



DINDRENZI FEDERATION AND RENSE SYSTEM NAVY



This document contains model statistics for the
Dindrenzi Federation and Rense System Navy Factions.

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

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Version 6.0
Last updated March 24th, 2016

DINDRENZI FEDERATION

WEAPON TABLE RULES

DINDRENZI / RENSE SYSTEM NAVY WEAPONS TABLE		
Weapons	Model Assigned Rule	
Mangonel Rail Gun	<i>Kinetic, Pinpoint [1]</i>	 
Onager Rail Gun	<i>Kinetic</i>	
Ballista Rail Gun	<i>Kinetic</i>	
Skorpio Rail Gun	<i>Kinetic</i>	
Estock Flak-Launcher	<i>Interceptor</i>	
Flambard Assault Launcher	<i>Anti-Personnel & Barrage</i>	 
Vulcan Sonic Missiles	<i>Kinetic, Pinpoint [2]</i>	 
Harvester Coil Guns	<i>Anti-Personnel</i>	
Clamare Missiles	<i>Interceptor, Terror Weapon</i>	 
Asmodian Laser	<i>Pinpoint [2]</i>	

DINDRENZI FEDERATION & RENSE SYSTEM NAVY

FACTION RULES

Tactical Bonus	<ul style="list-style-type: none"> The Dindrenzi have a Tactics Bonus = +3.
Logistical Strength	<ul style="list-style-type: none"> Dindrenzi Forces may purchase Logistics Points for +30 Points each. Dindrenzi Forces may spend up to 3 Logistics Points in a single Bid Action. Dindrenzi Forces may elect to spend Logistics Points during the Play TACs Step of the Pre-Turn Phase to place Squadrons on Overwatch: <ul style="list-style-type: none"> 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 (<i>A Squadron made up of Light and Armoured Elements for example</i>) use the largest Logistics Cost.
Sky Drop Capability	<ul style="list-style-type: none"> The Dindrenzi set their initial Sky Drop Site Markers to 5. The Dindrenzi set their initial Artillery Drop Site Markers to 6.
Artillery	<ul style="list-style-type: none"> The Forces of Dindrenzi use Artillery with 4D6 Attack Dice. All Dindrenzi Artillery Attacks use the <i>Barrage</i> and <i>Scatter</i> MARs.
Special Rules	<ul style="list-style-type: none"> Punishing CQB - All Dindrenzi Non-Infantry Elements may re-roll any INITIAL rolls of a 1 during any CQB Engagement, (Ranged or Leviathan CQB), the second result must be accepted. Built To Last – All Rense System Navy elements ignore the effects of Damage on their Attack Successes during Main Ordnance Attacks.

DINDRENZI FEDERATION

HELIX BUILDING

DINDRENZI FEDERATION CORE HELIX		
REQUISITES	1	Kratos Heavy Tank Squadron
	1-2	Eris Medium Tank Squadrons
	1-2	Leto Light Tank Squadrons
OPTIONS	0-2	<i>Circe Medium Specialist Tanks (attached individually to the Heavy or Medium Tank Squadrons within the Helix)</i>
	0-4	<i>Nyx Infantry Cadres. Each Cadre may purchase a Damocles MkII Sky Pod for the appropriate points. If the Transport is purchased the Infantry Cadre MUST be deployed embarked upon it.</i>

DINDRENZI FEDERATION HEAVY HELIX		
REQUISITES	1	Ares Heavy Armour Squadron
OPTIONS	0-1	<i>Gorgos Tank Hunter Squadron</i>
	0-2	<i>Circe Medium Specialist Tanks (attached individually to the Heavy or Tank Destroyer Squadrons within the Helix)</i>

DINDRENZI FEDERATION FIREPOWER LEVIATHAN HELIX		
REQUISITES	1	Hyperion Leviathan
OPTIONS	0-2	<i>Leto Light Tank Squadrons</i>

DINDRENZI FEDERATION RECON HELIX		
REQUISITES	1	Nyx Infantry Cadre** The Cadre MUST purchase a Damocles MkII Sky Pod for the appropriate points. The Infantry Cadre MUST be deployed embarked upon it.
OPTIONS	0-2	<i>Damocles MkI Field Gun Squadrons</i>
		<i>**The Infantry Cadre upgrades to contain both an Officer and 3 Gun Teams for no additional cost. The Cadre also gains the Command Element (8") MAR for no additional cost.</i>

DINDRENZI FEDERATION

HELIX BUILDING

DINDRENZI FEDERATION INTERCEPTOR AERIAL HELIX **		
REQUISITES	1	Orestes Heavy Gunship Squadron
OPTIONS	0-1	Erinyes Interceptor Squadron
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	

