected for a Unit, the Player declares which Model in their Unit is making the Attack and selects an Initial Target in the Declared Target Unit.

ATTACK DICE POOL

The Attack is made by rolling a number of Dice as indicated on the Weapon System profile. Additional Dice may be included in the Attack Dice Pool for a number of reasons, most commonly if other Weapon Systems are Linked in the Attack.

POINT DEFENCE

After rolling the Attack Dice Pool against a target, the target may roll Dice equal to its Point Defence Attribute. Point Defence successes remove Successes from the Attack. Hits with the certain weapon qualities ignore Point Defence.

ATTACK RESOLUTION

The Target Number for determining if an Attack is successful is the Initial Target's Shields Attribute although certain Weapon Qualities may affect the Target Number significantly. Where a Weapon System has Target Numbers of different values given by multiple Qualities, always use the highest Target Number. Provided there are enough Hits from the Attack equal to a multiple of this Unit's Hull rating, the Initial Target suffers a System Damage roll for each multiple in the attack. If an attack ignores the Hull Attribute, then each success causes a System Damage Die to be rolled. Once an attack has been resolved, any Weapon Systems that have not been used may make an Attack and are similarly resolved in order.

ALLOCATING SYSTEM DAMAGE TOKENS:

When applying Damage Tokens to units, Tokens are always applied to the Initial Target unless a model in the unit already has Damage Tokens allocated to it, in which case they are applied there instead.

CATASTROPHIC DAMAGE: A Model is immediately destroyed and removed from the Play Area if at any time it has more Critical System Damage Tokens than its Mass Attribute. If there are still Damage Tokens to be applied to the Unit, these are applied to the closest model to the attacker.

END OF ACTIVATION

Once the Combat Step is complete for the Unit, play alternates to the opposing player who selects a Ready Unit to Activate and begins his Movement Step with that Unit.



SYSTEM DAMAGE



At the end of an Attack, roll a number of System Damage Dice equal to the number of successes and group those dice by their result. If any of the System Damage Dice have two or more of the same result, apply the matching Critical System Damage token to the target and discard those dice. This can cause multiple Critical System Damage Tokens to be applied in a powerful attack and may destroy the target (see Allocating System Damage Tokens and Catastrophic Damage).

Apply all the remaining single System Damage Dice as System Damage Tokens against the Initial Target unless, as always, a Model in the Unit already has Tokens applied.

If a model is already suffering from System Damage and you are to add a System Damage token of the same type, that damage becomes Critical System Damage (again remembering the Catastrophic Damage rule). If you are instead adding a Critical System Damage token of the same type, then an additional System Damage dice is rolled and the result also applied.

If a model is already suffering from Critical System Damage and you are to add a System Damage token of the same type, then an additional System Damage dice is rolled the result also applied. If the model is to instead receive a Critical System Damage token of the same type, you may exchange this token for a Critical System Damage Token of the Attacking Player's choice (the system chosen must not already have Critical System Damage Token, but may have System Damage). Each Token suffered by a Model remains in Play until the Model is destroyed or the Damage is Repaired. Each System Damage or Critical System Damage Token applies an effect to the Model as outlined below.

1 FRACTURE HULL

If the Fracture Hull result is applied to the Model, re-roll any Attack Dice Pool results of a 2 in Attacks affected by this Model's Hull Attribute. If the Critical System Damage result is applied to the Model, then in addition to this effect, reduce the Model's Hull Attribute by 1 point (to a minimum of 1).



2 COLLAPSE SHIELD

If the Collapse Shield result is applied to the Model, re-roll any Attack Dice Pool results of a 2 in Attacks affected by this Model's Shields Attribute. If the Critical System Damage result is applied to the Model, then in addition to this effect, reduce the Model's Shields by 1 point (to a minimum of 1).



3 STRUCTURAL DAMAGE

If the Structural Damage result is applied to the Model, reduce the Model's Point Defence Attribute and Carrier Trait by 1 point (to a minimum of 1). If the Critical System Damage result is applied, then reduce the Model's Point Defence Attribute and Carrier Trait by a further 1 point each (to a minimum of 1).



