

FIRESTORM

PLANETFALL

GROUND WARFARE

CORE RULEBOOK





FIRESTORM

PLANETFALL

GROUND WARFARE

PRIMARY WRITER

Derek Sinclair

ADDITIONAL WRITING

Sam Bevan

LAYOUT & DESIGN

Richard Gale

PHOTOGRAPHY

Neil Fawcett

DIGITAL SCULPTING, PAINTING & MODELLING

Christopher Peacey, Martin Jones, Drew Cox

Drew Russell, Ben MacIntyre

COVER DESIGN

Paul Kime

SPECIAL THANKS GO TO

The SESWC Playtest Group, Alex Mann, Giles Pritchard,

Oscar Mann, Daniel Fawcett and Jeff Porter

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WHAT IS PLANETFALL?

The worlds of the Storm Zone are at war. For years, fleets of warships have traversed the stars under the command of brave Admirals and heroic Space Captains. Now it is the turn of Generals and Colonels to make their contribution...

Firestorm: Planetfall is a game of fast-paced ground warfare set in the compelling Firestorm galaxy. At your command are the armies of the interstellar powers, poised to invade the planets of their enemies and defend the heart and homes of their people. Choose from any of the six major star nations and their allies, organised into the mighty Alliance of Kurak and deadly Zenian League.

With a flexible Battlefield Force of tanks, skimmers, infantry and aircraft, you will lead your troops to victory across the known galaxy. From the towering skyscrapers of the Corporate systems to the parched deserts of Tantalus, you and your soldiers will engage in cataclysmic battles where skill and the advanced technologies of death will decide the fate of millions.

Adapt and build your invasion task force to suit your needs, employing the largest of combat machines to crush your foes, or the fastest of units to outmanoeuvre and destroy them. From lumbering leviathans to fast and nimble recon tanks, each battle group brings a plethora of models and numerous options to the table.

Thanks to an intuitive Force Building system, you can have a combined arms formation that suits your style of command, and which can easily fulfil any of the game's objective-based missions.

Fast-paced and brutal, **Firestorm: Planetfall** is a rapid-play game that rewards tactics and strategy at any scale of engagement. Seize and hold vital objectives to gain victory, air-drop reinforcements at pivotal moments, and eliminate all opposition.

Prepare your troops, Commander – it is time to make PLANETFALL!

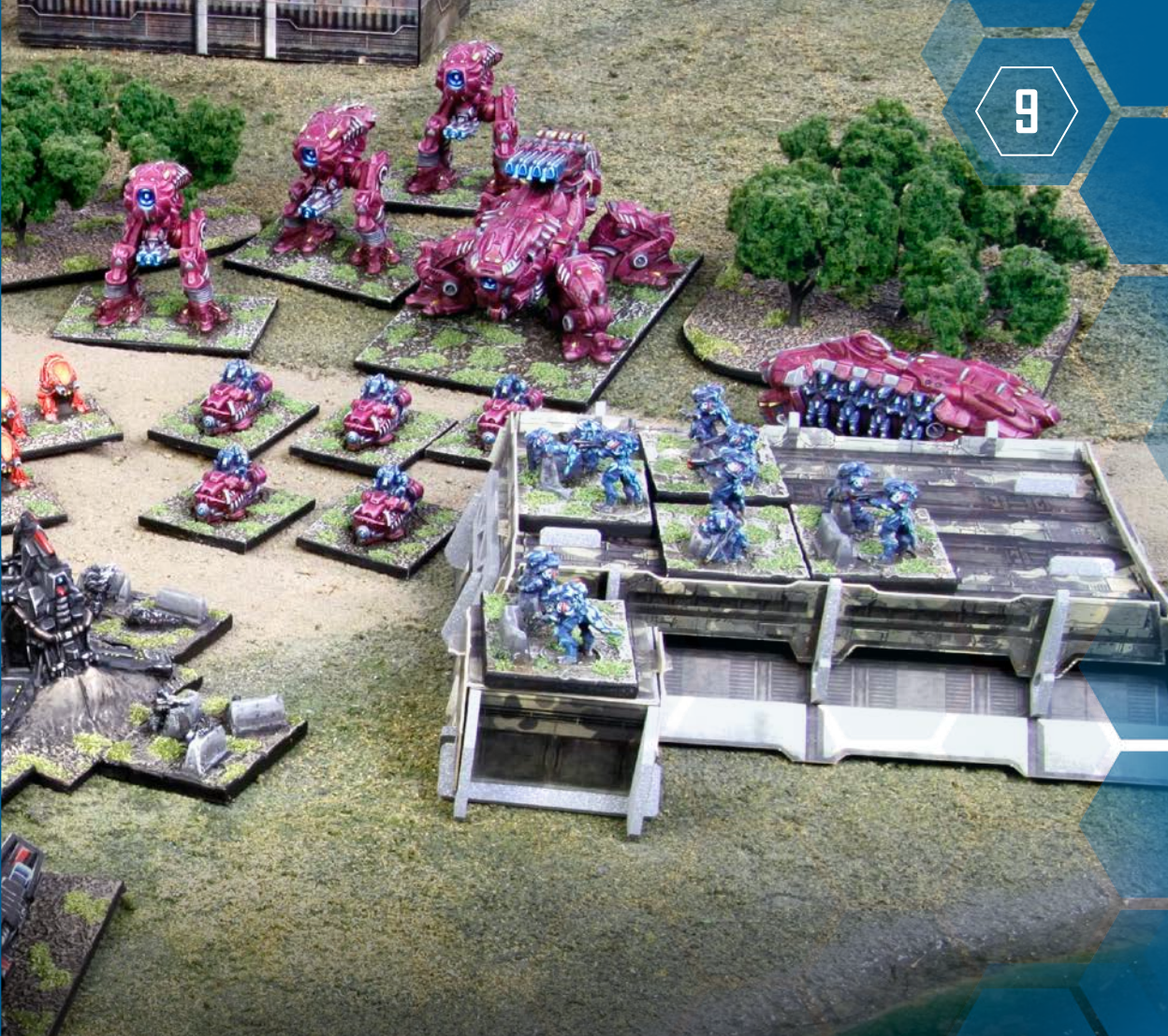


THE FIRESTORM-PLANETFALL GALAXY

The Storm Zone: a heavily-populated region of space that is the cross-roads between six major interstellar powers, and now the battleground for interstellar war. In countless star systems, fractured battle-lines are drawn between two massive alliances, as the civilised races of this corner of the galaxy fight for dominance.

Forged by the diplomatic efforts of the human Senator Kurak, the **Kurak Alliance** fights a desperate defence against a massive onslaught. The leading members of this coalition are the mighty **Terran Alliance**, an old union of a thousand Human worlds – all looking to the Senate of the cradle of Humanity itself – plus the ancient and cultured Collective of the reptilian **Sorylians**, and the **Aquan** Sebrutan, a confederation of watery worlds that all owe allegiance to Csera.

Opposing them – and at this very moment launching massive offensives into the Storm Zone and surrounding regions – are the members of the



Zenian League. Foremost amongst them is the **Dindrenzi Federation**, a vibrant and growing interstellar power that still resents the Terran Alliance for decades of colonial rule and the brutal suppression of its first bid for freedom. Alongside are the Security Fleets of the hyper-capitalistic **Directorate**, an association of corporate entities that cares only for profit; and the **Relthoza Empire**, a hive-caste society of semi-arachnids bent on expansion and war.

Each of these alliances can call upon the service of numerous lesser powers, subsidiary organisations and less noble elements. From the rapidly militarised forces of **Hawker Industries**, to the tribalistic **Ba'kash** raiders, these minor powers enter the war for their own complex motivations, and hope to have a seat at the table when the victors sit down to divide the spoils.

War has come to the Storm Zone, and yet mere conflict does not guarantee victory. As the massive armadas struggle to cope with the demands of three-dimensional total war, the planets that hang like jewels amidst the blackness of space must be seized and defended if any sort of resolution is

Allies Attack:

Above you can see a simple example of a Sorylian Core Helix with Terquai Recon units assaulting a Dindrenzi Federation position.

to be found. Thus, in the wake of the invading fleets come the troop transports and landers, bent on conquest and control.

The seizure of a planetary system is no easy endeavour. Whilst orbital vessels can certainly clear away space-borne defences and obliterate enemy ships, there are few planets that need surrender to a purely naval force. Surface-installed anti-orbital weapons can effectively prevent bombardment, and there are only a few planets that cannot subsist on their own agricultural produce.

Thus, to secure a planet, troops must be placed on the ground, and the means used to subsequently secure an end to resistance vary wildly. On some planets the mere destruction of orbital defence silos will suffice, but on others not only will such weapons have to be neutralised, but also the local defence forces and the organs of government. In the latter case, the true scale of a planet once again becomes apparent in a universe where travel between them is commonplace.

Battles will have to be waged to secure safe drop-zones, which naturally will be contested. These bridgeheads then have to be widened to allow supply lines to be established. Major population centres, generally the best defended planetary hubs, have to be secured and locked down. Defensive networks and fortifications have to be neutralised, and all the while the invading force will face the full might of an opposition that can freely use the planet's infrastructure against them.

Conquering a planet is not an overnight job, and campaigns are long and bloody, with invasion troops eventually becoming garrison troops. But even then the fighting does not end, as guerilla warfare kicks in. Campaigns can easily last several years, depending upon the resistance met.

For this reason, all of the main powers have vast armies at their disposal to ensure that continued aggressive campaigns can be waged. Specialist 'Planetfall' formations are assembled that excel at the opening phases of an invasion, often tasked with ensuring an initial 'landing site phase' has been successfully established before being transferred elsewhere, leaving the pacification to be completed by subsequent waves of regular troops.

These dedicated divisions will be the first to set foot on a planet, and are highly mobile and ultra-aggressive. Their objectives are simple: destroy orbital defence weapons and factories, and neutralise any and all defenders encountered. The tasks of extraction of key personnel and data retrieval commonly extend to Planetfall forces.

Such formations are rightly considered the elite of the interstellar militaries, and the Storm Zone now plays host to many tales of their heroism.

THE FIRESTORM-PLANETFALL GALAXY

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From the Terran 106th 'Blazing Comets' Division, which assaulted the Din-drenzi held border planet of Nevan's World in a gruelling six month campaign, to the Relthozan Invader 603, who neutralised Sorylian resistance on Kafav-Unas in only one month of war, the arrival of a planetary invasion fleet is a calamity the likes of which a world is unlikely to have experienced.

The waves of assault craft and the threat of orbital bombardment are causes for alarm, and a planet's government must make a choice between capitulation and resistance. In some cases, the decision is made for them by the vile policies of the invaders, for there are few who would willingly become fodder for the Relthozan Empire or a drone-slave in the Directorate.

To defend against an invasion, planetary governments will often activate elite formations to destroy bridgeheads and defend key installations. These well-trained and well-equipped troops will look to make the war as costly as possible for any invading force. Through skill and sacrifice, such units have gutted invading forces, blunted offensives and ensured the continued survival of their homeworld.

The worlds of the Storm Zone are at war.

Welcome to Planetfall.



AQUAN PRIME

Guardians of Csera



The Aquan Sebrutan – or ‘Union’ – is one of the oldest interstellar powers. Composed of many different sentient aquatic lifeforms spread over a thousand water worlds, the Sebrutan has a naïve and enlightened view on life that has received an unfortunate shock in the outbreak of the greatest war it has ever faced.

Preyed upon by cruel raiders financed by the Directorate for years, the Sebrutan now finds itself in a position to seek revenge for every slave that has been stolen away and experimented on by their immoral and profit hungry neighbours. Not best suited in a physiological sense to ground combat, the Aquans have still built a powerful combat methodology that takes much from their living environment.

Much as their space vessels are grown from semi-living materials, their ground vehicles adopt many of the same designs and methodologies. Informed by their own affinity with three-dimensional environments and complex ecologies, Aquan ground forces engage the enemy using a multitude of means that leave their foes disorientated and reeling.

Below:
Aquan Infantry are an unusual-looking force.

Organized into ‘Waves’, often from the same planetary cluster and grown from the same material culture, Aquan ground forces are formed of



multiple 'Tides' or battlegroups. Each Tide is expected to operate as a seamless force within the wider strategies of the Wave, and the complex interlocking strategies that the Wave Leaders weave have become legendary. Willing to exchange territory for time, the Aquan defenders will often 'bait' enemy units into traps where they are destroyed by elaborate fire plans from a multitude of sources.

Misdirection and manoeuvrability are Aquan watchwords, and the ingenuity of the Sebrutan's people have been employed to ensure the complete destruction of her confused foes. Utilising skimming vehicles to ensure high speeds across all forms of terrain, Aquan forces strike without warning at breathtaking speeds. Crystal nodes sky-dropped into position allow careful redirection of beam weapon fire from other positions, and aerial forces are constantly present to ensure complete Battlefield dominance. In addition to this, the Aquans use various sub-cultures to man their light craft, providing a strong Light Infantry presence and capable recon support.

BA'KASH

The Clan Warriors

A tribal society that roams the stars like a violent infestation, the Ba'Kash are a primitive people considered a scourge by the Sorylian Collective and many other powers within the Kurak Alliance. Caring not a whit for the opinion of these soft races, the Ba'Kash clans go where they will and attack whomever they please, seeking to grow wealthy on the proceeds of the Great Bounty (the current war in the Storm Zone).

Recent years have seen more and more Ba'Kash clans take service with the Zenian League as a means to secure the greatest plunder. Allowed safe passage through the realms of the Relthoza Empire to the rich picking grounds of the frontline, the Ba'Kash now fall upon the Storm Zone in ever greater numbers, used as simple projectiles of destruction by the Zenian League (which cares only that the Ba'Kash disrupt the Alliance's response to its own offensive).

Ba'Kash raiding fleets include large numbers of aerospace assets, which serve as auxiliaries for the Relthozan 'Invader' forces. Using terrifying sonic weapons, Ba'Kash craft will clear the skies of craft, before turning their shriek cannons on enemy ground forces. After the battle, of course, these pitiless warriors will strip the dead and wounded of anything of worth.



Above: It is a common sight to see Aquan Heavy Skimmers escorted by Light recon units.



DINDRENZI FEDERATION

The Children of Ignatius



The Dindrenzi Federation is an interstellar power possessed of both boundless energy and an unfor-giving nature. Still smarting from the experience of Terran Alliance rule and the shocking nuclear bombardment of Dramos during the First War of Liberation, the Federation now seeks to redress the scales with the Alliance and secure its own dominance of the Storm Zone.

With its naval fleets leading the Zenian League charge, the Dindrenzi Combined Fleet and Army (DCFA) finds more and more of its units tied up in the conquest of already-secured ground rather than in pressing onwards as the Legislature demands. With the emphasis on maintaining the advance, the DCFA finds itself hurrying the conquest of new worlds, and therefore placing even greater strain on its units.

The ground portion of the DCFA are the planetary Legions raised and equipped by the member systems of the Federation. Bearing livery of their home worlds and carried into battle on the ships of their home-system's Planetfall Naval Divisions, the Legions travel in groups of between four and six (with five Legions being equivalent in size to a Terran Division).

An elite force driven by pure survival instincts, the Dindrenzi formations have been tempered by war and are considered to have the best command and control mechanisms currently in service. The Pioneer-Legates and Pioneer-Centurions of these forces are brutally pragmatic, they strike hard and fast using hit-and-run tactics to neutralise enemy defences as quickly as possible. Lightning fast Battlefield deployment using low-orbit skypods is a hallmark of Legion assaults, and Dindrenzi troops are some of the best trained infantry in the Galaxy.

Below: *Dindrenzi Federation Heavy Skimmers are devastating in combat as they unleash their railguns.*



Almost all their vehicles use hover-tech, allowing them to operate in any theatre of war with ease. The core of their weaponry is railgun-based; once in effective range, shields lose their effect considerably against railgun slugs that have been propelled at hyper-velocity, a decided disadvantage for the Terran Divisions that often face them. Dindrenzi assaults are famed for their speed and adaptability, and it is by utilising this speed that the Pioneer-Generals of the DCFA hope to secure victory.

DIRECTORATE**Scourge of the Outer Reach**

A hyper-capitalist conglomerate of mutually competing corporations, Directorate ruled space is a paradise for the wealthy and a living hell for everyone else. Motivated solely by profit, the member-corporations of the Directorate care nothing for morals or anything other than reusable assets and the latest technologies.

The military forces of the Directorate, much like its society, is suffused with this mentality. Each and every Security Fleet is in fact a private military corporation, hired on a contractual basis on the Corporate Military Index for whatever mission their employers deem worthwhile. Modelled to their executives' whims, Directorate forces care only for their performance reviews and financial statements, and will use any and all means available to secure the desired outcome.

Those Security Fleets that employ ground units, often called Acquisition Groups, specialize either in asset retrieval (raids for slaves, technology and resources) or in takeover bids (the licensed seizure of territory on behalf of a corporation). Both will be conducted with callous disregard for the indigenous population who, if they have the misfortune of falling under Directorate rule, will be processed as 'asset labourers': effectively slaves. It will come as no surprise therefore that the power most likely to experience continued resistance from a hostile planet is the Directorate itself.

Acquisition Groups often make heavy use of air power, citing the psychological effect of 'death from above' as being a valuable part of their terror campaigns. Cyber-warfare suites are regularly used to cripple opposition units mid-battle, often mounted on specialized drone and tank units. Other forces are more conventional, although as a general rule the Security Fleets will install as many automated systems as possible, partly to save on the cost of waged team members.

Incentivised with destruction targets and hazardous warfare packages, Directorate forces will attack wherever they believe an advantage can be had. The sowing of terror is considered a viable tactic, and on more than one occasion Security Fleets have been hired expressly to cause as much damage as possible to civilian infrastructure, with cybernetic infantry purging 'living assets' almost at random.



Above: Directorate Medium Battle Crawlers form the mainstay of this race's forces.

HAWKER INDUSTRIES

Architects of Destruction

Hawker Industries is the premier manufacturer of military vehicles in the Terran Alliance... or at least, it was. Many years of peace saw Hawker's line in military equipment mothballed, and much of its funds went into civilian manufacturing.



However, with the new Zenian League offensive and the evergrowing threat to its manufacturing capabilities and shipyards, Hawker Industries has once again risen to the challenge. Old vessels have been re-commissioned into the Hawker Industries Protection Corps, and aerospace assets have followed suit. Whilst old, these machines are well designed and built, with Hawker quality translating into continued combat effectiveness; and with modernization programmes in full swing, there is little wrong with HIPC material!

HIPC soldiers are incredibly well paid and cared for. Many former AFTSC pilots have taken up the call, and its formations are therefore rightly considered elite. The pay, conditions and dashing lines of the vehicles make them the butt of many an envious joke amongst Terran Alliance personnel, but none can doubt their very real Battlefield effectiveness. Racing ahead of allied Divisions, HIPC wings will simply destroy as much as they can; disrupting the enemy formations and destroying any chance of an effective response to the approaching AFTSC battleline.

THE RELTHOZA

Masters of the Deep Rifts

The Relthoza are easily the most intimidating alien race encountered by humanity. Apparently evolved from social arachnoids, their very appearance is notoriously frightening to human eyes. With a highly advanced caste-based society, the Relthoza Empire has thrived for many hundreds of years.



Compelled to breed and spread, the Relthoza Empire has often experienced a period known as the Swarming Time. Prior to its expansion into the stars, this period led to civil war and internecine bloodletting; now however, it merely guarantees large numbers of willing Warrior Caste for the leaders of the Relthoza 'Invader' formations.



The Relthoza Warrior culture uses warfare to accelerate and hone the intense pupation cycles of their race. Or to put it another way – the strong really do survive, and then prosper and grow. With a deep tradition of how warfare is fought, one

that is completely alien to human notions of honour but to a Relthoza is steeped in history and glory, the Empire's warriors fight hard to proof their worth. Membership of an 'Invader' formation is a great honour in caste society, and gladiatorial combats are often held to decide who is worthy of stepping foot on a new world.

