FIRESTORM
PLANETFALL
GROUND WARFARE

AQUAN PRIME
AND TERQUAI EMPIRE

This document contains model statistics for the
Aquan Prime and **Terquai Empire Factions**.

The statistics are compatible with the **Firestorm: Planetfall 1.0 Game Engine**.

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AQUAN PRIME

WEAPONS TABLE

AQUAN PRIME / TERQUAI EMPIRE WEAPONS TABLE		
Weapons	**Model Assigned Rule**	
Solar Titan Laser	*Pinpoint [4]*	④
Corona Heavy Laser	*Pinpoint [2]*	②
Sunburst Laser	*Pinpoint [1]*	①
Sun Flare Burst Laser	*Pinpoint [1], Scatter*	① ✿
Stingray Missiles	*Corrosive & Interceptor*	🜨 ◣
Venom Missiles	*Anti-Personnel & Terror Weapon*	⚙ ☠
Maelstrom Pulse Cannons	*Anti-Personnel*	⚙
Nuravi Missiles	*Anti-Personnel & Terror Weapon*	⚙ ☠

AQUAN PRIME & TERQUAI EMPIRE

FACTION RULES

Tactical Bonus	• The Forces of Aquan Prime have a Tactics Bonus = +2.

Logistical Strength	• Aquan Prime Forces may purchase Logistics Points for +25 Points each.
	• Aquan Prime Forces may spend up to 4 Logistics Points in a single Bid Action.
	• Aquan Prime Forces may elect to spend Logistics Points during the *Play TACs Step of the Pre-Turn Phase* to place Squadrons on Overwatch:
	  • It costs **1 Logistics Point** to place a Light Squadron on Overwatch.
	  • It costs **2 Logistics Points** to place an Armoured Squadron on Overwatch, unless it is a Heavy Armoured Squadron (identified as having the word Heavy in its designation) or Leviathan Squadron (identified as having the word Leviathan in its designation) which cost **3 Logistics Points** to place on Overwatch.
	  • Aerial Forces may **NOT** use Logistics Points to be placed on Overwatch unless specifically noted.
	  • In the case of mixed Squadrons (*A Squadron made up of Light and Armoured Elements for example*) use the largest Logistics Cost.

Sky Drop Capability	• The Forces of the Aquan Prime set their initial Sky Drop Site Markers to 4. • The Forces of the Aquan Prime set their initial Artillery Drop Site Markers to 6.
Artillery	• The Forces of Aquan Prime use Artillery with 4D6 Attack Dice. • All Aquan Prime Artillery Attacks use the *Barrage* and *Scatter* **MARs**.
Special Rules	• **Hardened Shell** - All un-Damaged Aquan Armoured and Leviathan elements are considered to have the *Sectored Armour* **MAR**. Any Aquan Armoured and Leviathan element with a Damage Marker loses its *Hardened Shell* rule and the *Sectored Armour* **MAR** no longer applies. • **Temporal Shift** – All Terquai Empire Armoured and Aerial elements may gain the *Cloaked* **MAR** at the end of their Activation provided they do not engage in CQB or perform any Main Ordnance Firing during their Activation. The *Cloaked* **MAR** lasts until the beginning of their next Activation.

AQUAN PRIME
HELIX BUILDING

AQUAN PRIME CORE HELIX		
REQUISITES	**1**	**Sedna Heavy Tank Squadron**
	1-2	**Lamana Medium Tank Squadrons**
	1-2	**Imzani Light Tank Squadrons**
OPTIONS	*0-2*	*Stingray Node Squadrons*
	0-4	*Votari Nodes*
	0-2	*Sirsir Medium Specialist Tanks (These **MUST** be attached individually to the Heavy or Medium Tank Battle Squadrons within the Helix).*
	0-2	*Khitari Strike Shoal Light Infantry Cadres*

AQUAN PRIME HEAVY HELIX		
REQUISITES	**1**	**Haumea Heavy Armour Squadron**
OPTIONS	*0-1*	*Locatu Tank Hunter Squadrons*
	0-2	*Votari Nodes*
	0-1	*Sirsir Medium Specialist Tanks (attached individually to either the Heavy or Tank Hunter Squadrons within the Helix).*

AQUAN PRIME FIREPOWER LEVIATHAN HELIX		
REQUISITES	**1**	**El-Shami Firepower Leviathan**
OPTIONS	*0-2*	*Imzani Light Tank Squadron*