DINDRENZI FEDERATION GROUND ATTACK AERIAL HELIX **		
REQUISITES	1	Daedalus Heavy Gunship Squadron
OPTIONS	0-1	Icarus Gunship Squadron
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	

DINDRENZI FEDERATION GROUND COMMAND HELIX **		
REQUISITES	1	Charon Command Drop Pod
	1	Nyx Light Infantry Grand Company – <i>The Grand Company MUST be Embarked on the Charon Command Drop Pod at the start of the battle.</i>
OPTIONS	0-2	Damocles Mk I Sky Drop Field Gun Squadrons
	<i>**This Helix occupies a Field Support Helix Slot</i>	





DINDRENZI FEDERATION ASSAULT HELIX		
REQUISITES	1	Iapetus Robot Battle Squadron
OPTIONS	0-1	Hades Medium Tank Squadron

RENSE SYSTEM NAVY

RENSE SYSTEM NAVY (RSN) ASSAULT HELIX		
REQUISITES	1	Archangel Robot Battle Squadron
OPTIONS	0-1	Temple of Dramos with a Squadron of Seraph Light Tanks embarked.

DINDRENZI FEDERATION

LEVIATHAN FORCES

DINDRENZI		FIREPOWER LEVIATHAN – HYPERION				760 Points										
WEAPONS						Mv	DR	SH	CQB							
Weapon	MAR	Arc	RB	R"	AD	6" / 9"	13+13+12+12	0	15/8							
Mangonel (R-Arm) RAIL GUN		F / L / R	EF	20	12	Sq-Size	LoS Class	Quality	TV							
			LR	40	10	1	Elevated	Elite	13							
Mangonel (L-Arm) RAIL GUN		F / L / R	EF	20	12	IMPORTANT NOTE: The Estock (x2) notations refers to the Hyperion having two of these weapon systems, with each being able to fire independently of the other, and at the same or different targets.										
			LR	40	10											
Estock (x2) FLAK LAUNCHERS		F / L / R	EF	10	9											
			LR	20	6											
Nexus DESIGNATOR		AR	EF	30	5											
			LR	-	-											
Model Assigned Rules		<i>Command Element [12"], Independent Targeting, Lumbering, Sky Drop Nexus [1], Target Lock, Walker</i>														
Additional Rules		<ul style="list-style-type: none"> • Sky Drop Capable – This model may purchase the <i>Sky Drop</i> MAR for an additional +40 Points • Alpha Strike Asset – If this element deploys via Sky Drop increase the TV of the squadron by +1 • Orbital Insertion – If this model purchases Sky Drop any Leto Tanks taken in the Helix MUST also purchase Sky Drop for an additional +5 points per tank • Reflective Inner Plating – All successful Pinpoint rolls that cause additional Damage against this vehicle must be re-rolled. The second result must be taken. 														




The Hyperion Firepower Leviathan stands as a testament to the *superiority through strength* mindset of the Dindrenzi Federation. Capable of engaging in long range firefights with any enemy in the Firestorm Galaxy it deploys into the toughest combat conditions (often via orbital drop), confident in its ability to decimate its enemies with heavy ordnance.

Armed with no less than 2 Mangonel Rail Guns, similar to those mounted on light space going craft and an effective pair of shoulder mounted Estock Flak Launchers, the Hyperion excels in eliminating Armoured and aerial targets alike. This prestigious amount of firepower is increased by its ability to effect Target Locks on enemy elements by use of a cunningly advanced form of Nexus Designator.



DINDRENZI FEDERATION

ARMoured FORCES

DINDRENZI		COMMAND DROP POD – CHARON				500 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	12+12+11	0	12
Heavy Mangonel RAIL GUN		AR	EF	20	15				
			LR	40	10				
Estock FLAK LAUNCHER		AR	EF	10	15				
			LR	20	10				
Nexus DESIGNATOR		AR	EF	30	5				
			LR	-	-				
Model Assigned Rules	<i>Artillery Support (2), Command Element (12"), Fearless, Independent Targeting, Sectored Armour, Sky Drop, Target Lock, Transport (16)</i>								
Additional Rules	<ul style="list-style-type: none"> • Sky Drop Asset – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop • Quake Deployment – When this model deploys into the battlefield from Sky Drop, all enemy Squadrons within 12" of its eventual entry point must take a Disorder Test requiring TWO successes • Command Centre – A Force that contains a Charon Command Drop Pod may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size. In addition no friendly Dindrenzi forces within the Charon's Command Radius are required to take Disorder Tests due to the loss of their own Command Element 								




The Dindrenzi utilise many Sky Drop assets in the prosecution of its enemies. One of the most fearsome assets in its arsenal is the dreaded Charon Heavy Command Drop Pod which is used to concuss and disorient its enemies prior to the execution of its core responsibility - the delivery of some of the Federation's most vicious and aggressive troops - the Nyx Grand Companies! These troops are massed together into a larger formation than normal, and can easily overwhelm their foes in massed close quarters battle.