4 DRIVE LEAK

If the Drive Leak result is applied to the Model, reduce the Model's Limit and Thrust by 1 point each (to a minimum of 1). If the Drive Leak Critical System Damage result is applied to the Model then in addition to this effect, reduce the Model's Limit and Thrust by a further 1 point each (to a minimum of 1). Remember that for Squadrons the lowest Thrust and Limit applies to all Models.



5 SCRAMBLE SENSORS

If the Scramble Sensors result is applied to the Model, reduce all of the Model's Shooting Attack Dice Pool by 1 point (to a minimum of 1). If the Critical System Damage result is applied, then in addition to this effect, the Model is not considered to be in Formation and cannot Link with a Lead Weapon System.



6 CORE BREACH

If the Core Breach result is applied to the Model, roll a further System Damage Dice and apply it immediately as a Critical System Damage. If a Core Breach Critical System Damage result is applied, then the Model instead suffers Catastrophic Damage so therefore destroyed. Important: Core Breach results may never be selected, they may only ever be applied as the result of an unmodified System Damage Dice Roll.



COMMON WEAPON QUALITIES

● BEAM

These high-powered weapons strike their target almost instantaneously, unaffected by distance or other factors. **Weapons with the Beam Quality ignore Point Defence**, so any successes are immediately resolved against the Initial Target's Hull. Provided there are sufficient Hits from the Attack equal to a multiple of the Initial Target's Hull rating, the Initial Target suffers a System Damage roll for each multiple. Weapons with the Beam Quality also gain the Devastating Quality against targets within 10".

● BLAST

These type of weapon affects a wider area and so uses the circular Blast template. **Weapons with the Blast Quality ignore Point Defence**. To determine hits, place the template so that at least the Initial Target is touched by it. Against each Unit with one or more Model's touched by the template, roll the Attack Dice Pool using a Target Number of 4 (TN 5 against Mass 1 Models not in Formation). **Add the Weapon System's bracketed Attack Dice value to the Dice Pool for each additional Model touched by the template, in the same unit.** You do not roll for each Model separately.

● CORROSIVE

Weapons of this type are particularly damaging to ship systems. Should an Attack with the Corrosive Quality cause System Damage to the Initial Target, any number of System Damage die may be re-rolled.

● DEVASTATING

Weapon Systems with the Devastating Quality cause horrendous damage to targets. Exploding Dice with Devastating Quality count as two success and the player can then roll an additional die, which in turn can explode (and so on).

● EFFECTIVE (X)

There are many reasons why certain Weapon Systems are only effective up to a certain distance. Weapons with the Effective Quality may only choose an Initial Target within X distance in inches from the attacker's base. When Leading or Linking with this weapon, as long as the target is in range, this Quality is not required to match.

● GRAVITON

Manipulating the gravity at a focal point, these weapons are utterly catastrophic. **Weapons with the Graviton Quality ignore Hull and Point Defence.**

● HYPER-VELOCITY

Launched at incredible speeds these weapons are difficult to avoid. Point Defence Dice cannot Explode against Weapons with the Hyper-Velocity Quality.

● KINETIC

These are physical munitions that are hurled at high velocity towards their target passing through energy shields with ease. **Weapons with the Kinetic Quality ignore Shields** but are still significantly slower than Beam weapons and the distance to a target gives a greater opportunity for the attack to be reacted to. The Target Number is determined by the distance between the Model with the Lead Weapon System and the Initial Target as follows:

Distance	<10"	10"-20"	20- 30"	> 30"
Success	TN 3	TN 4	TN 5	TN 6

Example, a Target 20" away requires a TN of 5.

After rolling the Attack Dice Pool against a target, the target may roll Dice equal to its Point Defence Attribute. Point Defence successes remove Successes from the Attack. Using a TN of 5 for the Point Defence, cancel one attack success for each Point Defence success rolled.

