

FIRESTORM ARMADA



SYSTEM WARS

PHASE 1: SUPPLEMENT



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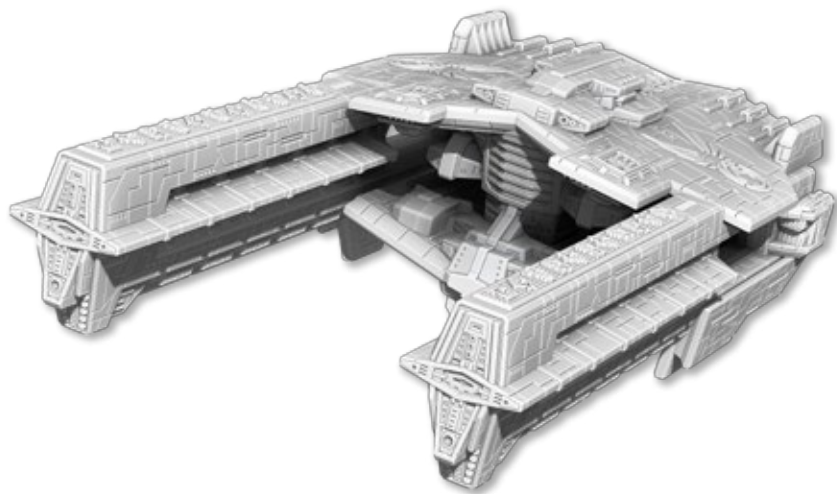
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PHASE 1

Welcome to Phase 1 of the *Firestorm: System Wars* rules, which focus on the Planetary Invasion Fleets for *Firestorm Armada* and how they can be used to interact with *Firestorm: Planetfall*.

Assaulting a planet is a pivotal and nail-biting component of any interstellar campaign, and the ships and the scenarios contained in this booklet will allow you to stage a planetary invasion in your own tabletop games.

The outcome of a planetary invasion is rarely a foregone conclusion, never more so than any other engagement in *Firestorm*, and only the hardest of Fleet Commanders will survive with the crews.

We have designed a simple-to-use Rewards Table that allows you to instantly link a game of *Firestorm Armada* with our ground combat game, *Planetfall*.

For players who simply want to focus on the spaceside missions, we have included four scenarios that can be played standalone or even linked. Our scenarios are numbered in sequence with the sample scenarios from the *Firestorm Armada Core Rulebook*.

This is just the first step along an exciting path of interconnected gameplay in the *Firestorm Universe* – we very much look forward to you joining us further on the rest of this exciting journey!

NEW RULES

Planetfall (Value)

Ships with the *Planetfall* MAR are designed to enter a planetary atmosphere from space. They contain troops, armour and materiel for supporting a ground offensive, and have additional effects in an invasion scenario (these will be detailed in the specific scenario)

Important Note: *Ships with this MAR do not count towards your minimum tier requirements for fleet building, though they do take up the appropriate slot in the relevant Tier of your fleet building table.*

Durable

Invasion ships are built to weather the heavy calibre fire from ground weapons, which makes them extremely resistant to massed volumes of smaller weapons (from a space combat point of view). This makes their endurance to SRS attacks much higher than standard space-faring combat ships.

Reduce the AD pool for an SRS attack run against the model with this MAR by half of the number of wings in the flight (rounding up). Hence a flight of 5 Bombers attacking a Castra Assault Cruiser (assuming no losses on approach), would roll **12AD: 15AD – 3 (5 Wings/2)**.

PLANETFALL REWARDS TABLE

OVERVIEW

The outcome of the space-borne Firestorm Armada combat in the cold vacuum of space can make or break the fury of the planetary assault that will follow it. Painstaking planning and accurate drops can help win the battle, whereas careless deployment or destruction of a valued ship can wreak havoc with even the best Commander's carefully crafted planetary invasion plans.

USING THE REWARDS TABLE

After recording the final Battle Log position of a Firestorm game, a player with a positive score may spend these Battle Log points by choosing positive rewards up to (but not exceeding) their rating. A player with a negative Battle Log must choose penalties to match or exceed their rating. Hence a player with a +15 Battle Log may choose to only spend **14 points**, whereas one with a score of -3 could choose a higher penalty if they wished (e.g. -5). Players with a zero score may not choose any rewards or penalties.

Where a negative score is shown in parenthesis, this is the cost to either reverse the effect and grant the bonus to the opposing player, or apply a negative effect to the owner's forces.

Note that only ONE squadron-based effect may be applied to any individual squadron.

There are THREE types of Reward: General, Scenario and Factional.

- **General Rewards** are available to every player and will often involve the parenthesis effects (noted above).
- **Scenario Rewards** are used when players are taking part in a scenario where a clear Attacker and Defender are assigned.
- **Factional Rewards** are only available to the Main Battle Group and the Faction they belong to.

GENERAL REWARDS		
NAME	EFFECT	Points
Secured Supply Lines*	Reduce (Increase) the cost of Logistics Points by -10 Points	2 (-2)
Inspired Commander	One friendly Command Element may extend (reduce) its Command Range by 6" .	4 (-4)
Aggressive Recon	One friendly (hostile) Squadron may move to 8" of enemy units instead of the normal 16" in the Recon phase.	4 (-4)
Perfect Drop*	A single friendly (enemy) Sky Drop Marker may be zeroed in prior to the start of the game.	5 (-5)
Garbled Coordinates*	A single enemy (friendly) Sky Drop or Artillery Marker die may be set to 6 .	4 (-3)
Tactical Genius*	The Force increases (decreases) it's Tactics Bonus by +1 (-1) .	6 (-6)
Force Specialists	The Force may elect to double up a non-Core Helix without losing access to the opposing Helix. The Force may NOT , however, double up two opposing Helixes.	8
Expert Diplomacy	The Force may elect to take a non-Core Factional Allied Helix WITHOUT losing access to the opposing Helix.	8
Electronic Chaff	All enemy (friendly) Nexus Designators perform a Designate Action using the Heavy Dice roll mechanic rather than the Exploding.	8 (-8)
Fearless Leaders	All friendly (enemy) Command Elements increase the number of dice rolled in Disorder Tests by +2 rather than +1 .	12 (-12)
Sabotage!*	At the end of the Pre-Game Phase, the enemy (friendly) player must discard a single TAC card, selected at random.	10 (-10)

SCENARIO REWARDS			
TYPE	NAME	EFFECT	Points
Attacker	Lightning Strike*	All Attacking Armoured Class models in the Force increase their Movement by 2" .	12
Attacker	Orbital Bombardment*	The Attacker gains an additional D3 Artillery Strike markers.	15
Defender	Prepared Defences*	All enemy Armoured and Light Class models in the Attacking Force reduce their Movement by 2" , to a minimum of their Combat Movement.	15
Defender	Defensive Focus*	An Objective in the Defender's deployment zone generates an additional +D3-1 Tactical Points per turn it is held. Roll separately each turn.	12

FACTIONAL REWARDS			
TYPE	NAME	EFFECT	Points
Terran	Shield Wall*	Once per game, a Squadron may re-roll a Shield Roll. The second result MUST be accepted.	6
Terran	Micro-Nuke Bombardment	ALL Terran Artillery Strikes in this game gain the Terror and Anti-Personnel MARs in addition to their normal rules.	10
Aquan	Will of the Sebrutan*	Once per game, a Squadron may ignore the negative effects of a failed Disorder Check.	5
Aquan	Overpowered Lasers	A single Armoured Squadron with the Pinpoint (Value) MAR may reroll a single Pinpoint Die per game.	9
Sorylian	Increased Metabolism*	All Infantry Cadres increase both Combat and Flat Out Movement by +1 ".	8
Sorylian	Parallel Thinking	Once per game, a Squadron may re-roll its Damage Repair attempts.	7
Dindrenzi	Carbantium Plating	A single Armoured Squadron may increase its first DR level by +1 .	8
Dindrenzi	Hyper Velocity Rails*	A single Armoured Squadron may increase its ER and LR ranges by +4 ".	7
Relthoza	Perfect Cloak*	A Cloaked Squadron also benefits from the Hard Target (-1) MAR.	8
Relthoza	Focused Drone AI	A Squadron with the Drone MAR raises its Quality to <i>Regular</i> as Standard .	7
Directorate	Enhanced Drive	A single tracked/wheeled Squadron may remove the Lumbering MAR.	8
Directorate	Sensor Ghost*	Once per game, a <i>Cloaked</i> Squadron can choose to force the opponent to re-roll ALL the initial Dice rolled as part of a Main Ordnance Attack. The second result MUST be accepted.	7

* This Reward may only be purchased ONCE.

SCENARIO 7

INTERCEPTION

OVERVIEW

Planning an invasion is a mammoth logistical operation, and often difficult to keep secret from the many agents and spies operating across the Firestorm Galaxy. If a faction is able to gain advance notice of such a plan, it can prepare its defences, or even intercept the incoming force when in transit.

TERRAIN

Set up the Game Board using one of the methods described on Page 35 of the Firestorm Core Rulebook, with a recommended 10% coverage and excluding Gravity Wells and Comets. Terrain may not be placed in either Attacker's or Defender's Deployment Zones.

DEPLOYMENT

The Defender may not place any of their force in Reserve in this scenario. Tier 1 models may be placed in Zone (a), Tier 3 models in zone (b) and Tier 2 models may be placed in either zone.

Attacking Reserves may arrive from any table edge. Neither side may deploy any ships via the *Hidden Setup* rules. Any ships with the *Ambush* MAR must deploy with the rest of the fleet or be held in reserve (if allowed) and deployed by Flanking Manoeuvre.