The Empire relies on the conquest of such territory to survive, and unlike other races, the Invader formations are large enough to ensure complete dominance. Thanks in part because of the size and skill of the average Relthoza warrior, this is no great drain on the Empire's thriving population, and hordes of drones help make up the numbers. An Invader formation will therefore spend as long as it takes to completely pacify a world, with the offensive carried elsewhere by other waves. There is stiff competition between formations for the swiftest conquest.

Invader formations rely on drone networks and nodes to bolster their command and control, and, as masters of cloaking technology, favour the ambush as the most honourable form of warfare. Close quarter combat also plays a big part, with forces swiftly closing the distance to employ the pre-eminent weapons in a warrior's arsenal: projectile launching Shard Cannons and talons.

Above: *The most alien of all the Planetfall races, the Relthoza swarm the battlefield, slaughtering all before them.*

RENSE SYSTEM NAVY

The Military Elite

Part Presidential Guard, part Church, part Secret Police and part State-within-a-State, the Rense System Navy is an incredibly powerful entity within the Dindrenzi Federation. Initially responsible only for the protection of the Rense System, capital of the Federation, the RSN morphed over the years into an ever more massive organization that strikes fear into both friend and foe.



Steeped in the traditions of Rense and the ruined planet of Dramos, the RSN is home to the most patriotic of Dindrenzi personnel, and holds itself as the exemplar of Federation ideals.

Believing passionately in their right to seek revenge against the Terran Alliance, the RSN now watches over Dindrenzi Federation units to ensure they prosecute the war with the required level of diligence and fury. Only just prevented from installing an RSN observer on every vessel and in every regiment of the DCFA, the RSN makes do with having its own units present at every major engagement to inspire and encourage their brethren to fight all the harder.

RSN Marine detachments are incredibly threatening; their sombre black liveried aspect and the fanatical zeal of their forces mean they strike far above their weight in numbers. Employing many automated robots and drone units, RSN forces are an inimical foe that only stop coming when they are completely destroyed.

SORYLIAN COLLECTIVE

Warriors of Kerender

Sorylian civilisation is ancient and introverted, concerned ultimately only with careful measured development and the good of their technologically advanced race. Ruled by elders in the Grand College of Ages, the Collective is slow to react to the wider universe, preferring a cautious, methodical approach to matters, guided by their conservative mindset and cold-blooded patience. This has unfortunately included the massive Zenian assault of its own territories...



Slow to react, but not slow to anger, and very dangerous opponents once roused, the Sorylians combine brutal strength with a keen if rather

rigid intellect. Of a defensive mindset, Sorylian space is organized into several 'spheres,' each layered within the other, and with their own defensive formations in place. All of the ground forces within that Sphere will be commanded by the Sphere Lord, with planetary responsibility devolved on Warden Lords. When engaged in offensive action, a Sphere Lord will assemble planetary strike forces, termed 'Lances'.

As the Collective shifts into an ever higher state of military preparedness, more and more Lance formations are being formed from the defence forces of planets farther away from the current frontline. These formations assigned to the counter-attacking Bastion Fleets in the Storm Zone and the second line formations of the Grand Sphere Fleet are prepared to sell their lives dearly in defence of the Collective and its allies. Caring less for stealing new territory over regaining what is rightfully theirs, Sorylian Lances will focus with cold precision on destroying military assets that can support a war effort over the subjugation of new territory. This is not to say that all Sorylians are above taking revenge however....

Lance Lords are deliberate tacticians who use Battlefield control and pre-determined fire patterns to pin their enemies in place. Favouring long range engagements in all but infantry-based combats, Lances are formed with a large number of highly advanced walker heavy battle vehicles as a solid core. This will slowly advance on a foe, supported by a multitude of fast skimmer vehicles that shift Kul'Vok heavy infantry and Mul'Kat light infantry squadrons forwards to capture critical objectives.

Below: *The Sorylian Collective relies as much on brute strength as it does technology to crush its enemies...*



THE TERQUAI EMPIRE

The Silent Explorers



A minor star nation with incredibly close relations to the Aquan Sebrutan, the Terquai Empire is a human-dominated society that includes a large number of Aquan sub-species; and a culture that combines elements of both.

Intellectual and introspective in outlook, the Terquai have recently expended much effort in exploring and cataloguing the Storm Zone, searching for new worlds, civilizations and artefacts. This research is combined with an ever-expanding commitment to the war. Both the Dindrenzi Federation and the Directorate hold a particular loathing for the Terquai, and the Empire is prepared to meet the challenge head on.

Below: *Although limited in numbers, the use of Portal Technology has had a massive impact on Terquai fighting potential.*

Terquai Imperial Ground Forces (IGF) are formed almost exclusively of air and heavy infantry units. Such light forces can easily be transported as security troops on exploration vessels, and in greater numbers make excellent Battlefield auxiliary for the Aquan 'Waves'.



All Terquai units benefit from a fusion of advanced human and Aquan technology, as well as cutting edge science that comes from less identifiable sources. IGF infantry employ highly advanced battlesuits to survive the hostile environments in which they are often deployed, and have recently been seen using a mysterious form of portal technology.

TERRAN ALLIANCE

Guardians of the Charter



The Terran Alliance as the greatest interstellar Human nation, a fact which the Dindrenzi Federation longs to change. Yet even as the forces of the Zenian League batter against its borders, the Alliance endures... and grows stronger.

Having experienced many years of peace, the Armed Forces of the Terran Satellite Charter (AFTSC) were not considered a priority for funding and innovation, with budget cuts and reductions in numbers happening year on standard year. Thankfully, however, the Alliance is so large that even the reduced Armed Force is of a size to rival any of the other interstellar powers.

With the Dindrenzi Federation rolling into its territory, the Terran Alliance has now mobilized and reactivated as much of its military strength as possible. New designs are now appearing at the frontline, blessed with thick armour and access to powerful shielding technology. Based on older, tried and tested technology over more exotic variants, the equipment of the AFTSC is rugged and reliable.

Organized into self-contained units known as 'Fronts', AFTSC forces are then assigned to one of the main naval fleets to act as both defensive and offensive assets. A Front can have responsibility for multiple solar systems at any one time, and will therefore be divided into smaller Divisions, at a ratio of one division per planet. Each Division, often given its own number and motto, will either spearhead an invasion or be the first line of defence against an assault. Rotation of Divisions, and amalgamation of shattered units, is the key to ensuring that a Front can succeed in either defending or conquering its area of responsibility.

Divisional forces are all about moving deliberately through the Battlefield, laying down fire on forward elements of the enemy and then bringing their numbers to bear to ensure final victory. Utilising shorter range weapon systems when compared to other races, but with the survivability to reach their objectives, Terran Commanders make extensive use of a wide array of weapon types ranging from corrosive Hammerstrike Missile Systems, to pinpoint G-43 Heritage Lasers and their punishing Magellan Cannons mounted on specialist vehicles.



Above: Solid and dependable. Terran Alliance ground units grind their enemies into dust.

THE VEYDRETH

The Tribal Raiders



The Veydreth are a race of tenacious tribal warriors who will not shrink from any challenge, and hunting the more dangerous prey of the Zenian League has in no way dimmed their lust for battle, or the success of their raids. If anything, the increased contact with the more established powers has only expanded Veydreth horizons and forced them to develop new tactics to combat more powerful foes.

Despite often being considered unwelcome allies thanks to their predatory unruliness and scavenging instinct, the staid and stoic Sorylian High Command have begun to value the presence of these 'Star Dragon' tribes more and more, finding that their methods of war are complementary to the Collective's own.

Veydreth raiding parties consist of a multitude of tribal warriors employing archaic assault skiffs. These haphazard vehicles are rugged and versatile, and can traverse almost any kind of terrain, allowing the predatory Veydreth to close on their foes with alarming speed.

In an anarchic fashion, 'splinters' of Veydreth raiders will dash off into the hinterland to seek the enemy. With careful incentives, Sorylian Lance Lords can encourage these units to act as reconnaissance assets, as well as surgical strike teams. Armed with a variety of scavenged weapons the Veydreth have repurposed to suit their needs, these hunters are not to be underestimated.

WORKS RAPTOR

The Merciless Hunters



Often considered the most psychopathic organisation in the known universe, Works Raptor was once a military production corporation that, over time, became so obsessed with the violence it helped commit that it transformed into a veritable killing machine all on its own. Its theoretical concept models became live tests, its targets became innocent civilians and its workforce became cybernetic terror soldiers. By the time it declared its support for the Dindrenzi Federation, most in the Terran Alliance were simply happy to be rid of it.

As part of the hyper-capitalist Directorate, Works Raptor has become known as the most sadistic of an already merciless bunch. With no apparent rhyme nor reason to its actions, Works Raptor has built up a massive force that excels in sowing terror and death in support of the Security Fleets. Infiltration is a particular speciality, and its ship commanders love nothing more than sneaking into rear area systems and causing untold havoc.

Works Raptor ground forces continue in this trend, striking hard and fast with brutal efficiency. Working in concert with heavier Directorate units, their light recon tanks and interceptors land the killing blow on already weak units, and generally sow mayhem in the oppositions lines.

Over recent years the actions of the Works Raptor higher echelons have become ever more inscrutable, performing acts of terror seemingly far and above the expected profit-norms of their Directorate associates. Attempts to infiltrate the organisation have proven impossible as yet, further increasing concerns that Works Raptor may be about to turn rogue.

Below: *Speed and aggression - sums the Works Raptor up well.*



> GAME BASICS

Planetfall is designed to be a fast and furious game of massed armoured combat. The game mechanics have been kept simple and easy to learn, allowing Commanders to quickly get to grips with the tactical use and deployment of their key military assets.

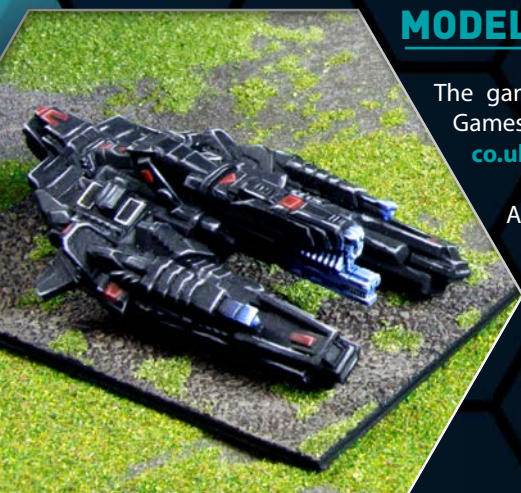
The core mechanics are explained within this chapter to create fast-paced, dynamic action.

WHAT YOU WILL NEED TO PLAY

When playing **Planetfall** you will require the following:

- > **Models** to represent the Forces of the Planetfall-Firestorm Armada Galaxy.
- > A **tape measure**.
- > A **Battlefield** or other suitable gaming area.
- > **Game Markers** to identify the various effects and conditions that can apply in the game.
- > **Activation Markers** to show which Squadrons have Activated and which have not.
- > A good number of **6-sided Dice** (about 30 or so should do it!).
- > A **Force List** that shows the Battle Groups, Helixes and Squadrons you are taking into battle.
- > A copy of your Force's **Order of Battle** (often referred to as an ORBAT) with the rules for your Models.
- > A deck of **Tactical Action Cards** that allow Commanders to represent the important choices, tactics and risks that may facilitate the prosecution of the war effort.
- > ... And a sense of imagination and wonder helps too!

Below: A standardised basing design makes playing **Planetfall** simpler.



MODELS AND BASING CONVENTIONS

The game uses highly detailed Models, produced by Spartan Games. The Models are available from www.spartangames.co.uk and many high street and online retailers.

All Models are supplied with either a precision laser-cut acrylic base, or a resin scenic base. Bases are used to determine a Model's Line of Sight, weapon arcs and its 'foot-print' on the table, and as such it is essential that all Models **MUST** use the base that they are provided with.

MEASURING AND PRE-MEASURING

All measurement in *Planetfall* is done in **inches**, often shortened to "**".** A tape measure is the easiest way to measure distances. If you don't have access to a tape measure marked in inches, use the conversion of:

1 Inch = 2.5 centimetres 1" = 2.5 cm.

Pre-measuring is allowed at any time, for any reason you like.

THE BATTLEFIELD

Planetfall is played on a Battlefield. The easiest way to make a Battlefield is to place a cloth on the table. You will also want some terrain. See Page 77 for descriptions of **Terrain Types**.

Many clubs and other gaming venues will have boards and terrain already prepared, which is much easier than making your own.

GAME MARKERS

To keep track of damage and other in-game effects, Game Markers are supplied in the rule book (see Page 130), and on the website. See Page 129 for a full explanation of Markers.



Overwatch



Flat Out



Activated



Cyber Attack



Damage



Disordered



Forlorn Hope



Debilitating Effect

ACTIVATION MARKERS

In every **Game Turn**, you get to Activate each of your **Squadrons** in an alternating fashion, and as such it can be difficult to keep track of what has gone, and what has yet to Activate.

To help keep track of which Squadrons have acted in a Game Turn, at the end of their Activation, place an **Activation Marker** by the Squadron to show it cannot Activate again this Game Turn. A Squadron that has not yet Activated in a Game Turn and has no Activation Marker is considered 'Ready to Activate'. There are also some rare circumstances in which a Squadron can acquire an Activation Marker without having been Activated, in which case it will not get to Activate at all that Game Turn.

PLANETFALL ZERO-HOUR TRACKER

This Template is used to determine how close a Commander is to achieving 'Planetfall' – with all objectives achieved and the area secured, the High Command will announce Planetfall secured and the assets in orbit can begin to deliver the heavy elements to continue the invasion. Of course, in the case of the Defenders, the Tracker can represent the desperate defence of the target area and the buying of time for their own heavy elements to reach the location.

Below: You will make extensive use of the Zero-Hour Tracker in your games.





THE PLANETFALL TEMPLATE

This Template has a variety of uses: It is used to generate Fire Arcs, measure Close Quarter Battles ranges, and move Models such as Leviathans and certain other lumbering Models. It is marked in inches for ease of use, as seen above.

THE BLAST TEMPLATE

This 5" diameter Template is used to represent Artillery Strikes on the Battlefield, as well as unusual area effects. Such effects are indiscriminate, however, so Commanders should be VERY careful how they employ them. The Template also allows Commanders to determine any random scatter mechanics such as Sky Drops and Artillery Deviations.



GENERAL PRINCIPLES OF DICE

In *Firestorm: Planetfall* there are two types of Dice: **D6** and **D3**. A **D6** is a standard six-sided Die. To roll a **D3**, roll a **D6**, as normal and consult the table below:

| Dice Roll | Result |
|-----------|--------|
| 1 or 2 | 1 |
| 3 or 4 | 2 |
| 5 or 6 | 3 |

Rolling of a Natural 1

Regardless of all modifiers, a roll of a **1** never hits.

Rolling of a Natural 6

Regardless of all modifiers, a roll of a **Natural 6** always results in a Hit. However, the severity of the Hit may be mitigated by other factors.

Important Note: A 'Natural' 6 is when the Die's face shows a 6. Rolling a 5 when you have a +1 modifier does not make it into a Natural 6.

Initial Dice

There are many effects in the game that determine the number of Dice that are to be rolled. Whenever the rules mention **Initial Dice** in this book, we are referring to your total number of Dice BEFORE adding any extra Dice from other sources or effects, such as the **Exploding Dice** mechanic, described later.

'To Hit' Modifiers

To effectively engage a target, a Commander needs a certain number '**To Hit**'. This will commonly be described as **X+**, where **X** is the minimum **Hit Number** required on the Dice roll. Unless otherwise stated, all Hit Numbers begin with needing **4+ To Hit**, using the **Exploding Dice** mechanic. Hit Numbers can also be referred to as a '*target number*', especially when it is referring to a roll not related directly to combat. Various effects can cause the 'to hit' number of a dice to change. These are known as 'to hit' modifiers.

Needing 7s or Higher

If a set of Dice modifiers would cause a 'to hit' number to need **7+**, the Attack still needs **6+** to hit, but the **Total Attack Dice Pool** is also halved.

TYPES OF DICE ROLL

BASIC DICE [BLACK D6]

There will be occasions in-game where the rules will note that a Dice Roll must use the Basic Dice mechanic. The use of this mechanic is kept for simple Dice rolls. If the Dice Roll is listed as a Basic, neither the Heavy nor the Exploding Dice mechanic is to be used, and a roll of a **6** results only in **ONE Success**.

HEAVY DICE [BLUE D6]

There will be occasions in-game where the rules will note that a Dice Roll must use the Heavy Dice mechanic. The Heavy Dice mechanic is less powerful than the Exploding Dice mechanic as it will generate less hits on average. If the Dice Roll is listed as a Heavy, a roll of **6** results in **TWO Successes**.

EXPLODING DICE [RED D6]

Most Dice Rolls in Planetfall will use the Exploding Dice mechanic as a means of generating hits. If the target number listed for a successful roll is listed as a **[RED] 6** anywhere in the rules, you know the Exploding Dice mechanic is in use. This means that a roll of a **6** from any Exploding Dice results in **TWO Successes**, AND an **additional roll** of the Dice.

The Exploding Dice Mechanic works as follows:

1. Roll your **Initial Dice**
2. Set aside all Dice that resulted in a hit and count the **total number of [RED] 6s** that were rolled.
3. The Exploding Step: Roll an **additional Die** for each **[RED] 6** in exactly the same way as before, subject to the same 'to hit' modifiers.
4. Repeat the process in Steps 2 and 3 until there are no additional rolls to be made.
5. Count up the **total number of Successes** from all Dice rolled. Each **[RED] 6** counts as **TWO Successes** instead of one.

In some rare circumstances, a special rule may modify how many Exploding Dice you get from a **[RED] 6**, allow numbers other than **[RED] 6** to Explode, or otherwise vary this common mechanism.



BLACK 6

= ONE Success



BLUE 6

= TWO Successes



RED 6

= TWO Successes AND
Roll Another Red D6

XD6 ROLLS

In some parts of the rules, you may be asked to roll a number of Dice in one go to give you a combined result. Unless otherwise stated, the term **XD6** means rolling the number of Dice listed in the **X** using **Basic D6**, and adding the scores (*or in some cases the number of hits*) on these dice together, to give a result.

OPPOSED TACTICS TEST

These are most often used when determining important matters, such as the **Game Turn Initiative** (see Page 64). The number of Dice required to be rolled in an **Opposed Tactics Test** is normally two per Commander but this may vary depending on circumstance. Both Commanders roll using the **XD6** method using the **Basic Dice** mechanic, add any racial modifiers from their **Tactical Bonus** (see Page 58) and compare the results. If two Commanders roll the same result, they both re-roll all their Dice, and, unless otherwise specified, will apply the same modifiers to the roll: a tie is not a possible outcome.

Logistics Points

Commanders may choose to purchase Logistics Points at a cost noted in their relevant Force List. These points can be added to ANY Opposed Tactics Test (up to the maximum number noted in their Force list).

Arguments?

If disagreements occur, we suggest both Commanders take an **Opposed 2D6 Dice Test** – ignoring any Tactical Bonuses or Logistics Points – with the winner deciding upon the course of action to be taken. The rules can then be checked more thoroughly *after* the game!

A Commander who lost the Opposed Tactics Test should request to initiate 'bidding'. Commanders then 'bid' in secret (using a Dice hidden behind your hand is fine!) and reveal their 'bids' simultaneously. The number bid cannot be more than the Logistics Points remaining to a Commander (obviously) and once a Commander bids with their Logistics Points, the points are lost.

RE-ROLLS AND 'INITIAL DICE'

In many circumstances, a Commander may be permitted (or even forced) to re-roll a certain number of Dice from their Initial Dice. This simply means you pick them up and roll them again, discounting what had previously been rolled.