● MINIMUM (X)

There are many reasons why certain Weapon Systems are only effective after a certain distance. Weapons with the Minimum Range quality may only choose an Initial Target more than X distance in inches from the attacker's base. When Leading or Linking with this weapon, as long as the target is in range, this Quality is not required to match

● SCATTER (X)

Weapons with the Scatter Quality **ignore Shields and Point Defence** and use the small scatter template. To determine hits, place the template so that the narrow point is positioned up to the distance of (X) away from the attacking model's base. The narrow end of the template must always be pointing directly towards the Flight Stem of the Attacker and the entire template must always be in the Weapon System Fire Arc. Against each Unit with one or more Model's touched by the template, roll the Attack Dice Pool using a Target Number of 4 (TN 5 against Mass 1 Models not in Formation). **Add the Weapon System's bracketed Attack Dice value to the Dice Pool for each additional Model touched by the template, in the same unit.** You do not roll for each Model separately.

◆ SCATTER (LARGE X)

This is resolved like the Scatter but uses the Large Scatter template.

◆ SHRED

Should an Attack with the Shred Quality cause System Damage to the Initial Target, D6 SRS tokens in base contact are removed. Alternate removing tokens equally between attacking and defending, starting with defending. If there are no SRS Tokens in base contact with the Initial target, then one System Damage die may be changed to Structural Collapse.

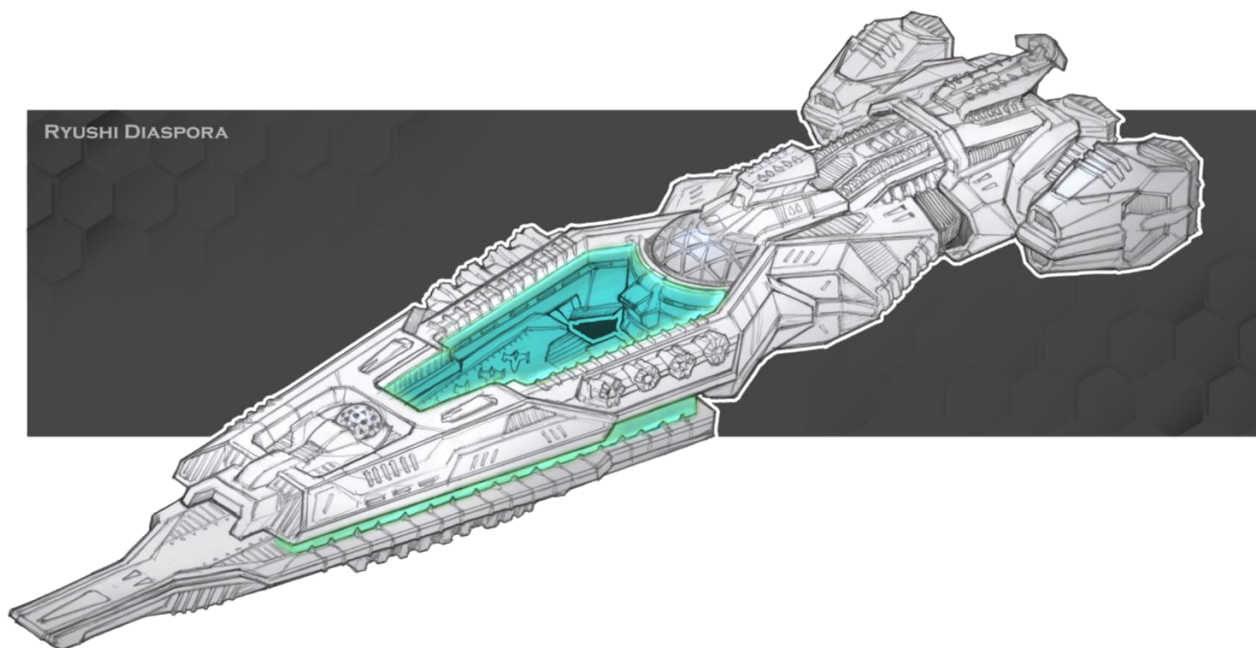
◆ SUSTAINED (X)

Weapons with this Quality make a comparatively prolonged attack against their target. A number of the Unsuccessful results in the Attack Dice Pool may be re-rolled (up to the value of X dice). Remember that you cannot reroll Cancelled Dice or Dice that have already been rerolled.