Note: *If the Attacker has any ships using the Minefield MAR, mines may not be placed in the Defender's Deployment Zone.*

SCENARIO RULES

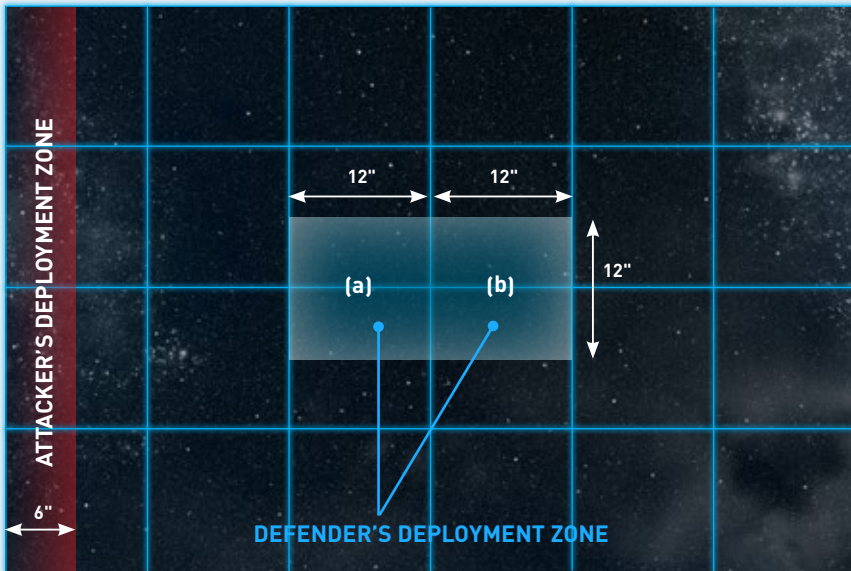
For every **full 400 points** of main fleet:

- 1) The Defender may take an additional 100 points of ships with the *Planetfall* MAR (including hardpoints, upgrades and SRS – note that Accompaniments without the *Planetfall* MAR DO NOT count towards this total). They may not use their normal fleet allocation for ships with the *Planetfall* MAR.
- 2) The Attacker may increase their fleet size by an additional 50 points. They may NOT field any ships with the *Planetfall* MAR.

Neither side may take Defence Platforms or Battle Stations anywhere in their fleet.

Other than this, normal fleet building and Tier restrictions still apply. Thus in a 1250 point game, the Defender gains 300 points of ships bearing the *Planetfall* MAR, whereas the Attacker gains 150 points for fleet building. Note that these additional forces DO NOT change the game size for Battle Log purposes, calculating reserves etc.

As the invaders have just shunted in to attack a planet, they may not use their Fold Space Drives in this Scenario. This includes use of the FSD Calculators Networked card, but not Battle Shunts, which may still be used.



INTERCEPTION: SET-UP

VICTORY CONDITIONS

Planetfall MAR Scoring: For any Defending models that escape by departing the board from the edge of the Attacker's Deployment Zone (a), or are within the zone after the end phase of the final turn, adjust the Battle Log of the Defender by the *Planetfall* MAR value.

Compare Battle Logs at the end of the game to determine the margin of Victory (see Page 82 of the *Firestorm Armada Core Rulebook*). If playing a linked *Firestorm Planetfall* game, use each Commander's Battle Log slider value to purchase rewards according to the Planetfall Rewards Table which can be found inside this book.

GAME LENGTH

During the **End Phase** of **Turn 6**, the Commander first in the order of Initiative should roll a **D6**. On a result of **1, 2** or **3** the game ends, on a roll of **4, 5** or **6** another Turn is played. Roll again during the **End Phase** of **Turn 7**, but **subtract 1** from the result. If **Turn 8** is played, roll again but **subtract 2** from the result. The game automatically ends during the **End Phase** of **Turn 9**.

SCENARIO 8

PLANETARY INVASION

OVERVIEW

Across the breadth of the Storm Zone, systems are invaded by flotillas intent on securing planets with strategic value, rare minerals or secret enemy bases. Whatever the ultimate goal, the attacker's short-term objective is simple – get as many ground forces onto the planet as possible. For the defender the task is just as simple – stop the enemy making Planetfall!

Terrain

This scenario has these terrain restrictions:

- 1) An Objective Planet is placed in the centre of the table as shown in the map included on page 13. For game purposes, this counts as a Planetoid.
- 2) No other Terrain (including mines) may be placed within the Defender's deployment zone, but may be set up in the Attacker's Deployment Zone.
- 3) The Game Board should be set up using **six** additional pieces of terrain (no larger than 8" x 8") – one per 2' square, by alternating placement, starting with the Defender. No terrain may be placed within 8" of another piece of terrain.
- 4) Terrain is limited to Asteroid Fields, Debris Fields and Gas Clouds.
- 5) Should the players decide to use the optional Moving Terrain rule, this is always of the Orbital motion type, centred around the objective Planet.

DEPLOYMENT

The Defender may only place up to 25% of their force in Reserve in this scenario. The Attacker may deploy their force (except those Squadrons placed in Reserve) within either or both of the attacking Deployment Zones. All ships with the **Planetfall** MAR **MUST** be placed in Reserve.

Any Squadrons arriving from Reserve may not arrive by Shunt Deployment. Attacking Reserves arrive from their Deployment Zone table edges, Defender Reserves from either long table edge.

Squadrons with the **Planetfall** MAR do not arrive from Reserve as normal, but may automatically arrive in the **Reserve Phase** of **Turns 1, 2** or **3** as the attacking player chooses. They should be placed before rolling for other Reserves, and Squadrons may arrive on different turns if desired.

Note: *Squadrons with the Planetfall MAR automatically pass the command check normally required for arriving by flanking Manoeuvre.*

Battle Stations and Defence Platforms automatically gain the **Orbit** MAR (if they do not already have it), and **MUST** be placed in Orbit of the objective Planet.

Note: *The centre of the model being within range satisfies this rule – the entire model DOES NOT need to be within 4".*

SCENARIO RULES

For every **full 400 points** of main fleet:

- 1) The Attacker may take an additional 100 points of ships with the ***Planetfall*** MAR (including hardpoints, upgrades and SRS – note that Accompaniments without the ***Planetfall*** MAR DO NOT count towards this total). The Attacker may not take Defence Platforms or Battle Stations anywhere in their fleet, nor use his normal fleet allocation for ships with the ***Planetfall*** MAR.
- 2) The Defender may increase their fleet size by an additional **50 points**, and **MUST** include the maximum number of Defence Platform Squadrons allowed. They may **NOT** field any ships with the ***Planetfall*** MAR.

Other than this, normal fleet building and Tier restrictions still apply. Thus in a 1250 point game, the Attacker gains 300 points of ships bearing the ***Planetfall*** MAR, whereas the Defender gains 150 points for fleet building, and must include TWO Defence Platform Squadrons. Note that these additional forces DO NOT change the game size for Battle Log purposes, calculating reserves etc.

The Attacker may NOT deploy any ships via *Hidden Setup*, though the Defender is not restricted in this way. Any ships in the attackers fleet with the ***Ambush*** MAR must deploy with the rest of the fleet or be held in reserve and deployed by Flanking Manoeuvre.

In addition to the above, the Attacker's standard fleet ships may perform Boarding Assaults against the Planet (either directly or using SRS). This is an extremely risky undertaking given a Planets defences, but can bolster a ground offensive as a last resort. For these purposes the Planet has a defensive dice pool equal to the attacking **AP+2** (to a maximum of 10), and is considered to have the ***Special Forces*** MAR. If the attack is successful, increase the attacking player's Battle Log by +1. Note that no other effects occur other than this adjustment.

The strong gravitational disturbances associated with planets disrupt several of the more sophisticated technologies in the Firestorm Galaxy. For this reason, Battle Shunts and Fold Space escapes may not be initiated, nor end within, the Defender's Deployment Zone (including the Planet itself).

If a Battle Shunt should be determined to finish within this zone, the Shunt does not occur, and the model is simply moved half its current maximum move forward with no turns allowed. Similarly, weapons with Gravitational Coherence effects may not perform Control usage if either the Attacker or target is within this zone.

This restriction also applies to the Relthoza TAC "***FSD Calculators Networked***". Should a critical effect move a ship into this zone or the Planet, this is allowed.

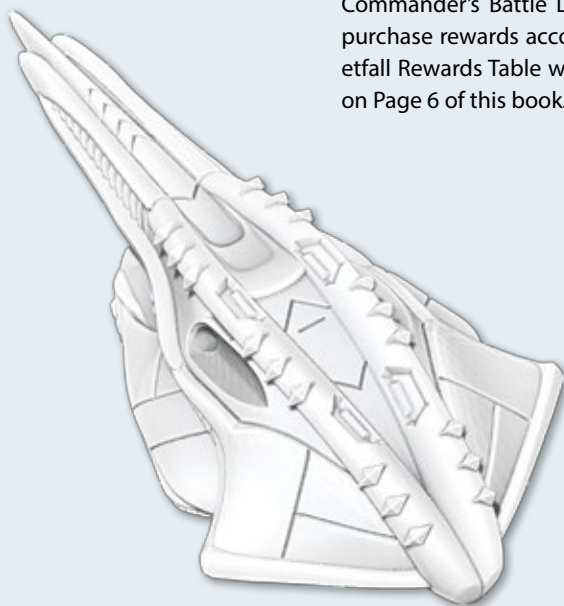
VICTORY CONDITIONS

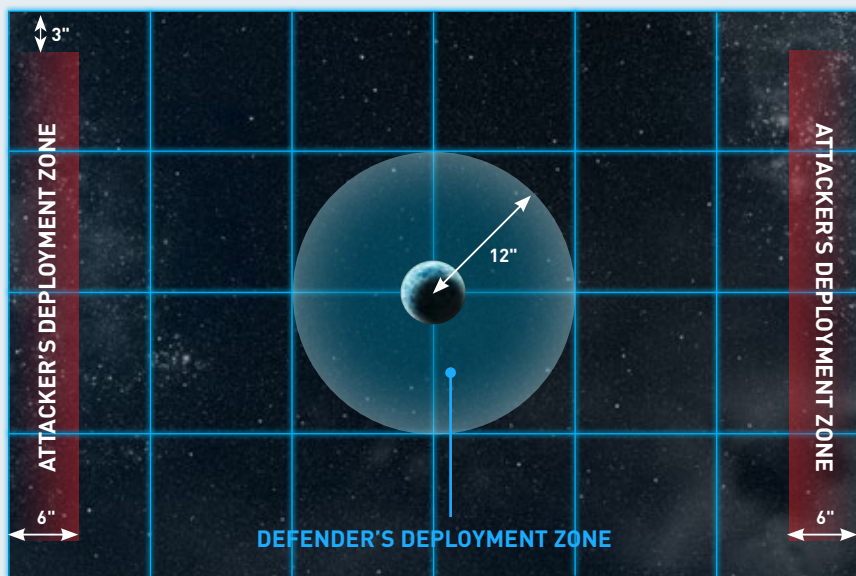
Planetfall MAR Scoring: If moving equal or less than half their Movement value, and they come into contact with an objective planet, planetoid etc, ships with the *Planetfall* MAR are not destroyed, but can land on the terrain to deliver any troops or vehicles they are carrying into a linked *Firestorm Planetfall* game. They are removed from the *FA* game, and the battle log of the controlling player increased by the MAR value. Ships may also attempt this manoeuvre when travelling over half their Movement value, but each ship must pass a command check to succeed. If this is failed, they are destroyed and the battle log adjusted for their loss as normal (if appropriate).

