



FIRESTORM ARMADA

THIRD EDITION

FLEET LIST

BETA V0.09

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

Feedback should be given at www.firestormarmada.com

DINDRENZI FEDERATION

DINDRENZI ARMADA

A Dindrenzi Armada is one where every Helix has the Dindrenzi trait. Helixes with the Ally: Dindrenzi trait may be included but may account for no more than half of the Helixes in the Armada. Where rules refer to Dindrenzi Units or the Dindrenzi trait, they do not refer to Units with the Ally: Dindrenzi trait.

UNIT SPECIAL RULES

REMEMBER DRAMOS: The Burning of Dramos shall never be forgiven or forgotten. Units with the DINDRENZI trait may re-roll one die in their Boarding Dice Pools and SRS Attack Dice Pools against Units with the DIRECTORATE, ALLIANCE or RYUSHI traits.

INTENSIFY BATTERIES: The Federation trains relentlessly to fend off the danger that munitions and enemy fighters threaten. Units with the DINDRENZI trait may re-roll one die in their Point Defence Dice Pool.

WINGS OF VICTORY: Federation strategy values coordinated starfighter deployment. In any Phase except the End Phase, when an SRS Token in a Dindrenzi Armada is discarded from a stack, roll a die. On a result of a 6 an SRS Token immediately replaces it in the stack.

FEDERAL REFIT LIST

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.

ABLATIVE ARMOUR: Special Rule – If the System Damage result for a Model in this Unit is Core Breach, it may be rerolled.

UPDATED ENGINES: The Unit gains +1 Thrust.

IMPROVED MANEUVERABILITY: The Unit gains +1 Turn Limit.

ODYSSEY CLASS BATTLESHIP (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, BATTLESHIP, HUMAN, ODYSSEY, CAST 2, CARRIER 2</i>				4	3	4	4	4	7	345
Weapon System	Fire Arc	Attack	Qualities							
Arcbolt Railgun	DF	15 (5)	Kinetic, Hyper-Velocity							
Arcbolt Railgun	DF	15 (5)	Kinetic, Hyper-Velocity							
Dorsal Lance Rack	FO/ PQ/SQ	10 (5)	Beam							
Broadside Pulse Gun Rack	PT & ST	10 (5)	Beam, Effective 20							
Prow Torpedoes	DF	14 (6)	Kinetic, Torpedo, Minimum 5							
Aft Torpedoes	DA	14 (6)	Kinetic, Torpedo, Minimum 5							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Command Ship.									
Unit Upgrades:	Ablative Armour + 20pts, Updated Engines +20pts, Improved Manoeuvrability +30pts									

DESTINY CLASS STARCARRIER (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, CARRIER 6, HUMAN, DESTINY, CAST 2</i>				4	3	4	4	4	7	300
Weapon System	Fire Arc	Attack	Qualities							
Dorsal Pulse Gun Rack	FO/ PQ/SQ	8 (4)	Beam, Effective 20							
Broadside Pulse Gun Rack	PT & ST	8 (4)	Beam, Effective 20							
Prow Torpedoes	DF	14 (6)	Kinetic, Torpedo, Minimum 5							
Aft Torpedoes	DA	14 (6)	Kinetic, Torpedo, Minimum 5							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Command Ship.									
Unit Upgrades:	Ablative Armour + 20pts, Upgraded Engines +20pts, Improved Manoeuvrability +30pts									

VENGEANCE CLASS HEAVY CRUISER (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, CRUISER, HUMAN, VENGEANCE</i>				5	4	2	4	3	6	155
Weapon System	Fire Arc	Attack	Qualities							
Arcbolt Railgun	DF	15 (5)	Kinetic, Hyper-Velocity							
Dorsal Lance Rack	FO/ PQ/SQ	8 (4)	Beam							
Bow Pulse Gun Rack	DF/ PT	8 (4)	Beam, Effective 15							
Bow Pulse Gun Rack	DF/ ST	8 (4)	Beam, Effective 15							
Prow Torpedoes	DF	10 (4)	Kinetic, Torpedo, Minimum 5							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Squadron 2.									
Unit Upgrades:	Ablative Armour + 10pts, Upgraded Engines +20pts, Improved Manoeuvrability +20pts									