◆ TORPEDO

Although moving at much slower velocities than other projectiles, the guidance systems built into Weapons with the Torpedo Quality allows for incredibly accurate strikes over vast distances. Attacks with the Torpedo Quality never have a Target Number higher than 5. Should an Attack with the Torpedo Quality cause System Damage to the Initial Target, a single System Damage Die may be changed to a different result (excluding Core Breach).

After rolling the Attack Dice Pool against a target, the target may roll Dice equal to its Point Defence Attribute using a Target Number of 4. Point Defence successes remove Successes from the Attack



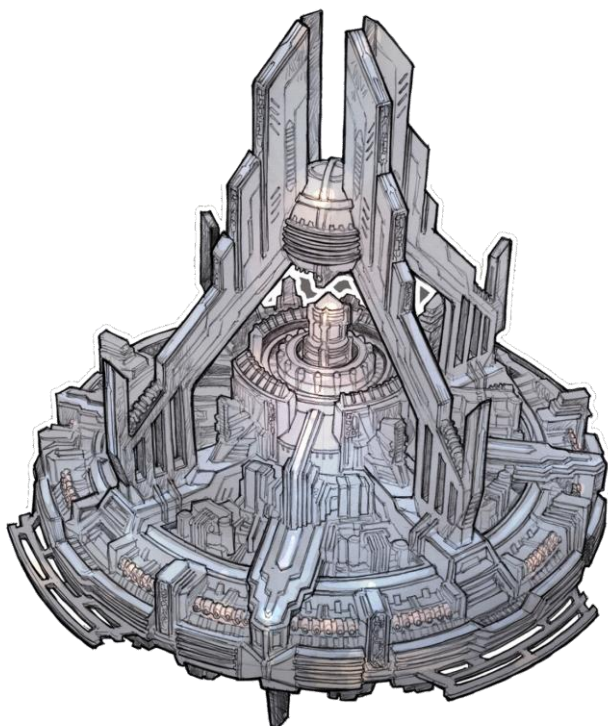
END PHASE

This is where all remaining actions and effects of the Round are resolved, and the Play Area is prepared for the next Round or the end of the game. There are three steps to the End Phase then finally the Round End step. These are resolved in the order that they are presented here with the Player with the Initiative completing an entire Step before the other Player then completes that same Step for their own units. Each Player completes all their Boarding and then once all Boarding actions are completed then each Player takes the SRS Resolution Step and finally each Player Repairs System Damage. Finally, both players complete the Round End together.

BOARDING

To perform a Boarding action, the player first chooses one of their Units that has a Model within **4"** of the enemy Unit they wish to carry out a Boarding action against (known as the Boarding Target). The Model making the Boarding action then rolls Dice equal to their own Mass attribute. This is their Boarding Dice Pool. Any other friendly Models that are currently in Formation with the Model performing the Boarding action may add +1 to the Boarding Dice Pool. The Target Number required is **one** higher than the Mass of the Boarding Target. *Example: A Cruiser (Mass 2) in Formation with a second Cruiser is boarding a Battleship (Mass 3). The Cruiser rolls three dice for their Boarding Dice Pool and the TN is 4.*

After rolling the Boarding Dice Pool, one or more successes causes a single System Damage result of their choice to the Target. If the number of successes is greater than the Mass of the Target, then a second System Damage result is applied.



SRS RESOLUTION

During this step, the player resolves any of their Units that have enemy SRS Tokens in Base contact with one of their Models. Each Model with Enemy SRS Tokens in base contact is known as an Attack Run Target.

SCRAMBLE

Friendly SRS Tokens in base contact with a Friendly Model within 5" of any Attack Run Targets may be removed and replaced so that they are now in base contact with an Attack Run Target. They may not be removed from a Friendly unit that is already an Attack Run Target itself. Form single stacks of Friendly SRS Tokens by each Model as normal.