AQUAN PRIME RECON HELIX		
REQUISITES	**1**	**Marana Light Tank Squadron** – This Squadron gains the *Command Element (12")* **MAR** for free
	1	**Larata Infantry Transport** *with a Khitari Strike Shoal Light Infantry Cadre embarked*
OPTIONS	*1*	*Larata Infantry Transport with a Khitari Strike Shoal Light Infantry Cadre embarked*

AQUAN PRIME

HELIX BUILDING

AQUAN PRIME INTERCEPTOR AERIAL HELIX **

REQUISITES	1	Vorati Heavy Gunship Squadron
OPTIONS	0-1	*Minnari Interceptor Squadron*
		**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor

AQUAN PRIME GROUND ATTACK AERIAL HELIX **

REQUISITES	1	Kalari Heavy Gunship Squadron
OPTIONS	0-1	*Comanu Gunship Squadron*
		**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor

AQUAN PRIME GROUND COMMAND HELIX **

REQUISITES	1	Malani Command Barge
	1	Khitari Strike Shoal Grand Company Light Infantry Cadre – *The Grand Company MUST be embarked on the Malani Command Barge at the start of the battle.*
OPTIONS	0-2	*Votari Nodes*
	0-1	*Marana Light Tank Squadron*
		**This Helix occupies a Field Support Helix Slot

AQUAN PRIME ASSAULT HELIX

REQUISITES	1	Ju-Fa-Shami Robot Battle Squadron
OPTIONS	0-1	*Sakatar Medium Tank Squadron*

TERQUAI EMPIRE

TERQUAI EMPIRE RECON HELIX

REQUISITES	1	Iophon Heavy Gunship Squadron
	1	Temporal Portal
	1	Nabis Heavy Infantry Cadre
OPTIONS	0-1	*Nabis Heavy Infantry Cadre*
	0-1	*Temporal Portal*

AQUAN PRIME

LEVIATHAN HELIX

AQUAN PRIME	FIREPOWER LEVIATHAN – *EL-SHAMI*	820 Points	

WEAPONS								Mv	DR	SH	CQB
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**			7" / 13"	8+8+7+7	8	12/6
Solar (L-Arm) TITAN LASER		F	EF	20	12						
			LR	40	8			**Sq-Size**	**LoS Class**	**Quality**	**TV**
Solar (R-Arm) TITAN LASER		F	EF	20	12			1	Elevated	Elite	14
			LR	40	8						
Venom (Body) MISSILES		AR	EF	16	14						
			LR	32	10						
Nexus DESIGNATOR		AR	EF	24	6						
			LR	-	-						

Model Assigned Rules	*Command Element [16"], Fearless, Independent Targeting, Target Lock, Walker*
Additional Rules	• **Conditioned** – All Imzani Light Tanks in this Helix are considered to have the *Fearless* MAR and cost an additional +5 Points per model. • **Focused Horror** – If BOTH Solar Titan Lasers fire at the same target squadron, the weapons gain the Terror Weapon MAR in addition to any other effects. This Attack may NOT be combined with other weapons on the Leviathan.

The El-Shami Leviathan Walker strikes a sleek and graceful figure on the battlefields of the Firestorm Galaxy.

Armed with a pair of devastating Solar Titan Lasers which are more than capable of cutting through the armour of even the most defensible enemy leviathan the Firepower Leviathan excels at engaging the enemy at distance.