AVONN CLASS CRUISER (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, CRUISER, HUMAN, AVONN</i>				5	4	2	3	3	6	125
Weapon System	Fire Arc	Attack	Qualities							
Arcbolt Railgun	DF	15 (5)	Kinetic, Hyper-Velocity							
Bow Pulse Gun Rack	DF/ PT	8 (4)	Beam, Effective 15							
Bow Pulse Gun Rack	DF/ ST	8 (4)	Beam, Effective 15							
Prow Torpedoes	DF	8 (3)	Kinetic, Torpedo, Minimum 5							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Burn Retros, Squadron 3.									
Unit Upgrades:	Ablative Armour + 10pts, Upgraded Engines +20pts, Improved Manoeuvrability +20pts									

CHIRON CLASS DESTROYER (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, DESTROYER, HUMAN, CHIRON</i>				6	5	1	3	2	5	50
Weapon System	Fire Arc	Attack	Qualities							
Rapier Railgun	DF	6 (2)	Kinetic, Hyper-Velocity							
Broadside Pulse Gun Rack	PT & ST	6 (3)	Beam, Effective 15							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Squadron 4.									
Unit Upgrades:	Upgraded Engines +20pts, Improved Manoeuvrability +10pts									

FURY CLASS FRIGATE (BETA TEST)				T	L	M	S	P	H	Points
<i>DINDRENZI, FRIGATE, HUMAN, FURY</i>				6	5	1	3	2	5	35
Weapon System	Fire Arc	Attack	Qualities							
Prow Lance	DF	5 (3)	Beam							
Broadside Pulse Gun Rack	PT & ST	5 (3)	Beam, Effective 12							
Unit Special Rules:	Remember Dramos, Intensify Batteries, Wings of Victory, Aft Vulnerability (Armour), Squadron 6.									
Unit Upgrades:	Upgraded Engines +20pts, Improved Manoeuvrability +10pts									

RELTHOZA UNITY

RELTHOZA ARMADA

A Relthoza Armada is one where every Helix has the Relthoza trait. Helixes with the Ally: Relthoza trait may be included but may account for no more than half of the Helixes in the Armada. Where rules refer to Relthoza Units or the Relthoza trait, they do not refer to Units with the Ally: Relthoza trait.

UNIT SPECIAL RULES

NANO TECHNOLOGY: Microscopic adaptable machines are at the heart of the Unity's technology. **Once per Round, each Unit with the RELTHOZA trait may attempt to repair a single Critical System Damage result in the same manner as repairing System Damage.** If a Critical System Damage Token is repaired, replace it with a corresponding System Damage Token instead.

REALSPACE MICRO SHUNT: The Relthoza do not use sub-light engines, making incredible calculations instead to instantaneously shunt to a nearby location. Units with this special rule always have a Speed of 0. When Activated, instead of raising or lowering their Speed, Units with this special rule are removed from the Play Area and placed (retaining their facing) anywhere within D6 + their Thrust Attribute. When Placed the Unit may then perform a Pivot Manoeuvre up to 120° (two Arcs) rather than the normal 60° (one Arc). **Friendly and Enemy SRS Tokens in base contact are placed with them as normal.**

UNIFIED INTELLIGENCE: The Unity exists in all vessels in an Armada and acts as a single entity. Any Unit with the RELTHOZA and Cast (X) traits may attempt to defend against any enemy Broadcast Incursion.