Any non-capital accompaniments without the *Planetfall* MAR are also removed without any adjustment to the Battle Log when the squadron attempts planetfall. Capital class accompaniments become an independent squadron of their natural Tier rank upon planetfall of the lead model(s), and will activate separately from that turn onwards.

Note that ships with the *Planetfall* MAR DO NOT add 4" to their movement for a gravitational slingshot when within 4" and making planetfall. Ships may not attempt planetfall in any turn they have benefitted from the "*Drives to Maximum*" TAC.

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82 of the *Firestorm Armada Core Rulebook*). If playing a linked *Firestorm Planetfall* game, use each Commander's Battle Log slider value to purchase rewards according to the Planetfall Rewards Table which can be found on Page 6 of this book.





PLANETARY INVASION: SET-UP

GAME LENGTH

During the **End Phase** of **Turn 6**, the Commander first in the order of Initiative should roll a **D6**. On a result of **1, 2** or **3** the game ends, on a roll of **4, 5** or **6** another Turn is played. Roll again during the **End Phase** of **Turn 7**, but **subtract 1** from the result. If **Turn 8** is played, roll again but **subtract 2** from the result. The game automatically ends during the **End Phase** of **Turn 9**.

OPTIONAL RULES

You may link this scenario with **Scenario 7: Interception**. If so, adjust the Scenario rules above as follows:

If the Attacker won Scenario 7, the Defender **MUST** place an additional Squadron in Reserve (determined at random).

If the Defender won Scenario 7, the Attacker reduces the additional points received to 75 per 400 points of full fleet value.

PLANETARY REINFORCEMENT

OVERVIEW

After a successful incursion by an attacking force, the owners of a world will attempt to bring in reinforcements from outer colonies, asteroid bases, military stations or nearby fleets – whatever is necessary to repel the invaders.

This is a crucial struggle for both sides, as they wrestle for control of the planet – sometimes without proper reinforcements or prepared defences.

TERRAIN

This scenario follows rules 1-5 of *Scenario 8: Planetary Invasion*.

DEPLOYMENT

The Defender may not place any of his force in reserve in this scenario. The Attacker may deploy his force (except those Squadrons placed in Reserve) within either or both of the Attacking Deployment Zones.

Any squadrons arriving from Reserve may not arrive by Shunt Deployment. Attacking Reserves arrive from their deployment zone table edges.

SCENARIO RULES

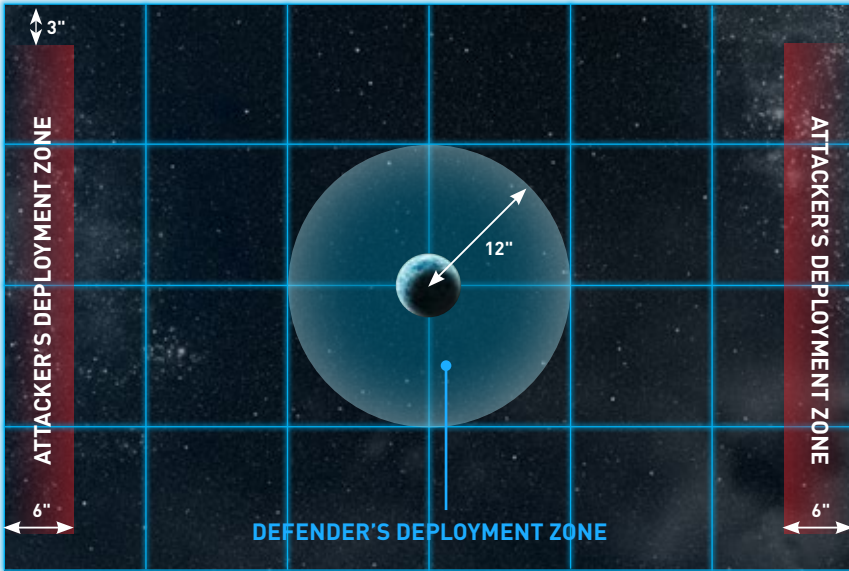
For every **400 full points** of fleet size:

- 1) The Attacker may take up to 100 points of ships with the *Planetfall* MAR. These ships are taken within the standard points and Tier allocations of the Attackers fleet.
- 2) The Defender may place **2 x Mn8** counters, deployed as per the *Minefield* MAR, with the exception that the tokens must be placed within 24" of the board centre, and may be placed in the Defender's deployment zone.

The Defender may not take any ships with the *Planetfall* MAR, and neither side may take Defence Platforms or Battle Stations anywhere in their fleet.

Other than this, normal fleet building and Tier restrictions still apply.

The Attacker **MAY NOT** deploy any ships via *Hidden Setup*, though the Defender is not restricted in this way. Any ships in the attackers fleet with the *Ambush* MAR must deploy with the rest of the fleet or be held in reserve and deployed by Flanking Manoeuvre.



PLANETARY REINFORCEMENT: SET-UP

In addition to the above, the Attacker's standard fleet ships may perform Boarding Assaults against the planet (either directly or using SRS). As the Defender has not yet gained full control of planetary assets, this is less risky prospect than an initial invasion.

For these purposes the planet has a defensive dice pool equal to the attacking AP (to a maximum of 10). If the attack is successful, increase the attacking players Battle Log by +1. Note that no other effects occur other than this adjustment.

The strong gravitational disturbances associated with planets disrupt several of the more sophisticated technologies in the Firestorm Galaxy. For this reason, Battle Shunts and Fold Space escapes may not be initiated, nor end within, the

Defenders Deployment Zone (including the Planet itself). If a battle shunt should be determined to finish within this zone, the shunt does not occur, and the model is simply moved half its current maximum move forward with no turns allowed.

Similarly, weapons with Gravitational Coherence effects may not perform Control usage if either the attacker or target is within this zone. This restriction also applies to the Relthoza TAC *"FSD Calculators Networked"*. Should a critical effect move a ship into this zone or the planet, this is allowed.

VICTORY CONDITIONS

Planetfall MAR Scoring: If moving equal or less than half their Movement value, and they come into contact with an objective planet or planetoid, ships with the *Planetfall* MAR are not destroyed, but can land on the terrain to deliver any troops or vehicles they are carrying into a linked *Planetfall* game.

They are removed from the *FA* game, and the battle log of the controlling player increased by the MAR value. Ships may also attempt this manoeuvre when travelling over half their Movement value, but each ship must pass a command check to succeed. If this is failed, they are destroyed and the battle log adjusted for their loss as normal (if appropriate).

Any non-capital accompaniments without the *Planetfall* MAR are also removed without any adjustment to the Battle Log when the squadron achieves planetfall. Capital class accompaniments become an independent Squadron of their natural Tier rank upon planetfall of the lead model(s), and will activate separately from that turn onwards.

Note that ships with the *Planetfall* MAR do not add 4" to their movement for a gravitational slingshot when within 4" and making planetfall. Ships may not attempt planetfall in any turn they have benefitted from the "*Drives to Maximum*" TAC.

Compare Battle Logs at the end of the game to determine the margin of Victory (see Page 82 of the *Firestorm Armada Core Rulebook*). If playing a linked *Firestorm Planetfall* game, use each Commander's Battle Log slider value to purchase rewards according to the *Planetfall* Rewards Table on Page 6 of this book.

GAME LENGTH

During the **End Phase** of **Turn 6**, the Commander first in the order of Initiative should roll a **D6**. On a result of **1, 2** or **3** the game ends, on a roll of **4, 5** or **6** another Turn is played. Roll again during the **End Phase** of **Turn 7**, but **subtract 1** from the result. If **Turn 8** is played, roll again but **subtract 2** from the result. The game automatically ends during the **End Phase** of **Turn 9**.

OPTIONAL RULES

You may link this scenario with *Scenario 8: Planetary Invasion*. If so, adjust the Scenario rules as follows;

If the Attacker won Scenario 8, normal scenario conditions apply, but the Defender automatically wins initiative on Turn 1.

If the Defender won Scenario 8, the Defender only receives 1 x Mn8 counter per 400 points of full fleet value, and the Attacker may reposition one squadron after mine placement but prior to the start of Turn 1, as per the *Scout* MAR.

SCENARIO 10

WITHDRAWAL

OVERVIEW

Sometimes a planetary assault will stall, or a raid will have achieved its aims without the total subjugation of any defenders. In either case, the ground forces will need to escape the planet and return to their own territory, or rally for a subsequent attack.

This is a race against time, in order to escape before overwhelming reinforcements arrive.

TERRAIN

This scenario follows rules 1-5 of **Scenario 8: Planetary Invasion**.

DEPLOYMENT

The Defender may only choose to Reserve models with the *Planetfall* MAR. Any forces not held in reserve are placed in base contact with the planet – in the case of squadrons, only one model needs to be in base contact, but models in the same squadron need to be in base contact with each other. The attacker deploys his force in either or both of the attacking deployment zones.

Any Attacking squadrons arriving from Reserve by Shunt Deployment may not do so in the shaded area within 18" of the table centre. Attacking reserves arriving by Flank Deployment arrive from their deployment zone table edges. Defending reserves must start in base contact with the planet, and are automatically assumed to pass the Command Check for their placement.