Beyond its troop delivery role, the Charon also acts as static Artillery Command, bringing in low-orbit artillery to be targeted at locations of high enemy resistance. A capable Dindrenzi Commander will ensure the Charon is deployed in the right place at the right time to deliver total devastation to their enemies.



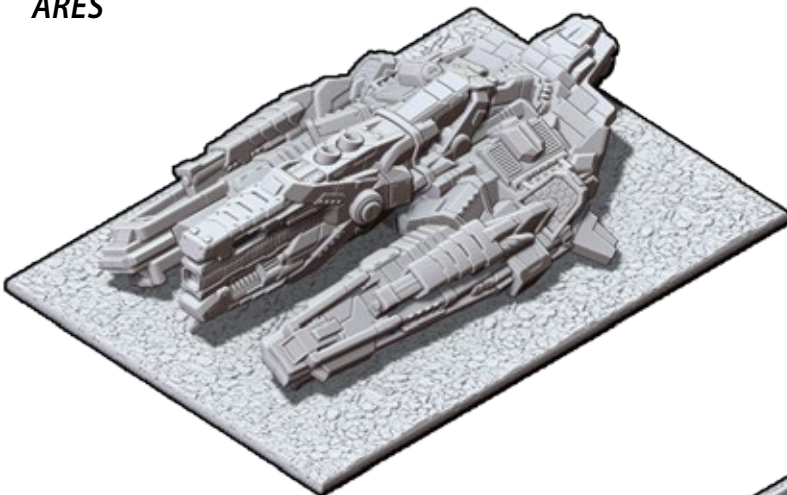
DINDRENZI FEDERATION

ARMoured FORCES

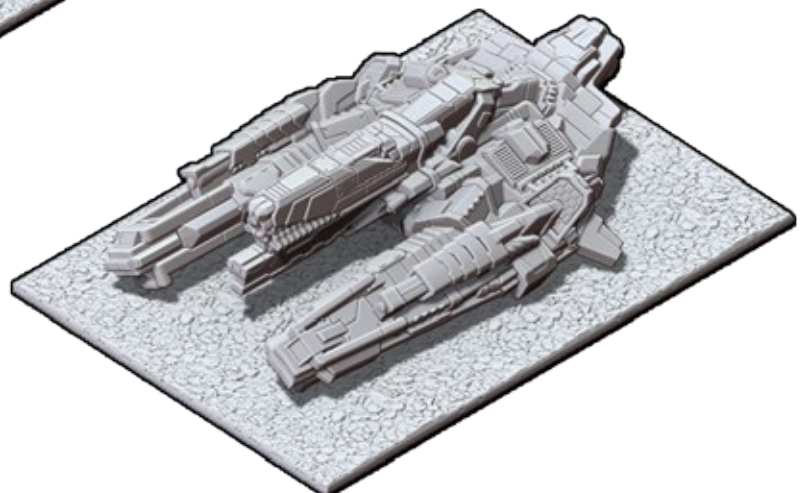
DINDRENZI		HEAVY SUPPORT TANK – ARES				250 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	8+8+7	0	5
Linked Skorpio RAIL GUNS		F	EF LR	12 24	7 5	Sq-Size	LoS Class	Quality	TV
Mangonel RAIL GUN		F	EF LR	20 40	12 10	1	Armoured	Elite	4
Model Assigned Rules	<i>Command Element [8"], Hit and Run, Hover Vehicle</i>								
Additional Rules	• Expert Targeting – All Ranged Attacks made using the Mangonel Rail Gun whilst firing with a Placed Shot bonus gain the <i>Pinpoint (4) MAR</i>								

DINDRENZI		HEAVY BATTLE TANK – KRATOS				230 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	8+7+7	0	5
Linked Skorpio RAIL GUNS		F	EF LR	12 24	7 5	Sq-Size	LoS Class	Quality	TV
Onager RAIL GUN		F	EF LR	18 36	8 6	1 or 2	Armoured	Elite	4 or 8
Model Assigned Rules	<i>Command Element [12"], Hit & Run, Hover Vehicle</i>								
Additional Rules	• None								