When close upon however, the El-Shami is forced to rely on a bank of body mounted Venom Missiles that will tear through enemy infantry that were foolish enough to come close. Against other foes however, the leviathan often utilises its stunning manoeuvrability to simply set away from the majority of the incoming fire!
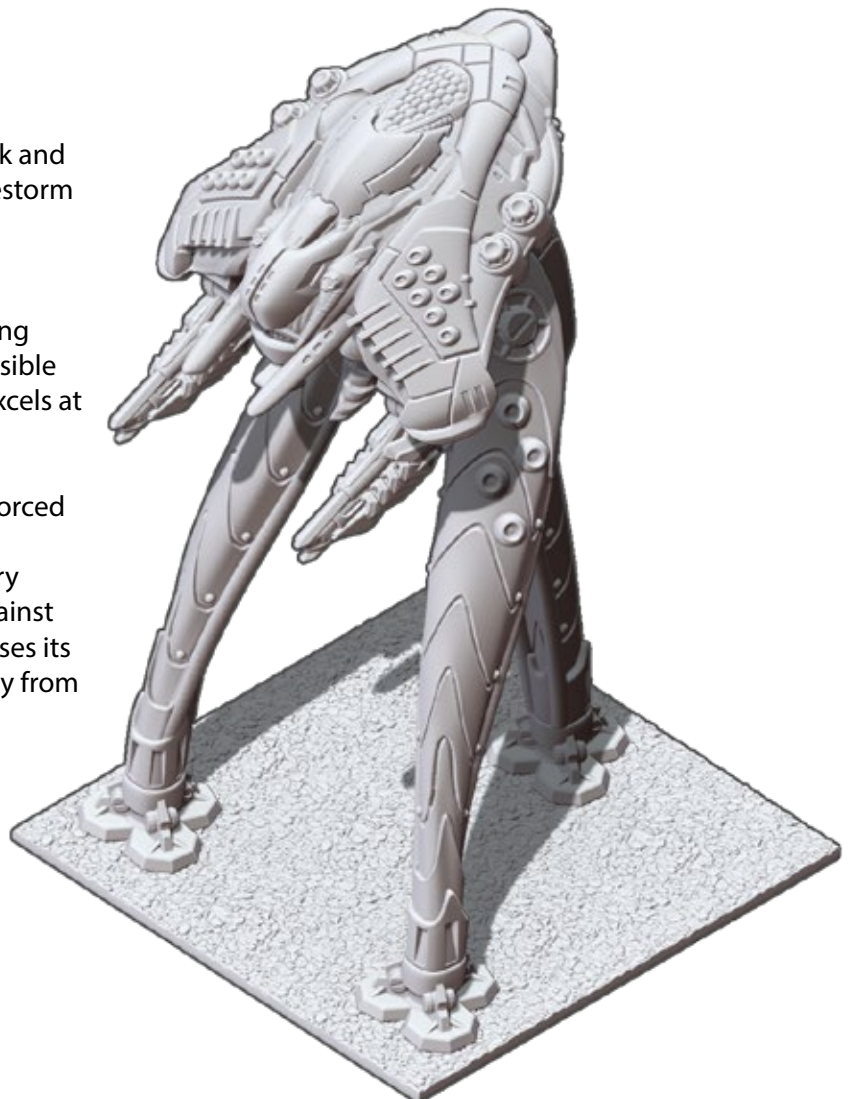
AQUAN PRIME
ARMOURED HELIX

AQUAN PRIME	HEAVY COMMAND BARGE – *MALANI*	550 Points	

WEAPONS					
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**
Dual Corona **HEAVY LASER**	②	F	EF	18	12
			LR	36	10
Dual Stringray **MISSILES**		AR	EF	30	16
			LR	-	-
Maelstrom **PULSE CANNONS**		F/R/A	EF	12	9
			LR	-	-
Maelstrom **PULSE CANNONS**		F/L/A	EF	12	9
			LR	-	-
Nexus **DESIGNATOR**		AR	EF	30	6
			LR	-	-

Mv	DR	SH	CQB
8" / 12"	10+9+8	6	10

Sq-Size	LoS Class	Quality	TV
1	Armoured	Elite	8

Model Assigned Rules	*Command Element (12"), Hit & Run, Hover Vehicle, Independent Targeting, Transport (16)*
Additional Rules	• **Garrison Command** – A Helix containing the Malani Command Barge may purchase Khitari Light Infantry for 10 Points **LESS** than the listed cost • **Command Centre** – A Force that contains a Malani Command Barge may take an **ADDITIONAL** Tactical Action Card over and above the number stated for the game size. In addition no friendly Aquan forces within the Malani's Command Radius are required to take Disorder Tests due to the loss of their own Command Element • **Crystal Resonance** – If a Malani Command Barge is deployed on the battlefield, all friendly Votari Crystals increase their range to 30" and any attacks they execute are **ALWAYS** considered to be Placed

The Malani Heavy Command Barge provides a flexible fire-bastion to the Aquan Forces they are attached to. Armed with a fore-mounted Corona Heavy Laser battery, twin Maelstrom turret-mounts and a bank of Stingray missiles, the Command Barge is capable of independently targeting numerous targets, be they Armoured or Aerial.