SCENARIO RULES

- 1) Neither side may take Defence Platforms or Battle Stations anywhere in their fleet
- 2) The Defender may take up to 100 points of ships with the *Planetfall* MAR in every 400 full points of fleet size. These ships are taken within the standard points and allocations of the Defenders fleet
- 3) The Attacker may not take any ships with the *Planetfall* MAR.

Other than this, normal fleet building and Tier restrictions still apply.

The strong gravitational disturbances associated with planets are even more pronounced when leaving a gravity well than approaching it. For this reason, Battle Shunts and Fold Space escapes may not be initiated, nor end within, the blue shaded zone (including the planet itself).

If a battle shunt should be determined to finish within this zone, the shunt does not occur, and the model is simply moved half its current maximum move forward with no turns allowed. Similarly, weapons with Gravitational Coherence effects may not perform Control usage if either the attacker or target is within this zone. This restriction also applies to the Relthoza TAC "*FSD Calculators Networked*". Should a critical effect move a ship into this zone or the planet, this is allowed.

As the attackers in this scenario wish to regain or reinforce planetary assets, nuclear weapons may not be used against any target within 4" of the planet. Also, any ship targeting a squadron wholly or partially in base contact with the planet suffers a **-1 penalty 'to hit'**, cumulative with other effects. For example, a capital ship targeting a squadron of vessels with **Difficult Target** would hit only on 6s. If the target already is only hit on 6s (for example, as in **Elusive Target**), the attacker's dice rolls do not explode, though 6s still count as **2 Hits**.

VICTORY CONDITIONS

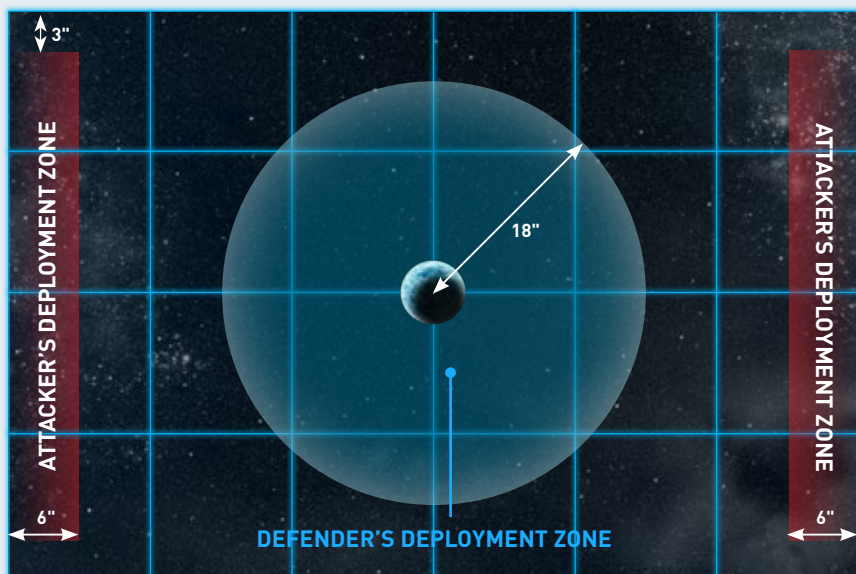
Planetfall MAR Scoring: Defending models that escape the battlefield either by Fold Space Escape, or by either one of the short table edges, adjust the Battle Log of the Defender by the **Planetfall** MAR value.

Note that Squadrons in base contact with the planet may only make half a full move, and do not benefit from the gravitational slingshot rule. If their move does not take them further than 4" from the planet, they also do not benefit from the gravitational slingshot in their subsequent move.

If desired, a squadron in base contact may elect to make a full move, but each ship must pass a Command Check to do so. If this is failed, the ship is still moved as normal, but suffers a number of rolls on the **Critical Effects Table** equal to the number it failed the check by. Note that only the effects are applied, and no HP are lost, unless a result of 2 is rolled.

Compare Battle Logs at the end of the game to determine the Margin of Victory (see Page 82 of the **Core Rulebook**).

% Difference in Zero-Hour Tracker		Effect (Cumulative – apply all at the level and below)
76-100	Attacker win	1D3 attacking Squadrons may make a free movement segment prior to Turn 1
51-75		1D6 defending ships (determined at random) start the game with a Hazard marker
26-50		Ships with the Planetfall MAR may not be placed in reserve
11-25		Attacker automatically wins initiative on Turn 1
0-10	Attacker or Defender	Normal Scenario conditions
11-25	Defender win	Defender automatically wins initiative on Turn 1
26-50		The Defender may force the Attacker to re-roll one Reserve roll
51-75		An additional Attacking Squadron (determined randomly) must be placed in Reserve
76-100		1D3 defending Squadrons may make a free movement segment prior to Turn 1



WITHDRAWAL: SET-UP

If you have played a linked *Firestorm Planetfall* game, use the difference between each Commander's Zero-Hour Tracker compared to the Starting Value to affect the conditions of the game according to the table opposite. For example, in a 3000 point game, a player with a Zero Hour Tracker score of 15 after the opponent makes planetfall is a win to the opponent of 50% (15 point end value divided by 30 starting value).

GAME LENGTH

During the **Turn 6's End Phase**, the Commander first in the order of Initiative should roll a **D6**. On a result of **1, 2 or 3** the game ends; on a roll of **4, 5 or 6** another Turn is played. Roll again during **Turn 7's End Phase**, but **subtract 1** from the result. If **Turn 8** is played, roll again but **subtract 2** from the result. The game automatically ends during **Turn 9's End Phase**.

OPTIONAL RULES

You may link this scenario with *Scenario 9: Planetary Reinforcement*. If so, adjust the Scenario rules above as follows:

If the Attacker won Scenario 9, the Defender reduces the points they may spend on ships with the *Planetfall* MAR to a maximum of 75 per 400 points of full fleet value.

If the Defender won Scenario 9, normal scenario conditions apply, but the Defender may force the attacker to re-roll one reserve roll – this does stack with Effects from a linked Planetfall game, but a second re-roll may not be applied to any single reserves roll.

COMMANDER RULES

Commanders are an optional add-on to your Firestorm Armada games, designed to add flavour and develop the immersive experiences in a game.

The Commanders shown on the following pages, and in subsequent releases, **do not** represent your Fleet Admiral who actually appears on the tabletop and guides your ships to their destiny, rather they represent those further up the chain of command who you and your fleet operate under and report to. Under their training and guidance, your fleet may have access to special building options, tactics or upgrades they may not normally be able to employ.

Nothing in life is free, and high-profile commander tutorage often comes with cons, as well as pros – many will have made political enemies, not see the value in certain ship types or distrust normally employed allies.

If you decide to use the Commanders in your games, you declare them when choosing your TACs. Only **ONE** Commander may be employed at any given time for a fleet, and only for the force they represent – so only a fleet with Terrans at its core may take a Terran Commander.

Taking a Commander occupies one of your TAC allocations, which means you may only choose **TWO** TACs for free, and then purchase up to an additional **TWO** cards as normal by paying **1 Battle Log** each.

The Commander grants immediate and permanent effects on your fleet – they are **NOT** affected by the presence of your Fleet Admiral on the table (unless specifically referenced as such). These often affect how you may construct your fleet, so you need to decide if you are using the Commanders **BEFORE** fleet building. These effects are split into **four** areas:

EXPERTISE:

This is linked to the area of specialisation of the Commander – they may be a great invasion tactician or have a large intelligence network, so Expertise can be a very wide-ranging field

ALLIANCES:

A Commander's experience in the field, his political awareness, his standing or prejudices may all come into play here. Whatever the background, this section deals with changes to how fleets may be built with regards to allies.

FLEET BUILD:

Whether from expertise, position or style, Commanders may have personal preferences or unusual access to different ship types, which may affect how you may build your fleet more generally, or in quite specific ways.

UPGRADES:

Whilst Expertise, Alliances and Fleet Build are always in effect, the Upgrade effects are optional – you can choose whether you wish to implement them or not. They will usually have a cost or built-in restriction to taking them, and some Fleet Admirals will see utility in certain circumstances, others will not.

AQUAN PRIME

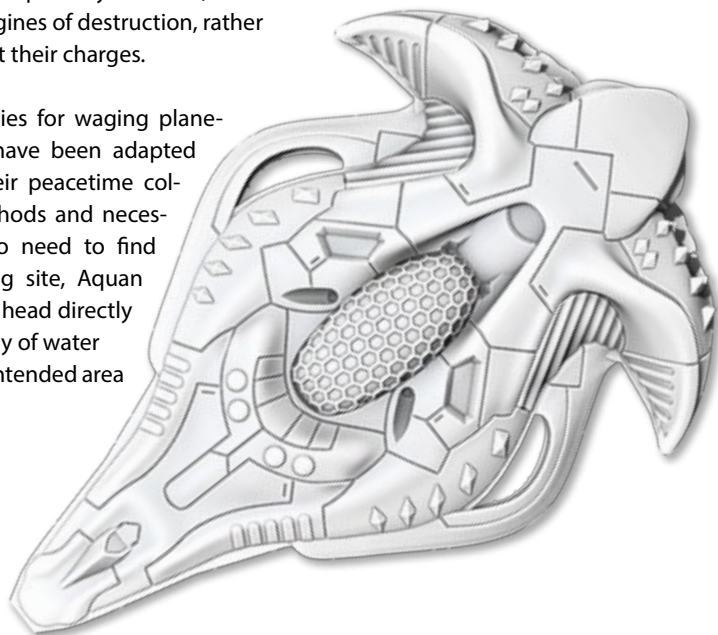
The Sebrutan have employed exploration and colonisation ships capable of space, atmospheric and submersible operation for over a millennia. Despite this, the need to deploy planetary surface troops did not arise for hundreds of years, even during their conflicts with the Sorylians. It was not until the Cserani took the ill-fated decision to create the Illosi that ships designed to transport ground troops were really fully considered.

What developed was an adaptation and evolution of those initial colony ships – the Antiarchi class being most closely related to those early designs. Its origins can also be traced in the present warships of the errant Illosians, though they have refined (or possibly debased) their ships to be engines of destruction, rather than to protect their charges.

Aquan strategies for waging planetary warfare have been adapted both from their peacetime colonisation methods and necessity – with no need to find a clear landing site, Aquan ships typically head directly for a deep body of water close to their intended area of operation.