The particular rule granting the re-roll will make it clear when it can be used. If a rule simply says 're-roll the Initial Dice', that means re-roll ALL the Dice BEFORE rolling any extra Dice from sources such as the **Explosive Dice** mechanic. Other rules specify how many Dice may be re-rolled.

A Re-rolled Dice may NEVER be re-rolled again under any circumstances.

ROUNDING UP

If, for any reason, the rules state that a value is to be reduced by HALF, the original number is always **Rounded Up** to the nearest whole number.

For Example:

A Dice Pool numbering 13 Attack Dice (AD) is halved, taking the number to 6.5. This is Rounded Up to 7 Attack Dice (AD).

RANGES

Range is the distance (in inches) between the Firing weapon and the target, along which **Line of Sight** is also measured. For more information on Line of Sight see Page 101.

MEASURING TO MODELS

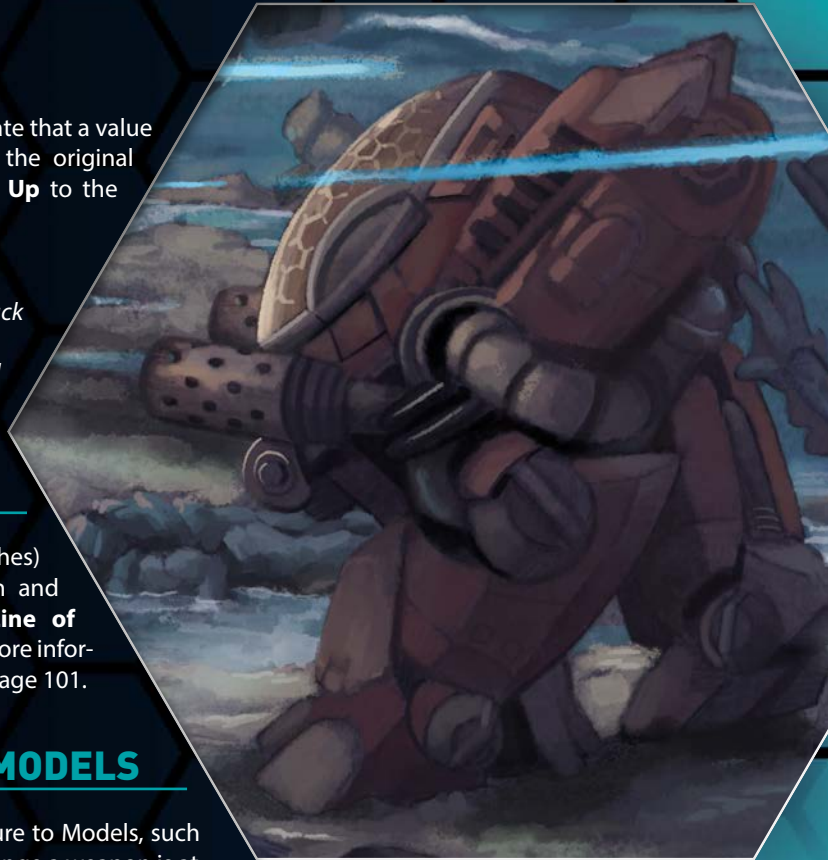
You will often have to measure to Models, such as when determining what range a weapon is at.

In Planetfall, all Models are provided with a base. This represents the area of control the Model exerts and is considered to be part of the Model at all times. All measurement is done from Model to Model (or feature) and this *includes* the base.

ALTERNATING ACTIVATIONS

The game of Planetfall uses an Alternating Activation mechanic, meaning that a Commander will Activate a Squadron, resolve the various in-game effects that result from the Activation, before play then passes to the other Commander.

Furthermore, once a Commander begins to Activate a Helix, they **MUST** continue to Activate Squadrons within that Helix until all have Activated **BEFORE** moving on to another Activation within a different Helix. This means that a Commander must think tactically when deciding when and where to activate.



Above: *Terquai Heavy Infantry are devastating in Close Quarter Combat.*

HEIGHT BANDS AND HEIGHT LEVELS

Planetfall allows for models to fight over a multitude of terrain with flying vehicles and ground vehicles able to interact with each other. To allow all this to happen, the game divides the levels at which Models can exist into TWO Height Bands: **Aerial** and **Surface**.

AERIAL

This Height Band should be considered to be the 'Ground Attack' level where Flyers engage targets with their weapons firing at optimum efficiency. At this height, Models are considered to be viable targets for surface fire and can even be the target of melee attacks from towering Leviathan-sized Models. Only Models with the **Flying Vehicle** Model Assigned Rule (MAR) operate at this level.

Below: Models in Planetfall range from Small Recon to Huge HQ Vehicles packing immense firepower.

SURFACE

This Height Band refers to the part of the game where the majority of Models exist. Be it Tanks, mighty Leviathans or Infantry, they all move and operate at this Height Band.

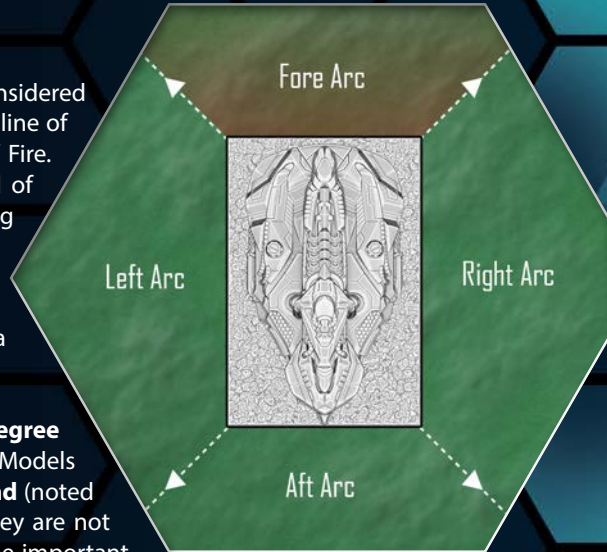


ARCS OF FIRE AND LINE OF SIGHT

In *Planetfall*, the vast majority of Models are considered to be able to see any target that they can draw a line of sight to; in effect they have a 360-degree Arc of Fire. This represents the lightning fast rotation speed of most vehicles, and the highly advanced tracking and targeting systems present.

However, some Models have specifically listed Weapon mountings, allowing them to only fire in a determined direction.

All Models are considered to have **FOUR 90-degree Arcs**: Fore, Aft, Left, and Right. In addition, certain Models will have weapons with the ability to fire **All Round** (noted as **AR** in a Weapon's Profile) – this means that they are not restricted by Arcs of Fire at all. Arcs of Fire become important when performing *Overwatch* or *Focused Fire Actions* (see later).



Example of Arc of Fire:

In the diagram above an Aquan Prime Savari Medium Tank has a Sunburst Laser with a Fire Arc listed as F in its profile. Because of this, the Savari can **ONLY** fire at targets that are within its 90-degree Fore Arc.

DISORDER TESTS

During a game, Commanders frequently are asked to take Disorder Tests. These Tests represent the difficulty a Squadron may face when attempting to follow its orders, or whether or not the Squadron can keep its nerve when under heavy fire.

When asked to take a Disorder Test, the Commander will normally roll **3D6**, scoring Successes on rolls of **4**, **5** and **[RED] 6**. The Commander then counts the number of successes scored, and compares the result to the number of Successes required to Pass the Test.

In certain circumstances, Commanders may roll more or even less than 3 Dice for Disorder Tests, depending on whether they are in command range of a Commanding Element, or if a scenario or game condition has caused them to become disillusioned with the battle and their chances of surviving it.

A Squadron that fails a Disorder Test gains **Disorder Game Markers**.




For more information on Disorder, see Page 85.



> THE MODEL PROFILE

All of the Models in **Planetfall** have a number of statistics which tell you how they operate on the Game Board. These give a measure of the relative combat effectiveness of a vehicle, and tell you what special rules and abilities it has. All of these elements are listed within a Model's **Profile**.

Below is an example of a Model Profile – it isn't as complicated as it may appear at first glance.

| DINDRENZI ¹ | | BATTLE ROBOT - IAPETUS ² | | | | 240 Points ³ |  ⁴ | | |
|--------------------------------------|---|--|----|----|----|-------------------------|---|---------|--------|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 12" | 9+9+9 | 0 | 5 / 10 |
| R-Arm Mtd Xiphos WRIST BLADE |  | Leviathan CQB Weapon | | | | Sq-Size | LoS Class | Quality | TV |
| L-Arm Mtd Flambard COIL LAUNCHERS |  | AR | EF | 10 | 10 | 1 or 2 | Armoured | Elite | 4 or 9 |
| | | | LR | 20 | 6 | | | | |
| Model Assigned Rules | | Command Element [8"], Lumbering, Sky Drop | | | | | | | |
| Additional Rules | | The Xiphos Wrist Blade grants the Pinpoint [2] MAR in Leviathan CQB | | | | | | | |

1 RACE

All Models in the game are assigned a **Race** to which they belong. All Models that are part of the **Core Force** must belong to the same Race unless a specific condition or Model Assigned Rule (MAR) applies.

2 DESCRIPTION AND NAME

The **Description** allows Commanders to understand at a glance the basic combat style of the Model. In this case the Model is referred to as a Battle Robot – suggesting it has more of a front line assault role. All Models also have a **Name**.

3 POINTS COST

A Model will always have a **Points Cost**. This will allow Commanders to assess how many of these Elements they wish to take as part of their Force.

4 RACE INSIGNIA

This shows the Race to which the Model belongs.

| DINDRENZI | | BATTLE ROBOT – IAPETUS | | | | | 240 Points | | | | | | |
|--------------------------------------|-----|---|----|----|----|----------|------------|-----------|---------|----|------|-----|---|
| WEAPONS | | | | | | Mv | 5 | DR | 6 | SH | 7 | CQB | 8 |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 12" | 9+9+9 | | 0 | | 5/10 | | |
| R-Arm Mtd Xiphos WRIST BLADE | | Leviathan CQB Weapon | | | | Sq-Size | | LoS Class | Quality | TV | | | |
| L-Arm Mtd Flambard COIL LAUNCHERS | | AR | EF | 10 | 10 | 1 or 2 | Armoured | Elite | 4 or 9 | | | | |
| Model Assigned Rules | | Command Element [8"], Lumbering, Sky Drop | | | | | | | | | | | |
| Additional Rules | | The Xiphos Wrist Blade grants the Pinpoint [2] MAR in Leviathan CQB | | | | | | | | | | | |

5 MOVEMENT (MV)

The distance that the Model can move during its Activation is given in inches ("). Where a Model has two values listed, the first is the distance it moves during a *Cruising* Move action, the second is the distance it moves *Flat Out*. See Page 68 for more details.

6 DAMAGE RATING (DR)

The **Damage Rating** is equal to the number of Successes required to *Destroy* the Model. Certain Models have more than one Damage Rating separated by a plus (+), this represents their extraordinary resilience. When such a Model suffers enough hits to reach their Damage Rating they take a **Damage Marker**. Once a model has taken *Damage* at all its Damage Ratings, it is *Destroyed*.

7 SHIELD RATING (SH)

Some Elements in the game are equipped with shielding devices that can improve both the defences of the Element itself and even assist in the defence of other Models in the Squadron through a principle of layered shielding.

8 CLOSE QUARTERS BATTLE (CQB)

This statistic refers to the ability of the Model to defend itself at extreme close range. These weapons take the form of small arms, sentry guns and other short range defensive measures. In rare occasions, this entry will include a /X entry (as it does in the case of the Iapetus). This additional statistic, known as Leviathan CQB, applies when Leviathans are in Base Contact with an enemy, allowing them to deliver punishing blows with a variety of melee weapons. This powerful attack will often have special rules attached to them because the attack can only be directed at a single Model in Base-to-Base Contact.

9 WEAPON STATISTICS

All weapons (and some esoteric technology such as Cyber Weapons or Nexus Designators) use the following simple set of statistics:

9a Weapon Name (Weapon)

This entry contains the name of the weapon. The weapon may have additional rules concerning its interactions with defensive systems – Commanders should check the **Weapons Table** at the start of the **Force List** for more information.

9b Weapon Type

This icon is used to aid Commanders in remembering which MARs are used by a Weapon. See Page 115.

9c Arc

All Main Ordnance and Designators will have an **Arc** listed. The notations of weapon arc are as follows:

F: Fore 90-degree **R: Right 90-degree** **AR: All Round**
L: Left 90-degree **A: Aft 90-degree**

Models will often have notations where multiple arcs are listed such as '**F+R**' – meaning the weapon has the option to fire in either the Fore or Right 90-degree arcs.

9d Range Bands (RB)

These are sub-divided into **Effective Range (EF)** and **Long Range (LR)**, and represent the distance in inches that each weapon can fire.

- › A weapon that is within the EF distance is in Effective Range.
- › A weapon that is not within the EF distance, but is still within the LR distance is in Long Range.

In some cases a Model will have a dash (–) within a Range Bracket, meaning that the weapon cannot fire at that range.

9e Attack Dice (AD)

The number of Attack Dice available to the weapon at either Effective or Long Range.

Important Note: Some strange effects and weapons will often be in Red Text within this section. Commanders should refer to the specific weapon's rules in the Force List.

Weapon MAR Icons



Anti-Personnel



Barrage



Corrosive



Cyber



Interceptor



Kinetic












Pinpoint [X]



Scatter



Terror

| DINDRENZI | | BATTLE ROBOT – IAPETUS | | | | 240 Points |  | | |
|--|---|--|----|----|----|---|---|---|--|
| WEAPONS | | | | | | Mv | DR | SH | CQB |
| Weapon | MAR | Arc | RB | R" | AD | 7" / 12" | 9+9+9 | 0 | 5 / 10 |
| R-Arm Mtd Xiphos WRIST BLADE |  | Leviathan CQB Weapon | | | | Sq-Size  | LoS Class  | Quality  | TV  |
| L-Arm Mtd Flambard COIL LAUNCHERS |  | AR | EF | 10 | 10 | 1 or 2 | Armoured | Elite | 4 or 9 |
| | | | LR | 20 | 6 | | | | |
| Model Assigned Rules  | | Command Element [8"] , Lumbering , Sky Drop | | | | | | | |
| Additional Rules  | | The Xiphos Wrist Blade grants the Pinpoint [2] MAR in Leviathan CQB | | | | | | | |

SQUADRON SIZE

All Models in Planetfall are considered to be in 'Squadrons' whether they are taken as single Models or in larger groups. Squadrons are divided into 2 key types:

Attachments (Att) – Models that exist only as Elements that attach themselves to existing Squadrons. These Models will often provide a bonus to the Squadron they attach to, or will fulfil a specific role on the Battlefield, requiring the protection of other squad mates.

Squadrons – These Models make up the vast majority of the formations used in Planetfall. Squadrons can often have variable numbers of members to allow Commanders to manipulate their likely Battlefield roles, but in most cases the **Squadron Size** must be fielded as either **Battle Strength** or **Reinforced Strength**. Battle Strength Squadrons are always shown as the smaller number, with the Reinforced Squadrons shown as the larger number.

CLASS

All Models in Planetfall have a **Line of Sight Class (LoS Class)** that allows players to determine Line of Sight. There are 4 LoS Classes:

Light | **Armoured** | **Elevated** | **Flying**

QUALITY

Quality ranges from *Militia*, through *Regular*, to *Elite*, and determines how likely a Squadron is to pass any Disorder Tests it is required to take.

13 TACTICAL VALUE (TV)

This number gives the Commander an insight into how important the Squadron is to the overall battle plan. Should this Squadron be *Destroyed*, and the ability to prosecute the remainder of the battle can be catastrophic. Losing a Squadron will cause the opponent's **Zero Hour Battle Tracker** to tick down by the value listed in the TV statistic. *Battle Strength* Squadrons are always shown as the smaller number, while the *Reinforced Strength* Squadron is shown as the larger number. It is important to note that in certain circumstances the *Reinforced Strength* will be slightly higher than expected – this is intentional, as it reflects the great weight these reinforced Elements are allocated in a Commander's battle plan.

14 MODEL ASSIGNED RULES (MARS)

This line refers to the various Model Assigned Rules that might apply to a Model.

15 ADDITIONAL RULES

This line refers to rules that are specific to that Model, such as allowing the purchase of various other Elements at a discount, or Battlefield effects that are persistent when this Model is chosen.

Below: A Ba'Kash Heavy Interceptor soars above a digital render of the exciting Planetfall Cityscape Scenery.





> PRE GAME SEQUENCE

The rules given in the following pages will give even the greenest of Commanders the ability to dive straight into the action.

| PRE GAME SEQUENCE | |
|---------------------------------|--|
| A. Mutual Agreements | Decide upon the Main Force, MFV, Table Size and Battle Group Strength . |
| B. Set Up Terrain | Decide to play either a Friendly or Competitive Game and place the Terrain accordingly. |
| C. Roll for Game Board Edge | Roll to see which side of the table each player will be deploying on. |
| D. Place Objectives | Commanders should place their Primary and Secondary Objectives . |
| E. Deploy Forces | Commanders deploy full Helixes in an alternating fashion until all Helixes are deployed. |
| F. Deploy Sky Drop Sites | Commanders should place their Sky Drop Sites and Artillery Markers . |
| G. Choose Tactical Action Cards | Commanders may now choose the Tactical Actions Cards they may wish to draw upon in the upcoming engagement. |
| H. Recon Phase | Models with the Recon Specialist MAR may make a special Movement Action in this phase. |
| I. Commence Battle | Roll to begin the game! |

A. MUTUAL AGREEMENTS

To set up a game of *Planetfall*, all you need to do is follow these simple Mutual Agreements. It's always a good idea to agree upon these BEFORE you turn up to play so you can get to the action faster.

1. Determine Main Force, MFV and Table Size

Battles come in all shapes and sizes, ranging wildly from a small number of light reconnaissance Squadrons encountering one another on long-range combat patrols, to full-strength Battle Groups supported by Heavy Tanks and Air Support making frontal assaults on subterranean fortresses.

Planetfall allows you to play out any conflict from a small meeting engagement to an apocalyptic battle stretching across an entire continent, so the first thing the Commanders need to do is decide which one of the mighty races they plan to use as their **Main Force** – this is to

ensure that Commanders have a rough idea of which Squadrons they are likely to face across the Battlefield.

Next, the Commanders must decide how big they want their battle to be by determining their **Maximum Force Value (MFV)** for the game. Once the **MFV** is decided upon, consult the **Game Size Table** below. This will also tell you the recommended Game Board size for a battle of that magnitude.

| GAME SIZE TABLE | |
|---------------------------|----------------------|
| Total MFV | Suggested Table Size |
| 3000 points or less | 4 feet x 4 feet |
| 3001 points – 6000 points | 6 feet x 4 feet |
| 6001 points – 9000 points | 8 feet x 4 feet |
| 9001 points – ??? points | Commanders Choice |

Below: Sensing victory, Relthoza units move in to destroy a damaged Terran Leviathan.

2. Determine Battle Group Strength

Commanders should agree upon how many Battle Groups they wish to field as part of their MFV. This helps to ensure a balanced game... or at least gives a Commander a heads-up that the opponent might be bringing a large number of concentrated Elements like Leviathan or Command Squadrons to the game.

Example of Mutual Agreements:

*James and Mike agree to play a game of **Planetfall** after completing a brutal game of **Firestorm Armada** where Mike's Dindrenzi hammered their way to Theta-IV, a planet targeted for conquest by Rense High Command.*

*Both are happy to play 4000 Points using their Dindrenzi and Terran **Planetfall** Forces.*

They agree to play on a 6 x 4 table.

They decide to build their Forces with TWO Battle Groups available.

It's as simple as that!



B. SET UP TERRAIN

The Game Boards you play on can range in detail and complexity from a simple desert-coloured cloth with one or two buildings, to a fully sculpted Board with contours carved into its textured tiles and intricate industrial complexes bursting from its surface. The following rules detail how to place terrain on the Game Board in **Planetfall**.