The vehicle's hull is formed of an intricate matrix of crystal and armoured shell causing the Malani to have a special resonance with any Votari Crystals deployed on the battlefield.

AQUAN PRIME
ARMOURED HELIX

AQUAN PRIME	HEAVY SKIMMER – *SEDNA*				230 Points	

WEAPONS					
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**
Dual Corona **HEAVY LASER**		F	EF	18	12
			LR	36	10

Mv	DR	SH	CQB
10" / 14"	7 + 6 + 5	4	4

Sq-Size	LoS Class	Quality	TV
1 to 2	Armoured	Elite	4 *or* 8

Model Assigned Rules	*Command Element [12"], Hit & Run, Hover Vehicle, Transport [6]*
Additional Rules	• None

AQUAN PRIME	HEAVY SUPPORT TANK – *HAUMEA*				280 Points	

WEAPONS					
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**
Dual Heavy Stingray **MISSILES**		F	EF	30	16
			LR	-	-
Nexus **DESIGNATOR**		AR	EF	30	5
			LR	-	-

Mv	DR	SH	CQB
10" / 14"	7 + 6 + 5	4	2

Sq-Size	LoS Class	Quality	Sq–TV
1	Armoured	Elite	5

Model Assigned Rules	*Command Element [8"], Hover Vehicle, Target Lock*
Additional Rules	• None

HAUMEA

SEDNA

AQUAN PRIME

ARMOURED HELIX

AQUAN PRIME	MEDIUM SKIMMER – LAMANA		120 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	6 + 5	3	2
Sunburst LASER		F	EF	16	6				
			LR	32	4	Sq-Size	LoS Class	Quality	TV
						2 or 3	Armoured	Elite	4 or 6

Model Assigned Rules	Hit & Run, Hover Vehicle
Additional Rules	• None

AQUAN PRIME	MEDIUM SUPPORT – SIRSIR		110 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	6 + 5	3	5
Nexus DESIGNATOR		AR	EF	30	4				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						Attached	Armoured	Elite	+2

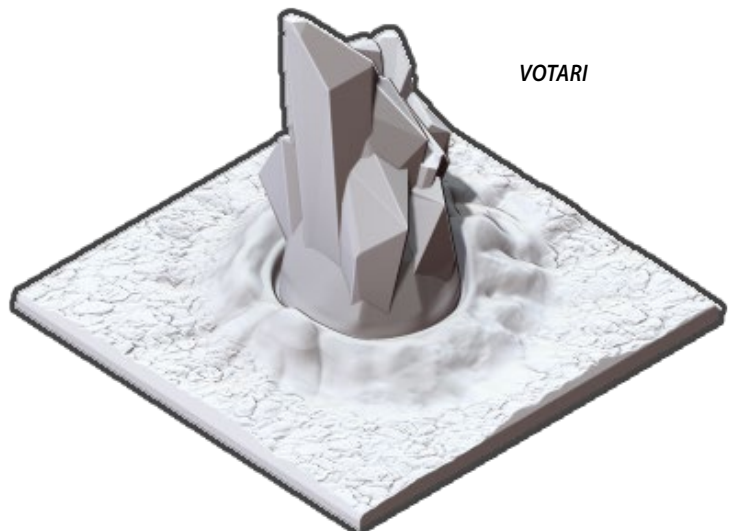| Model Assigned Rules	Hit & Run, Hover Vehicle, Sky Drop Nexus [2], Target lock
Additional Rules	• **Attachment** – This Model MUST attach to an Armoured Squadron in the Helix, increasing the Squadron's total TV by +2. An Armoured Squadron may not take more than ONE attachment.

