



DIRECTORATE AND WORKS RAPTOR



This document contains model statistics for the
Directorate and Works Raptor Factions.

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











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DIRECTORATE

WEAPON TABLE RULES

| DIRECTORATE / WORKS RAPTOR WEAPONS TABLE | | |
|--|---|--|
| Weapons | Model Assigned Rule | |
| Pacifier Plasma Cannon | <i>Corrosive</i> |  |
| Verdict Plasma Surge | <i>Corrosive & Terror Weapon</i> |  |
| Judgement Plasma Cannon | <i>Corrosive</i> |  |
| Diligence Plasma Cannon | <i>Corrosive</i> |  |
| Peacemaker Missiles | <i>Interceptor</i> |  |
| TS-# Scramblers | <i>Cyber Weapon</i> |  |
| AA-# Scramblers | <i>Cyber Weapon, Interceptor</i> |  |
| Closure Flamethrowers | <i>Anti-Personnel & Terror Weapon</i> |  |
| Liquidation Missiles | <i>Corrosive & Interceptor</i> |  |
| Buy-Out Concussion Blasters | <i>Anti-Personnel</i> |  |

DIRECTORATE & WORKS RAPTOR

FACTION RULES

| | |
|----------------------------|---|
| Tactical Bonus | <ul style="list-style-type: none"> The Forces of Directorate have a Tactics Bonus = +1. |
| Logistical Strength | <ul style="list-style-type: none"> Directorate Forces may purchase Logistics Points for +20 Points each. Directorate Forces may spend up to 5 Logistics Points in a single Bid Action. Directorate Forces may elect to spend Logistics Points during the <i>Play TACs Step of the Pre-Turn Phase</i> 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 Forces of the Directorate set their initial Sky Drop Site Markers to 6. The Forces of the Directorate set their initial Artillery Drop Site Markers to 4. |
| Artillery | <ul style="list-style-type: none"> The Forces of Directorate use Artillery with 5D6 Attack Dice. All Directorate Artillery Attacks use the <i>Barrage, Scatter</i> and <i>Terror Weapon MARS</i>. |
| Special Rules | <ul style="list-style-type: none"> Shrapnel Storm - ALL Directorate elements count their CQB Weaponry as having the <i>Terror Weapon MAR</i>. Shadow Operatives – The <i>Tactical Value Cost</i> to play any Tactical Action Cards by an enemy force increases by 1 while Works Raptor squadrons are present on the battlefield. |

DIRECTORATE

HELIX BUILDING

| DIRECTORATE CORE HELIX | | |
|------------------------|-----|---|
| REQUISITES | 1 | Desolator Heavy Tank Squadron |
| | 1-2 | Retaliator Medium Tank Squadron |
| | 1-2 | Informer Light Tank Squadrons |
| OPTIONS | 0-2 | <i>Patriot Infantry Cadres. Each Cadre may purchase an Intruder Assault Vehicle for the appropriate points. If the Transport is purchased the Infantry Cadre MUST be deployed embarked upon it.</i> |
| | 0-2 | <i>Trojan Medium Specialist Tank Squadrons</i> |

| DIRECTORATE HEAVY HELIX | | |
|-------------------------|-----|---|
| REQUISITES | 1 | Castigator Heavy Armour Squadron with 1x Stalker Medium Tank (including Punisher Drone) attached. |
| OPTIONS | 0-1 | <i>Avenger Tank Destroyer Squadron</i> |

| DIRECTORATE FIREPOWER LEVIATHAN HELIX | | |
|---------------------------------------|-----|---|
| REQUISITES | 1 | Wraith Leviathan |
| | 1 | Haunter Disruption Tank |
| OPTIONS | 0-1 | <i>Patriot Light Infantry Grand Company – The Patriot Grand Company MUST be Embarked on the Haunter Disruption Tank at the start of the battle.</i> |

| DIRECTORATE RECON HELIX | | |
|--|---|---|
| REQUISITES | 1 | Anarchist Light Tank Squadron – The Squadron gains the Command Element (12”) MAR for no additional cost. |
| OPTIONS | 1 | <i>Partiot Light Infantry Cadre. These Infantry MUST be deployed embarked on-board an Intruder APC Tank* purchased for the appropriate points.</i> |
| | 1 | <i>Deadlock Heavy Infantry Cadre. These Infantry MUST be deployed embarked on-board an Intruder APC Tank* purchased for the appropriate points.</i> |
| <p>*All Intruder Medium Transports in the Helix gain the Recon Specialist MAR for no additional cost*</p> | | |