ARES







KRATOS



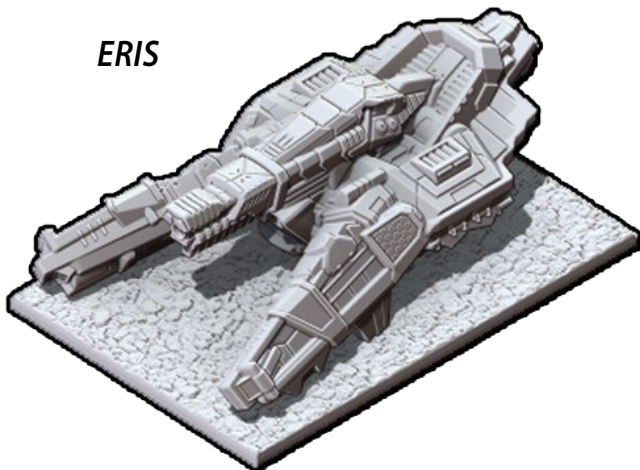
DINDRENZI FEDERATION

ARMoured FORCES

DINDRENZI		MEDIUM TANK HUNTER - GORGOS				140 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7+6	0	1
Onager RAIL GUN		F	EF	18	8	Sq-Size	LoS Class	Quality	TV
			LR	36	6				
Model Assigned Rules		<i>Hit and Run, Hover Vehicle</i>							
Additional Rules		None							

DINDRENZI		MEDIUM BATTLE TANK - ERIS				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	8+7	0	4
Ballista RAIL GUN		F	EF	16	7	Sq-Size	LoS Class	Quality	TV
			LR	32	4				
Model Assigned Rules		<i>Hit & Run, Hover Vehicle</i>							
Additional Rules		None							

ERIS






GORGOS



DINDRENZI FEDERATION

ARMoured FORCES

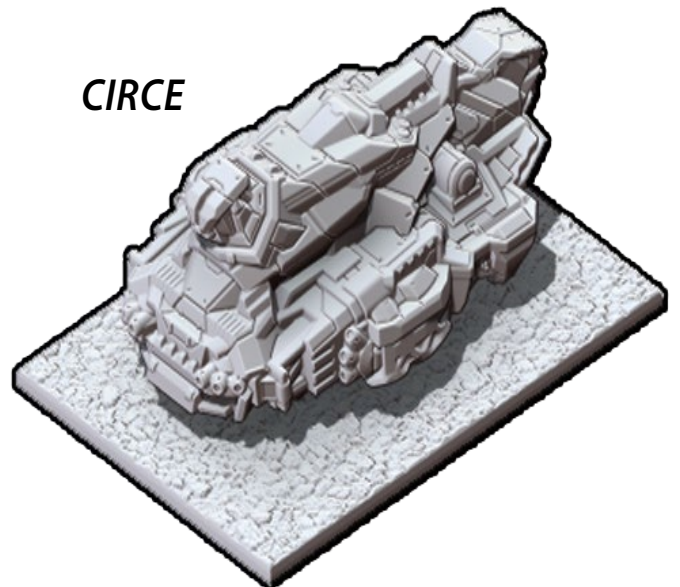
DINDRENZI		MEDIUM SUPPORT TANK – CIRCE				120 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	8+7	0	6		
Nexus DESIGNATOR		AR	EF	24	4	Sq-Size	LoS Class	Quality	TV		
			LR	-	-						
Model Assigned Rules		<i>Hit & Run, Hover Vehicle, Sky Drop Nexus [2], Target Lock</i>									
Additional Rules		• Attachment – This Model MUST attach to an Armoured Squadron in the Helix, increasing the Squadron's TV by +2. An Armoured Squadron may not take more than ONE attachment									

DINDRENZI		LIGHT TANK – LETO				60 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	6	0	2		
Harvester COIL GUNS		AR	EF	10	4	Sq-Size	LoS Class	Quality	TV		
			LR	-	-						
Model Assigned Rules		<i>Hard Target [-1], Hit & Run, Hover Vehicle, Recon Specialist, Take & Hold</i>									
Additional Rules		• Alpha Strike Asset – If this Element deploys via Sky Drop increase the TV of the Squadron by +1									