Terrain should be set up using one of the two following methods:

Friendly Set Up

Friendly Set Up is intended for games between Commanders who are simply out to have fun. Commanders are encouraged to use whatever terrain they like and to create scenic and thematic Battlefields to fight over. Commanders can set up a Game Board placing ANY Terrain Type in whatever manner they wish to the joint agreement of all involved. (See Page 75 for more information on Terrain).

Tournament Set Up

Tournament Set Up is intended for competitive play. These rules have been optimised to ensure that no one side gains an unfair advantage over the other by placement of the terrain and Commanders cannot predict the engagement zones their forces might inhabit.

- › Divide the tabletop into 24" by 24" Sectors and each Commander should roll a D6 into each Sector. On the roll of a **4, 5 or 6**, place an **Activation Marker** for that Commander in the Sector. If no Terrain is rolled for by a Commander, they **MUST** place ONE Activation Marker in a single Sector of their choice. On a standard 6' x 4' table, this will mean there might be between 2 and 12 **Activation Markers** on the table.
- › Commanders should make an **Opposed Tactics Roll** (see Page 30) to determine who places the first piece of Terrain, unless the Scenario being played dictates otherwise.
- › Commanders take it in turns to place a piece of Terrain, removing one of their **Activation Markers** each time in the relevant Sector until all **Activation Markers** are removed.
- › No player may place a piece of Terrain within 4" of another placed piece of Terrain, and no piece of Terrain may have a table 'foot-print' of more than 12"x12".

See Page 75 for more information on Terrain.

C. ROLL FOR GAME BOARD EDGE

Once Commanders have placed Terrain, they need to determine where they are going to set up their Forces. Commanders should make an **Opposed Tactics Roll**. The Commander who rolls highest must choose a long Game Board Edge to be their **Deployment Edge**, with the other Commander taking the opposite edge.

D. PLACE OBJECTIVES

The system uses **Primary**, **Secondary** and **Tertiary Objectives**, and places greater emphasis on tactical Battlefield control, rather than pure casualties. Objectives **MUST** take the form of Buildings or suitably impressive Terrain Features that might conceivably be considered worthy of capture.

OBJECTIVES

"The 'Strategic Objective' is an all-inclusive term used to describe any combat goal assigned within the framework of achieving victory in a campaign. On the other hand the 'Tactical Objective' is a secondary term describing any goal that gains a short term advantage."

**Page 107 of the Terran Colonial Defence Force
Field Promoted Officer's Companion,
Charter Information Ministry, October. 3868**

In **Planetfall**, there are THREE types of Objective:

The **Primary Objective** represents the single vital part of the Battlefield that, if captured, will provide maximum control and solidify the Target Site for larger assets later. This Objective is likely to have the largest **Tactical Value (TV)** attached to its capture.

The **Secondary Objectives** represent multiple areas of importance that should be secured as early as possible, building a powerbase upon which the main advance can begin. These Objectives are always in enemy territory and will have a sizeable amount of TV attached to their capture.

A **Tertiary Objective** is simply the enemy's Primary Objective, with a low TV attached to it, yet it is still an important Objective to hold as it will provide very often the last line of defence against a concerted attack from enemy forces seeking to capture their premium target location.

Here is a table that will assist Commanders in the number of Objectives that will likely be placed:

| Size of Game | Number of Primary Objectives Per Side | Number of Secondary Objectives | Number of Tertiary Objectives Per Side |
|--------------|---------------------------------------|--------------------------------|--|
| 0-3000 | 1 | 1 | +1* |
| 3001-6000 | 1 | 2 | +1* |
| 6001-9000 | 1 | 3 | +1* |
| 9001+ | 1 | 4 | +1* |

**This is the enemy's Primary Objective*

Placing Objectives: Primary

After the terrain for the game has been determined, Commanders should make an **Opposed Tactics Roll** (see Page 30) where the winner places their Primary Objective first, followed by the opposing Commander placing their Primary Objective. The Primary Objective for any game **MUST** be placed in the enemy's **Deployment Zone**. The Primary Objective of the enemy **ALSO** counts as the Tertiary Objective for the other Commander, allowing either Commander the chance to score Tactical Value points during the **End Phase** (see Page 111).

Placing Objectives: Secondary

Next, Commanders should make an Opposed Tactics Roll (see Page 30) to determine who places their first Secondary Objective, and the opposing Commander then places their first Secondary Objective. Placement alternates until all Secondary Objectives are placed. The Commander's placed Secondary Objectives **MUST** be located entirely within the enemy's half of the table, but may **NOT** be placed in the enemy's Deployment Zone.

Should there be an odd number of Secondary Objectives, the **FIRST** Secondary Objective is always placed in the exact centre of the table **BEFORE** the Opposed Tactics Roll is made for other Secondary Objective placement.

No Objective, be they Primary or Secondary, may be placed within 8" of another Objective.

Important Note: Remember, Objectives should take the form of a Building or suitably important Battlefield asset, where possible.

Below: A Sorylian recon unit moves in to Take and Hold a Battlefield Objective: in this instance, a Works Raptor Escape pod.





Above: Terran Infantry dig in to hold a key Battlefield Objective.

CAPTURING OBJECTIVES

Only Squadrons with the **Take & Hold** MAR can be *Scoring*, and only *Scoring* Squadrons can capture Objectives.

Light Tanks: In order to capture an Objective there **MUST** be at least **ONE** Friendly Light Tank from the Squadron in Base-to-Base Contact, and **NO** Scoring Enemy Squadrons in Base Contact with the Objective. When capturing Objectives with these elements, moving into Base-to-Base Contact with an Objective does not cause a Ram/Collision to take place.

Infantry: In order to capture an Objective, the Infantry Squadron **MUST** be Occupying the Objective (see Page 70); however, if this is the case, it supersedes any other scoring.

EXCEPTIONS

The following are exceptions to the rules which apply to **BOTH** types of Objective.

1. Models with the **Flying Vehicle** MAR cannot Capture Objectives.
2. A Squadron may only ever *Capture* ONE Objective in a turn.

E. DEPLOY FORCES

Unless otherwise specified by a scenario or special rule, a Commander's **Deployment Zone** extends 8" out from the entire length of the Game Board Edge that they selected.

Commanders should take an **Opposed Tactics Roll**. The Commander who rolls the highest may choose who deploys their first Helix on the Game Board.

1. Commanders should take it in turns to place the contents of **entire** Helixes on the Game Board.
2. All Squadrons in a Helix **MUST** be deployed within the owning Commander's allocated Deployment Zone unless they are *Embarked* on another Model or being held off-table as a Sky Drop asset, or in the case of scenario play, held off-table as Reserves.

3. Squadrons **MUST** deploy in coherency with at least one Model in **Command Radius** of their Commanding Element unless they are *Embarked* on another Model or being held off-table as a Sky Drop asset.
4. All Models with the **Flying Vehicle** MAR deploy moving *Flat Out*, and so should have a **Flat Out Game Marker** attached to them before the game begins.

If Commanders have an unequal number of Helixes, once a Commander has finished placing ALL of their Helixes, the other Commander should place all of their remaining Helixes.

F. DEPLOY SKY DROP SITES

Reserves and off-Battlefield effects are a big part of *Planetfall*, simulating large waves of combat troops landing from orbiting drop ships straight onto key areas, or even long range artillery weaponry directed towards the Battlefield to reap a bloody harvest.

Below: *With their spacecraft dominating the planet, Works Raptor and Directorate forces assault Proteus Prime.*

The total number of **Sky Drop (SD) Markers** is determined by the Elements chosen in a Commander's Force List. Models with the **Sky Drop Nexus** MAR or **Artillery Support** MAR are used to give Commanders their total number of **SD Markers**.

Commanders should make an **Opposed Tactics Roll** (see Page 30), with the winner placing their first Sky Drop (SD) Marker. The opposing Commander then places their first SD Marker, and placement alternates until all SD Markers are placed.

SD Markers may be placed ANYWHERE on the Game Board as long as they are not placed within 4" of another SD Marker.

All SD Markers must be placed with a **Micro-Die** showing the Force's **Initial Deviation Distance** in inches, unless a scenario or gaming condition applies. Consult the various racial Orders of Battle for more information on the Initial Deviation Distances of different SD Markers.



G. CHOOSE TACTICAL ACTION CARDS

Commanders should choose their preferred **Tactical Action Card** Hand based upon the size of the game being played (and any other special conditions that might be in play). For more information see Page 61.

H. RECON PHASE

During this important Phase, Commanders have the opportunity to race forwards and grab important parts of the Battlefield using their reconnaissance forces, preparing the ground for their main assault and denying the enemy vital strategic objectives.

Commanders should take an **Opposed Tactics Test**. The Commander who rolls the highest may choose who moves their first Recon Move on the Game Board.

The Squadron chosen may then make a free *Flat Out Movement Action* provided the move does not bring the Element within 16" of an enemy Model **at any time during its movement**. Once the Recon Move is completed, play moves to the other Commander who may move one of their Recon Elements (but remember – no model may move within 16" of an enemy model at any time during its Recon Move).

Only Elements with the **Recon Specialist** MAR may move during this phase.

I. COMMENCE BATTLE

With both Commanders deployed and all Recon Moves have been completed, the battle can begin.





> BUILDING A FORCE

What is a Battle Group?

A game of **Firestorm: Planetfall** is fought out by mighty **Battle Groups** clashing across the Battlefields of the Firestorm Galaxy in a struggle for supremacy. These formations of vehicles and infantry are used to prosecute the aims of their commanders, engaging the enemy and capturing objectives. The number of Battle Groups permitted in the creation of a Force is decided through mutual agreement during the **Mutual Agreements Segment** of the **Pre-Game Sequence**.

What is a Core Helix?

A Core Helix forms the vital initial building block of a Battle Group, around which all other Elements are attached. A Battle Group **MUST** have a Core Helix.

What are Attached Helixes?

These Helixes are smaller battle formations that have attached themselves to the Core Helix to give a more cohesive command structure and heightened offensive capability.



Here is a basic Battle Group organized into a graphic referred to as a **Helix Map**. A Core Helix **MUST** be taken, but after that players are free to choose up to **ONE** of each type of Attached Helix to attach to the Core Helix, thus forming a Battle Group. Some Attached Helixes will be more

expensive in terms of points than others, and care should be taken when deciding the right Helixes for the job at hand.

ADAPTING THE BATTLE GROUP

Of course, a capable Commander does not always wish to follow the doctrinal nature of standard Battle Group creation, preferring instead to adapt their Force to better suit the strategic challenges presented and compliment their own tactical approach. This is achieved through a process of substitution within the Battle Group.

Should a player wish to add a second Attached Helix of the same type, it may only be done at the expense of all Helixes that are directly opposite on the Helix Map.



Above we have an example of an Adapted Battle Group. In this case the commander has elected to bring more **Heavy Armour** to the fight. However, for this to be possible, many vital assets must be redirected to this Battle Group, and so the High Command restricts the availability of Leviathans found in the **Leviathan Strike Helix** – if the Commander wants to take a Leviathan, a second Battle Group must be taken!

In the Adapted Battle Group below, the Commander is making a number of choices, deciding to forgo **Assault, Heavy Armour** and **Air Helixes** in order to take **2x Recon Helixes, 2x Leviathan Strike Helixes** and **2x Field Support Helixes**. Clearly this is going to be a large engagement and the Commander wishes to have some heavy hitting Leviathans coupled with an array of fast-moving forces supported by enough Elements such as Command Barges and Field Guns to win the day.



FORMING ALLIANCES

In the Firestorm Galaxy, vast empires have come together to form alliances to combine their might against other super powers that pose a common threat. These grand alliances are often no more than tacit understandings of non-aggression, but some are more formalised.

RACIAL PACTS

At present there are two main Racial Pacts within the Firestorm Galaxy: the **Alliance of Kurak** and the **Zenian League**. Commanders may only choose Allies from their respective Racial Pacts.

| RACIAL PACTS | |
|--|---|
| ALLIANCE OF KURAK | ZENIAN LEAGUE |
| Terran Alliance | Dindrenzi Federation |
| Sorylian Collective | Relthosa |
| Aquan Prime | Directorate |
| Hawker Industries (Natural Ally with the Terran Alliance) | Rense System Navy (Natural Ally with the Dindrenzi Federation) |
| Veydreth Tribes (Natural Ally with the Sorylian Collective) | Ba'Kash Clans (Natural Ally with the Relthosa) |
| Terquai Empire (Natural Ally with Aquan Prime) | Works Raptor (Natural Ally with the Directorate) |
| Xelocians | Kedorians |
| Tarakians | Saurian Conclave |
| Ryushi | Illosians |

Natural Allies

Some Races are off-shoots of larger Races, or hold values and methodology that is so compatible that they form far closer relationships. **Natural Allies** are considered to be part of their respective Racial Pacts and are more readily available to their closest allies.

HOW DO I TAKE ALLIES?

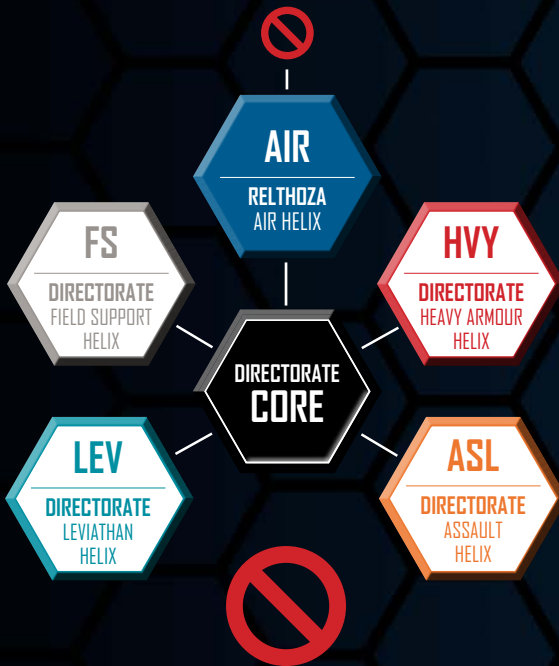
Allies can be taken in one of three ways: **Full Battle Group**, **Alliance Battle Group** and **Natural-Allied Battle Group**.

Full Battle Group Method: Including allies in a Firestorm-Planetfall Force with this method couldn't be simpler – take *another* Battle Group made up of a single Racial Ally. There is only one rule to taking Full Battle Group Allies beyond this: the Allied Battle Group(s) may NOT cost more

points when added together than the Main Force. Apart from that, all Battle Group rules apply.

For example, a Directorate Force could take a Relthozan Battle Group as a second Battle Group provided the Relthozan Forces didn't cost MORE than the Directorate Forces!

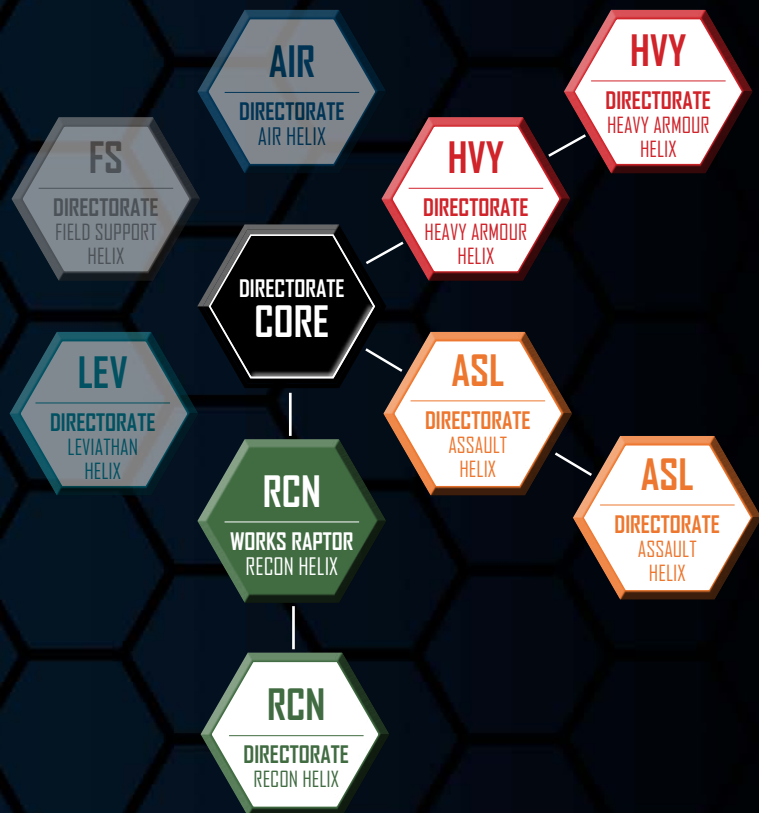
Alliance Battle Group: Including allies in this method is slightly more complicated and reflects the unusual nature of this occurrence. A commander may include a SINGLE Attached Helix from an Ally as part of their Battle Group if desired. The Battle Group AUTOMATICALLY loses access to the opposing Helixes AND may not take a second Helix of the same type. In addition, no other Allied Helixes may be taken, including Natural Allies.



In this Alliance Battle Group, a Directorate Commander chooses to add a Relthozan Aerial Helix. In doing so, the Battle Group may not take any further Aerial or Recon Helixes. In addition, the Battle Group may not take any other Allied Helixes, including Natural Allies such as the Works Raptor.

Natural-Allied Battle Group: Including allies in this method is less restrictive than building an Alliance Battle Group.

Natural Allies are treated as an extension to the types of Attached Helixes available to a Race's Core Helix and the Battle Group options are unaffected. The only restriction is that if the total point cost of an all Natural-Allied Helixes DOES NOT exceed the Battle Group's total Core Helix points cost, the Battle Group is permitted.



In this Natural-Allied Helix, the Directorate Commander elects to bring a Works Raptor Recon Helix to the battle. Works Raptor has a long standing alliance with the Directorate and so does not suffer as many restrictions as an Alliance Battle Group choice would; the Commander is free to purchase other Natural Allies if desired. The total amount of points spent on Works Raptor (across all Attached Helixes) may not exceed the cost of the Core Helix, however.

BUILDING A FORCE USING MFV

Any Force must be built using a pre-agreed Maximum Force Value (MFV), the maximum amount of points that may be spent on your force.

For example: If both players had agreed to play a 6000pt game, the MFV would be 6000.

This represents the levels of strategic assets that the High Command considered to be reasonable in the prosecution of the upcoming battle.

Not all MFVs amongst players need to be the same. Indeed, scenarios might dictate players field vastly differing levels of MFV.

Contents of a Helix

All Helixes have a **Requisite**, and in some cases multiple **Requisites**. These are the required minimum number of Squadrons a Commander **MUST** take before other Elements within the Helix can be added.

All **Orders of Battle (ORBATS)** will dictate the **Requisites** and optional additions that may be taken within a Helix.

Below: *Natural Born Allies*
– the Directorate and Works Raptor.



ORBAT SPECIAL RULES

All Forces in *Planetfall* will have a set of special rules that apply to them. These special rules represent the Race's level of combat capability, logistic strength and predisposition towards certain types of engagement methodology.

ORBAT Special Rules are divided into 4 key areas:

Tactical Bonus: This bonus is added to EVERY Opposed Tactics Test taken by the Force, before, during and even after the battle is completed. Unless otherwise stated, this addition is always present.

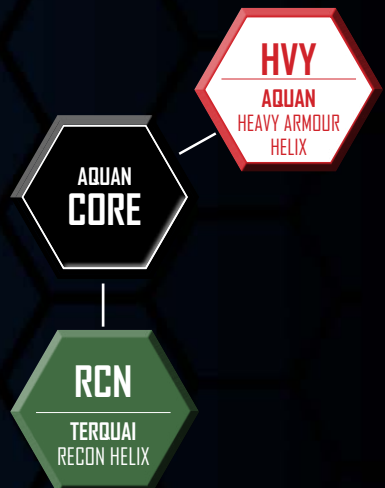
Logistical Strength: This bonus allows Commanders to purchase **Logistics Points** that may be added to the overall result of any Opposed Tactics Test to increase their score, and give them more control over the whims of fate. The cost for Logistics Points will be noted and must be paid for from the **MFV**. Each Force will also have a limit on how many Logistics Points they can play at any one time. For more information on **Opposed Tactics Tests** see Page 30.