Diving into the oceans of a planet from space makes the initial phase of an Aquan assault extremely difficult to resist. Once deep in water, troops and equipment may be gathered and deployed to objectives in a more leisurely manner protected from much enemy attention by a watery cloak.

Although the Antiarchi is a dedicated troop Frigate, the Limulus and Nectridea are frequently seen in other Aquan fleets – the Limulus as a minelayer, the Nectridea serving on front lines where conventional carriers might otherwise be too exposed to enemy capital ship fire.



Guardian Shoal Assembler Ssirrin Tsalas

Quarter 4, Skirren Ward

The Ichthys are a breed constructed by the Cserani in recent decades, utilising Tritoni, Delphis and cephalopod genetic material to create a new breed of leaders and crew for its combat vessels and ground assault vehicles.

Ssirrin Tsalas is only four Terran years old, but was birthed almost fully grown and ready with a genetic instinct for battle - knowledge and experience of the recent conflicts written into the coding material of every cell.

The Ichthys are water-breathers, but they can operate in many air environments with only a simple water respirator, and do not require the sophisticated alchemy rigs the Tritoni often employ. They have visual systems designed for both air and submerged use, and a dispersed and redundant set of organs throughout their bodies – including for their cerebral functions.

This makes them resistant to even quite severe injuries, and whilst not designed for a direct combat role, this enables them to still give orders and manage assets when other species would be unconscious or even dead.


Their natural instinct for military organisation has allowed Ichthys to rise rapidly to several influential positions within the Sebrutan – two are already Admirals in the fleet. Their natural abilities in directing the course of a battle, both in space or



planetside, makes them natural choices in Guardian Shoals, and has gained them popularity from almost all those who serve under them – both the crews of the ships and those troops who fight on the ground or under the water. They are charismatic and strong, but also obedient and reasoned – the Cserani want no repeat of the Illosi incident.

CARRIER


Nectridea Class

Designation		CARRIER						
Name		Nectridea						
Size class		Large Capital						
Squadron size		1						
DR	CR	Mv	HP	CP	AP	PD	MN	
6	8	8"	7	7	2	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
105		1		4		1"		
Beam Weapons				10"	20"	30"	40"	
Fore				7	6	-	-	
Fore				7	6	-	-	
Port/Starboard				5	6	3	-	
MARs								
Planetfall (5), Durable, Reinforced Fore, Energy Transfer (Beams, 1)								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +1 Shield, -1" Mv						+5		
0-1: Gain the Difficult Target MAR, -1 HP						+15		
0-1: +3 Wing Capacity, Remove the Planetfall MAR						Free		
0-1: Gain the Quick Launch MAR						+10		
0-1: +1 Planetfall MAR Value, Remove Durable MAR						Free		
Upgrades						Points		
Replace Energy Transfer (Beam, 1) with Energy Transfer (Beam, 2)						+5		
Accompaniment						Points		
0-2 Chimaera Class Frigates						+20 each		
0-1 Sulis Class Heavy Cruiser						+60 each		

COMMANDER NAME	Guardian Shoal Assembler Ssirrin Tsalas
Expertise	In an invasion mission (Scenarios 7-10), one additional Squadron with the Planetfall MAR may be purchased using the main fleet points allocation. This Squadron does not count towards Tier minimum restrictions, but still occupies a Tier slot as normal.
Alliances	Fleets may be selected as normal with respect to Allies.
Fleet Build	Full Squadrons of Aquan Frigates MUST be led by a single Storm, Chironex or Isonade Class Cruiser (this ship replacing one Frigate model). This ship MUST take the Difficult Target Hardpoint and be paid for with the appropriate points cost. The upgraded Squadron yields an additional Battle Log point if <i>Destroyed</i> .
Upgrade 1	The retrieval cost of the Intel Gathered TAC is reduced to 0 – this still requires the Fleet Admiral to be present to be retrieved and played. If this upgrade is taken, reduce both free and total TAC limits by 2 , so that the Free TAC allocation is reduced to 0 (1 slot taken by Ssirrin, 2 taken by this effect), and the total limit reduced to 3 . This means the Intel Gathered TAC will cost 1 Battle Log.
Upgrade 2	None


ASSAULT CRUISER

Limulus Class

Designation		ASSAULT CRUISER						
Name		Limulus						
Size class		Medium Capital						
Squadron size		3-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
6	7	10"	4	4	2	4	0	
Points Cost		Shield Rating		Wings		Turn Limit		
45		I		0		I"		
Beam Weapons				10"	20"	30"	40"	
Fore				2	3	-	-	
Port/Starboard				3	4	-	-	
MARs								
Planetfall (2), Durable								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: Gain the Reinforced Fore MAR						+5		
0-1: Gain the Difficult Target MAR, Remove the Durable MAR						+10		
0-1: +2 MN, Remove the Planetfall MAR						Free		
Upgrades						Points		
Gain the Energy Transfer MAR (Beam, I)						+5		
Gain the Double Mines MAR						+5		

FRIGATE

Antiarchi Class

Designation		FRIGATE						
Name		Antiarchi						
Size class		Small						
Squadron size		3-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	5	12"	2	2	1	2	0	
Points Cost		Shield Rating		Wings		Turn Limit		
15		1		0		0"		
MARs								
Difficult Target, Planetfall (1), Durable								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: +2 Mn and Gain the Drone Mines MAR, Remove the Planetfall MAR						+5		
0-1: +2" Mv						+5		

DINDRENZI FEDERATION

The Dindrenzi Federation reinvented planetary assault when it spearheaded attacks in Terran space. Utilising space-borne assault craft that could launch troops directly into battle, and having 100% grav-resist ground forces that could be deployed from low-altitude by simple transports, Dindrenzi forces can be precision deployed from orbit in minutes using designator beacons followed by drop-pods full of elite infantry and lethal hardware.

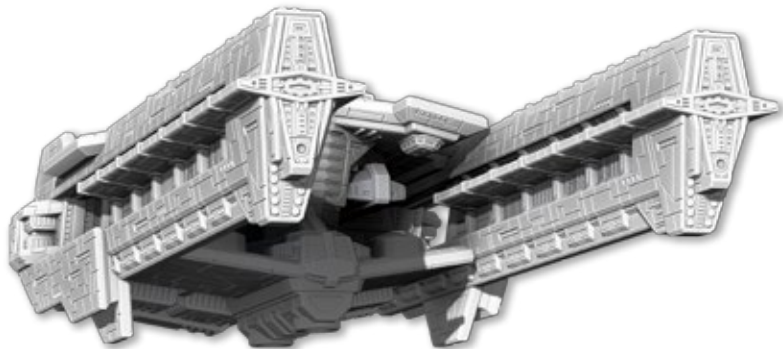
The first wave of a Dindrenzi assault is often the screaming impact of these assets – a monolithic Leviathan crashing to the ground, rail cannons already charged. Whilst forces engage this monstrous opponent, waves of grav-tanks then flood the battlefield, designating advanced deployment for further drop pods of faceless armoured opponents.

It is little wonder that inhabitants of planets in the threat zone of Terran space fear the possibility of their skies darkening to these forces.

Dindrenzi planetary assaults are all about the alpha-strike: the shock and awe. Their invasion ships are designed for outer atmospheric operation, despatching their deadly payloads via drop-pods and skeleton transports. Their troop ships are studded with PD turrets over thick layered armour, and holding hundreds of drop pods.

The Legion and Castra are the spearhead of any Dindrenzi Planetfall assault, and are capable combat vessels in many ways outside of their primary role of forcing their way into a hostile planetary atmosphere.

The Scuta also lives up to its name, being the single most durable and rugged vessel in its class. With armour thick even by Dindrenzi standards, it is renowned for being one of the most survivable, but most uncomfortable ships in the Navy.



Fleet Marshall, Gamma - Savar G. Bilitas

Planetfall Naval Division, Thorsen Operational Warzone

FMG Savar G. Bilitas, also known as “The Silent Savage” to many crews (though not to his face), is an imposing man of few words. This brevity, together with his heavy-set, almost brutish visage has led some to mistakenly take him as being rather slow, even dim-witted.

Nothing could be further from the truth, however, as Savar is a tactical genius, with an IQ well over 150. He merely sees little point in superfluous communication, and prefers direct and succinct orders, often given with just a nod or motion of his hands.

Savar’s rise to the rank of Marshall was never in doubt; his record is untarnished. He has the highest success rate of any Planetfall Naval Division commander, and is extensively involved in training new Fleet Marshalls – though he steadfastly refuses to cease field command himself.

The few things he says to those training under him show his resolve for the missions he is given – “Never deviate – always keep your eyes on the target”, is one of his enduring mantras.

He epitomises what many Dindrenzi admire and believe in as ideals: resolute determination and single-minded purposefulness, struggling through adversity to achieve their goals without unnecessary fuss or grandeur.




This unwaveringly straight approach has earned him respect across the Federation, and he is seldom unable to acquire the assets he requests – even small forces under his commanders auspices often have access to the distinctive Legion Assault Carriers of the PND.

He distrusts the zealotry of the RSN, and applies the same restrictions on their forces as he does any other ally – which has led the RSN questioning his methods, sometimes publically. This criticism never seems to find purchase, however, and Savar manages it with skill and dexterity, despite his dislike for politics.

ASSAULT CARRIER

Legion Class


Designation		ASSAULT CARRIER *					
Name		Legion					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
6	11	8"	9	6	7	6	0
Points Cost		Shield Rating		Wings		Turn Limit	
170		0		7		2"	
Primary Weapons				8"	16"	24"	32"
Gun Rack				11	13	3	-
Kinetic Weapons				12"	24"	36"	48"
Fore (Fixed)				8	9	4	-
Fore (Fixed)				8	9	4	-
MARs							
Ablative Plating, Durable, Planetfall (6)							
Hardpoints						Points	
Select up to THREE from the following:							
0-1: +3 AP, Remove the Planetfall MAR						+10	
0-1: Gain the Launch Tubes MAR						+10	
0-1: Remove the Ablative Plating and Durable MARs						+10	
0-1: Gain the Second Assault MAR						+10	
0-2: +1 Planetfall MAR, -3 Wing Capacity						Free	
Upgrades						Points	
Gain the Secured Bulkheads MAR						+5	
Gain the Assault Blitz MAR						+10	
Gain the Deck Crews MAR						+10	
Accompaniment						Points	
0-3 Buckler or Retarius Class Escorts						+15 each	
0-3 Zenian League Escorts						Variable	

*The Legion takes up TWO Tier I Slots in a Fleet Tier List at Patrol Fleet Level.