WEB OF SHIFTING MIRRORS: Any Unit with the RELTHOZA trait counts as Obscured to an Attacker over 15" away. **This does not apply to weapon systems with the Scatter or Blast Qualities.**

NEXUS CLASS MOTHERSHIP (BETA TEST)				T	L	M	S	P	H	Points
<i>RELTHOZA, MOTHERSHIP, NEXUS, CAST 3</i>				8	0	4	3	4	6	340
Weapon System	Fire Arc	Attack	Qualities							
Dorsal Pulse Cannons	FO/ PQ/SQ	12 (6)	Beam, Effective 25							
Ventral Pulse Cannons	FO/ PQ/SQ	12 (6)	Beam, Effective 25							
Broadside Particle Cannons	PT & ST	10 (4)	Kinetic							
Prow Torpedoes	DF	12 (6)	Kinetic, Torpedo, Corrosive Minimum 5							
Aft Torpedoes	DA	12 (6)	Kinetic, Torpedo, Corrosive Minimum 5							
Unit Special Rules:	Nano Technology, Realspace Micro Shunt, Unified Intelligence, Command Ship, Web of Shifting Mirrors.									
Unit Upgrades:										

SWARM CLASS CARRIER (BETA TEST)				T	L	M	S	P	H	Points
<i>RELTHOZA, CARRIER 6, SWARM, CAST 3</i>				5	0	4	3	4	6	310
Weapon System	Fire Arc	Attack	Qualities							
Dorsal Pulse Cannons	FO/ PQ/SQ	12 (6)	Beam, Effective 25							
Broadside Particle Cannons	PT & ST	10 (4)	Kinetic							
Prow Torpedoes	DF	12 (6)	Kinetic, Torpedo, Corrosive Minimum 5							
Unit Special Rules:	Nano Technology, Realspace Micro Shunt, Unified Intelligence, Command Ship, Web of Shifting Mirrors.									
Unit Upgrades:										

ORB CLASS HARVESTER (BETA TEST)				T	L	M	S	P	H	Points
<i>RELTHOZA, HARVESTER, ORB</i>				7	0	2	3	3	5	135
Weapon System	Fire Arc	Attack	Qualities							
Bow Pulse Cannons	DF/PB	8 (4)	Beam, Effective 20							
Bow Pulse Cannons	DF/SB	8 (4)	Beam, Effective 20							
Prow Torpedoes	DF	8 (3)	Kinetic, Torpedo, Corrosive Minimum 5							
Unit Special Rules:	Nano Technology, Realspace Micro Shunt, Unified Intelligence, Web of Shifting Mirrors, Squadron 3.									
Unit Upgrades:										

MATRIX CLASS DESTROYER (BETA TEST)				T	L	M	S	P	H	Points
<i>RELTHOZA, DESTROYER, MATRIX</i>				9	0	1	3	2	4	45
Weapon System	Fire Arc	Attack	Qualities							
Bow Pulse Cannons	FO/ PQ/SQ	5 (3)	Beam, Effective 15							
Broadside Particle Cannons	PT & ST	5 (3)	Kinetic							
Unit Special Rules:	Nano Technology, Realspace Micro Shunt, Unified Intelligence, Web of Shifting Mirrors, Squadron 6.									
Unit Upgrades:										

SORYLIAN CONGRESS

SORYLIAN ARMADA

A Sorylian Armada is one where every Helix has the Sorylian trait. Helixes with the Ally: Sorylian trait may be included but may account for no more than half of the Helixes in the Armada. Where rules refer to Sorylian Units or the Sorylian trait, they do not refer to Units with the Ally: Sorylian trait.

UNIT SPECIAL RULES

EXPERIENCED ENGINEERS: Sorylian technology is designed to be easily accessible by all three subspecies, making for reliable and resilient hardware and a high level of crew competence. Units with the SORYLIAN trait may re-roll one die in each of their Repair Dice Pools.

TENACIOUS FIGHTERS: The physicality of Sorylians is matched by their courage in the heat of battle. Units with the SORYLIAN trait may re-roll one die in each of their Boarding Dice Pools.

TACTICAL ACUMEN: Quick witted, Congressional strategists are able to rapidly respond to changing situations. The Player of a Sorylian Armada gains +1 to Initiative roll results.

CONGRESSIONAL REFIT LIST

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.

ABLATIVE ARMOUR: Special Rule – If the System Damage result for a Model in this Unit is Core Breach, it may be rerolled.

UPRATED ENGINES: The Unit gains +1 Thrust.