Sky Drop Focus: This rule shows the effectiveness of the Force in the use of Sky Drop or Artillery tactics. The rules will state the number that all **Sky-Drop Markers** are dialled to when deployed (although this may change due to scenario conditions.). This section will also state the strength of any Artillery available to the Force. The level of **Artillery Effect** should be determined each time the Artillery is resolved. See Page 82.

Specific Racial Rules: Certain Forces might have specific Racial rules attached to Elements in their Force. These will be noted and explained in this section.

Example of Force Building: The 14th Aquan Invictus Strike Shoal

Here is an example of an Aquan Prime Force comprising a small Aquan Core Helix, an Aquan Heavy Armour Helix and a Terquai Empire Recon Helix. The Terquai Empire are Natural Allies of the Aquans and so may be taken freely.

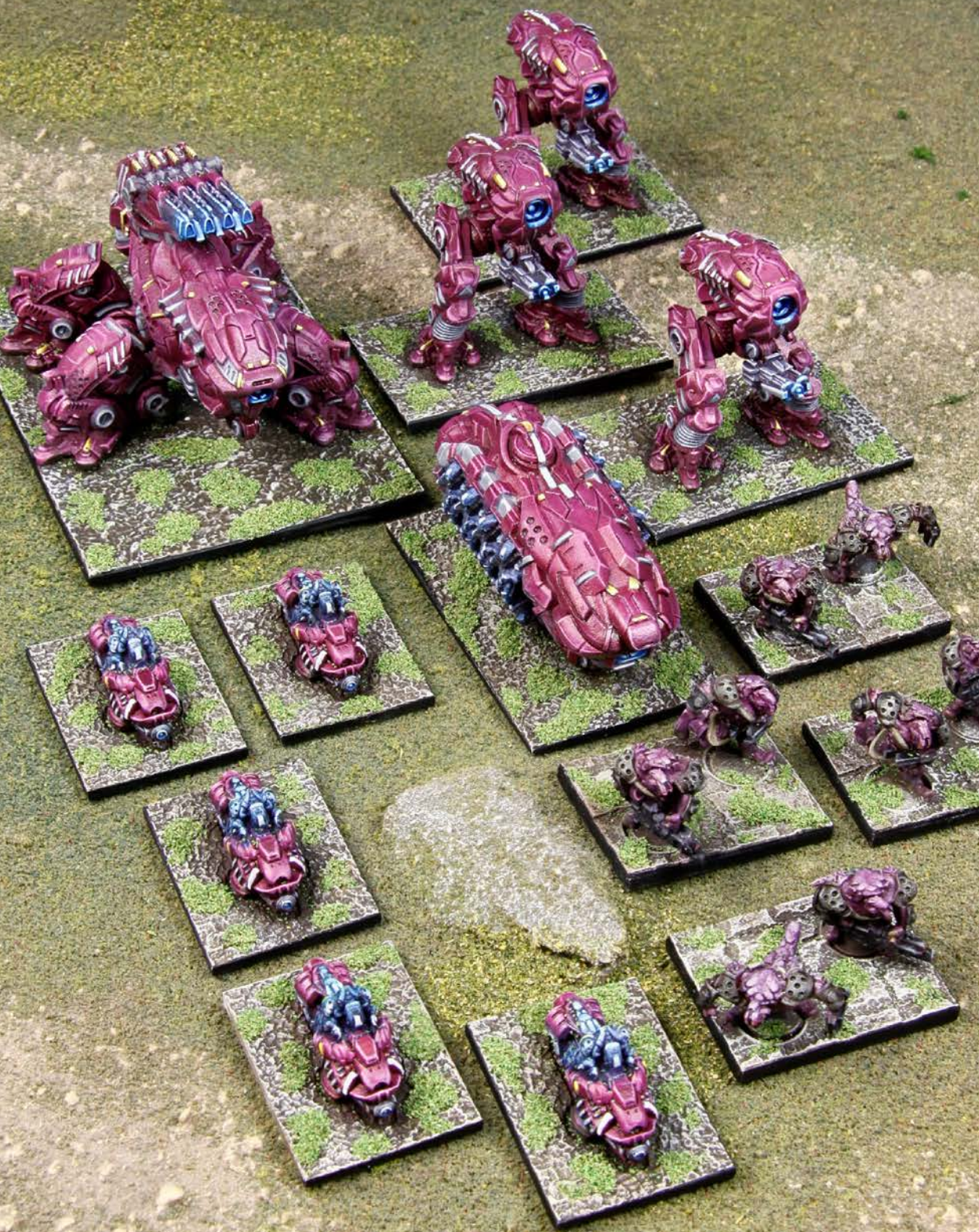


Here is the Force List:

| AQUAN FORCE | | | |
|--|---|---------------------|------------|
| Helix Type | Helix Contains | Squadron Cost | Total Cost |
| Aquan Core Helix | 1x Sedna Heavy Tank Squadron* (2x Models) | 460 | 2310 |
| | 1x Lamana Medium Battle Tank Squadron* (3x Models) | 360 | |
| | 1x Lamana Medium Battle Tank Squadron (3x Models) | 360 | |
| | 1x Imzani Light Tank Squadron* (4x Models) | 240 | |
| | 1x Sirsir Medium Support Tank (attached to the Medium Tanks) | 110 | |
| | 1x Sirsir Medium Support Tank | 110 | |
| | 5x Khitari Infantry (5x Models) | 150 | |
| | 1x Stingray AA-Emplacement Squadron (2x Models) | 200 | |
| | 1x Stingray AA-Emplacement Squadron (2x Models) | 200 | |
| | 3x Votari Crystals | 120 | |
| Aquan Heavy Helix | 1x Haumea Heavy Tank Squadron* (1x Model) | 280 | 830 |
| | 1x Locatu Tank Destroyer Squadron (3x Models) | 360 | |
| | 1x Sirsir Medium Support Tank (attached to the Tank Destroyers) | 110 | |
| | 2x Votari Crystals | 80 | |
| Terquai Recon Helix | 1x Iophon Heavy Gunship Squadron* (1x Model) | 215 | 735 |
| | 1x Nabis Heavy Infantry Squadron* (5x Models) | 200 | |
| | 1x Nabis Heavy Infantry Squadron (5x Models) | 200 | |
| | 1x Temporal Portal* | 60 | |
| | 1x Temporal Portal | 60 | |
| Sky Drop Markers: Aquans = 4 Terquai = 2 | | Logistical Strength | 5 x 25 |

Elements with an ^{} are **Requisites** for their respective Helixes and **MUST** be taken before other Elements within the Helix may be taken.

Points Spent **4000**



> TACTICAL ACTION CARDS

At the beginning of each battle, prior to Deployment, each player may select a number of Tactical Action Cards equal to the amount permitted according to the **MFV** agreed upon by the players involved.

| MFV | No. of Cards |
|-----------|--------------|
| 0-3000 | 3 |
| 3001-6000 | 5 |
| 6001-9000 | 7 |
| 9001+ | 9 |

There are **Universal Cards** (marked 'U' on the Cards where other Cards present Alliance or Race insignia) that any Force may choose from, along with **Racial Cards** that may only be accessed by Battle Groups that are part of the relevant Main Force, and **Racial Cards** that may be accessed by all Battle Groups within the relevant Force.



The **Pre-Turn TAC Segment** is divided into the following Actions:

1. Buy Back TACs

A Tactical Action Card that has been played in a previous turn is not available for use again unless the Commander *Buys Back* the card.

This is done by increasing the Commander's **Zero Hour Tracker** by DOUBLE the card's play cost (shown in the bottom right hand corner of the card), after which the card is returned to the Commander's hand.

A returned card is available to be played later for the cost listed on the card.

2. Playing TACs

During this part of the TAC Segment, you may play ONE Tactical Action Card from your hand. The card is placed face down in front of you and then all cards are turned over. These cards then INCREASE the **Zero Hour Tracker** of the relevant Commander by the Play Cost listed in the bottom right corner of the card and are resolved SIMULTANEOUSLY.

Racial Cards may be played on any Squadron that is part of the Race. In addition, all Natural Allies can be affected by these cards.



Alliance Cards may be played on any Squadron that is part of that Alliance – Kurak Alliance or Zenian League.

Universal Cards may be played on any Squadron in the Force, and may even be played on an opponent's Squadron if desired.



Below: A Terran Alliance Forward Observation Base (FoB).



All TACs are in effect until the **End Phase** when, during the **Remove In-Game Effects Step**, the card expires. Unless a TAC is bought back, the card may only be used **ONCE** during a game. Once both players have resolved the card they wish to play, the game moves on to the **Initiative Roll**.

> BASIC SEQUENCE OF PLAY

As you might expect, in a game of **Planetfall**, there is a structure through which the game must be played. This allows for the game to flow, and provides suitable signposts for Commanders to understand when relevant Actions, or Steps must take place.

The Game breaks down into: **Game** → **Game Turns** → **Phases**

A Game Turn is divided into:

Pre-Turn Phase* → **Activation Phases*** → **End Phase***

*Phases break down into:

Phase → **Segment** (if required) → **Step** → **Action**

THE PRE-TURN PHASE

During the Pre-Turn Phase, Commanders play any **Tactical Action Cards** that will affect the upcoming Game Turn, bring on **Reserves** and **Flanking Forces**, and determine who has the **Initiative** for that Turn.

The Pre-Turn Phase is divided into the following Segments, which must be resolved in order:

1. Tactical Action Cards (TAC) Segment

Any Commanders wishing to play TACs in this Segment announce their intention by placing a SINGLE card face down on the table in front of them. See the **Tactical Action Cards** rules on Page 61.

Below: *The heat of battle!*

2. Late Arrivals Segment

Models that are scheduled to arrive as part of a scenario this Turn deploy as either **Flanking Forces** or **Reserves** as follows:

If two Commanders are scheduled to bring on Flanking or Reserve Forces, roll an **Opposed Tactics Test**, with the winner able to decide which Commander must deploy a Squadron from their Forces first. Squadrons are placed alternately. During the **Late Arrivals Segment**, ALL Models MUST be placed so their aft 90-degree Arc is touching the relevant edge of the board. No Model may be deployed in terrain that is *Impassable* to it.

Note: Models that are waiting in Sky Drop are NOT governed by these rules and are explained on Page 78.





Above: The firepower of a Directorate Heavy Gunship is truly intimidating.

3. Determine Initiative Segment

Using a **2D6 Opposed Tactics Roll**, both Commanders must determine who has the Initiative and thus the **Initiative Order**. The Initiative Order is established by the Commander with the highest score on the Opposed Roll being first, with the other Commander being second.

Having Initiative at certain moments can be critical, as this will often allow a Commander to dictate the flow of the upcoming Game Turn or allow them to execute their plans earlier than their opponent.

4. First Activation Segment

The Commander who is first in the Initiative Order Activates their first Squadron. Other Commanders Activate Squadrons in Initiative Order. Once all Commanders have Activated one Squadron, refer back to the Initiative Order to Activate other Squadrons in the Commanders' respective Helixes. Remember, a Commander must complete all activations within a Helix before moving on to a new Helix.

ACTIVATION PHASE

During the Activation Phase, Commanders execute the **Movement, Close Quarter Battle, and Firing Segments**.

The Activation Phase breaks down into:

Movement Segment → **CQB Segment*** → **Main Ordnance Segment**

*If relevant

Most Segments in this Phase conclude with a **Consolidation Step** to allow Commanders to check they have completed their Actions successfully.

BASIC SEQUENCE OF PLAY

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| Segment | Step | Action |
|--------------------------------|--|---|
| Movement | Movement Declarations | Announce one Movement Action for the Activation |
| | Movement and Manoeuvre | Resolve Movement |
| | Resolve Overwatch | Resolve any <i>Overwatch</i> Fire from enemy Squadrons |
| | Movement Consolidation | Check all Elements of a Squadron are within Coherency or the Squadron becomes <i>Disordered</i> . |
| Close Quarters Battle (CQB) | Nominate Targets | Nominate the targets for a CQB or Storming Engagement |
| | Close Quarters Battle | Resolve both CQB and Storming Engagement |
| | CQB Consolidation | Ensure any relevant Disorder Tests are taken and relevant Game Markers applied |
| Firing | Declaring Attacks | Declare the Target (or in rare cases, the Targets) for the Firing Action |
| | Resolve Main Ordnance Fire | Resolve all Main Ordnance Fire Actions by a Squadron simultaneously |
| | Firing Consolidation | Ensure any relevant Disorder Tests are taken and relevant Game Markers applied |
| Move on to the Next Activation | Activate the next Squadron and go through the above Segments again | |

THE END PHASE

The End Phase is divided into the following Segments and Steps:

| Segment | Step |
|------------------------|--|
| Compulsory Actions | Disordered HP Loss |
| Score Objectives | All Objectives on the Battlefield are scored at this point |
| Damage Repair | Perform Repair Tests |
| Remove In-Game Effects | Remove In-Game Markers and Game Cards that have expired |
| Check for End of Game | Check the Countdown Track for Victory |



> MOVEMENT SEGMENT

Models can make short distance manoeuvres, getting themselves into prime position to open fire with their weapons, Models may set an *Overwatch*, allowing them to lie in wait for the enemy, or Models can move *Flat Out*, sacrificing their ability to fire in order to cover a greater distance in a short time.

The **Movement Segment** of an Activation is divided into the following:

| Step | Action |
|--------------------------|--|
| Check Coherency | Light, Armoured and <i>Elevated</i> Models in the same squadron must be within 2" of each other. Flying Models in the same squadron must be within 4" of each other. |
| Nominate Movement Action | The Squadron MUST nominate a Movement Action. |
| Execute Movement Action | The Squadron must now execute the nominated Movement Action. |
| Fire on Overwatch | Any enemy Squadron placed on <i>Overwatch</i> in a previous Activation may fire at the Squadron that completed a Movement Action in this Segment. |
| Movement Consolidation | The Commander must ensure the Squadron has any required Game Markers allocated to it. |

COHERENCY DISTANCE

In *Planetfall*, all Light, Armoured and *Elevated* members of a Squadron must complete a Movement Action to be within 2" of each other. All Flying members of a Squadron must complete a Movement Action to be within 4" of each other. This is called **Coherency Distance**. If a Squadron begins its Activation with models out of Coherency, they **MUST** move back into Coherency during their next **Movement Segment**.

A Squadron that is out of Coherency at the end of its **Movement Segment** automatically takes a **Disorder Marker** (no roll is taken) for EACH surviving Element in the Squadron – a Squadron of 3 Medium Tanks found to be out of Coherency would gain 3x Disorder Markers. These would convert to **Damage Markers** during the **End Phase**.

MIXED SQUADRONS

In the case of Squadrons where there is a mix of Flying and Ground Elements, ALL Elements must remain within 2" of their Squadron mates.

MOVEMENT ACTIONS

During the Movement Segment, a Squadron MUST perform one of the following actions:

- › **Cruising Move Action** – each Model in the Squadron may move up to its first **Movement Value** in inches. The Squadron may also have its Models *Pivot* on the spot, if desired.
- › **Flat Out Move Action** – each Model in the Squadron may move up to its second Movement Value in inches.
- › **Ramming Action** – the Models in the Squadron may force enemy Models of smaller size to make an immediate **Avoidance** Move and may result in the target Squadron becoming *Disordered*.
- › **Embark Move Action** onto a Vehicle or Occupy a Building – this action is only available to Infantry and certain vehicles.
- › **Disembark Move Action** from a Vehicle/Exit a Building – this action is only available to Infantry and certain vehicles.
- › **Remain Stationary Move Action** – this action permits a Commander to nominate additional actions: namely, enter *Overwatch* or prepare for a *Focused Fire* Action.

All Movement Actions MUST be nominated during the **Movement Declarations Step**. If this is not done, the Model is considered to default to making a *Cruising* Move Action by default.

Unless stated otherwise, movement can be in ANY direction, with certain Models being the exception to this.

Additionally, a Squadron's movement is subject to the following restrictions:

- › Non-Flying Models CANNOT move *through* other Models as part of their Movement Action.
- › Non-Flying Models CANNOT move through or complete their move in Terrain that they consider *Impassable* (see Page 77).
- › A Model CANNOT end its movement with its base on top of another Model – this is true even for Flying Models. *Whilst not strictly realistic, this gaming convention stops Models getting damaged.*

Cruising

Models may elect to move using the lower of the two **Movement Values** listed on their Profile. This movement does not require the Model to move the entire distance stated.

Pivots: A model may also *Pivot*, by moving on the spot to face a different direction. Note, this still counts as a taking a *Cruising Action*. When a non-Lumbering model makes a Cruising Movement Action, it can pivot as many times as it likes during its movement.

Models with the **Lumbering** MAR require the use of a **Turning Template** to represent their ungainly manoeuvring capability. A **Lumbering** Model moving at **Cruising Speed** MUST move 1" directly forwards in a straight line between each use of the Template and may not *Pivot*.

The corners of the Turning Template are called **Navigation Points** and are 1" apart. To use the Turning Template place it next to the turning model with the corner being used to turn lined up with a Navigation Point. The model is advanced round the Turning Template so that the corner is lined up with the next Navigation Point. Each advance reduces the remaining Movement (Mv") of the Model by 1".

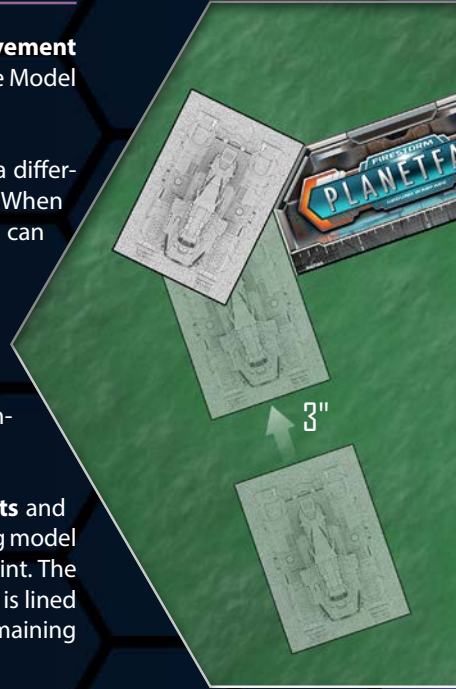
Reversing using the template: Should a **Lumbering** Model choose, it may reverse using the Template, following the same rules as if it were moving forwards.

Flat Out

Models wishing to move *Flat Out* MUST traverse a distance that is more than their Cruising Speed. Non-**Lumbering** Models are permitted to make a single *Pivot* at the start of their Movement Action before moving *Flat Out*. The Movement can be in any direction, but MUST be in a straight line. Models with the **Lumbering** MAR moving *Flat Out* need not move in a straight line, but do not get to perform a *Pivot*. Instead these models move 3" directly forwards in a straight line between each use of the 45-degree Template.

Ramming And Collisions

A *Ram Action* is a simple sub-set of moving *Flat Out*. This Action requires the Squadron to follow all the same rules as moving *Flat Out* with the following additional rules:



Above: Using the 45-degree Template to move a vehicle.

- › The *Ramming Squadron* must nominate a target for their *Ram*.
- › The Target may not be of the same Line of Sight Class or Higher than the smallest member of the *Ramming Squadron*.
- › The Target must not be *Occupying* a Building.

Should the Squadron make contact with the target Squadron, the target must take a **Disorder Test**, requiring TWO passes, or be considered to be *Disordered*. (see Page 85).

Once the Disorder Test is resolved, the Target must disengage by making an *Avoidance Move*, moving 4" directly away from the *Ramming Squadron*. This move will cause any Squadron to lose their *Overwatch*, if they have it.

Withdrawing From The Battlefield

Although not a Movement Action as such, Commanders may order a Squadron to *Withdraw*, moving at least one member of the Squadron off the table top via a friendly or neutral board edge. If this is achieved, the entire Squadron is removed from play, and may not return to the game.