DIRECTORATE

HELIX BUILDING

| DIRECTORATE INTERCEPTOR AERIAL HELIX ** | | |
|--|--|---------------------------------|
| REQUISITES | 1 | Revenant Heavy Gunship Squadron |
| OPTIONS | 0-1 | Ghost Interceptor Squadron |
| | <i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i> | |

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





| DIRECTORATE GROUND COMMAND HELIX ** | | |
|--|---|--|
| REQUISITES | 1 | Arbiter Command Barge (including 2x Punisher Drones) |
| | 1 | Deadlock Heavy Infantry Grand Company - The Grand Company MUST embarked on the Arbiter Command Barge at the start of the battle. |
| OPTIONS | 0-1 | Trojan Medium Specialist Tank Squadron |
| | <i>**This Helix occupies a Field Support Helix Slot</i> | |

| DIRECTORATE ASSAULT HELIX | | |
|----------------------------------|-----|---------------------------------------|
| REQUISITES | 1 | Nemesis Robot Battle Squadron |
| OPTIONS | 0-1 | Purgation Medium Battle Tank Squadron |

| WORKS RAPTOR RECON HELIX | | |
|---------------------------------|-----|----------------------------------|
| REQUISITES | 1 | GX-74 Heavy Interceptor Squadron |
| OPTIONS | 0-1 | LR-6 Recon Tank Squadron |

DIRECTORATE

LEVIATHAN FORCES

| DIRECTORATE | | FIREPOWER LEVIATHAN – WRAITH | | | | 850 Points |  | | | |
|------------------------------------|--|------------------------------|----------|----------|----------|------------|---|---------|------|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | |
| Weapon | MAR | Arc | RB | R" | AD | 12" / 18" | 10+10+9+9 | 5 | 15/0 | |
| Pacifier (R-Wing) PLASMA CANNON |  | F / R | EF LR | 24 48 | 12 8 | Sq-Size | LoS Class | Quality | TV | |
| Pacifier (L-Wing) PLASMA CANNON |  | F / L | EF LR | 24 48 | 12 8 | 1 | Flying | Elite | 14 | |
| Closure (Hull) FLAMETHROWERS |  | F | EF LR | 10 15 | 12 10 | | | | | |
| Model Assigned Rules | <i>Command Element (12"), Flying Vehicle, Independent Targeting, Secored Armour, Transport (Haunter Only)</i> | | | | | | | | | |
| Additional Rules | Embarked Vehicle – The Wraith has a Haunter Medium Support Tank <i>Embarked</i> upon it at the start of the battle. The cost of this element is included in the overall cost of the Wraith. Once <i>Disembarked</i> , the Haunter joins the Leviathan Helix, and is treated as a separate Squadron in all respects. | | | | | | | | | |




The Directorate often rely upon their punishing air-power units to debilitate or destroy their foes. The Wraith Leviathan Command Flyer provides a perfect vehicle through which to execute their battle plans.

Armed with a pair of Plasma Cannons and close support Flamethrowers, the Wraith lays down withering fire from the front while its light infantry cohorts, deployed via a Disruption Vehicle, move forwards to hold vital objectives. Once these elements are in place, the Wraith then changes role, withdrawing to provide air and ground support to the forces beneath it.