LETO








CIRCE



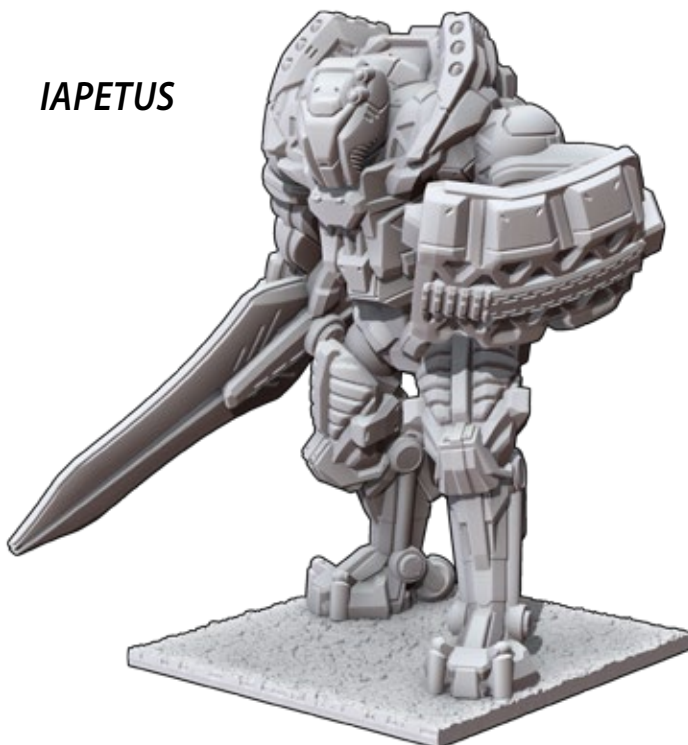
DINDRENZI FEDERATION

ARMoured FORCES

DINDRENZI		BATTLE ROBOT – IAPETUS				200 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 16"	9+8+8	0	6/12
R-Arm Xiphos WRIST BLADE		Leviathan CQB Weapon				Sq-Size	LoS Class	Quality	TV
L-Arm Flambard COIL LAUNCHERS		F+L+R	EF	10	10	1 or 2	Elevated	Elite	4 or 9
			LR	20	8				
Model Assigned Rules		<i>Command Element [8"], Independent Targeting, Walker</i>							
Additional Rules		<ul style="list-style-type: none"> • Leviathan Weapon – The Xiphos Wrist Blade grants the Pinpoint (3) MAR in Leviathan CQB • Reflective Inner Plating – All successful Pinpoint rolls that cause additional Damage must be re-rolled. The second result must be accepted. • Thunderous Charge – The Leviathan may perform a Leviathan CQB Action after moving Flat Out. These attacks are considered to be <i>Rushed</i>. 							

DINDRENZI		MEDIUM TANK – HADES				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	8+7	0	4
Estock FLAK LAUNCHER		F	EF	10	7	Sq-Size	LoS Class	Quality	TV
			LR	20	4	3	Armoured	Elite	6
Model Assigned Rules		<i>Hard Target [-1], Hit & Run, Hover Vehicle, Recon Specialist, Take & Hold</i>							
Additional Rules		None							

IAPETUS







HADES



DINDRENZI FEDERATION

ARMoured FORCES

DINDRENZI		SKY DROP FIELD GUN – DAMOCLES MKI				70 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	0"/0"	6+5	0	3	
Flambard ASSAULT LAUNCHER		AR	EF	10	9	Sq-Size	LoS Class	Quality	TV	
			LR	20	6					2
OR										
Estock FLAK LAUNCHER		AR	EF	10	9					
			LR	20	6					
Model Assigned Rules	<i>Fearless, Hard Target [-1], Secteded Armour, Sky Drop</i>									
Additional Rules	<ul style="list-style-type: none"> • Sky Drop Asset – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop • Dialled In Asset – The Commanding player need not specify which type of weapon the squadron will be armed with until the Squadron is nominated for Sky Drop deployment during a Game Turn 									

DINDRENZI		SKY DROP TRANSPORT – DAMOCLES MKII SKY POD				35 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	0"/0"	6+6	0	3	
						Sq-Size	LoS Class	Quality	TV	
										1
Model Assigned Rules	<i>Assault Vehicle, Fearless, Rear Echelon, Secteded Armour, Sky Drop, Transport (8)</i>									
Additional Rules	<ul style="list-style-type: none"> • Sky Drop Asset – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop 									

FLAMBARD



ESTOCK





MK II



DINDRENZI FEDERATION

INFANTRY FORCES

DINDRENZI		LIGHT INFANTRY CADRE – NYX				40 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	5	0	3		
Harvester COIL GUNS		AR	EF	10	5	Sq-Size	LoS Class	Quality	TV		
			LR	-	-						
*Gun Team Only											
Model Assigned Rules		<i>Fearless, Hard Target [-2], Take & Hold</i>									
Additional Rules		<p>Infantry Upgrades – The Nyx Cadre may replace existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer Base* for +15 Points. The entire Cadre gains the <i>Focused Assault</i> MARs while the Officer base is alive. • 0-3 Sweeper Team Bases* for +10 Points each. The upgraded bases increase their CQB by 2. • 0-3 Gun Team Bases* for +5 Points each. The upgraded bases gain a Harvester Coil Gun. <p><i>*All upgraded bases gain the Bulky (2) MAR.</i></p> <ul style="list-style-type: none"> • Focused Assault MAR: When Nyx Cadres perform a Storming Action. resolve their Attacks simultaneously with the Defenders rather than afterwards • Grand Companies – Where permitted, a Nyx Light Infantry Cadres may be fielded as a Grand Company, increasing its size to 7 Infantry Bases. The Grand Company increases its Tactical Value to 5 and may be upgraded as normal 									