This *Withdrawal Action* causes the opponent's **Zero Hour Tracker** to reduce by HALF (rounding up) of the Squadron's full **Tactical Value (TV)** and can often be a good way of retiring assets before the enemy can destroy them utterly!

Models may only choose to *Withdraw* if they started their Activation in Coherency, and were not classified as *Forlorn Hope Squadrons* due to **Disorder Markers**.

Embarking Onto A Vehicle / Occupying A Building

Embarking onto a Vehicle: (*This Movement Action is only available to Infantry Models.*) If an entire Infantry Squadron moves (either *Cruising* or *Flat Out*) into Base-to-Base Contact with a Model capable of transporting it during their own activation, the Infantry Squadron is considered to be *Embarked*.

An *Embarked Squadron* is removed from the table and cannot be targeted directly. Should the Model that is transporting the Infantry Squadron be *Destroyed*, any excess hits from the attack are then distributed to the transported Infantry Squadron with no saves (Cover/Shield/Shield Projector Saves) permitted. The Infantry Squadron may then make an

immediate out-of-sequence *Disembark* Move Action from the *Destroyed* Model before it is removed from play. (see **Disembarking**, Page 72). Once this is done the Infantry take an Activated Marker.

*In this example, a Squadron of Terran Colonial Light Infantry wishes to Embark on a Splemir Mobile Command Centre (with the **Transport** [12] MAR).*

This is permitted because ALL infantry bases are within 6" (the Infantry's Flat Out Movement Value) of the Transport, and the Splemir has ample capacity to transport the Squadron.

The Models are removed from play and kept to one side, ready to be Deployed by the Transport later in the game.

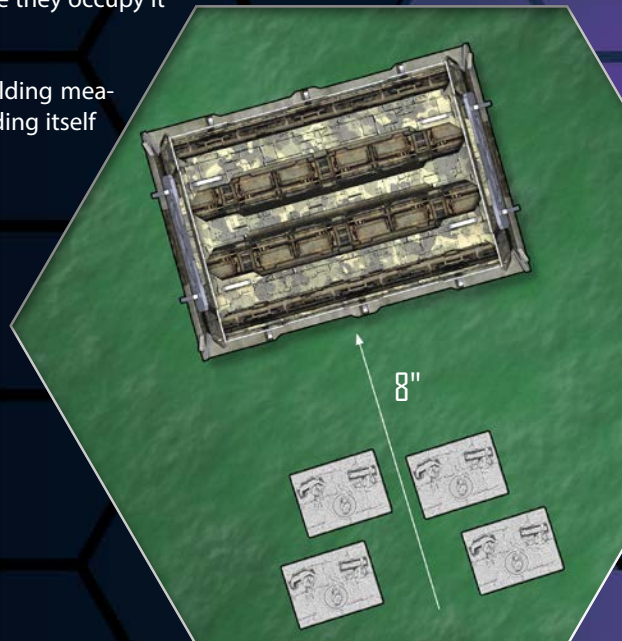
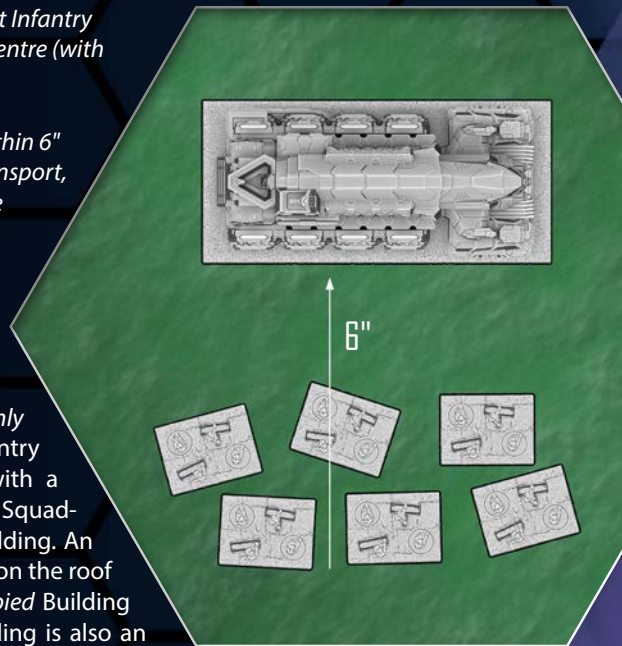
Occupy a Building: (This Movement Action is only available to Infantry Models.) If an entire Infantry Squadron moves into Base-to-Base Contact with a Building (either *Cruising* or *Flat Out*), the Infantry Squadron may be considered to be *Occupying* the Building. An *Occupying* Infantry Squadron is normally placed on the roof of the Building to show it is *Occupied*. An *Occupied* Building is a powerful game asset, especially if the Building is also an Objective. Getting Infantry out of a Building once they occupy it can be a real challenge!

Remember that all Infantry models within a building measure their Range and Line of Sight from the building itself rather than their individual Bases.

In this example, a Squadron of Dindrenzi Nyx Light Infantry wishes to Occupy a building.

This is permitted as all Infantry sections are within 8" of the structure (Nyx Squadrons move 8" when moving Flat Out.)

The Models are placed on the roof of the building (where possible) to show the building is Occupied.



Disembarking From A Vehicle or Exiting A Building

This Movement Action is only available to Infantry Models.

Disembarking from a Vehicle: If an *Embarked* Squadron chooses to *Disembark* from a Transport vehicle as part of their own Activation, the Squadron may simply make a *Cruising* Movement Action using the Transport as their origination point. The Squadron may do so even if their Transport has already activated provided the Transport did not move *Flat Out* during its activation this Turn.

In this example, a Squadron of Light Infantry wishes to Disembark from a Slepnr Mobile Command Centre.

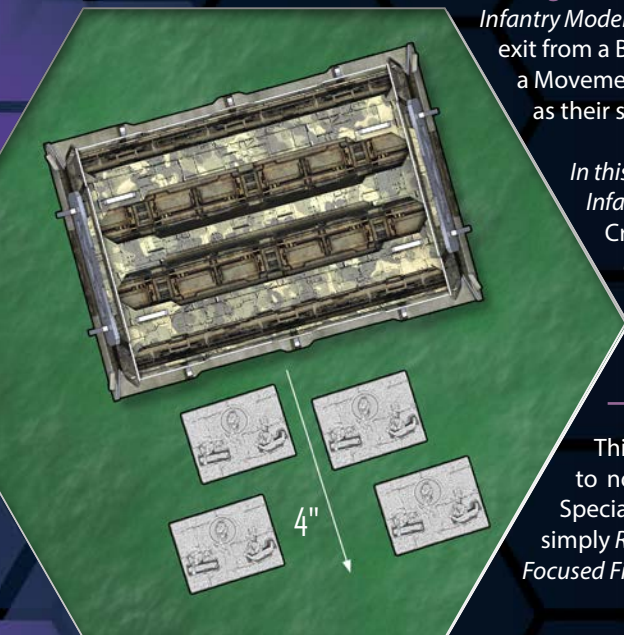
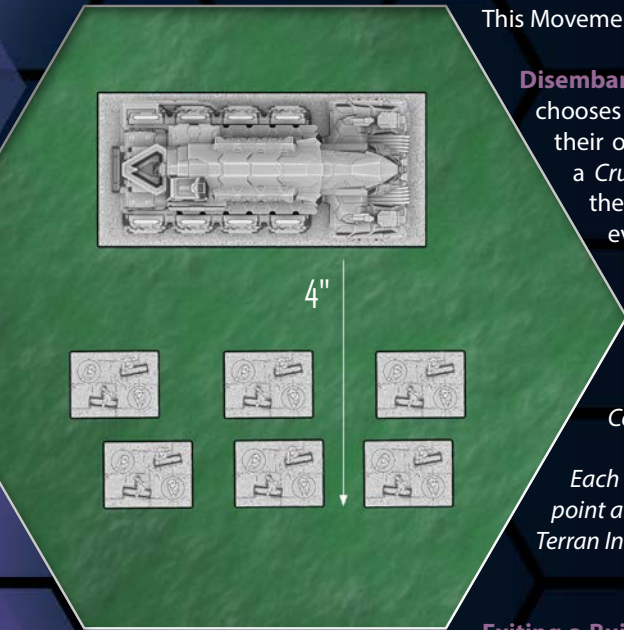
Each Infantry base uses the Slepnr as their starting point and can move up to 4" (the Cruising Speed of the Terran Infantry), maintaining coherency.

Exiting a Building: (This Movement Action is only available to Infantry Models.) If an Occupying Infantry Squadron chooses to exit from a Building, the Infantry Squadron may simply make a Movement Action (*Cruising* or *Flat Out*) using the Building as their starting point.

In this example, a Squadron of Dindrenzi Nyx Light Infantry Disembark from a Building by moving 4" (their Cruising Move) outside, using any part of the building as their starting point.

Remain Stationary

This Movement Action is normally the precursor to nominating either the *Focused Fire* or *Overwatch* Special Fire Order. However, Squadrons may choose to simply *Remain Stationary* without going on *Overwatch* or *Focused Fire* if they want to!



SPECIAL FIRE ORDERS

FOCUSED FIRE

Focused Fire allows a Squadron to target larger prey in an attempt to cripple the target with devastating attacks. A Squadron which *Remains Stationary* and does not participate in a CQB Engagement (see CQB on Page 89) during its Activation can perform a *Focused Fire* Action in its **Firing Phase** when firing Main Ordnance Weapons.

All *Focused Fire* Actions are considered to be *Placed*, and so have a starting To-Hit number of 3+. For more information see the **Main Ordnance Section** on Page 99.

OVERWATCH

A Squadron which DOES NOT perform ANY actions other than *Remain Stationary* during the Movement, CQB or Main Ordnance Segments of its Activation CAN be placed on *Overwatch*. Place an **Overwatch Game Marker** next to the Squadron.

If, at ANY point between the end of the Squadron's Activation and the start of its next Activation, an opposing Squadron completes ANY Movement Action within the Fire Arc of one or more Models in the Squadron, those Models with Line of Sight can IMMEDIATELY perform an out-of-sequence Main Ordnance Firing Action against that opposing Squadron.

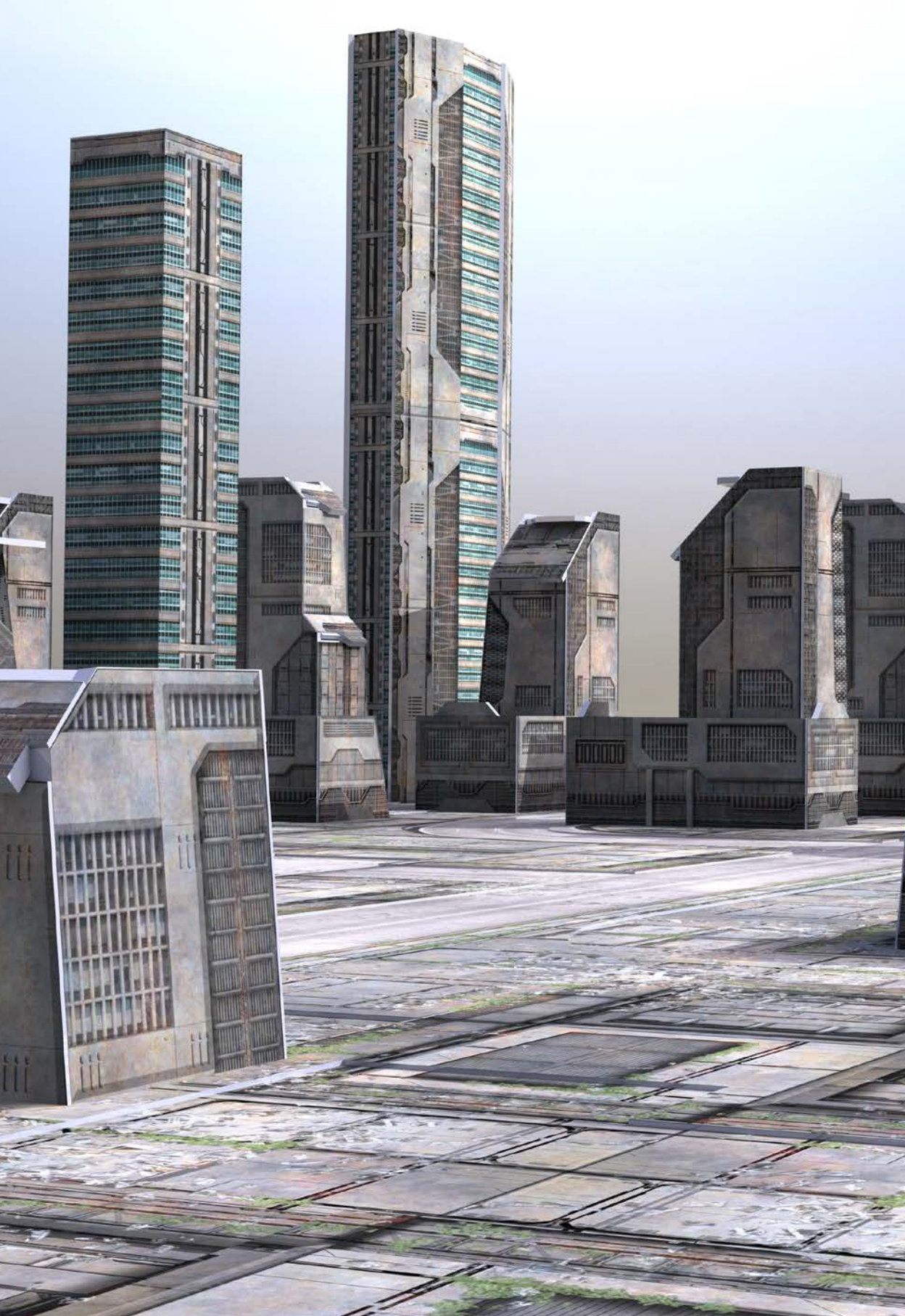
All *Overwatch* Fire is considered to be *Rushed*, and so has a starting To-Hit number of 5+.

Once the *Overwatch* Fire is resolved, remove the **Overwatch Marker** from the Squadron and place an **Activation Marker** instead. The Target Squadron may then continue its Activation (if able).

A Squadron may choose to maintain its *Overwatch* Turn to Turn, but automatically loses it when it next activates.

Below: Waiting for the perfect moment... a unit of Terran Tank Destroyers break from *Overwatch* to deliver a crippling blow.





TERRAIN

Although much fun can be had wiping your opponents off the surface of a flat desert plain, fighting over areas covered in industrial buildings, rock formations, or the rubble of fallen structures presents an all new depth of tactical versatility to any game.

TERRAIN TYPES

Terrain in Planetfall can be deployed via a method of mutual agreements or through a random manner using the method detailed in the **Pre-Game Sequence**. The types of terrain and tier effects on the Battlefield are listed below.

Impassable: Terrain that is *Impassable* cannot be moved through, or into or out of... it is Impassable! Models that find themselves in Impassable Terrain for any reason are immediately *Destroyed*.

Blocks Line of Sight: Terrain that Blocks Line of Sight cannot be fired through, even using CQB attacks.

Elevated: Terrain that is considered to be an *Elevated Position* confers the same Size Class to any Elements that are *Occupying* it.

For Example: A Squadron of Tank Destroyers stationed on a piece of Raised Ground is considered to be in an Elevated position too.

Special Rules – These differ depending on the type of terrain. Some will offer the ability for Light or Heavy Infantry to *Occupy* them, some will confer movement bonuses or penalties.

INFANTRY OCCUPYING TERRAIN FEATURES

An Infantry Squadron may *Occupy* a Building as part of an *Embarking* Action (see Page 70). A Model CANNOT *Occupy* a Building containing an enemy Model. If an Infantry Model *Occupying* a building wishes to leave the building, the Model is governed by the **Disembarking Rules** as normal (See Page 72)

Below: Swarms of Relthoza Drones move into and occupy a bunker.



- › A Model *Occupying* a Building gains a Cover Save of **2 [RED]** Dice per Model under threat.
- › A Squadron *Occupying* a Building uses ANY point on the Building's base for the purposes of determining Range or Line of Sight.
- › Likewise, any attacks against a Squadron occupying a Building use ANY point on the Building's base to determine Range and Line of Sight to the target.
- › Infantry occupying a building that has an Objective attached to it supersede any Light Reconnaissance Tanks that might be attempting to claim the Objective for the purposes of *Scoring*.

NOTES ON USING TERRAIN

The table opposite contains just a small cross section of the varied Terrain Types that are available in the Planetfall-Firestorm Galaxy. Commanders should feel free to expand upon those Terrain Types listed above to invent Battlefields of their own choosing – the wilder the better!

Terrain Footprint – Although we would never seek to dictate to players how to use their terrain collections to have a fun game, it is probably a good idea to start with terrain which does not exceed 12"x12" in its footprint. This will ensure players get room to manoeuvre, shoot and fight. But if you want to ignore us and go your own way, more power to you – having fun is all that really matters.

Below: Directorate Patriot Infantry seek out Aquan and Terquai units to destroy on Proteus Prime.



| | | Special Rules | | |
|---------------------------------|--|-----------------------------|----------|---|
| Terrain Type | Impassable to: | Blocks Line of Sight | Elevated | Special Rules |
| Buildings | Non-Flying or Non-Infantry Models | Variable | Variable | <ul style="list-style-type: none"> This Terrain Feature provides a Cover Save (RED 2) for any <i>Occupying</i> Light or Heavy Infantry. Buildings with more than one storey are considered to be <i>Elevated</i> and <i>Block Line of Sight</i> to and from all Non-Flying Models. Buildings with a single storey are not considered to be <i>Elevated</i> and <i>Block Line of Sight</i> to and from all Non-Elevated and Flying Models. All Buildings (irrespective of their number of storeys) are considered to be <i>Occupiable</i> and have an Occupancy Level of 1. |
| Vegetation / Forests/Jungle | Tracked / Wheeled Models | Light Elements | NO | <ul style="list-style-type: none"> This Terrain Feature provides a Cover Save (RED 1) for any Light or Heavy Infantry within. Walkers may not move <i>Flat Out</i> through Vegetation. An area of Vegetation may be <i>Occupiable</i> if both commanders agree. If so, then this feature has an Occupancy Level of 1. |
| Huge Rocks/ Spires | Non-Flying Models | Light and Armoured Elements | YES | NONE |
| Rough Ground/ Craters | NONE | NO | NO | <ul style="list-style-type: none"> Tracked/Wheeled Elements and Infantry may not move <i>Flat Out</i> over Rough Ground |
| Raised Ground/ Hills | NONE | Light and Armoured Elements | YES | <ul style="list-style-type: none"> The Edges of Raised Ground can also be designated as Cliffs, which are <i>Impassable</i> to ALL Models apart from Flying Models. |
| Rivers (Non Lethal!) | Infantry, Tracked /Wheeled Models | NO | NO | <ul style="list-style-type: none"> Walkers may not move <i>Flat Out</i> through a River. Rivers of Lava and other caustic materials can be considered to be <i>Impassable</i> to Walkers too if both Commanders agree. |
| Roads | NO | NO | NO | <ul style="list-style-type: none"> All Infantry, Tracked/Wheeled Models may increase their Movement Value by +3" if they spend their entire Movement Segment on the Road. |
| Bridge/ Crossroads (Roads only) | NO | NO | NO | <ul style="list-style-type: none"> This Terrain Feature attaches to Roads. Infantry, Tracked or Wheeled Models may increase their Movement by +3" if they spend their entire Activation on the Road. Bridges are used to connect two pieces of Road over a River. |
| Walkway (Buildings only) | Tracked / Wheeled, Hover and Walker Models | NO | YES | <ul style="list-style-type: none"> This Terrain Feature attaches two Buildings together, and may only be traversed by Infantry. |

> SKY DROPS, PORTALS & ARTILLERY ATTACKS

SKY DROPS

In *Planetfall*, Commanders may insert Special Forces Elements or direct artillery barrages from landers in low orbit to predetermined coordinates on the Battlefield. This is not an exact science, and steps must be taken to ensure the craft tasked with delivering to these locations are given more up-to-date data to ensure the drop or artillery barrage proceeds more smoothly. This is achieved by a process known as **Designation**.