LAMANA
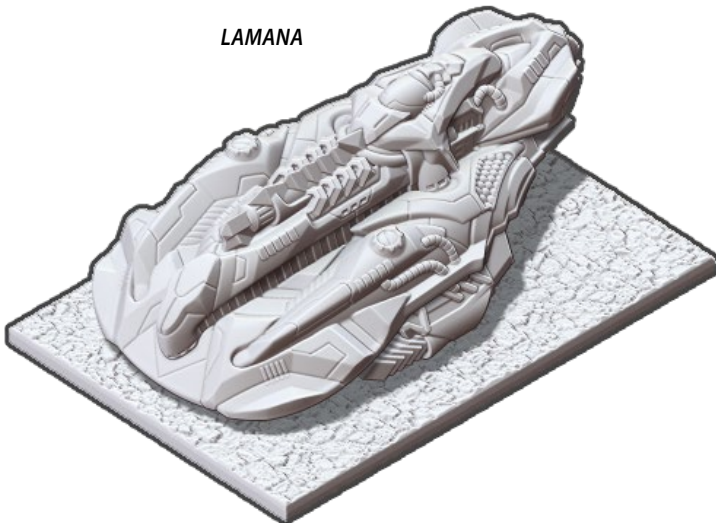
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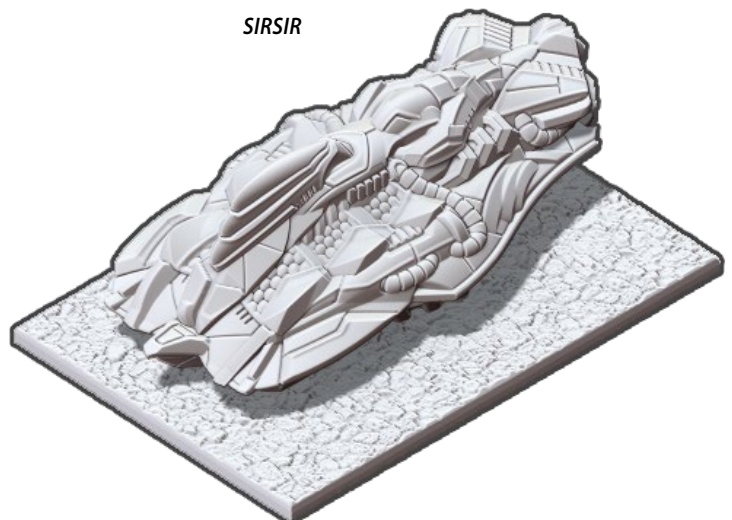
AQUAN PRIME
ARMOURED HELIX

AQUAN PRIME	LIGHT SKMMER – *IMZANI*		60 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	14" / 20"	4	1	1
Maelstrom **PULSE CANNONS**		AR	EF	12	5				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						3 *or* 4	Light	Elite	3 *or* 4

Model Assigned Rules	*Hard Target [-1], Hit & Run, Hover Vehicle, Recon Specialist, Take & Hold*
Additional Rules	• None

AQUAN PRIME	CRYSTAL NODE – *VOTARI*		30 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	5 + 5	4	0
Mirror **CRYSTAL**		AR	EF	24	*				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						1	Armoured	Militia	0

Model Assigned Rules	*Crystal Formation, Fearless, Rear Echelon, Sectored Armour, Sky Drop*
Additional Rules	• **Sky Drop Asset** – Unless otherwise noted, this model MUST deploy via Sky Drop. • **Robust** – Unlike other Aquan Prime Armoured elements Votari Crystal Nodes do not lose their *Sectored Armour* MAR when they gain a Damage Marker

IMZANI

VOTARI

AQUAN PRIME

ARMOURED HELIX

AQUAN PRIME	BATTLE WALKER – *JU-FA-SHAMI*				250 Points	

WEAPONS

Weapon (Mounting)	MAR	Arc	RB	R"	AD	Mv	DR	SH	CQB
						12" / 16"	9+7+7	5	7/14

Weapon (Mounting)	MAR	Arc	RB	R"	AD
Malian **BATTLE CREST**	⬡2	Leviathan CQB Weapon			
Maelstrom **PULSE CANNONS**		F	EF	12	12
			LR	-	-

Sq-Size	LoS Class	Quality	TV
2	Elevated	Elite	8

Model Assigned Rules	*Command Element (8"), Fearless, Walker*
Additional Rules	• **Leviathan Weapon** – The Malian Battle Crest counts as having *Pinpoint (2)* and *Corrosion* **MAR** in Leviathan CQB • **Hunting Pack** – If BOTH members of the Squadron manage to engage in Leviathan CQB against the same foe, increase the *Pinpoint Value* **MAR** of their Leviathan CQB attack to 4 • **Thunderous Charge** – The Leviathan may perform a Leviathan CQB Action after moving *Flat Out*