**OFFICER
BASE**

The Nyx Light Infantry Cadres are the cutting edge to many Dindrenzi Federation ground assaults. They are some of the best trained and best armed troopers available to any faction in the Firestorm Galaxy. These elite warriors are commonly deployed in small *Special Forces* cadres via Drop Pods where their ability to strike without warning gives the Nyx all the advantage they will ever need on the battlefield.

When deployed as a Grand Company, the Nyx are even more fearsome, using their larger numbers to target stronger enemies with lightning assaults that can take down just about any enemy in their path.



**NYX
INFANTRY
BASE**





**SWEEPER
BASE**



**GUN TEAM
BASE**

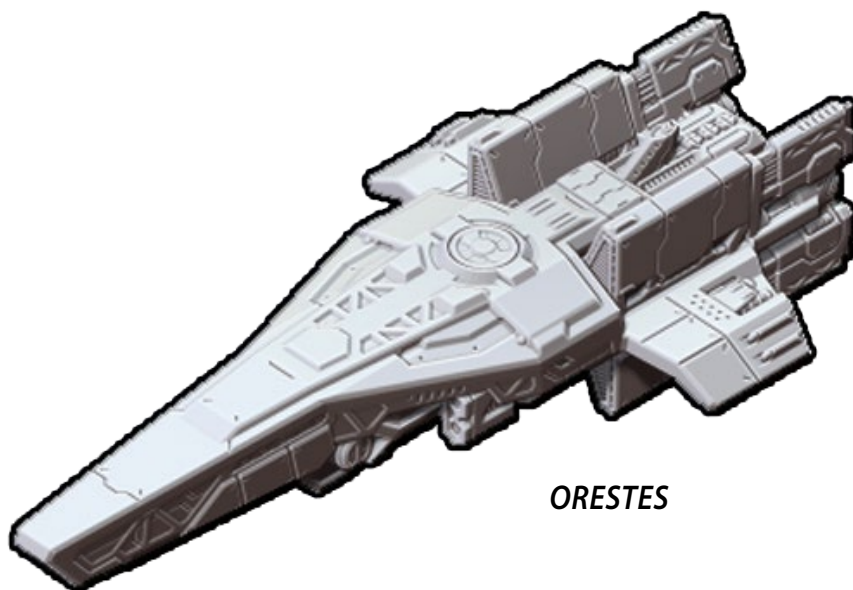
DINDRENZI FEDERATION

AERIAL FORCES

DINDRENZI		HEAVY INTERCEPTOR GUNSHIP – ORESTES				220 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	14" / 28"	9+8+7	0	6		
Heavy Estock FLAK LAUNCHERS		AR	EF LR	12 20	16 12	Sq-Size		LoS Class	Quality	TV	
Nexus DESIGNATOR		AR	EF LR	30 -	4 -	1	Flying	Elite	5		
Model Assigned Rules		<i>Artillery Support (2), Command Element [16"], Fearless, Flying Vehicle, Hit & Run, Secteded Armour</i>									
Additional Rules		<ul style="list-style-type: none"> • Aerial Assault – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Dogfighter – This Squadron may ignore the <i>Secteded Armour</i> MAR when targeting Flying models. Flying Target models may therefore suffer <i>Flanking</i> or <i>Rear</i> penalties to their Damage Rating when attacked by a Dogfighter! 									

Developed initially as a space fighter, the Orestes Heavy Interceptor Gunship provides the Dindrenzi with another unusual engagement tool to their expanding arsenal.


Whilst armed with a powerful array of anti-aircraft ordnance what will comfortably allow for the gunship to perform its core role, the Orestes also utilises its advanced communications equipment (required for space combat) to allow it to perform as an artillery spotter.