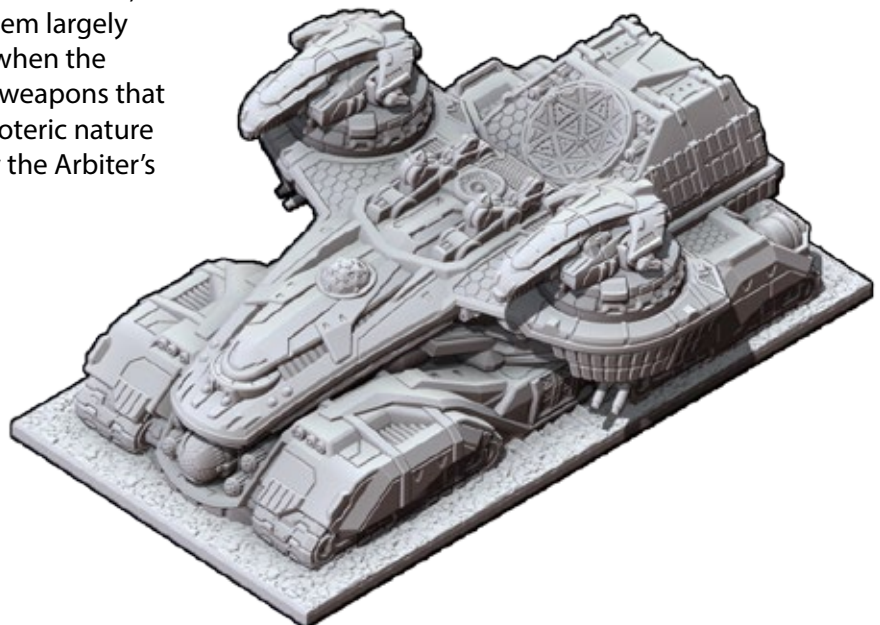


DIRECTORATE

ARMoured FORCES




| DIRECTORATE | | HEAVY COMMAND BARGE – ARBITER | | | | 500 Points | |  | |
|------------------------------|---|-------------------------------|----|----|----|------------|-----------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 6" / 9" | 12+11+10 | 0 | 12 |
| Dual AA-118 SCRAMBLER |  | AR | EF | 30 | 18 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | - | - | | | | |
| Dual Verdict PLASMA SURGE |  | F | EF | 16 | 20 | | | | |
| | | | LR | - | - | | | | |
| Nexus DESIGNATOR | | F | EF | 30 | 5 | | | | |
| | | | LR | - | - | | | | |
| Model Assigned Rules | <i>Artillery Support (3), Cloaked, Command Element (16"), Drone Nexus (16"), Fearless, Lumbering, Tracked/Wheeled Vehicle, Transport (12)</i> | | | | | | | | |
| Additional Rules | <ul style="list-style-type: none"> • Drone Launcher – The Arbiter Command Barge begins the battle with TWO Punisher Drones Embarked. The Arbiter may deploy its Punisher Drones at the end of any Movement Action. Once Deployed, the Drones form part of the Squadron with the Arbiter • Command Centre – A Force that contains an Arbiter Command Barge may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size. In addition no friendly Directorate forces within the Arbiter's Command Radius are required to take Disorder Tests due to the loss of their own Command Element • Drone Repair Facility – Any attached Punisher Drone MAY Embark onto its Drone Launcher during its Squadron Activation if desired. If it does so remove all Damage Markers from the Punisher Drone. • Cyberattack Booster – ALL friendly elements armed with Cyber Attack weaponry within 12" of this model may choose to add or deduct 1 from the result rolled on the Cyber Warfare Table | | | | | | | | |



Armed with a number of hidden weapons which are recessed into the hull of the vehicle, the Arbiter Command Barge can seem largely benign to the untutored. It is only when the Directorate choose to deploy their weapons that it's dreadful intent is shown. The esoteric nature of the Directorate is exemplified by the Arbiter's core function – Cyber Attack.



DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | HEAVY BATTLE TANK – DESOLATOR | | | | 230 Points | |  | |
|----------------------------|---|--|----|----|----|------------|-----------|---|--------|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 6" / 9" | 8 + 8 + 6 | 2 | 5 |
| Judgement PLASMA CANNON |  | AR | EF | 16 | 8 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | 32 | 6 | | | | |
| Verdict PLASMA SURGE |  | F | EF | 16 | 9 | 1 to 2 | Armoured | Regular | 4 or 8 |
| | | | LR | 32 | – | | | | |
| Model Assigned Rules | | Command Element [12"], Drone Nexus [8"], Tracked/Wheeled Vehicle | | | | | | | |
| Additional Rules | | None | | | | | | | |

| DIRECTORATE | | HEAVY SUPPORT TANK – CASTIGATOR | | | | 270 Points | |  | |
|---------------------------|---|--|----|----|----|------------|-----------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 6" / 9" | 8 + 8 + 6 | 2 | 3 |
| Pacifier PLASMA CANNON |  | AR | EF | 24 | 18 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | 48 | 12 | | | | |
| | | | | | | 1 | Armoured | Regular | 4 |
| Model Assigned Rules | | Command Element [8"], Drone Nexus [8"], Tracked/Wheeled Vehicle | | | | | | | |
| Additional Rules | | • Splash Damage – All Attacks made by the Pacifier Plasma Cannon also have the <i>Terror Weapon</i> MAR | | | | | | | |