INTERCEPTION

Roll one die for each Friendly SRS token in the base contact with an Attack Run Target. Success has a Target Number of 4. Each success removes an enemy SRS Token from base contact with the Attack Run Target. All Friendly SRS Tokens in base contact with the Attack Run Target are now removed.

ATTACK RUN

Each Enemy SRS Token against the Attack Run Target adds 3 Dice to the Attack Dice Pool. The Attack Run ignores Shields and has a Target Number of 4.

Once the Attack Dice Pool is rolled, each Success may be Cancelled by successes rolled by the Player using the Initial Target's Point Defence with a Target Number of 5.

Any remaining Successes are then resolved as normal against the Target's Hull. The Enemy SRS may re-roll the result of any System Damage dice.

REPAIR SYSTEM DAMAGE

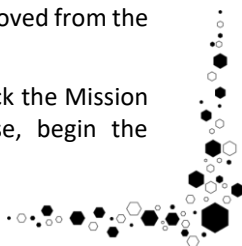
During this step the player will attempt to remove any System Damage Tokens that are affecting each of the Models in their Units. Each Model has a Repair Dice Pool equal to their Mass attribute. This is their Repair Dice Pool and may normally only be used to Repair that Model. The player chooses one of their Units containing one or more Models with a System Damage Token. Roll the Repair Dice Pool for each Model separately. For every success the player rolls they may remove one System Damage Token of their choice from that Model in the selected Unit. Once all Models in the Unit have attempted Repairs, the player repeats this process for each of their Units. This continues until all Units have attempted Repairs.

The Target Number for successful removal of a System Damage Token is 5. Critical System Damage cannot be repaired unless the Unit has a special rule permitting this. Models in Formation cannot make Repair Rolls themselves and instead contribute +1 to the Repair Dice Pool for the Squadron Leader, but the results may be applied to any Model in Formation in the Unit.

ROUND END

Once both players have finished the previous three Steps, The Round End is resolved together in the following order:

- At the end of this phase, if a Unit has an amount of Critical System Damage Tokens equal to its Mass, it is destroyed and removed from the Play Area.
- Any Cyberwarfare Incursions still in play are removed from the Play Area.
- Any remaining SRS tokens are removed from the Play Area.
- If this is the final Round then check the Mission for Victory Conditions. Otherwise, begin the next Round.



GLOSSARY OF TERMS

ACTIVATION: Firestorm Armada uses an Alternating Activation mechanism. This means a player will activate a single Unit in each Phase, resolve the appropriate in-game actions (Move, Cyberwarfare, Attack etc.) that result from the Activation before play then passes to the other player. Should a player have activations remaining after their opponent has completed activating all their Units in the Phase, the player may activate these as normal, one following the other until they too have activated all the Units in their Armada.

ARMADA: In Firestorm Armada an Armada consists of one or more Command Ships each of which may be accompanied by a Helix. A Helix consists of the Command ship and up to five other Units

ATTACK: An Attack is resolved as follows:

- Calculate Attack Dice Pool
- Roll Attack Dice Pool with successes equalling a given Target Number (TN)
- Calculate Effectiveness of Attack
- Roll System Damage

BASE CONTACT: Base contact means that the Model in question must have their Base physically touching something (usually Short-Range Spacecraft Token or a template). Firestorm Armada miniatures usually come mounted on Bases. Whenever there is reference to Base contact, it refers to the physical Base of the Model or the edge of the miniature itself if it does not have a Base.

CANCELLED RESULTS: Some rules call for specific Dice results to be Cancelled. This means that those Dice are immediately removed from the Dice Pool and discarded. Cancelled Dice may not be re-rolled and any results from them are ignored.

CATASTROPHIC DAMAGE: A Model is immediately destroyed and removed from the Play Area if at any time it has more Critical System Damage Tokens than their Mass Attribute.



COHERENCY: Models within the same Unit must be in coherency at the end of the Movement step. Unless otherwise specified, coherency is within a distance of inches equal to the number of Models currently in the Unit. Therefore, a Unit consisting of five Models must have all of its Models within 5" of each other Model in the Unit at the end of the Movement Step of its Activation. If later in the round one of those Models are destroyed, then the remaining Models must be within 4" of each other at the end of their next Activation to retain coherency. In the extremely unlikely situation where a Model cannot (for whatever reason) be placed in coherency with the rest of the Unit at the end of the Movement Step of its Activation, it disengages and must be removed from the Play Area and considered destroyed for Mission purposes.