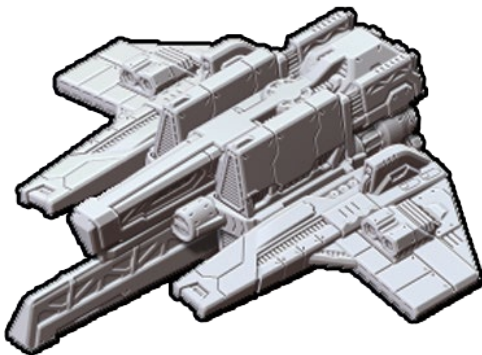
ORESTES

DINDRENZI FEDERATION

AERIAL FORCES

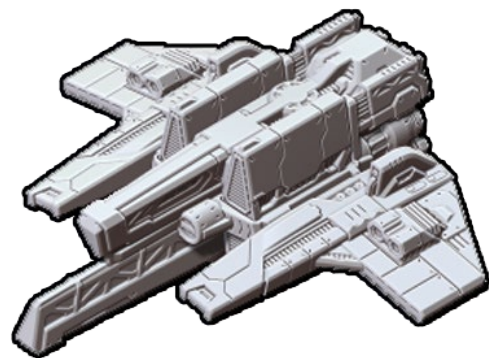
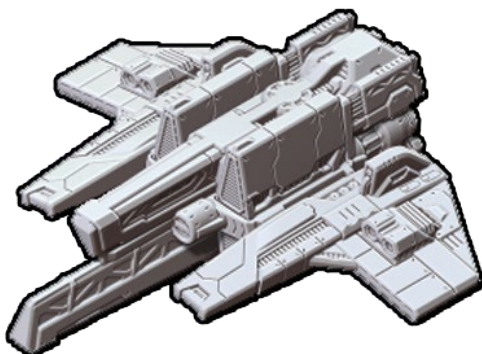
DINDRENZI		INTERCEPTOR – ERINYES					80 Points				
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	20" / 30"	7	0	3		
Estock FLAK LAUNCHERS		F	EF	10	5	Sq-Size		LoS Class	Quality	TV	
			LR	20	3	3	Flying	Elite	4		
Model Assigned Rules		<i>Fearless, Flying Vehicle, Hit & Run, Sectored Armour</i>									
Additional Rules		<ul style="list-style-type: none"> • Aerial Assault – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Dogfighter – This Squadron may ignore the <i>Sectored Armour</i> MAR when targeting Flying models. Flying Target models may therefore suffer <i>Flanking</i> or <i>Rear</i> penalties to their Damage Rating when attacked by a Dogfighter! 									

ERINYES





The Erinyes Interceptor Squadrons (often referred to as *The Furies* by those in the Dindrenzi Air Command) are a simple strike fighter with excellent manoeuvrability capability.

Armed with Estock Flak Launchers, the Furies are known to tear into their aerial targets apart, striking using their incredible speed to hit the rear of their foes.



DINDRENZI FEDERATION

AERIAL FORCES

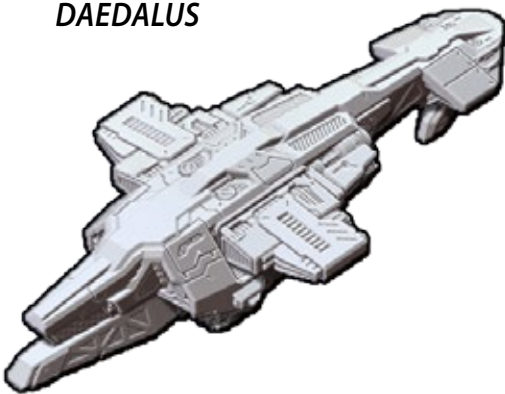
DINDRENZI		HEAVY GROUND ATTACK GUNSHIP – DAEDALUS				200 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	18" / 30"	8+7+6	0	8
Heavy Vulcan MISSILES	 2	F	EF	20	10				
			LR	40	8				
						Sq-Size	LoS Class	Quality	TV
						1-2	Flying	Elite	4 or 9
Model Assigned Rules		<i>Command Element [16"], Flying Vehicle, Sectored Armour</i>							
Additional Rules		<ul style="list-style-type: none"> • Ground Attack – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Strafing Run – This Squadron may initiate a CQB Attack during its own activation while moving <i>Flat Out</i> provided the target squadron are Surface Models. These shots are considered to be <i>Rushed</i>. 							

The Daedalus Heavy Ground Attack Gunships are often deployed by the Dindrenzi in the first wave of any assault. Often fighting in close formation with each other, they are by far and away the fastest of the Ground Attack elements that prosecute the battlefields of the Firestorm Galaxy.

Armed with Heavy Vulcan Missiles that tear through shields and armour with apparent ease, there are few who can discount its incredible first-strike potential.



The Daedalus is also equipped with terrifyingly effective close quarter battle weapons that are often used in advance of it unleashing its highly effective main ordnance.