DESOLATOR







CASTIGATOR



DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | MEDIUM CRAWLER – RETALIATOR | | | | | 110 Points | |  | |
|----------------------------|---|--------------------------------|----|----|----|----------|------------|---------|---|--------|
| WEAPONS | | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 7 + 7 | 2 | 4 | |
| Diligence PLASMA CANNON |  | AR | EF | 12 | 7 | Sq-Size | LoS Class | Quality | TV | |
| | | | LR | 24 | 5 | | | | | 2 or 3 |
| Model Assigned Rules | | <i>Tracked/Wheeled Vehicle</i> | | | | | | | | |
| Additional Rules | | None | | | | | | | | |

| DIRECTORATE | | MEDIUM TANK DESTROYER – AVENGER | | | | | 135 Points | |  | |
|----------------------------|---|--|----|----|----|----------|------------|---------|---|-----|
| WEAPONS | | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 6 + 6 | 2 | 1 | |
| Judgement PLASMA CANNON |  | F | EF | 16 | 8 | Sq-Size | LoS Class | Quality | TV | |
| | | | LR | 32 | 6 | | | | | 3 |
| Model Assigned Rules | | <i>Hard Target (-1), Tracked/Wheeled Vehicle</i> | | | | | | | | |
| Additional Rules | | None | | | | | | | | |

RETALIATOR



AVENGER



DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | DRONE LAUNCHER TANK – STALKER | | | | | 100 Points | | | | |
|----------------------|-----|---|----|----|----|------------|------------|---------|-----|--|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 6 + 6 | 2 | 5 | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV | | |
| | | | | | | Attachment | Armoured | Regular | +2 | | |
| Model Assigned Rules | | <i>Drone Nexus (8"), Tracked/Wheeled Vehicle</i> | | | | | | | | | |
| Additional Rules | | <ul style="list-style-type: none"> • 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. • Drone Launcher – The Stalker Drone Launcher begins the battle with a single Punisher Drone <i>Embarked</i>. The Stalker Drone Launcher may Deploy its Punisher Drone at the end of any Movement Action, provided the Squadron did not go <i>Flat Out</i>. Once <i>Deployed</i>, the Drone forms part of the parent Squadron. • Drone Repair Function – The Stalker Drone MAY Embark onto its Drone Launcher during its Squadron Activation if desired. If it does so remove all Damage Markers from the Punisher Drone. | | | | | | | | | |

| DIRECTORATE | | DRONE – PUNISHER | | | | | Points N/A | | | | |
|----------------------|-----|--|----|----|----|-----------|------------|---------|-----|--|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 12" / 20" | 4 + 4 | 2 | 2 | | |
| Nexus DESIGNATOR | | F | EF | 30 | 6 | | | | | | |
| | | | LR | - | - | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV | | |
| | | | | | | N/A | Flying | Militia | 0 | | |
| Model Assigned Rules | | <i>Drone, Fearless, Flying Vehicle, Secteded Armour, Target Lock</i> | | | | | | | | | |
| Additional Rules | | None | | | | | | | | | |