COMMAND SHIP: When choosing a Helix, it will be clear what Unit may be taken as the Command Ship as it has the Command Ship Special rule. Command Ships gain +1 Dice to their Boarding and Repair Dice Pools.

DECLARED TARGET: A Declared Target for an Attack is any enemy Unit in the Play Area in Line of Sight unless another rule says otherwise.

DICE: Firestorm Armada uses six-sided dice, numbered one to six, also known as a D6. The following rules apply to Dice in the game:

- A Die can only ever be rerolled once.
- 1 is always a failure and can never be rerolled.
- 6 is always a hit and can explode, however Target Numbers of 6 and above never explode.
- A Target Number or the amount of Dice in a pool can never be reduced below 1.
- When referred to as 2D6 the two dice rolled are added together.

DICE POOL: All the Dice rolled together in a single action.

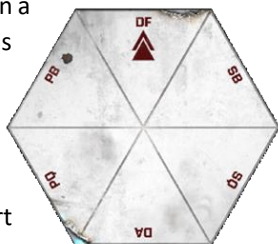
EXPLODING DICE: When a player rolls a 6 and the Target Number is 5 or less, the Dice 'explodes'. An exploding Die still counts as a single success, but the player can then roll an additional die, which in turn can explode (and so on).

FINAL POSITION: Once a Unit has finished its movement, each Model is at its Final Position.

FIRE ARCS: Each weapon on a Model has a Fire Arc. This is the direction in which it may make an Attack.

There are six Fire Arcs:

Direct Fore, Port Bow, Starboard Bow, Port Quarter, Starboard Quarter and Direct Aft. The exact position of weapons on the Model is not important, it is assumed that regardless of how Modelled, the weapon is able to fire on any target within its given Arc. Each Fire Arc is marked on the Model's Base, measured as 60 degrees from the centre of the Base of the Model.



FLIGHT STEM: This is usually a single stem of plastic that extends vertically from the centre of a Model's Base. It usually connects to the centre of the Model itself. If a Model does not have a Flight Stem, but a rule refers to one, then use the centre of the Model instead (or as close as can be approximated by the eye).

FORMATION: A Unit consisting of more than one Model may place one or more of its Models into Base contact with the Squadron Leader or another Model in base contact with the Squadron Leader. Models from the same Unit in Base contact in this manner are in Formation. All Models must be orientated the same direction as the Squadron Leader with their DF Arc parallel to the DF Arc of that Model. For a Model to be in Formation it must have any Arc completely touching the Base of another Model within its Unit. While in Formation a Model may support any other Models with which it is in Formation, with the following bonuses:



- Use its own weapons as Linked in an attack by the Squadron Leader.
- Add +1 Die to a Model in Formation's Point Defence.
- Add +1 Die to a Model in Formation's Point Boarding Dice Pool.
- Add +1 Die to the Unit's Cyberwarfare Dice Pool.
- Add +1 Die to the Squadron Leader's Repair Dice Pool.

FRIENDLY FIRE: Friendly Units cannot usually be nominated as the Initial Target of an attack. However, should the attack be redirected or use a template that touches friendly Models, then they are hit in the same way as if they were an enemy Model. A player may not choose to avoid hitting their own Units.

GRAVEYARD: The Graveyard is a place outside of the Play Area where you can put your destroyed Models and 'spent' Short-Range Spacecraft (SRS) Tokens. This helps keep clutter off the Play Area and makes a game look more cinematic. It also makes it easier to assess how a game is progressing.

HELIX: A Helix consists of a Command ship and up to five other Units. Helixes are the core building blocks of your Armada.

HULL: Provided there are sufficient Hits from the Attack equal to a multiple of this Unit's Hull rating, the Initial Target suffers a System Damage roll for each multiple in the attack. If an attack ignores the Hull Attribute, then each success causes a System Damage Die to be rolled.