COMMANDER NAME	Fleet Marshall, Gamma - Savar G. Bilitas
Expertise	Ships that do not turn in their Movement Phase may add +2" to their Movement (unless suffering from the Half Speed or Engine Failure effects. Likewise models with 0" movement or at Full Stop are not affected).
Alliances	Fleets may contain Allied vessels up to 50% of the total MFV value, but any one Ally CANNOT constitute more than 25% of the MFV, including the RSN. Minimum Tier requirements must still be fulfilled by Dindrenzi models. RSN Models cost an additional 10 points per Squadron when taken, and no longer count as Natural Allies with respect to TAC access. i.e. A fleet containing Dindrenzi and RSN models is restricted to General and Zenian League TACs only. Additionally, the Eye of Rense TAC may not be taken in ANY fleet builds, regardless of whether RSN models are taken or not.
Fleet Build	At Patrol Fleet level, the Legion Assault Carrier counts as one Tier slot instead of the usual two. At Battle and Grand Fleet levels, the maximum limit for Assault Carriers is increased by one . The available Battleship slot allocations are reduced by one at all fleet levels, to a minimum of zero .
Upgrade 1	TACs may be played without the Fleet Admiral on the board, but the Battle Log must be reduced by their retrieval cost to play, and no cards may be retrieved until the Fleet Admiral is present. When the Admiral is present, TACs may be played and/or retrieved as normal.
Upgrade 2	None


ASSAULT CRUISER

Castra Class

Designation		ASSAULT CRUISER						
Name		Castra						
Size class		Large Capital						
Squadron size		1-2						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	10	8"	6	4	5	5	0	
Points Cost		Shield Rating		Wings		Turn Limit		
70		0		0		2"		
Primary Weapons				8"	16"	24"	32"	
Gun Rack				6	7	-	-	
MARs								
Ablative Plating, Durable, Planetfall (4), Protected Systems								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: Remove the Ablative Plating and Durable MARs						Free		
0-1: Gain the Second Assault MAR, Remove the Planetfall MAR						Free		
0-1: +1 Planetfall MAR, -3 AP						Free		
Upgrades						Points		
Gain the Assault Blitz MAR						+5		
Accompaniment						Points		
0-3 Buckler or Retarius Class Escorts						+15 each		

FRIGATE

Scuta Class

Designation		FRIGATE					
Name		Scuta					
Size class		Small					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	12"	3	2	1	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
25		0		0		1"	
MARs							
Difficult Target, Durable, Planetfall (1)							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Change Designation to Escort, remove the Planetfall MAR						Free	
0-1: +1 PD						+5	

DIRECTORATE

For the Directorate, planetary asset acquisition is the zenith of capitalist opportunities. They remain, however, the most risky of ventures, and smaller companies are often made or broken on the battlefields of alien worlds.

As such, Directorate invasion ships will usually allow their support ships to do the bulk of enemy clearance operations before proceeding to their insertion sites. Although their planetfall capable ships are well built, the cloned, cybernetic or robotic troops they contain are seen less as life to be protected, than assets to be properly utilised.

This is aptly demonstrated in the simple Induction class Frigate, a ship closely related to the Enforcer, and owing much to its Sabulon heritage. With no offensive weapons (and thus a smaller power core), the ship has more internal strengthening, a larger point defence grid, and yet retains the same speed performance at a lower price point than the Enforcer.

Against sustained or heavy fire, however, it has little protection – a shielding system on such a ship is considered too much of an investment when the bulk of its cargo are little more than murderous cloned automata.



The Appropriation and Integration are somewhat different from this model, being designed to carry both command staff and more expensive ground equipment – they are thus more heavily protected and also bear reasonable weapons arrays, making them much more multi-purpose vessels than the fairly niche Induction Class.

Acquisition Director Olga Anasenko

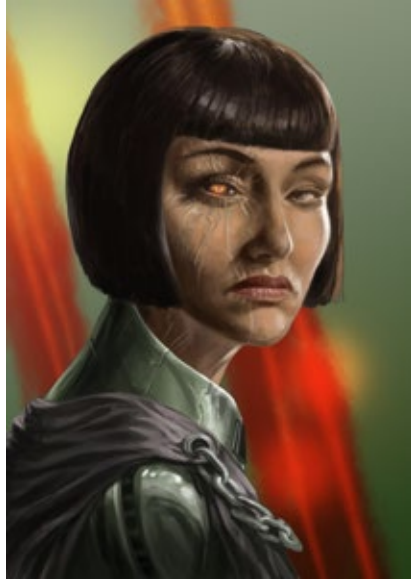
Resource & Personnel Division, Keller System

The Directorates Pacification Fleets are under the general auspices of the obliquely named Resource & Personnel Division, headquartered in the Keller system. In their cross-company offices, highly desirable Planetary Acquisition Tenders (so-called "PATs") are drawn up from active Exaction Sectors and offered through the Naval Command Consortium for open bidding.

Olga Anasenko is a hugely experienced Directorate leader who, at the age of 73, has participated in over 60 PATs, and her ruthless and feared style of command has earned her the moniker of the 'Angel of Misery'.

She was one of the first Directors in the Division to submit herself to augmented gene therapy to slow the ageing process, and she was also the first Directorate non-board member to have a Sinstat X86 synaptic interface fitted. The interface allows her to instantly connect to the data nets of every vessel under her command, with the X86's 267 Gigaflop processing module directly managing all data flow, right the way back to the NCC on Carteris.

Olga has created many political alliances (very few have friends at her level) in high-profile companies within the Directorate over her accrued years. Her position also makes her someone that it is highly desirable to influence – all of which she plays very astutely to her



advantage, and her huge amassed personal wealth.

Playing this game has earned her some very notable enemies within the Directorate, as the loss of a PAT bid can have serious and substantial repercussions on a company's stock value. Olga herself is impassive about these threats – they are all part of the game and what makes life worth living, at least life on Zenia, where she spends at least half of her time on her personal island in the southern hemisphere.

ASSAULT CARRIER


Integration Class

Designation		ASSAULT CARRIER					
Name		Integration					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
5	9	9"	7	4	4	6	0
Points Cost		Shield Rating		Wings		Turn Limit	
120		2		3		2"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				9	10	3	-
MARs							
Durable, Reinforced (Fore), Planetfall (5)							
Hardpoints						Points	
Select up to TWO from the following:							
0-1: +1 Shield, Remove Durable MAR						+10	
0-1: +6 AP, Remove Planetfall MAR						+10	
0-1: +3 Wing Capacity						+5	
0-1: +1 Planetfall MAR Value, -1 Shield Rating						Free	
Upgrades						Points	
Give Beam Weapons the Biohazard Ammo MAR						+5	
Gain the Special Forces MAR						+10	
Gain the Second Assault MAR						+10	
Accompaniment						Points	
0-2 Liquidator Class Frigates						+20 each	

COMMANDER NAME	Acquisition Director Olga Anasenko
Expertise	The range for revealing enemy Hidden Set-up markers is increased to 12" .
Alliances	Contrary to normal fleet building, OSO and Works Raptor models may be fielded in the same Fleet, but cost an additional 5 points per Squadron if fielded as part of the same fleet. No other Allies - except OSO or Works Raptor - may be included in a fleet when Olga is chosen.
Fleet Build	The maximum Fleet allocation of Assault Cruisers is increased by 1 , but the maximum Fleet Allocation of R&D Cruisers is reduced to zero at all points levels.
Upgrade 1	Before the start of the game, 1D3 Mine markers already deployed on the board may be reduced to half their value (rounding down), at a cost of 1 Battle Log per marker.
Upgrade 2	Integration Assault Carriers may change their Beam weapons to Cyberwarfare weapons for 5 points each.


ASSAULT CRUISER

Appropriation Class

Designation		ASSAULT CRUISER					
Name		Appropriation					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	9"	5	4	3	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
55		I		0		1"	
Beam Weapons				10"	20"	30"	40"
Turrets (Any)				5	6	3	-
MARs							
Durable, Reinforced (Fore), Planetfall (3)							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: +1 Shield						+5	
0-1: +1 HP, Remove the Durable MAR						+10	
0-1: +2 AP, Remove the Planetfall MAR						+5	
Upgrades						Points	
Give Beam Weapons the Biohazard Ammo MAR						+5	
Gain the Special Forces MAR						+5	

FRIGATE

Induction Class

Designation		FRIGATE					
Name		Induction					
Size class		Small					
Squadron size		3-4					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	2	0	2	2	0
Points Cost		Shield Rating		Wings		Turn Limit	
15		0		0		0"	
MARs							
Difficult Target, Durable, Reinforced (Fore), Planetfall (1), Unmanned							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Gain the Bigger Batteries MAR, Remove Planetfall MAR						+5	
Upgrades						Points	
+1 PD						+5	

THE RELTHOZA

The Relthoza have, in marked difference to almost every other race, had planetary assault ships from extremely early on in their stellar expansion.

To start with this was to protect their warriors and workers from hostile fauna and planetary conditions (and occasionally rival Hive members), but they have gradually evolved and been refined into the deadly engines of expansion they field today.

The Relthoza's nanotechnology, particularly their cloaking systems, give them a natural advantage in successfully approaching and assaulting any fixed defensive position.

Almost impossible to detect and damage until they are upon the enemy, defenders will often find the full force of a Relthozan advance is already on the ground before they have a chance to respond.

All Relthoza ships built for planetary assimilation are explicit about their primary function, with hundreds of silos packed with Warriors, Drones and equipment arrayed along their hulls. No ships embody this more than the Assault Carriers and Cruisers – the Ootheca and Cotesia Classes – although they can both be found elsewhere in Relthoza Incursion streams.

Even the small Ichneumon class is instantly distinguishable from regular combat ships – though few would wish to be given the chance to see it first-hand.