PUNISHER







STALKER



DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | CYBER WARFARE TANK – TROJAN | | | | 100 Points | |  | |
|----------------------|---|--|---------|-----------|---------|------------|-------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 7 + 7 | 0 | 5 |
| TS-118 SCRAMBLER |  | AR | EF | 24 | 7 | | | | |
| | | | LR | - | - | | | | |
| | | | Sq-Size | LoS Class | Quality | TV | | | |
| | | | 2 | Armoured | Regular | 3 | | | |
| Model Assigned Rules | | <i>Cloaked, Tracked/Wheeled Vehicle</i> | | | | | | | |
| Additional Rules | | • Enhanced Aerial Targeting – The TS-118 Scramblers may be upgraded to AA-118 Scramblers for an additional +15 Points per Trojan Tank | | | | | | | |

| DIRECTORATE | | LIGHT RECON BUGGY – INFORMER | | | | 40 Points | |  | |
|--------------------------|---|---|---------|-----------|---------|-----------|----|--|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 12" / 16" | 4 | 0 | 1 |
| Closure FLAMETHROWERS |  | AR | EF | 10 | 3 | | | | |
| | | | LR | - | - | | | | |
| | | | Sq-Size | LoS Class | Quality | TV | | | |
| | | | 3 or 5 | Light | Regular | 3 or 4 | | | |
| Model Assigned Rules | | <i>Hard Target [-1], Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle</i> | | | | | | | |
| Additional Rules | | None | | | | | | | |

| DIRECTORATE | | LIGHT TANK – ANARCHIST | | | | 55 Points | |  | |
|--------------------------------|---|---|---------|-----------|---------|-----------|----|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 11" / 15" | 6 | 0 | 1 |
| Peacemaker MISSILE LAUNCHER |  | AR | EF | 10 | 4 | | | | |
| | | | LR | 20 | 4 | | | | |
| | | | Sq-Size | LoS Class | Quality | TV | | | |
| | | | 5 | Light | Regular | 4 | | | |
| Model Assigned Rules | | <i>Hard Target (-1), Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle</i> | | | | | | | |
| Additional Rules | | None | | | | | | | |

DIRECTORATE

ARMoured FORCES



INFORMER

The chassis build of the Informer Light Tank has its origins in the rough and tumble of a once popular sporting event within the Directorate mega-cities. Historically these vehicles were often outfitted with spectacular weapons designed to woo the crowd with their theatrics and propensity for slaughter.



TROJAN








ANARCHIST

The Anarchist Light Tank is often attached to Battle Groups as a light recon element when the commanders of the Directorate are concerned they do not have enough aerial firepower to utterly dominate the skies.

DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | COMBAT CARRIER – INTRUDER | | | | 120 Points |  | | | | |
|------------------------|---|--|----|----|----|------------|---|-----------|---------|----|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 7+7 | 2 | 5 | | |
| Peacemaker MISSILES |  | F | EF | 10 | 9 | Sq-Size | | LoS Class | Quality | TV | |
| | | | LR | 20 | 9 | 1 | Armoured | Regular | 2 | | |
| Model Assigned Rules | | Assault Vehicle, Tracked/Wheeled Vehicle, Transport [10] | | | | | | | | | |
| Additional Rules | | None | | | | | | | | | |

| DIRECTORATE | | DISRUPTION TANK – HAUNTER | | | | Points N/A |  | | | | |
|--------------------------------|---|--|----|----|----|------------|---|-----------|---------|----|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 7+7 | 2 | 4 | | |
| Heavy Closure FLAMETHROWERS |  | F | EF | 10 | 7 | Sq-Size | | LoS Class | Quality | TV | |
| | | | LR | - | - | 1 | Armoured | Regular | 2 | | |
| Heavy Closure FLAMETHROWERS |  | A | EF | 10 | 7 | Sq-Size | | LoS Class | Quality | TV | |
| | | | LR | - | - | 1 | Armoured | Regular | 2 | | |
| Model Assigned Rules | | Assault Vehicle, Tracked/Wheeled Vehicle, Sectored Armour, Take and Hold, Transport (Partiot Infantry Only, 15) | | | | | | | | | |
| Additional Rules | | <ul style="list-style-type: none"> • Communications Intercept – When <i>Deployed</i> on the battlefield, ALL enemy Squadrons within 12" of a Haunter Disruption Tank may not gain a bonus die to their Disorder Tests due to being within the Command Range of their Command Element | | | | | | | | | |