AQUAN PRIME	MEDIUM BATTLE TANK – *SAKATAR*				130 Points	

WEAPONS

Weapon	MAR	Arc	RB	R"	AD	Mv	DR	SH	CQB
						10" / 16"	8+6	2	5

Weapon	MAR	Arc	RB	R"	AD
VENOM **MISSILES**		F	EF	16	7
			LR	-	-

Sq-Size	LoS Class	Quality	TV
2 *or* 3	Armoured	Elite	4 *or* 7

Model Assigned Rules	*Hit & Run, Hover Vehicle*
Additional Rules	• None

JU-FA_SHAMI

SAKATAR
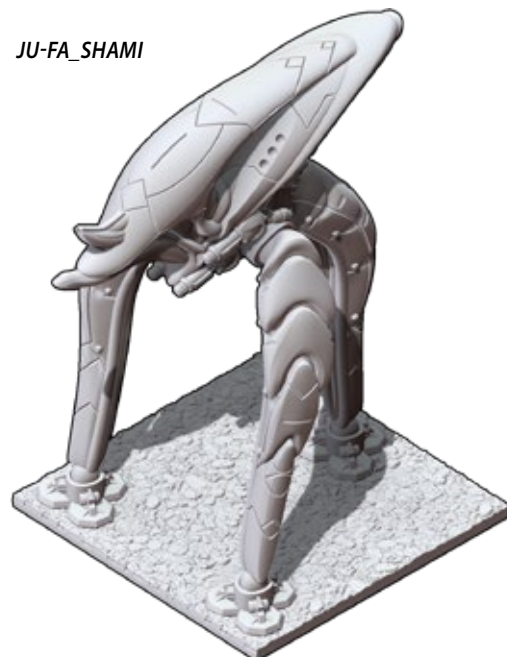
AQUAN PRIME
ARMOURED HELIX

AQUAN PRIME	ANTI-AIR BATTERY – *STINGRAY*		85 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	5 + 5	3	1
Stingray **MISSILES**		AR	EF	30	6				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						2	Armoured	Militia	2

Model Assigned Rules	*Fearless, Hard Target (-1), Sectored Armour, Sky Drop*
Additional Rules	• *Sky Drop Asset* – Unless otherwise noted, this model MUST deploy via Sky Drop • *Robust* – Unlike other Aquan Prime Armoured elements Stingray Emplacements so do not lose their *Sectored Armour* MAR when they gain a **Damage Marker**

AQUAN PRIME	TANK DESTROYER – *LOCATU*		130 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	6 + 5	2	1
Corona **HEAVY LASER**	②	F	EF	20	6				
			LR	40	5	Sq-Size	LoS Class	Quality	TV
						3	Armoured	Elite	7

Model Assigned Rules	*Hit and Run, Hover Vehicle*
Additional Rules	• None

LOCATU

STINGRAY

AQUAN PRIME

ARMOURED HELIX

AQUAN PRIME	MEDIUM TRANSPORT TANK – *LARATA*	130 Points	

WEAPONS							Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD		12" / 18"	7 + 6	3	5
Heavy Sunflare **BURST LASER**	①	F	EF	10	9					
			LR	20	6		Sq-Size	LoS Class	Quality	TV
							1	Armoured	Elite	3

Model Assigned Rules	*Hit & Run, Hover Vehicle, Transport (10)*
Additional Rules	• *Recon Vehicle* – When taken as part of a Recon Helix, this model gains the *Recon Specialist* **MAR** for free

AQUAN PRIME	LIGHT TANK – *MARANA*	65 Points	

WEAPONS							Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD		14" / 20"	4	2	2
Stingray **MISSILES**	Ⓖ	AR	EF	15	5					
			LR	-	-		Sq-Size	LoS Class	Quality	TV
							4	Light	Elite	4

Model Assigned Rules	*Hard Target (-1), Hit & Run, Hover Vehicle, Recon Specialist, Take & Hold*
Additional Rules	• None

LARATA

MARANA

AQUAN PRIME

INFANTRY FORCES

AQUAN PRIME	INFANTRY – *KHITARI STRIKE SHOAL*		30 Points	

WEAPONS							Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD		6" / 9"	3	0	2
Maelstrom* PULSE CANNON	⬡	AR	EF	12	4					
			LR	-	-		Sq-Size	LoS Class	Quality	TV
*Gun Team Only							3 *or* 6	Light	Elite	2 *or* 3