Amirah Vvivirrin Ith'ik'iss K'ssirr

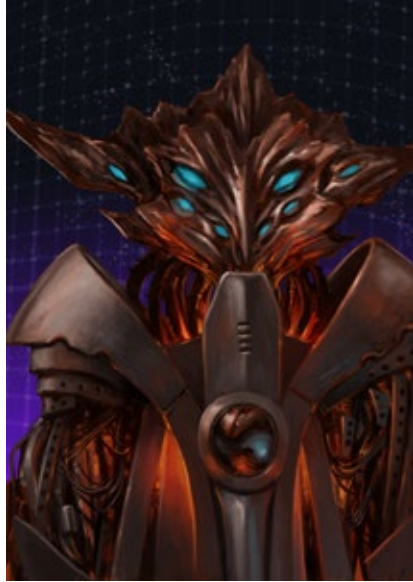
Reformer Fleets, Ess'il'vea Incursion Stream

Vvivirrin K'ssirr is an imposing sight, standing over thirteen feet in height, almost fifteen long, and weighs in at 800 pounds. As an average Vass'ur of 23 years of age, she is fully mature and has a wealth of personal experience. Born into the K'kklar Im'innith Hive, she has enjoyed a privileged brooding, and has always been destined for command.

Despite this privilege, Vvivirrin is an exceptional leader, and regards herself as a military artist. Tasked with repurposing worlds to a Relthozan ideal, she has developed an almost instinctive knack of selecting the correct elements for Reformer Fleets to assault, capture and terraform new worlds – regardless of their initial suitability or original owners.

Much of her original brood-casting and early neural nano-development were geared towards an intimate knowledge of nanotech engineering. As such, she works back from the desired planetary profile to build up the required assets needed to achieve that end, and then adds the ships required to defeat the defending forces.


Members of her own Hive see her work as a sign of their Brood-Queen's superiority, and vaunt her success and skill extensively. This, together with her effectiveness, have gained attention throughout the Ess'il'vea Incursion Stream and beyond – as far as the Twenty and even from the Empress herself.



Vvivirrin has been happy to share her methods with others in both her own, and allied Hives, for the good of the Empire. Rival Hives have also emulated them with varying degrees of success, and continue to watch every development with intense scrutiny.

ASSAULT CARRIER


Ootheca Class

Designation		ASSAULT CARRIER						
Name		Ootheca						
Size class		Large Capital						
Squadron size		I						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	8	7"	7	6	8	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
125		Cloaking Field		2		2"		
Primary Weapons				8"	16"	24"	32"	
Fore				6	8	-	-	
MARs								
Durable, Planetfall (5), Self Repair, Systems Network								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +4 Wing Capacity, Add Quick Launch MAR, Remove Planetfall MAR						+10		
0-2: +1" Mv						+5		
0-1: Gain the Stealth Systems MAR						Free		
0-1: Gain the Second Assault MAR, Remove the Durable MAR						+10		
0-1: +1 Planetfall MAR Value, -3 AP						Free		
Upgrades						Points		
EITHER Give all Primary Weapons the Biohazard Ammo MAR						+5		
OR Give all Primary Weapons the Corrosive MAR						+10		
Accompaniment						Points		
0-3 Stinger or Wolf Class Escorts						+15 each		
0-2 Drone or Widow Class Frigates						+20 each		

COMMANDER NAME	Amirah Vvivorin Ith'ik'iss K'ssirr
Expertise	Relthozan ships in the Fleet automatically include Primary Weapon Corrosive upgrades (if available as a Hardpoint or upgrade) at a cost of 10 points per Squadron, regardless of the number of models present.
Alliances	Fleets may be selected as normal with respect to Allies.
Fleet Build	Fleets may field ONE extra Squadron of ships with the Planetfall MAR than the Tier restrictions would normally allow, but ALL ships in the fleet with the Planetfall MAR lose the Systems Network MAR . This means that the 2 Assault Carriers, OR 2 Squadrons of Assault Cruisers OR 4 Squadrons of Frigates could be fielded at Patrol Fleet level, PROVIDED one of the Squadrons in the respective Tier has the Planetfall MAR . For example, 3 Squadrons of Widow Class and 1 Squadron of Ichneumon Class Frigates could be fielded at Patrol fleet level if desired. This DOES NOT raise the required Minimums for any of the Tiers.
Upgrade 1	Drone or Widow Class Frigates may gain the Biohazard Ammo MAR at a cost of 5 points per model.
Upgrade 2	The retrieval cost of the Repair Drones TAC is reduced to 0 – this still requires the Fleet Admiral to be present to be retrieved and played. If this upgrade is taken, reduce both free and total TAC limits by 1, so that the Free TAC allocation is reduced to 1 (1 slot taken by Vvivorin, 1 taken by this effect), and the total limit reduced to 4 . As the Repair Drones TAC will likely occupy the free slot, only paid-for TACs will be accessible.

ASSAULT CRUISER


Cotesia Class

Designation		ASSAULT CRUISER					
Name		Cotesia					
Size class		Medium Capital					
Squadron size		1-2					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	5	5	6	5	0
Points Cost		Shield Rating		Wings		Turn Limit	
65		Cloaking Field		0		1"	
Primary Weapons				8"	16"	24"	32"
Fore				6	4	-	-
MARs							
Durable, Planetfall (4)							
Hardpoints						Points	
Select up to TWO from the following:							
0-1: +1 HP						+10	
0-1: Gain the Self Repair MAR						Free	
0-1: +3 Wing Capacity, Remove Planetfall MAR *						Free	
Upgrades						Points	
Gain the Stealth Systems MAR						+5	

* The Cotesia may only take Assault Craft as its Wing Capacity in SRS Tokens.

FRIGATE

Ichneumon Class

Designation		FRIGATE							
Name		Ichneumon							
Size class		Small							
Squadron size		3-4							
DR	CR	Mv	HP	CP	AP	PD	MN		
4	5	11"	3	2	2	2	0		
Points Cost		Shield Rating		Wings		Turn Limit			
20		0		0		0"			
MARs									
Difficult Target, Durable, Planetfall (1), System Network									
Hardpoints						Points			
Select up to TWO from the following:									
0-1: +1 PD						+5			
0-1: Gain a Cloaking Field, Remove the Planetfall MAR						+5			

SORYLIAN COLLECTIVE

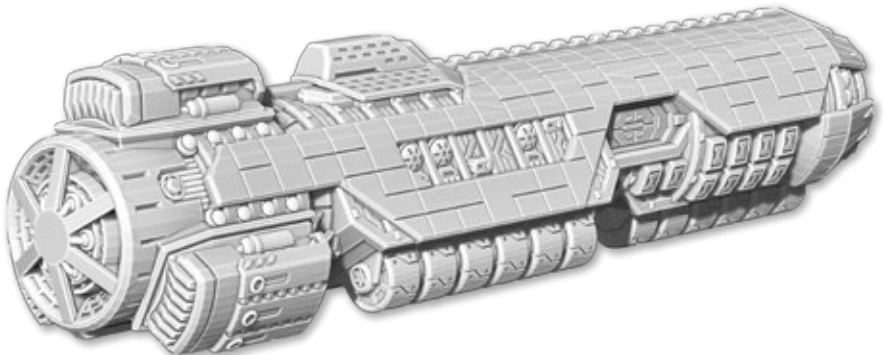
Sorylians have some natural advantages when it comes to ground assaults, their tiered caste system providing them with natural heavy troops even before the addition of their substantial, and extremely rugged, technology.

Surprisingly to some, Sorylian assault forces are delivered with blistering speed, punching through defensive lines before they can sustain heavy damage, and delivering waves of Kon Avarr heavy infantry and fearsome armoured walkers to precise drop points.

The Sorylians, unlike most other races, eschew the employment of very large ships for transporting their forces – the risk of losing such a large contingent of troops seems unnecessary and illogical to them. Their natural predisposition to a more reasoned approach means that they prefer to employ larger numbers of smaller craft, assuring their ground commanders that at least some of their forces will reach their destination, rather than risking all their assets in a single large ship.

Thus it is that the Amentum Battlecruiser, Katar Assault Cruiser and Corvus Class Frigate are used to transport the Sphere's offensive troops into ground combat.

Fast, rugged and reliable, these ships are often found in the regular fleet formations of the pragmatic Sorylians, and prove an unwelcome sight to any opposition that face them.



Under-Tertiary Ganash Kragg

Panthuk Sphere Bastion Fleet

At a mature 203 Earth years, Ganash Kragg is an exemplary Sorylian Officer, having served under the astute leadership of Outer Sphere Tertiary Ank Mish for over two decades. In that time he has experienced incursions from all the Zenian forces, and is a hardened master of combatting the feared Ba'kash. More recently he has dealt with Pathogen ships which have probed into Sorylian space, earning himself a stalwart reputation for being unfazed by anything, and resolutely continuing towards victory.

His balanced, reasonable dealings have led him to be popular with not only fellow Skvarr, but also to build solid respect from Kon-Avarr and Slivarr associates. He is seen as a bridge-builder, without being political, which has grown his popularity as a leader and given him access to almost any forces he chooses when it comes to actions of his design – these namely being planetary assaults, especially when retaking settlements or revoking incursions into his Sphere's worlds.

To other Skvarr, Ganesh is an average example of the strain – almost seven feet tall and weighing around 240 pounds – most of it hard muscle, dense bone and scales. To humans this gives him an overwhelming, rather terrifying appearance, and although he can speak Terran in its most basic form, his guttural words squeezed between a mouthful of sharp teeth generally do little to dispel this impression. For that reason he is usually




accompanied by his aide, a Slivarr named Olis Al-Katol, who also acts as translator in contact with Allied species.

It is rather puzzling to many, then, that Ganesh holds a deep mistrust of the Aquan Sebrutan, especially the Cserani, whom he believes have some other machinations on the galaxy than the ones they are revealing. He holds no love for their genetic manipulation of their species and the mutable nature of the races within the Sebrutan, which to him seem counter to the reassuring solidity of Sorylian society.