HAUNTER

INTRUDER



DIRECTORATE

ARMoured FORCES

| DIRECTORATE | | BATTLE ROBOT – NEMESIS | | | | 285 Points | | | | | |
|---|--|------------------------|----|----|----|------------|-----------|---------|---------|--|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon (Mounting) | MAR | Arc | RB | R" | AD | 9" / 16" | 9+8+7 | 0 | 6/12 | | |
| Left Arm POWER MAUL | | Leviathan CQB Weapon | | | | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV | | |
| Right Arm PEACEMAKER MISSILES | | F / R | EF | 10 | 9 | 1 or 2 | Elevated | Elite | 5 or 10 | | |
| | | | LR | 20 | 9 | | | | | | |
| Body Mtd. Closure FLAMETHROWERS | | F | EF | 10 | 12 | | | | | | |
| | | | LR | 20 | 6 | | | | | | |
| Model Assigned Rules | <i>Cloaked, Command Element (8"), Independent Targeting, Lumbering, Walker</i> | | | | | | | | | | |
| Additional Rules | <ul style="list-style-type: none"> • Leviathan Weapon – The Power Maul counts as having the <i>Pinpoint (3)</i> and <i>Terror Weapon</i> MARs in Leviathan CQB • Thunderous Charge – The Leviathan may perform a Leviathan CQB Action after moving <i>Flat Out</i>. | | | | | | | | | | |

| DIRECTORATE | | MEDIUM BATTLE TANK – PURGATION | | | | 130 Points | | | | | |
|---------------------------------|--|--------------------------------|----|----|----|------------|-----------|---------|-----|--|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 11" | 8+8 | 2 | 5 | | |
| Closure FLAMETHROWERS | | F | EF | 10 | 7 | | | | | | |
| | | | LR | 20 | 6 | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV | | |
| | | | | | | 3 | Armoured | Regular | 5 | | |
| Model Assigned Rules | <i>Hard Target [-1], Tracked/Wheeled Vehicle</i> | | | | | | | | | | |
| Additional Rules | None | | | | | | | | | | |

NEMESIS







PURGATION



DIRECTORATE

INFANTRY FORCES

| DIRECTORATE | | HEAVY INFANTRY – DEADLOCK CADRE | | | | 45 Points | |  | |
|--|-----|---|----|----|----|-----------|-----------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 4" / 6" | 6 | 0 | 3 |
| TS-64 SCRAMBLER  | | AR | EF | 12 | 5 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | - | - | | | | |
| Model Assigned Rules | | Bulky (2), Drone, Hard Target (-1), Kill Team, Take & Hold | | | | | | | |
| Additional Rules | | <ul style="list-style-type: none"> • Grand Companies – Where permitted, a Deadlock Heavy Infantry Cadre may be fielded as a Grand Company, increasing its size to 6 Infantry Bases. The Grand Company increases its Tactical Value to 7 and may be upgraded as normal | | | | | | | |

| DIRECTORATE | | LIGHT INFANTRY – PATRIOT | | | | 30 Points | |  | |
|---|-----|--|----|----|----|-----------|-----------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 4" / 6" | 3 | 0 | 2 |
| Peacemaker* MISSILE LAUNCHER  | | AR | EF | 10 | 5 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | - | - | | | | |
| Model Assigned Rules | | Hard Target [-2], Kill Team, Take & Hold | | | | | | | |
| Additional Rules | | <p>The Patriot Light Infantry Cadre may upgrade existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer Base* for +15 Points - The Cadre gains the Elite Quality Type while the Officer 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 +15 Points each - The upgraded bases have Peacemaker Missile Launchers <p>*All upgraded Infantry bases gain the Bulky (2) MAR.</p> <ul style="list-style-type: none"> • Grand Companies – Where permitted, a Patriot Light Infantry Cadre may be fielded as a Grand Company, increasing its size to 8 Infantry Bases. The Grand Company increases its Tactical Value to 6 and may be upgraded as normal | | | | | | | |

**DEADLOCK
BASE**



The infamous Deadlock Heavy Infantry Cadres are the faceless killers of the Directorate forces. Crewed by a lobotomised vat-bred amalgam of circuitry and advanced geno-tech, the Deadlocks are without pity, remorse or compunction. Armed with TS-Scrambler Weapons, they can be relied upon to deliver strong alpha-strike attacks into the heart of enemy formations where their ability to debilitate their foes should not be underestimated.