A Model with a **Nexus Designator** MAR may target a friendly **Sky Drop Marker** that is in Range and perform a Designation Action against it. This action is always considered to be done independently of the Squadron's Main Ordnance Firing, but is executed in the **Main Ordnance Phase**. Should there be more than one Nexus Designator in the Squadron, they can combine their Designation Attack Dice to improve their Designation chances and Line of Sight is NOT required. Despite using Attack Dice, Nexus Designators are NOT weapons and so may not be used to target enemy models, unless they are making a Target Lock Action (see later).

Sky Drop Markers and Artillery Markers

A **Sky Drop Marker** is a hexagonal marker placed in the **Deploy Sky Drop Sites Phase** of the **Pre-Game Sequence**. Each Sky Drop Marker has a Micro-die within it that indicates the distance the marker will Deviate.

A Sky Drop Marker is ONLY used to bring in models from off-table – Emplacements, Crystals, etc. An **Artillery Marker** is a sub-type of Sky Drop Marker that may ONLY be used as a location for Artillery Strikes. Artillery Strikes are limited by the number of models in the Force with the **Artillery Support (#)** MAR and the total number of Artillery Markers generated for placement in the **Deploy Sky Drop Sites Phase** of the **Pre-Game Sequence**. Sky Drop Markers and Artillery Markers have distinct functions in gameplay, and must be clearly identified on the tabletop to avoid confusion.

Nexus Designator

A **Nexus Designator** is NOT a weapon, but rather a piece of equipment allocated to certain models to allow them to synergise with their fellows both on the battlefield and in low orbit. A Nexus Designator cannot harm a target directly, but does perform its action in the **Main Ordnance Segment**.



Above:
A Sky Drop Marker with
Micro-die.

A model with a Nexus Designator may perform a *Flat Out* Movement Action and still use a Nexus Designator in the same Activation.

A Nexus Designator is used ONCE per activation in one of 3 ways:

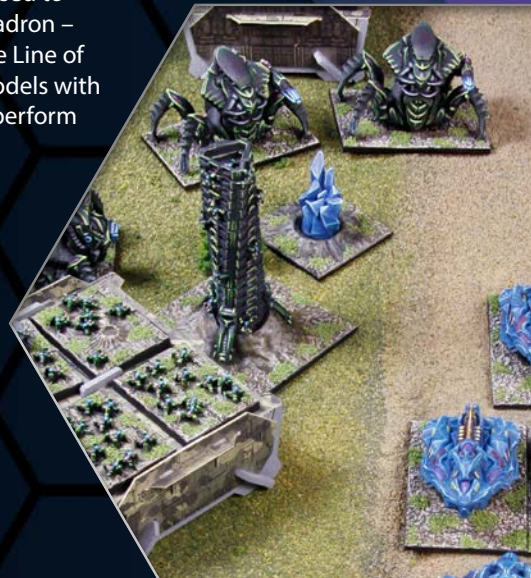
1. **Sky Drop Site Designation Action** – A Nexus Designator may designate friendly Sky Drop Markers (including designating Artillery Markers) deployed by that Faction* in an attempt to ‘zero’ them in. This will improve the ability of off-table Elements to drop into the battlefield. This does NOT require Line of Sight. The number of hits generated reduce the Micro-die as normal (down to a minimum of 1).
2. **Artillery Strike Designation Action** – A Nexus Designator may be used to target friendly Artillery Markers deployed by that Faction* to bring in an Artillery Strike immediately. This does NOT require Line of Sight. This is an entirely separate action to the Drop Site Designation Action and so a single Nexus Designator could NOT perform BOTH actions in the same activation. Remember once an Artillery Strike has been resolved, the Artillery Marker is removed.

**Note that in both these cases Factional Allies may not perform Designation Actions on Sky Drop Markers deployed by other Allies (although Natural Allies are not governed by this restriction), and so Sky Drop Markers deployed by Allies must be clearly differentiated on the tabletop. Unless otherwise stated, Factional and Natural Allies may make use of each other’s Sky Drop Sites to bring in their own Elements without penalty.*

3. **Target Lock Action** – A Nexus Designator may be used to perform a Target Lock action against an enemy squadron – this follows the rules on page 122. This DOES require Line of Sight to the targeted squadron. Remember, only models with Nexus Designators AND the **Target Lock** MAR may perform this action.

How to Designate a Sky Drop Site:

1. Nominate a Drop Site Marker that was deployed by that Force within Range of the Nexus Designators performing the Designation Action. No Line of Sight is required.
2. Perform a *Firing Action* with any Nexus Designators available at the Sky Drop Site (using the **Exploding Dice** mechanic).



- All Nexus Designator 'Attacks' are considered to hit on a **4, 5** or **6 [RED]**.
- For each hit scored, decrease the number on the Micro-die by 1 (to a minimum of 1).

Deviation of Drop Site Marker

The Micro-die in the centre of the Sky Drop Marker represents the number of **D6** the dropping asset or artillery will deviate when deployed. The Commander nominates an edge of the Marker to be their preferred direction and rolls a **D6**.

On the roll of a **1**, the drop is accurate and deviates in the preferred direction; otherwise the Commander must tick round the marker clockwise by the number rolled to ascertain the actual direction.

Then the number of **D6** shown on the Micro-die within the marker is rolled to determine the distance, in inches, that the asset will scatter.

Unless otherwise stated, all **Drop Site Markers** are deployed with their Micro-dice shown as a **6**. Any alterations to this will be noted in the relevant racial ORBATS.

Deviating Off The Table

An Element – or in the case of Transports, multiple Elements – that deviate off the table are destroyed. The opponent's Zero-Hour Tracker is immediately amended by the total Tactical Value of the Elements lost.

Zero-ed In Drop Sites

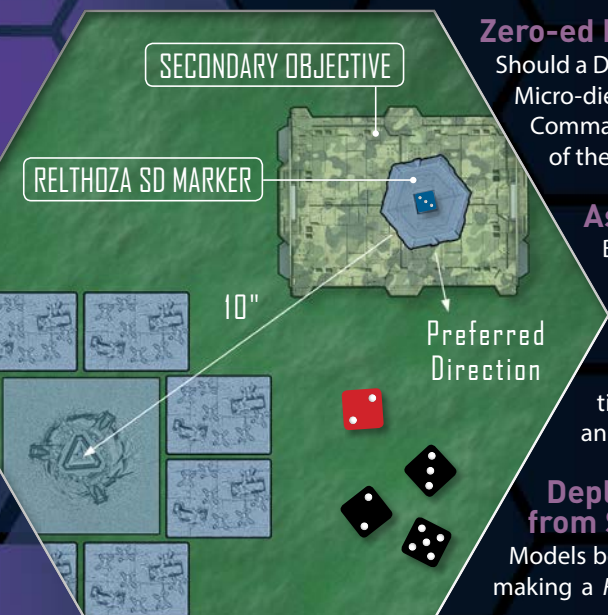
Should a Drop Site ever be designated down to only 1 on the Micro-die, the drop is considered to be *Zero-ed In* and the Commander may choose to re-roll the Deviation direction of the drop, but the second result must be accepted.

Assets Ready for Sky Drop

Before the start of a game, both Commanders **MUST** decide which Squadrons are to be kept back to insert into the Battlefield using the Sky Drop Rules and put these Models aside. These Elements do not constitute Activations until such time as the Commander decides to bring them in as an Activation in their own right.

Deploying Models onto the Tabletop from Skydrop

Models being deployed into combat via Sky Drop count as making a *Remain Stationary* Movement Action during their



Activation but cannot go on *Overwatch* or perform *Focused Fire* on the turn they deploy. Deployed Models may not be placed within 1" of an enemy Model and must be in Coherency.

Sky Drop Markers that bring in Squadrons from low orbit are NOT removed once they are resolved.

Models held off table are not considered to be 'Activations' until they are deployed in the same way as *Embarked Models*.

In the example illustrated on the opposite page, a Relthoza Yayiss Sky Pod containing a Jabri Infantry Squadron elects to make use of a Sky Drop Marker with a 3D6 Deviation... Risky! The Relthozan Commander rolls a D6 to determine the direction of the Sky Pod's Deviation, and then rolls the required amount of D6 (in this case 3D6) with the total converted into inches. This total corresponds to the distance the pod will Deviate.

The Yayiss Sky Pod has the Assault Vehicle MAR (see Page 116) and so the Jabri Squadron may activate immediately after the Yayiss has completed its Activation.

Passing Over Models

If a Model is unable to deploy due to lack of space at the determined location, the Model must travel further down the direction of Deviation until such time as it – and any assets being transported – can deploy.

Such an action is not without consequence, as any Models passed over by the line down the direction of scatter by this additional movement may add their CQB Dice to Models within 4" of the Model's eventual landing point should a CQB Engagement be called upon the Model's deployment. This increase in firepower is delivered as the deploying Element must slow its descent and re-direct to a safer landing zone.

In this example, a Dindrenzi Hyperion Leviathan has attempted to Sky Drop into the thick of the fighting.

Rolling to determine where the war engine will land, the location cannot support the Model's base, and so the Hyperion must continue down the line of Deviation until it CAN deploy.



This means the Thor Leviathan can add the weight of its CQB to the Heimdahl Tanks and their CQB when attempting to engage their hated foe.

PORTALS

Some Races in **Planetfall** can make use of strange Temporal Portals that allow them to travel from one location in the galaxy to another almost instantly. A single Portal allows Models specified in the bracket listed in its entry to deploy onto the Battlefield as though they were being deployed as a *Disembarking Action*.

In this example, a unit of Terquai Drones deploys out of a Temporal Portal. The Drones are placed on the table top, touching the Portal by making a Disembark Move. The Squadron may now move as normal.

If a pair of Portals are deployed on the Battlefield by the same Helix, they are assumed to be linked, allowing suitable Models to travel between them. Models that move into Base Contact with the Portal are IMMEDIATELY placed in Base Contact with the OTHER portal instead, treating the movement as a *Disembarking Action*. Models that traverse a Portal may act normally during the remainder of their Activation.

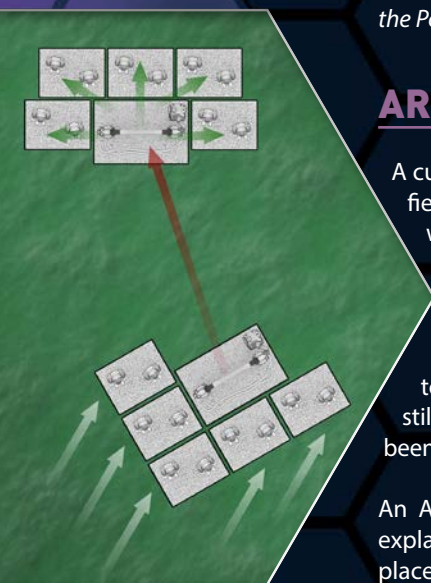
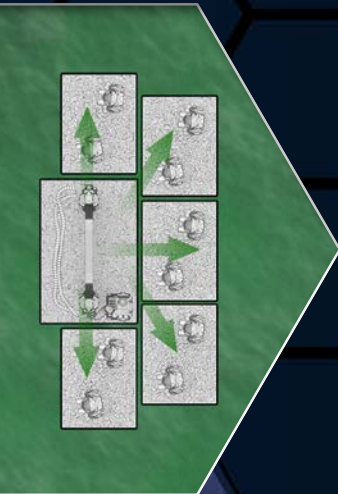
In this example: A unit of Terquai Drones performs a movement Action into Base Contact with a Temporal Portal and then moves across the Battlefield to be placed in Base Contact with ANOTHER portal, deploying out of a different Temporal Portal. The Drones are placed on the table top touching the Portal by making a Disembark Move.

ARTILLERY STRIKES

A cunning Commander will often wish to bombard areas of the Battlefield where they consider it likely that the enemy will congregate, or wish to deny routes of advance to the enemy – both of these strategic considerations are often achieved through the use of **Artillery Designation**.

An Artillery Strike may be called in by a Model with a Nexus Designator instead of firing at a friendly Drop Site this turn. The Drop Site **MUST** still be in range of the Designator, however. Once an Artillery Strike has been resolved, it is lost (and the **Sky Drop Marker** is removed from play).

An Artillery Strike uses all the rules for **Designation** and **Deviation** explained previously, but once the target point has been determined, place the **Blast Marker**, centred at that point.



Only Models touched (even partially) by the template can be viable casualties in the up-coming attack, and the order of the Target Priority Chain allocated in ascending levels of DR (although the owning player may choose the order of the chain when DR levels of possible Models are the same).

Roll the number of Attack Dice stated in the Force List for the Race concerned. The Artillery Strike is always considered to gain the Aft Attack Bonus (reducing the DR of all targets under the template by -2) and have the **Barrage** and **Scatter** MARs but certain ORBATS may list additional MARs too. (See Page 115)

Should the template cover multiple Squadrons, only the Models under the template may be hit. This may lead to multiple Squadrons suffering under the Artillery Strike, with damage allocated as normal and any Disorder Tests taken simultaneously after all casualties have been removed.

Example 1: An Undesignated Disaster!

*In this example, we show the importance of Designation. A Terran Commander chooses to call down the Artillery BEFORE the Drop Site has been suitably designated by local forces. Rolling **3D6 for Distance** and the single **D6 for Deviation**, the Terran Commander manages to scatter his Artillery onto a unit of friendly Terran Recon Tanks. Such a catastrophic level of poor planning will not go unpunished...*

*The Terran Artillery Attacks are listed in their ORBAT as **4D6**, meaning that each time an Artillery Barrage is fired, the Terrans generate their **Attack Dice Pool** randomly rolling **Four D6s** and adding the scores together to give them an **Attack Dice Pool**. In this case, the Terran Commander rolls **1+3+3+5 = 12**, and so gets an **Attack Dice Pool of 12AD**. Rolling the Attack Dice Pool, the Terrans score 12 Hits.*

*Rolling the **Attack Dice Pool**, Tanks 1, 2 and 3 are under threat and have their DR4 reduced by -2 due to the effect of the Artillery... taking them to just DR2. This means that:*

Tank 1 takes 2 Hits (enough to Destroy it.)

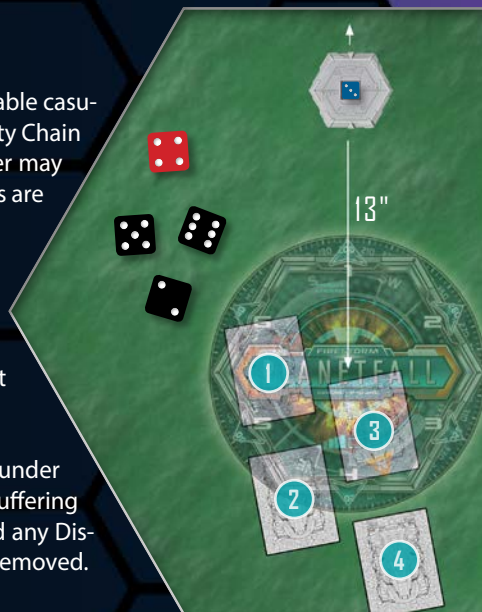
Tank 2 takes 2 Hits (enough to Destroy it.)

Tank 3 takes 2 Hits (enough to Destroy it.)

And **6 Hits** are in the **Floating Pool**.

*The Terran Light Tanks DO have a Shield Rating of 1, and roll their **3D6** (since 3 Models are under threat) and score an impressive 5 Hits, reducing the Floating Pool by 5... down to 1 – sadly not enough to save them.*

*Three Tanks are Destroyed and removed from play... and the surviving Tank has to take a punishing **Disorder Test** needing 3 successes due to the attack.*



Example 2: The Sorylians Strike!

An Artillery Strike from the Sorylians (the undisputed masters of Artillery) deviates onto a Squadron of Dindrenzi Light Recon Tanks and also hits a Squadron of Heavy Tanks.

The Sorylian Artillery Attacks are listed in their **Force List** as **5D6**, meaning that each time an Artillery Barrage is fired, the Sorylians must generate their **Attack Dice Pool** randomly rolling five **D6s** and adding the scores together to give them an **Attack Dice Pool**. In this case, the Sorylian Commander rolls $1+1+3+5+6 = 16$, and so gets an **Attack Dice Pool of 16AD**.

With Tanks 2, 3 and 4 under threat in the Recon Squadron and Tank A under threat from the Heavy Tank Squadron, the Dindrenzi Commander allocates the **Target Priority Chain** as 2, 3, 4, A.

Rolling the Attack Dice Pool, the Sorylians score **12 Hits**.

Since all Artillery counts as hitting targets in the Aft (reducing the DR of each Element by -2), the hits are allocated as follows:

Tank 2 gets **3 Hits** (enough to Destroy it)

Tank 3 gets **3 Hits** (enough to Destroy it)

Tank 4 gets **3 Hits** (enough to Destroy it)

The remaining 3 Hits are not enough to Damage the Heavy Tank, so they are not allocated and instead become **Floating Hits**... but the Dindrenzi don't have Shields and so the 3 Recon Tanks are simply Destroyed and the Floating Hits are discarded.



> DISORDER

The Battlefields of the Firestorm Galaxy are fraught with perils and horror, and few Commanders survive their experiences unscathed. Attrition amongst the forces can often reach devastating proportions and, as a result, morale suffers.

A **Disorder Test** must be taken when a Squadron suffers **Damage**. Tests are taken at the end of the Segment where the Damage was applied.

For example, a Squadron that suffered Damage during a CQB Engagement must take a Test at the end of the CQB Segment.

Taking a Disorder Test

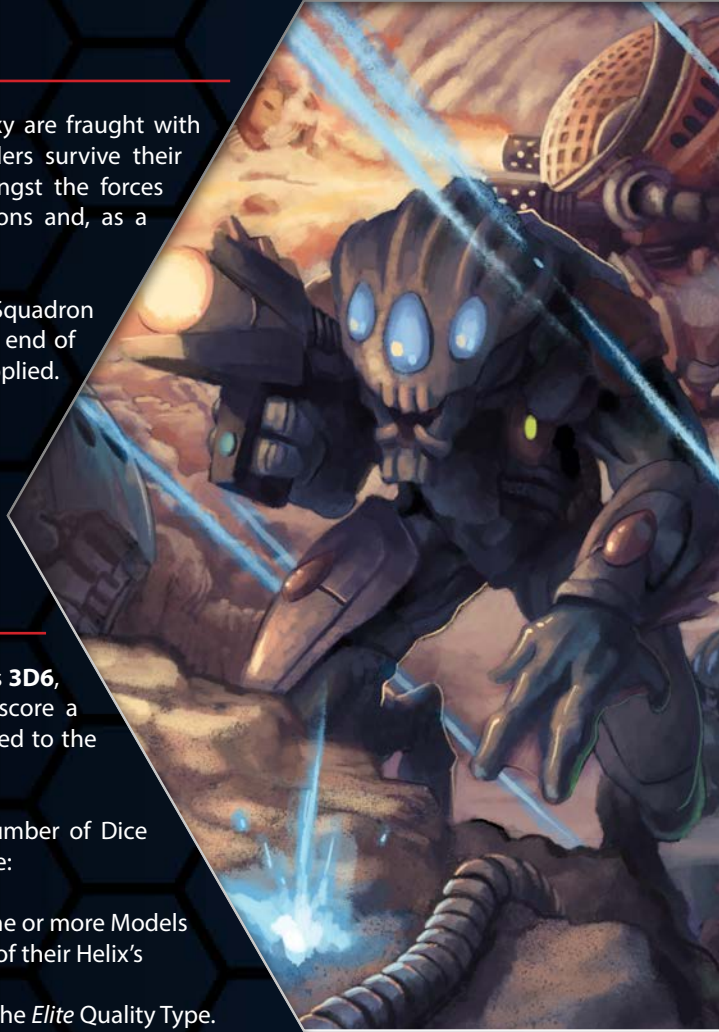
To take a Disorder Test, a Squadron rolls **3D6**, needing **4**, **5**, or **[RED] 6**, and must score a success for each Damage Marker applied to the Squadron during that Segment.