BATTLECRUISER


Amentum Class

Designation		BATTLECRUISER						
Name		Amentum						
Size class		Large Capital						
Squadron size		1-2						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	9	8"	5	6	5	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
85		2		0		2"		
Scatter Weapons				8"	16"	24"	32"	
Fore (Fixed)				8	9	3	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				6	7	7	7	
MARs								
Durable, Experienced Engineers, Planetfall (4), Reinforced (Port/Starboard)								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +2" Mv, Remove the Durable MAR						+5		
0-1: +1 HP						+10		
0-1: +3 AP						+5		
0-1: -1 Turn Limit						+5		
0-1: +Add Torpedo Weapons, Remove the Planetfall MAR						+5		
0-1: +1 Planetfall MAR, -2 PD						+5		
Upgrades						Points		
Gain the Bigger Batteries MAR						+5		
Upgrade the Scatter Weapons to Kinetic Weapons						+5		
Gain the Weapon Shielding MAR						+5		
Accompaniment						Points		
If the Squadron contains only ONE model, it may be accompanied by:								
0-1 Katar Class Assault Cruisers						+50 each		
0-1 Falcata or Skyhammer Class Cruisers						+60 each		

COMMANDER NAME	Under-Tertiary Ganash Kragg
Expertise	In the Reserve Phase of each Turn, before reserve rolls are made, a single Squadron can be automatically brought on by reducing the Battle Log by 1 . Other Squadrons in Reserve may then be rolled for as normal after this.
Alliances	Fleets may contain non-natural Allied vessels up to 30% of the total MFV value – note that this DOES NOT take the total available with Natural Allies beyond 50% . Fleets may NOT , however, contain any Aquan models.
Fleet Build	Patrol Fleets may field a full Squadron of two Battlecruisers, Battle and Grand Fleets an extra Squadron of Battlecruisers, as long as at least one Squadron had access to the Planetfall MAR . Battleship slot allocation is also reduced by one .
Upgrade 1	The retrieval cost of the Thermal Controls TAC is reduced to 0 – this still requires the Fleet Admiral to be present to be retrieved and played. If this upgrade is taken, reduce both free and total TAC limits by 2 , so that the Free TAC allocation is reduced to 0 (1 slot taken by Ganash, 2 taken by this effect), and the total limit reduced to 3 . This means the Thermal Controls TAC will cost 1 Battle Log.
Upgrade 2	None


ASSAULT CRUISER

Katar Class

Designation		ASSAULT CRUISER						
Name		Katar						
Size class		Medium Capital						
Squadron size		2-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	8	9"	4	4	5	4	0	
Points Cost		Shield Rating		Wings		Turn Limit		
45		I		0		I"		
Scatter Weapons				8"	16"	24"	32"	
Fore (Fixed)				4	6	1	-	
MARs								
Durable, Planetfall (3)								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: Gain the Reinforced (Port/Starboard) MAR						Free		
0-1: +2 Mv						+5		
0-1: Gain the Second Assault MAR, Remove the Planetfall MAR						+5		
Upgrades						Points		
Gain the Experienced Engineers MAR						+5		

FRIGATE

Corvus Class

Designation		FRIGATE						
Name		Corvus						
Size class		Small						
Squadron size		3-5						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	6	12"	2	2	1	2	0	
Points Cost		Shield Rating		Wings		Turn Limit		
20		1		0		0"		
MARs								
Difficult Target, Durable, Planetfall (1)								
Hardpoints						Points		
Select up to ONE from the following:								
Gain the PD Barrage MAR, Remove the Planetfall MAR						Free		
Upgrades						Points		
+1 PD						+5		

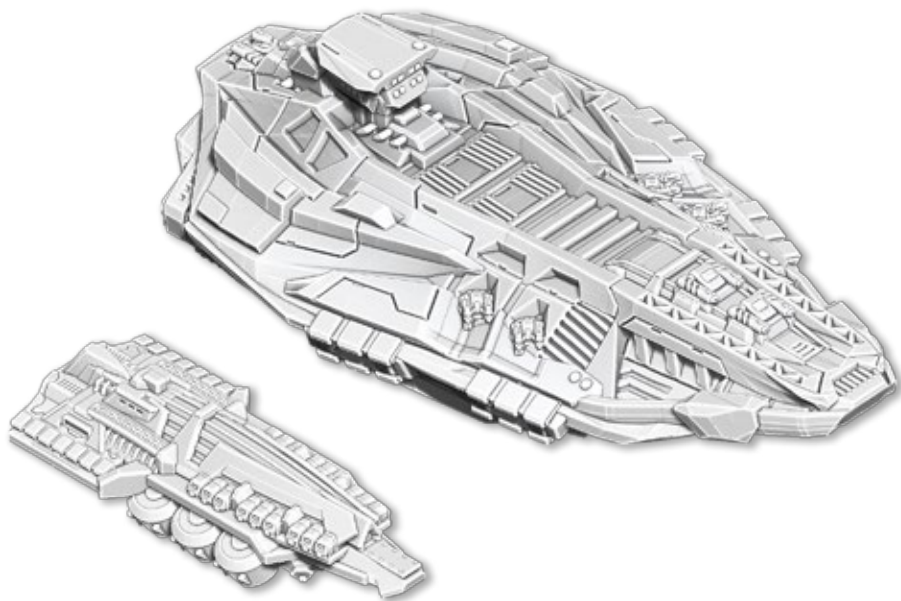
TERRAN ALLIANCE

The Charter Enforcement Brigades of the NTSC do not have a particularly long or active heritage, since most minor mutinies and rebellions of planetary outposts or settlements could be easily quelled by the threat of orbital bombardment by Navy Battleships.

The Secession Wars, however, changed much of that, and Terran ground forces have seen a lot of action in recent decades – much of that in offensive reclamation of former Alliance-held positions. Due to this, many of the CEBs have very modern equipment, developed closely with Hawker, and adapting existing Terran design philosophies to the demands of modern orbital-drop combat.

The three most common ships used by the NTSCs CEBs are the Solar Carrier – a project very much led by Hawker Industries to Terran specifications, the Horizon Assault Cruiser (a traditional Terran design) and the Nadir Frigate – a vessel much adapted from its sister ship, the Armsman.

Terran planetfall strategy typically relies on clearing drop sites with heavy capital bombardment prior to planetary offensives, but these three ships are all designed to operate in hostile theatres – dropping substantial forces close to the front lines and providing a base of operational and long range fire support at the same time.



Rear Admiral Tobias Armstrong

Terran Charter Enforcement Brigade, 205th Storm Fleet SCA

Tobias Armstrong is the youngest Rear Admiral in the NTSC. He has risen to this rank quickly, and the battle fleets under his command are known for his trademark style of aggressive tactics and 'no prisoners' approach.

His appointment to command the Charter Enforcement Brigade came after his significant role in the retaking of Nuptial in the Neth system, located in the easterly quadrant of Sorylian space. The planet had been infested by Relthozan troops, and Armstrong's fleet was sent to connect with a Sorylian force and recapture the planet. Exceptional command skills by Armstrong led to a victorious assault that saw Relthozan forces 'extinguished' within four days.

The Sorylian command at all levels have been impressed with both his tenacity and the ferocious approach to dealing with Relthozan aggression into Sorylian Spheres. In many cases they have felt Kurak aid has often been slow to materialise, but Tobias has – almost single-handedly it seems – restored the Collective's faith in the Terran pledge to the Alliance. His visible and unwavering assault on Relthozan infestations has been used on many occasions by the Primaries to bolster support for the war in Spheres throughout Sorylian space.


Commodores and Captains under Armstrong's command are also trained to achieve results using the same brutal



approach to warfare that he practices himself. Not all are up to the task, and if found wanting in any way, Tobias will not hesitate in having them reassigned to other fleets. This has made him unpopular in some quarters, notably where these "snubbed" individuals have also gone on to rise in rank. His political enemies have often pointed to his dealings with alien species, especially the Sorylians, as a weakness – a flaw even – going so far as to question his loyalty to the Terran Alliance, and humanity in general. Tobias simply shrugs off this criticism.

CARRIER


Solar Class

Designation		CARRIER						
Name		Solar						
Size class		Large Capital						
Squadron size		I						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	9	7"	7	6	3	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
130		3		5		2"		
Primary Weapons				8"	16"	24"	32"	
Turrets (Any)				12	9	3	-	
MARs								
Durable, Planetfall (5), Sector Shielding								
Hardpoints						Points		
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, -2Wings Capacity						+5		
Upgrades						Points		
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		
Accompaniment						Points		
0-2 Aegis Class Shield Cruisers						+50 each		
0-1 Hauberk or Templar Class Heavy Cruiser						+80 each		

COMMANDER NAME	Rear Admiral Tobias Armstrong
Expertise	One Squadron of ships with the Planetfall MAR are able to fulfil ONE required slot from ONE Tier's minimum requirements in Fleet Building. So for instance, a Squadron of Horizon Class Assault Cruisers could fulfil the Minimum Tier 2 requirements for a Patrol Fleet.
Alliances	Up to 50% of the MFV in Alliance Fleets with a Terran core may be chosen from Sorylian models. The allowable maximum of Hawker Industries models is reduced to the standard Ally allocation of 25% . If Terran and Hawker forces alone are taken, however, the fleet still has access to Terran-only TACs. If Terran and Sorylian forces are taken alone, only Alliance of Kurak and General TACs are available.
Fleet Build	The fleet building tables are amended to include a maximum limit of an additional Squadron of Terran Assault Cruisers at each Fleet level. In addition, the Maximum number of fieldable Destroyer Squadrons is reduced by one (to a minimum of zero).
Upgrade 1	If the Cyclic Shielding TAC is played on a Squadron, the player may elect to take a command check. If successful, the TACs effects may be extended to affect an additional squadron. If this upgrade is taken, reduce both free and total TAC limits by 1 , so that the Free TAC allocation is reduced to 1 (1 slot taken by Tobias, 1 taken by this effect), and the total limit reduced to 4 . As the Cyclic Shielding TAC will likely occupy the free slot, only paid-for TACs will be accessible.
Upgrade 2	Squadrons of Terran Assault Cruisers may gain the Special Forces MAR for an additional +5 points per model.


ASSAULT CRUISER

Horizon Class

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

FRIGATE

Nadir Class

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



SYSTEM WARS