**OFFICER
BASE**



**PATRIOT
INFANTRY
BASE**



**SWEEPER
BASE**






"The Directorate do not recruit their soldiers, they produce them" – this old adage is frighteningly true in most respects. Whilst the Directorate do employ mercenaries when expediency requires it, they prefer the cost-efficient option of growing their troops in vast cryo-chambers where they can be hypno-indoctrinated with battlefield dogma and combat tactics at a vastly accelerated rate.

**GUN TEAM
BASE**



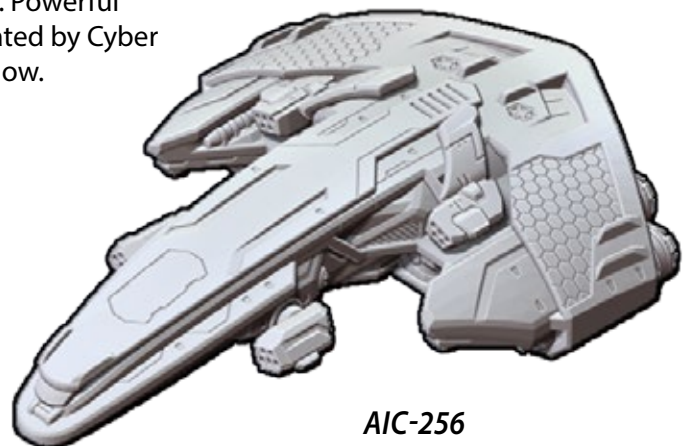
DIRECTORATE

AERIAL FORCES

| DIRECTORATE | | HEAVY GUNSHIP – AIC-256 'REVENANT' | | | | 250 Points | |  | |
|-----------------------------|---|------------------------------------|----|----|----|------------|-----------|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 16" / 24" | 7+7+6 | 0 | 6 |
| AA-256** SCRAMBLER |  | F | EF | 24 | 12 | Sq-Size | LoS Class | Quality | TV |
| | | | LR | - | - | | | | |
| Dual Peacemaker MISSILES |  | AR | EF | 12 | 12 | | | | |
| | | | LR | 24 | 12 | | | | |
| Model Assigned Rules | <i>Cloaked, Command Element (12"), Drone Nexus (12"), Flying Vehicle, 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 Flanking or Rear penalties to their Damage Rating when attacked by a Dogfighter <p>NOTE: The AA-256 Scrambler may not combine with the Peacemaker Missiles in Firing Solutions</p> | | | | | | | | |

The Directorate Aerial Interceptor Craft - 256, known as the *Revenant* is a deadly weapon in the hands of a capable Directorate commander. Crewed by some of the best pilots and technicians available, these aircraft are tasked with a dual role:



Firstly, one of interceptor Duty, achieved through the delivery of Peacemaker munitions into enemy flyers. Secondly they are tasked with the neutralisation of larger enemy flyers who would threaten the Directorate dominance of the skies using their powerful AA-256-Scrambler technologies. Powerful enemy flyers will often find themselves debilitated by Cyber Attack, before the Revenant delivers a killing blow.



AIC-256
'REVENANT'

DIRECTORATE

AERIAL FORCES

| DIRECTORATE | | INTERCEPTOR – AIC-90 'GHOST' | | | | 55 Points | |  | |
|------------------------|---|---|---------|-----------|---------|-----------|----|---|-----|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 20" / 24" | 5 | 0 | 2 |
| Peacemaker MISSILES |  | AR | EF | 12 | 4 | | | | |
| | | | LR | - | - | | | | |
| | | | Sq-Size | LoS Class | Quality | TV | | | |
| | | | 5 | Flying | Militia | 5 | | | |
| Model Assigned Rules | | <i>Cloaked, Drone, Fearless, Flying Vehicle, 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 Flanking or Rear penalties to their Damage Rating when attacked by a Dogfighter | | | | | | | |

AIC-90
'GHOST'





The Aerial Interceptor Craft – 'Ghost' are crewed by collections of service-lobotomites who are deemed suitable for air-combat doctrinal-implantation protocols.

Armed with a simple Peacemaker Missile system, the Ghosts are controlled by Directorate Commanders on the ground, engaging their aerial foes with acts of cold blooded combat precision.