INITIAL TARGET: When each Model in a Unit resolves an Attack against a Declared Target, an Initial Target must be chosen. The Initial Target is the chosen Model in the Declared Target Unit that the Attack is intended to be resolved against.

LIMIT: Many Units in the game have a Limit Attribute. This specifies the number of turns this Unit can make in each activation. If a Unit does not have a Limit Attribute (indicated by '- ') it has no limit to the number of turns it can make.

LINE OF SIGHT (LOS): Line of Sight is drawn from the Base of a Model. The line is then drawn to the Base of the Initial Target. Unless specified in the Mission, nothing blocks Line of Sight.

MASS: Every Unit in the game has a Mass Attribute. This is both the physical size represented by Models in the Unit and their effectiveness related to boarding actions, cyberwarfare, repairs, and other actions. This Attribute is particularly important for determining how much damage a Model can sustain before being destroyed. Terrain features determined by the Mission or Environment are always considered to be Mass 10 unless agreed beforehand.

MEASURING: Even the lowliest Unit within Firestorm Armada is equipped with incredibly advanced movement and targeting systems. Therefore, both players are permitted to measure any distance at any time. Pre-measuring is allowed. Measurements are in inches (") and are always taken from the Base edge of the originating Model to the Base edge of the target Model.

MISSION: In Firestorm Armada, a Mission is the specific set of rules for deployment, narrative and objectives which determines the parameters of the game to be played. The Mission is randomly generated by players at the beginning of each game or by the tournament organiser in competitive play. Once their Armada has been selected, players then consult the Mission to determine the size of the Play Area as well as other variables, including objectives for winning, deployment and the terrain pieces that will be placed. Unless otherwise noted on the Mission, games last for five turns and are played on a 48" x 48" Play Area.

MODEL: A Model is a single miniature used in the game and are contained within groups of one or more Models called Units. Models are mounted on a Flight Stem which extends vertically from the Base, and any reference to Model should be assumed to also refer to that Base.

OBSCURED: The Target Number is always one higher than normal if the target is Obscured. **Multiple rules causing a target to be Obscured have no additional effect.**

OVERLAPPING: No Model's Base may ever overlap another. If at the end of a Model's movement, part of its Base would overlap another Model's Base (known as a blocking Model) then the moving Model should continue its movement until its Base has passed the blocking Model. However, the opposing Player of the moving Model gets to make an additional Come to New Heading manoeuvre on the moving Model, once the Unit has reached its Final Position. Important: If in moving past a Model's Base to avoid an overlap the moving Model then overlaps a second Model's Base and no alternate move or position is possible then the moving Model must Disengage as outlined below.

PLACING: When there are multiple Models in a Unit, Models that are not the Lead Model are often placed in a new location as a result of a rule or other interaction. Placing a Model is considered the movement for the Model. To Place a Model it is simply picked up from its current position in the Play Area and then Placed in the new position. There must be room for the Model's Base in the location in the Play Area that the Model is placed. A Model cannot be placed with its Base overlapping another Model's Base or a terrain feature. You must maintain Coherency when Placing.

PLAY AREA: Firestorm Armada can be played on any flat surface usually with at least 48" x 48" of space. Often players may want to use a gaming mat or play on a specially designed gaming table so that their battles can take place in an area that matches the look of their miniatures. Some Missions may specify a larger or smaller play area. Experienced players should feel free to experiment with different Play Area sizes regardless of the Mission played. Should any part of a Model's Base have a Final Position outside of the Play Area, the Unit is assumed to have moved beyond the parameters of the Mission and is placed into Reserves.

POINT DEFENCE: After rolling the Attack Dice Pool against a target, the target may roll Dice equal to its Point Defence Attribute. Point Defence successes remove Successes from the Attack. Hits with the certain weapon qualities ignore Point Defence.

Common Point Defence Target Numbers:

- Torpedo: TN 4
- Kinetic & SRS Tokens: TN 5

POINTS: Players spend points to include a number of Helixes to form an Armada for a Mission. Each Helix will list a number of Units and upgrades. The player may continue to spend Points on additional Units, and upgrades. There is no limit to the number of Helixes an Armada can have, provided you have the Points to include them.