Model Assigned Rules	Hard Target [-2], Take & Hold
Additional Rules	**Infantry Upgrades** – The Khitari Strike Shoal may upgrade existing bases with the following: • **Officer Section*** for +10 Points – The upgraded base increases its DR by +1. In addition, the Cadre gains the *Hit & Run* MAR while the Officer base is alive. • **0-3 Sweeper Teams*** for +20 Points each – The upgraded bases increase their CQB by +2 and their DR by +1. • **0-3 Gun Teams*** for +10 Points each – The upgraded bases gain a Maelstrom Pulse Cannon * These upgraded bases gain the *Bulky [2]* MAR. • **Grand Companies** – Where permitted, a Khitari Light Infantry Strike Shoals may be fielded as a Grand Company, increasing its size to 9 Infantry Bases. The Grand Company increases its Tactical Value to 6 TV and may be upgraded as normal.

OFFICER

SWEEPER

GUN TEAM

AQUAN PRIME
GROUND ATTACK AERIAL HELIX

AQUAN PRIME	HEAVY GROUND ATTACK GUNSHIP – *KALARI*					230 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	14" / 20"	6 + 6 + 6	3	7
Venom **MISSILES**		F	EF	16	12				
			LR	32	8	Sq-Size	LoS Class	Quality	TV
						1-2	Flyer	Elite	4 or 9

Model Assigned Rules	*Command Element (12"), Flying Vehicle, Sectored Armour, Sky Drop*
Additional Rules	• **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models – These shots are considered to be *Rushed*. • **Strafing Run** – This Squadron may initiate a CQB Attack during its own activation while moving *Flat Out* provided the target squadron are Surface Models. These shots are considered to be *Rushed*.

KALARI

The Kalari Heavy Ground Attack Gunship utilises the brutally efficient Venom Missile System to direct attacks against the enemy, excelling at engaging (and destroying) infantry targets in particular.

Unusually for Aquan Prime assets the Kalari is also equipped with extensive close quarterbattle weaponry that can be targeted right into the teeth of the enemy line with exceptional speed and aggression.

Often fielded in pairs, the Kalari are fearsome in battle, engaging at extreme close quarters to occupy the enemy while their fellow Aquans deliver the killing blow.

AQUAN PRIME
GROUND ATTACK AERIAL HELIX

AQUAN PRIME	GROUND ATTACK GUNSHIP – *COMANU*		135 Points	

WEAPONS							Mv	DR	SH	CQB
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**		16" / 24"	7+6	2	4
Sunflare **BURST LASER**		F	EF	10	7					
			LR	20	5					

Sq-Size	LoS Class	Quality	TV
3	Flyer	Elite	7

Model Assigned Rules	*Flying Vehicle, Sectored Armour, Sky Drop*
Additional Rules	• **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models – These shots are considered to be *Rushed*. • **Strafing Run** – This Squadron may initiate a CQB Attack during its own activation while moving *Flat Out* provided the target squadron are Surface Models. These shots are considered to be *Rushed*.

COMANU

The Comanu Ground Attack Gunship is a robust and dependable flyer, used to soften up elusive targets prior to ground forces finishing them off.

Armed with a strong Sunflare Burst Laser, it excels in hitting the enemy in the flank, where its pinpoint laser fire is more than capable of eliminating multiple targets in an enemy squadron.

AQUAN PRIME

INTERCEPTOR AERIAL HELIX

AQUAN PRIME	HEAVY INTERCEPTOR GUNSHIP – *VORATI*		230 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**	14" / 20"	6 + 6 + 6	3	7
Stingray **MISSILES**		F	EF	30	16				
			LR	-	-	**Sq-Size**	**LoS Class**	**Quality**	**TV**
Mirror **CRYSTAL**		AR	EF	24	*	1	Flyer	Elite	4
			LR	-	-				

Model Assigned Rules	*Command Element (12"), Crystal Formation, Flying Vehicle, Hit & Run, Sectored Armour, Sky Drop*
Additional Rules	• **Aerial Assault** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Flying models – These shots are considered to be *Rushed*. • **Dogfighter** – This Squadron may ignore the ***Sectored Armour*** MAR when targeting Flying models. Flying Target models may therefore suffer Flanking or Rear penalties to their Damage Rating when attacked by a Dogfighter! • **Votari Focal Point** – When fired upon by friendly Aquan Beam Weaponry, all attacks are treated as Placed prior to normal modifications

VORATI

This unusual Interceptor highlights the three-dimensional thinking of the Aquan Prime Forces.