DIRECTORATE

AERIAL FORCES

| DIRECTORATE | | HEAVY GROUND ATTACK GUNSHIP - 'SHADE' | | | | 210 Points |  | | | | |
|----------------------------------|---|---|----|----|----|------------|---|-----------|---------|----|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 12" / 24" | 7 + 7 + 5 | 0 | 7 | | |
| Dual Diligence PLASMA CANNONS |  | AR | EF | 12 | 10 | Sq-Size | | LoS Class | Quality | TV | |
| | | | LR | 24 | 7 | 1-2 | Flying | Elite | 4 or 8 | | |
| Nexus DESIGNATOR | | F | EF | 30 | 6 | | | | | | |
| | | | LR | - | - | | | | | | |
| Model Assigned Rules | | <i>Artillery Support (1), Cloaked, Command Element (12"), 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 Surface 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>. | | | | | | | | | |

'SHADE GUNSHIP'





The Shade Heavy Ground Attack Gunship forms the backbone of the Directorate Aerial Cadres. Often fielded in pairs, the Shade provides solid covering fire to the advancing ground forces using its powerful Diligence Plasma Cannons to soften up targets prior to the ground forces delivering the killing blow.



DIRECTORATE

AERIAL FORCES

| DIRECTORATE | | GROUND ATTACK GUNSHIP – 'PHANTOM' | | | | 115 Points |  | | | | |
|-------------------------|---|---|----|----|----|------------|---|---------|-----|--|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | | |
| Weapon | MAR | Arc | RB | R" | AD | 20" / 24" | 7+7 | 0 | 4 | | |
| Verdict PLASMA SURGE |  | F | EF | 16 | 6 | | | | | | |
| | | | | | | Sq-Size | LoS Class | Quality | TV | | |
| | | | | | | 3 | Flying | Elite | 6 | | |
| Model Assigned Rules | | <i>Cloaked, Flying Vehicle, Hit and Run, 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 Surface 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>. | | | | | | | | | |

'PHANTOM' GUNSHIP




A Phantom Ground Attack Gunship provides the Directorate Ground Commander a highly flexible firepower option and is often requested as a line breaker asset when dealing with enemies that can execute strong close range capabilities.


The Phantoms use an unusual method of lift and propulsion that allows them to operate as a very effective ambusher, placing itself in the fire-line to deliver its ordnance before escaping into the shadows to bide its time, ready to strike later!



WORKS RAPTOR

RECON HELIX

| WORKS RAPTOR | | HEAVY INTERCEPTOR – GX-74 'WITCH' | | | | 125 Points | | | | |
|-------------------------|--|-----------------------------------|----|----|----|------------|-----------|---------|-----|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | |
| Weapon | MAR | Arc | RB | R" | AD | 18" / 28" | 7 | 0 | 3 | |
| Liquidation MISSILES |  | AR | EF | 8 | 6 | Sq-Size | LoS Class | Quality | TV | |
| | | | LR | 16 | 6 | 3 | Flying | Elite | 6 | |
| Model Assigned Rules | Cloaked, Command Element [16"], Flying Vehicle, Recon Specialist, Secteded Armour | | | | | | | | | |
| Additional Rules | <p>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></p> <p>Dogfighter – This Squadron may ignore the <i>Secteded Armour</i> MAR when targeting Flying models. Flying Target models may therefore suffer Flanking or Rear penalties to their Damage Rating when attacked by a Dogfighter</p> | | | | | | | | | |

| WORKS RAPTOR | | RECON TANK – LR-6 'CRONE' | | | | 70 Points | | | | |
|--------------------------------|---|---------------------------|----|----|----|-----------|-----------|---------|--------|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB | |
| Weapon | MAR | Arc | RB | R" | AD | 13" / 17" | 5 | 0 | 2 | |
| Buy-Out CONCUSSION BLASTERS |  | AR | EF | 12 | 4 | Sq-Size | LoS Class | Quality | TV | |
| | | | LR | - | - | 3 or 5 | Light | Elite | 3 or 5 | |
| Model Assigned Rules | Cloaked, Hard Target (-1), Hover Vehicle, Recon Specialist, Take & Hold | | | | | | | | | |
| Additional Rules | None | | | | | | | | | |

GX-74 'WITCH'



LR-6 'CRONE'