IMPROVED MANEUVERABILITY: The Unit gains +1 Turn Limit.

JAKDOL CLASS BATTLECRUISER (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, BATTLECRUISER, JAKDOL, CAST 3</i>								4	3	3	4	4	8	355
Weapon System	Fire Arc	Attack	Qualities											
Heavy Cyclonic Barrage	DF	9 (3)	Large Scatter 15, Devastating											
Broadside Particle Storm	PT & ST	14 (6)	Kinetic, Sustained (3)											
Prow Torpedoes	DF/PB	14 (6)	Kinetic, Torpedo, Minimum 5											
Prow Torpedoes	DF/SB	14 (6)	Kinetic, Torpedo, Minimum 5											
Unit Special Rules:	Experienced Engineers, Tenacious Fighters, Tactical Acumen, Ablative Armour, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Command Ship.													
Unit Upgrades:	Uprated Engines +20pts													

HARDEB CLASS FRIGATE (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, FRIGATE, HARDEB</i>								5	5	1	3	2	5	30
Weapon System	Fire Arc	Attack	Qualities											
Prow Particle Storm	DF	6 (2)	Kinetic, Sustained (1)											
Unit Special Rules:	Experienced Engineers, Tenacious Fighters, Tactical Acumen, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Squadron 6.													
Unit Upgrades:	Uprated Engines +20pts, Improved Manoeuvrability +30pts													

SIMBON CLASS WARCARRIER (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, CARRIER 6, SIMBON, CAST 3</i>								4	3	4	3	5	7	250
Weapon System	Fire Arc	Attack	Qualities											
Prow Particle Storm	FO	10 (3)	Kinetic, Sustained (2)											
Broadside Particle Storm	PT & ST	14 (6)	Kinetic, Sustained (2)											
Prow Torpedoes	DF	16 (6)	Kinetic, Torpedo, Minimum 5											
Unit Special Rules:	Experienced Engineers, Tenacious Fighters, Tactical Acumen, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Command Ship.													
Unit Upgrades:	Ablative Armour + 20pts, Upgraded Engines +20pts													

JAKWIT CLASS HEAVY CRUISER (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, CRUISER, JAKWIT</i>								4	4	2	4	3	7	145
Weapon System	Fire Arc	Attack	Qualities											
Cyclonic Barrage	DF	6 (2)	Scatter 12											
Broadside Particle Storm	PT & ST	10 (3)	Kinetic, Sustained (2)											
Prow Torpedoes	DF	10 (4)	Kinetic, Torpedo, Minimum 5											
Unit Special Rules:	Ablative Armour, Experienced Engineers, Tenacious Fighters, Tactical Acumen, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Squadron 2.													
Unit Upgrades:	Upgraded Engines +20pts													

JOREAD CLASS CRUISER (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, CRUISER, JOREAD</i>								5	4	2	3	3	6	110
Weapon System	Fire Arc	Attack	Qualities											
Cyclonic Barrage	DF	6 (2)	Scatter 12											
Broadside Particle Storm	PT & ST	10 (3)	Kinetic, Sustained (1)											
Unit Special Rules:	Experienced Engineers, Tenacious Fighters, Tactical Acumen, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Squadron 3.													
Unit Upgrades:	Ablative Armour + 10pts, Upgraded Engines +20pts													

SAMLOW CLASS HEAVY DESTROYER (BETA TEST)								T	L	M	S	P	H	Points
<i>SORYLIAN, DESTROYER, SAMLOW</i>								5	4	1	3	2	6	55
Weapon System	Fire Arc	Attack	Qualities											
Broadside Particle Storm	PT & ST	4 (2)	Kinetic, Sustained (1)											
Prow Torpedoes	DF	4 (2)	Kinetic, Torpedo, Minimum 5											
Unit Special Rules:	Experienced Engineers, Tenacious Fighters, Tactical Acumen, Aft Vulnerability (Armour), Aft Vulnerability (Shields), Squadron 4.													
Unit Upgrades:	Upgraded Engines +20pts, Improved Manoeuvrability +30pts													