READY: A Unit that has not Activated this Round.

RE-ROLLING DICE: Some rules give you the ability to re-roll one or more die. This usually means you get to roll any number of Dice of your choice from a Dice Pool. However, the same Die cannot be re-rolled more than once.



ROUNDING UP: At times in the game you may be required to do something with half a given value, such as half of your Armada, half of the Units in a Helix or half the Movement of your Model. When the game requires you to use half a value, always round up to the closest whole number.

SHIELDS: When making an Attack against a target, the Target Number matches the Shield Attribute (unless your Weapon Quality ignores Shields). The remaining Dice carry through to the Hull as Hits.

SHORT-RANGE SPACECRAFT (SRS) TOKEN: These are game tokens representing small groups of fighters, bombers or other craft. During the Tactical Phase each Unit with the Carrier (X) trait may launch a number of Short-Range Spacecraft Tokens equal to (X) multiplied by the number of models in the Unit. For example, a Unit with Carrier 4 would be able to launch 4 SRS tokens from each model each Round. Each of the available tokens may be stacked in Base contact with friendly or enemy Models within 20" of the Carrier Model that launched them.



SPEED: This is the number of inches a Unit must move when Activated. Usually the Speed may be reduced or increased by a value up to the Unit's Thrust Attribute. There is no maximum value to a Unit's Speed but it has a minimum of zero. Each Unit displays its current Speed on each Model in a Unit (in the final game this will be displayed on the base with an integrated dial). Units that contain more than one Model **always** have the same Speed.

SQUADRON LEADER

The first time a Unit that contains multiple Models moves in a game, one of those Models is designated as the Squadron Leader. Take a flag marker and insert it into the model's Base to indicate it is the Squadron Leader. Each Model in the activated Unit must alter its Speed to the same value as the Squadron Leader. The Squadron Leader moves as normal during this activation and then all other Models within the activated Unit will be placed into coherency with it at the end of the Movement Step. Units always count the lowest Thrust and Limit values present on a Model in the Unit for the entire Unit.

SYSTEM DAMAGE: At the end of an Attack, roll a number of System Damage Dice equal to the number of successes and group those dice by their result. If any of the System Damage Dice have two or more of the same result, apply the matching Critical System Damage token to the target and discard those dice. This can cause multiple Critical System Damage Tokens to be applied in a powerful attack and may destroy the target (see Catastrophic Damage). Apply all the remaining single System Damage Dice as System Damage Tokens against the Initial Target. Each Token applied to a Model remains in Play until the Model is destroyed or the System Damage is Repaired. **IMPORTANT:** When applying Damage Tokens to units, Tokens are always applied to the Initial Target unless a model in the unit already has Damage Tokens allocated to it, in which case they are applied there instead.

TARGET NUMBER: Also referred to as TN, the Target Number is the value required that a rolled Die must equal or exceed. Unless specified otherwise, the TN is considered to be 4. When aiming for Target Numbers higher than 6 the player rolls their Dice as normal (including rerolling) setting aside any 6s obtained. They then make a secondary roll using the set aside Dice trying to achieve 2+ for a Target Number of 7, 3+ for 8, 4+ for 9 and so on - the Dice in this secondary roll may never be rerolled.

THRUST: This is the maximum amount in inches all Models in a Unit may increase or decrease their Speed by. A Unit may increase or decrease their Speed by an amount less than their Thrust value but never by more.

TRAITS: These are important keywords and associate those traits to a Unit. Examples would include the Unit's Faction and Type (such as Destroyer, Battlecruiser etc). It will also indicate a host of other useful or descriptive words to associate with the Unit.

UNIT: A Unit consists of one or more models. A Unit is also referred to as a Squadron if it contains multiple models. All models in a Unit take their actions together as a single Activation.

WITHIN: If a rule refers to a Model being 'Within' a certain distance or a point in the Play Area, then the Base of that Model (or the Model itself if it does not have a Base) must be within the distance given.