Whilst armed with a formidable array of Stingray missiles that are capable of tearing apart almost any aerial foe they are likely to face, the Vorati also incorporates a matrix of Votari crystals into its unusual shell design to effectively make the vehicle itself a mobile crystal.

This allows Aquan commanders to utilise the devastating flexibility of the Vorati Crystals with an unlimited field of fire from the flying Votari Heavy Interceptor Gunship.

AQUAN PRIME
INTERCEPTOR AERIAL HELIX

AQUAN PRIME	INTERCEPTOR – *MINNARI*		90 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	**MAR**	**Arc**	**RB**	**R"**	**AD**	18" / 24"	6	1	2
Stingray **MISSILES**		F	**EF**	30	4				
			LR	-	-				

Sq-Size	LoS Class	Quality	TV
4	Flyer	Elite	5

Model Assigned Rules	*Flying Vehicle, Hit & Run, Sectored Armour, Sky Drop*
Additional Rules	• **Aerial Assault** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Flying models – These shots are considered to be *Rushed*. • **Dogfighter** – This Squadron may ignore the ***Sectored Armour*** MAR when targeting Flying models. Flying Target models may therefore suffer Flanking or Rear penalties to their Damage Rating when attacked by a Dogfighter!

MINNARI

The Minnari Interceptor is often tasked with the defence of its larger parent – the Vorati Heavy Gunship.

Armed with Stingray Missiles and blessed with an incredible speed, the interceptor is more than capable of engaging enemy targets on its own.

TERQUAI EMPIRE
RECON HELIX

TERQUAI EMPIRE		HEAVY GUNSHIP – *IOPHON*				215 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	6 + 5 + 4	3	6
Nuravi **MISSILES**		F	EF	12	12				
			LR	24	10	Sq-Size	LoS Class	Quality	TV
Nexus **DESIGNATOR**		AR	EF	30	5	1	Flying	Elite	4
			LR	-	-				

Model Assigned Rules	*Command Element [18"], Flying Vehicle, Sectored Armour, Sky Drop Nexus [Temporal Portals Only, 2]*
Additional Rules	• **Ground Attack** – This Squadron may fire its Main Ordnance while moving *Flat Out* provided the target squadron are Surface models – These shots are considered to be *Rushed*.

The Iophon Heavy Gunship is often used as an early warning system for the Terquai, lurking unseen on the battlefield, before bursting out of concealment to attack enemy infantry who get too close to critical Terquai units. Armed with the dreaded Nuravi Missiles, a munition created from a hybrid of Aquan military technlogy and *uncovered alien-tech*, The Iophon is the silent killer, a whisper from the dark.

IOPHON

TERQUAI EMPIRE
RECON HELIX

TERQUAI EMPIRE	HEAVY INFANTRY – *NABIS CADRE*		45 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 9"	4	1	3
			EF	-	-				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						5	Light	Militia	4

Model Assigned Rules	*Drone, Bulky [2], Hard Target [-1], Take & Hold*
Additional Rules	• **Portal Capable** – This Squadron may make use of Temporal Portals.

TERQUAI EMPIRE	TEMPORAL PORTAL		50 Points	

WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	6 + 4	4	0
Temporal Portal		-	EF	-	-				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						1	Light	Militia	0

Model Assigned Rules	*Drone Nexus (8"), Fearless, Portal Technology (Nabis Drones only), Rear Echelon, Sectored Armour, Sky Drop*
Additional Rules	• **Sky Drop Asset** – Unless otherwise noted, this model MUST deploy via Sky Drop.

The forces of the Terquai are not numerous, nor are they given to fighting on the battlefields of the Firestorm Galaxy if they can help it. But when they do... they make an immediate impact! The Nabis Drone Infantry are an amalgam of alien-technologies that permit the transit through Temporal Portals giving the Terquai a highly flexible, albeit blunt, weapon to throw at their enemies.

Temporal Portal technology is highly prized by the Terquai forces. It allows the almost instantaneous transportation of non-organic supplies across distances connected by two points.

NABIS

TEMPORAL PORTAL