DAEDALUS

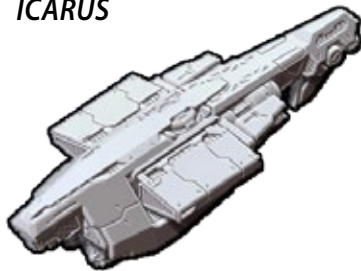


DINDRENZI FEDERATION

AERIAL FORCES

DINDRENZI		GROUND ATTACK GUNSHIP – ICARUS				100 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	18" / 32"	6+5	0	4
Vulcan MISSILES	 2	F	EF	10	6				
			LR	20	4				
						Sq-Size	LoS Class	Quality	TV
						4	Flying	Elite	5
Model Assigned Rules		<i>Flying Vehicle, Sectored Armour</i>							
Additional Rules		<ul style="list-style-type: none"> • Ground Attack – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Strafing Run – This Squadron may initiate a CQB Attack during its own activation while moving <i>Flat Out</i> provided the target squadron are Surface Models. These shots are considered to be <i>Rushed</i>. 							

ICARUS



When aerial reconnaissance determines that the enemy has manifested a larger number of armoured elements to face the Dindrenzi, the Icarus is often called into service to tip the balance.




Similar to its larger compatriot – the Daedalus – the Icarus Ground Attack Gunship has a bank of Vulcan Missiles mounted into the chassis that allows Dindrenzi Aerial Commanders to execute a backup strategy should the initial Heavy Gunship attack fail to eliminate the threat.

These flyers are fielded in greater numbers than other Gunships, with the skills of their pilots allowing them to execute feats of manoeuvre that few can match.



RENSE SYSTEM NAVY

ASSAULT FORCES



RSN	BATTLE ROBOT – ARCHANGEL					290 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	9+8+8	0	8/16	
Shard of Dramos (R-Arm) BLADE		Leviathan CQB Weapon				Sq-Size		LoS Class	Quality	TV
Clamare (L-Arm) MISSILES		F/L/R	EF	16	12	1	Armoured	Elite	6	
			LR	32	8					
Nexus DESIGNATOR		AR	EF	30	6					
			LR	-	-					
Model Assigned Rules	<i>Cloaked, Command Element (12"), Drone Nexus (8"), Fearless, Hover Vehicle, Sky Drop, Sky Drop Nexus (1)</i>									
Additional Rules	<p>Leviathan Weapon – The Shard of Dramos grants the <i>Pinpoint (4)</i> MAR in Leviathan CQB</p> <p>Reflective Inner Plating – All successful Pinpoint rolls that cause additional Damage against this vehicle must be re-rolled. The second result must be accepted.</p> <p>Thunderous Charge – The model may perform a Leviathan CQB Action after moving Flat Out</p>									



ARCHANGEL



RENSE SYSTEM NAVY

ASSAULT FORCES

RSN	SKY DROP TRANSPORT/EMPLACEMENT – TEMPLE OF DRAMOS					240 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	10+10+9	0	15	
Clamare MISSILES		AR	EF	16	12	Sq-Size	LoS Class	Quality	TV	
			LR	32	9					
Nexus DESIGNATOR		AR	EF	30	6	1	Armoured	Elite	4	
			LR	-	-					
Model Assigned Rules	<i>Cloaked, Drone Nexus (12"), Fearless, Sectored Armour, Sky Drop, Target Lock, Transport (Seraph Drones Only, 6)</i>									
Additional Rules	<ul style="list-style-type: none"> • Sky Drop Asset – Unless a Scenario Condition applies, this model MUST deploy via Sky Drop. • Remember Dramos – Once deployed, all friendly Dindrenzi or Rense System Navy Elements within 16" gain the <i>Fearless</i> MAR if there are any Terran Alliance or Hawker Industries forces on the Battlefield. • Command Centre – A Force that contains this model may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size. • Improved Target Nexus – If the Temple of Dramos successfully targets an enemy target squadron with its Target Lock, all Seraph Drones within Drone Nexus Range gain a Placed Bonus when firing at the same target squadron with Main Ordnance Weapons for that turn only! 									

RSN	LIGHT DRONE TANK – SERAPH					45 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	10" / 14"	4	0	1	
Asmodian LASER		F	EF	10	3	Sq-Size	LoS Class	Quality	TV	
			LR	20	2					
						6	Light	Militia	5	
Model Assigned Rules	<i>Cloaked, Drone, Hard Target [-1], Tracked/Wheeled Vehicle</i>									
Additional Rules	Conditional Deployment – Seraph Squadrons MUST be deployed via a Temple of Dramos.									

SERAPH



TEMPLE OF DRAMOS