There may be instances where the number of Dice rolled during a Disorder Test will change:

- › A Squadron gains +1 Die when one or more Models are within the **Command Range** of their Helix's Command Element.
- › A Squadron gains +1 Die if it has the *Elite* Quality Type.
- › A Squadron loses -1 Die if it has the *Militia* Quality Type.
- › A Squadron loses -1 Die if it was targeted by a weapon with the **Terror Weapon** MAR.

If a Squadron scores sufficiently to pass the Test, no further action is required. However, should a Squadron fail to pass, place a number of **Disorder Markers** on the target Squadron EQUAL to the shortfall in successes.

*For example: A Squadron that failed the Test by 3 would take 3 **Disorder Markers**.*



Above: The fighting on Proteus Prime was an intense affair, as Infantry from both sides clashed in a gruelling combat.

Disorder Markers and the End Phase



During the **Compulsory Actions Segment** of the **End Phase**, ALL **Disorder Markers** on a Squadron translate to **Damage Markers**. These may be allocated to Models as the owning player chooses, but no Damage may be allocated to a Model more than once unless all Models in the Squadron have been allocated to already.

Forlorn Hope

If a Squadron gains sufficient **Disorder Markers** that it would be completely removed from play in the **End Phase** (when *Disorder* becomes *Damage*), the Squadron becomes known as a **Forlorn Hope Squadron**. The Squadron loses all Disorder Markers and gains a **Forlorn Hope Marker** instead. The Forlorn Hope Squadron is automatically removed from play in the **End Phase**.

These doomed individuals will undoubtedly sell their lives dearly if given an opportunity.

Above: With two Damage Markers and Two Disorder Markers the end of the Turn spells the end of this Terran unit. With death guaranteed, the Tank Destroyers get a Forlorn Hope Token and go out in a blaze of glory!

- › All Firing (using Main Ordnance or CQB) from *Forlorn Hope* Squadrons are considered to be *Placed Shots*, and so have a starting Hit Number of 3+.
- › In addition, *Forlorn Hope* Squadrons may ignore all Damage on their Squadron when determining their Attack Dice Successes with both CQB and Main Ordnance.
- › *Forlorn Hope* Squadrons that are *Ready to Activate* may move *Flat Out* and still fire Main Ordnance and execute CQB actions without penalty.
- › *Forlorn Hope* Squadrons are NOT permitted to *Withdraw* in the same way as other Squadrons... they are living on borrowed time and must sell their lives dearly before their end.

Example of Disorder:

A Terran Valkyrie Light Recon Tank Squadron suffered 3 casualties from an attack involving a weapon with the **Terror Weapon** MAR. Fortunately they are within the **Command Range** of their own Helix's Command Element (a Vidar Heavy Tank).

This means they would be required to take a **Disorder Test** with the following conditions in play:

3D6 Test (3D6, +1 Die for Command Range, -1 Die for the Terror Weapon), needing 3 Passes (one for each point of Damage Suffered).

The Terrans manage only 2 passes, meaning the Squadron takes a **Disorder Marker**. In the **End Phase**, this **Disorder Marker** will change to a **Damage Marker**.





> CLOSE QUARTERS BATTLE

CLOSE QUARTERS BATTLE WEAPONS

The majority of Models are equipped with close range weapons systems. These weapons are primarily used as a defensive measure against infantry assaults. Most are systems such as small, hull-mounted machine guns, or laser defence systems positioned behind retractable armour panels.

Important Note: Commanders reading the rules for the first time should skip this section and move on to the Main Ordnance Sections instead, as many of the rules mentioned here require knowledge of the **Firing Steps FIRST**. We have placed the CQB part of the rules ahead of Firing for game-flow purposes.

CQB SUMMARY

CQB follows a very similar procedure to **Main Ordnance Firing** and has been included here to allow players to ensure they understand the flow of CQB.

| | | |
|-------------|--|---|
| CQB Segment | Declare CQB Engagements & Determine Range | <ol style="list-style-type: none"> 1. All Attacks from a Squadron must be directed towards the same target unless a MAR or Game Condition applies. 2. Commanders must then determine if Models are in Range to fire their CQB weapons. 3. A Squadron may not INITIATE more than one CQB Engagement in a Game Turn, but may defend against incoming CQB as many times as is required. |
| | Mutual Agreements | <ol style="list-style-type: none"> 1. Agree upon which Models may participate in the attack based upon Line of Sight. 2. Agree if any Models are not viable as targets. 3. Agree order of viable targets in the Target Priority Chain. |
| | Compile AD Pools | <ol style="list-style-type: none"> 1. Combine all Attack Dice from those Models contributing to the CQB Engagement. |
| | Resolve Engagement | <ol style="list-style-type: none"> 1. Determine the Roll to Hit Number and roll Attack Dice. 2. Calculate Successes and reduce the total by any Damage on the Firing Squadron. 3. Allocate Damage using the Target Priority Chain. 4. Apply Damage and Remove Casualties. |
| | CQB Consolidation | <ol style="list-style-type: none"> 1. Perform any Disorder Tests and place any Game Markers that might be required. |

What makes CQB Different from Main Ordnance Shooting?

CQB represents close support weapons externally mounted on vehicles. In the case of Infantry, these weapons often represent their only source of armament. Such weapons are easy to target and are often used as the last line of defence against enemies, making them excellent reactive weapons.

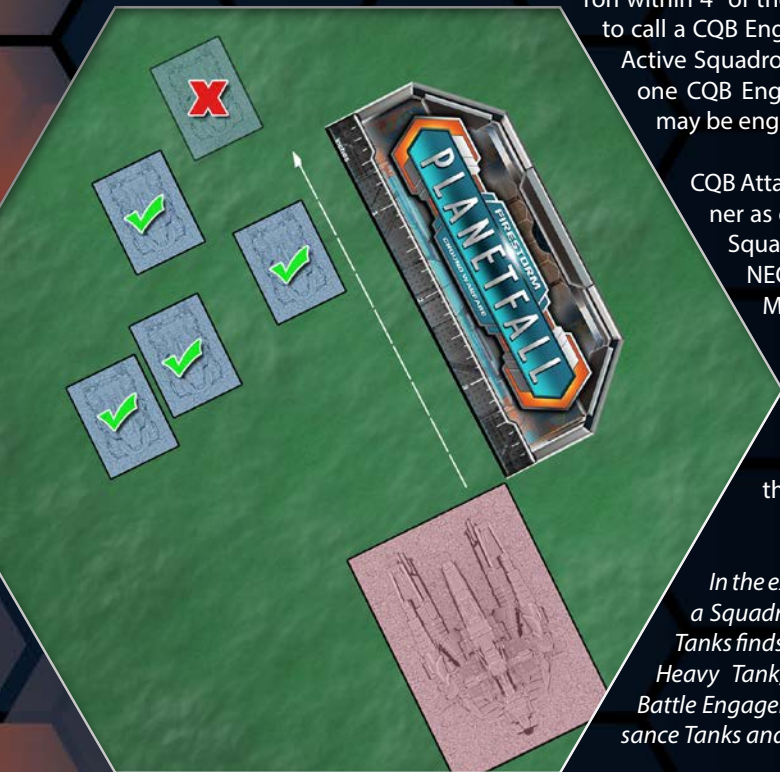
CQB Engagements are treated as a form of 'interrupt action' where a Squadron may break the flow of the game to snap fire at an enemy within range.

CALLING A CQB ENGAGEMENT

Any Squadron that ends its Movement Segment with one or more of its Models within 4" of an enemy may elect to fire their CQB Weapons during the CQB Segment as part of a CQB Engagement. HOWEVER should the Squadron decline to engage in CQB, a single enemy Squadron within 4" of the active Squadron has the option to call a CQB Engagement themselves against the Active Squadron. A Squadron may only INITIATE one CQB Engagement in any Game Turn, but may be engaged multiple times.

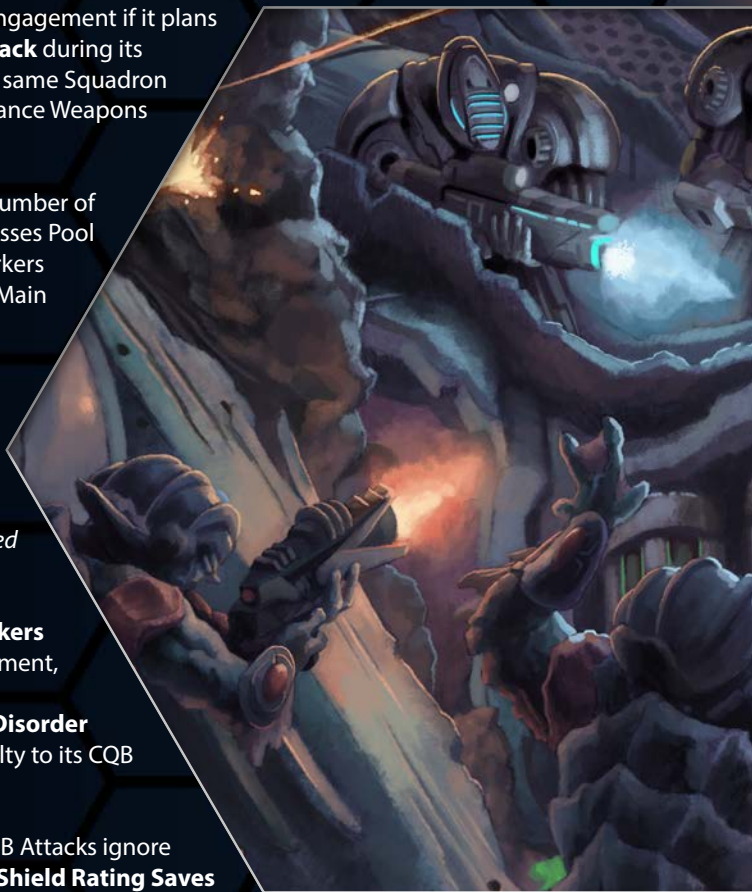
CQB Attacks are resolved in the same manner as other Attacks, however the target Squadron also performs a SIMULTANEOUS CQB Attack too, with every Model in Range and Line of Sight contributing. This applies even if the target Squadron has an Activated Game Marker, and DOES NOT prevent a Ready Squadron from making any actions later in the Turn.

In the example shown left, four members of a Squadron of Terran Light Reconnaissance Tanks finds themselves within 4" of a Dindrenzi Heavy Tank, ensuring that a Close Quarters Battle Engagement between the four Reconnaissance Tanks and the Heavy Tanks can be fought.



ADDITIONAL NOTES ON CQB ENGAGEMENTS:

- › A Model **MAY** execute a CQB Engagement if it plans to make a **Main Ordnance Attack** during its Activation, and may target the same Squadron with both CQB and Main Ordnance Weapons if desired.
- › Squadrons reduce their total number of successes in their Attack Successes Pool by the amount of Damage Markers they have, in the same way as Main Ordnance (see Page 105).
- › Squadrons that have moved *Flat Out* may not initiate a CQB Engagement, but may return fire if engaged themselves. A Squadron moving *Flat Out* suffers a *Rushed* Penalty to its CQB roll To Hit.
- › Squadrons with **Disorder Markers** may not initiate a CQB Engagement, but may return fire if engaged themselves. A Squadron with **Disorder Markers** suffers a *Rushed* Penalty to its CQB roll To Hit.
- › Unless otherwise stated, all CQB Attacks ignore any **Protective MARs**, and no **Shield Rating Saves** may be used in a CQB Engagement, but **Cover Saves** may be taken normally, unless a successful **Storming CQB Action** is taking place (see Page 93).
- › The **DR Value** of a target never goes down when attacked by CQB in the Flank or Aft. Only Main Ordnance gains the Flank/Aft Bonuses.



Above: The artwork from the Proteus Prime Two Player Battle Box evokes the sense of desperate close quarter combat between Directorate and Aquan forces.

All Close Quarters Battle (CQB) Weapons have a 360-degree Arc of Fire and a Range of 4".

A CQB Attack follows the same rules as Main Ordnance Shooting and counts as a Weapon in its own right. Use the **Planetfall Template** to assist in determining if a Model is in range to fire in CQB. Unless otherwise stated, all CQB Engagements require a **4, 5 or [RED] 6 to Hit**.

Example of CQB Engagement

A Squadron of Terran Heimdahl Medium Tanks moves in to eliminate a Dindrenzi Leto Light Recon Tank Squadron who have strayed too close.

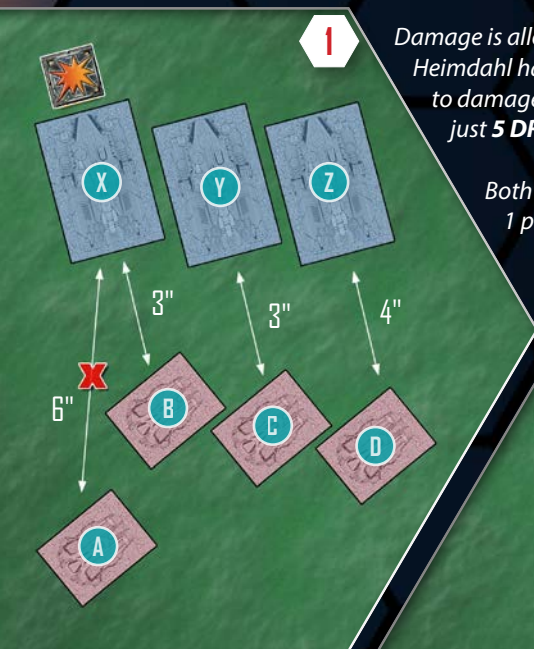
All Terran Tanks can engage in CQB, but only Tanks B, C and D can engage for the Dindrenzi. Tank A is out of 4" CQB Range (see Diagram 1, below).

The Target Chain agreed upon by both Commanders is $Y \rightarrow X \rightarrow Z$ and $B \rightarrow C \rightarrow D$ (Tank A cannot be a viable target as it is out of range).

When rolling To Hit, both sides need **4+** (as Protective MARs like **Hard Target** on the Leto are ignored in CQB).

The Terrans have **4 CQB per Tank** and so roll **12 AD**, but must reduce their total amount of hits scored by 1 due to the damage on Tank X. The Dindrenzi have **2 CQB per Tank**, and so roll **6AD**. Squadrons reduce their total number of successes in their Attack Successes Pool by the amount of Damage Markers they have, in the same way as **Main Ordnance**.

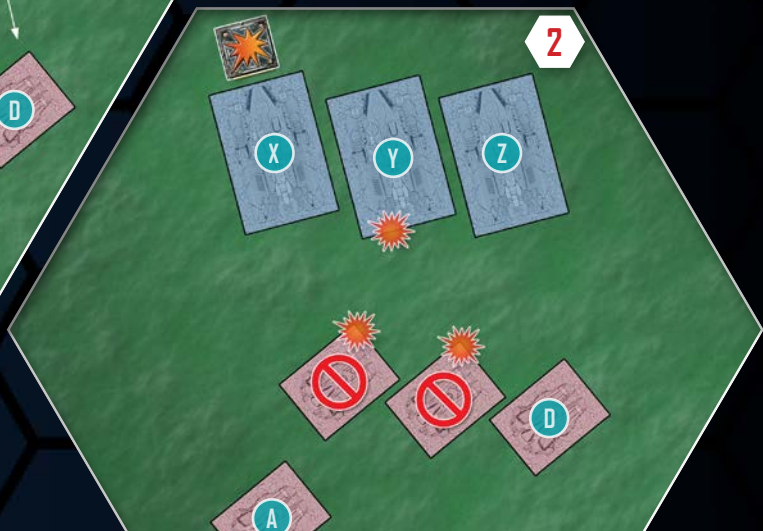
Rolling the Attack Dice, the Terrans score **11 hits**, reduced to **10 Hits** due to Damage on their Squadron. The Dindrenzi roll **6 hits**.



Damage is allocated to the nearest Models first as normal. With Terran Heimdahl having **6+6** as their DR, the Dindrenzi have done just enough to damage the nearest tank. Meanwhile, the Dindrenzi Letos, having just **5 DR** lose TWO tanks (B and C, since they are closest).

Both sides must take a **Disorder Test** with the Terrans requiring 1 pass, and the Dindrenzi requiring 2.

After CQB is resolved, the Main Ordnance Phase can begin.



STORMING CQB ENGAGEMENTS

Often, infantry will be called upon to assault enemy infantry entrenched in buildings. This is sure to elicit serious casualties on the attack, but if the infantry succeed in breaching the enemy defences, they will be able to run amok.

A **Storming CQB Action** is resolved as follows:

1. The Attacker announces they intend to make a Storming CQB Action against a viable target within 4".
2. The Attacker then makes an additional FREE out-of-sequence *Cruising* Movement Action towards the target Building/Defences bringing as many Models into Base Contact with the structure as possible.
3. The Defender resolves their CQB Attack FIRST, with casualties removed BEFORE the Attacker can fire.
4. The Surviving Models in the Attacking Squadron then perform their CQB Action, without the enemy benefiting from any Cover Saves.
5. If the Attacker causes more casualties than the enemy AND still has a Model in Base Contact with the Building, they may move to *Occupy* the Building/Defences and the Defender is *Expelled*.
6. Should the Defender be *Expelled*, the Defender must make an immediate *Flat Out* move away from the structure in any direction nominated by the owning Commander, and receives an additional **Disorder Marker** over and above any applied as a result of the assault.
7. Should the Attacker fail to *Expel* the Defender, the surviving Attackers must make an immediate *Flat Out* move away from the structure in any direction nominated by the owning Commander and receives an additional **Disorder Marker** over and above any applied as a result of the assault.

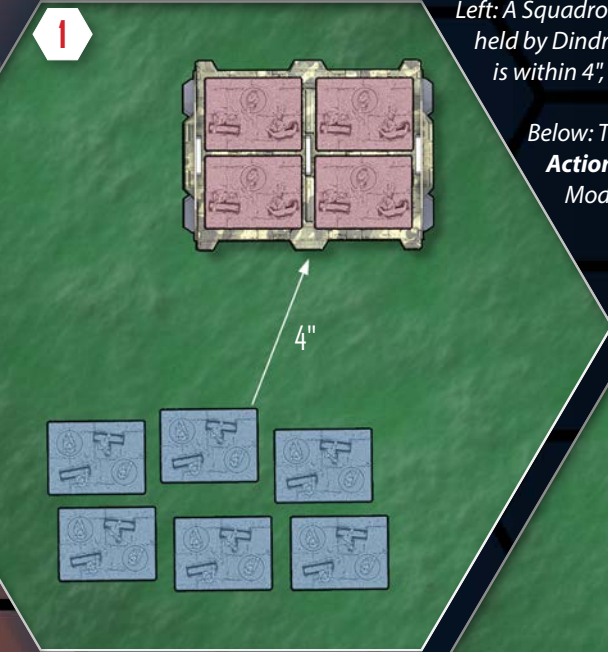


Above: With a nearby Spire helping the Drones, the Relthoza are confident they can hold out against the brutal assault by Sorylian Heavy Infantry...

Example: Infantry Storming Action

Left: A Squadron of Terran Light Infantry elect to storm a building held by Dindrenzi Light Infantry. At least one Terran Infantry Base is within 4", so the Storming Action can be called.

Below: The Terran Infantry get to make a **FREE Cruising Action** move towards the building, and must get as many Models in Base Contact with the structure as possible.



Below Right: The Defenders then open fire with their CQB weaponry. The Dindrenzi Light Infantry have CQB = 4 each, so roll **16AD**, hitting on **4+**.

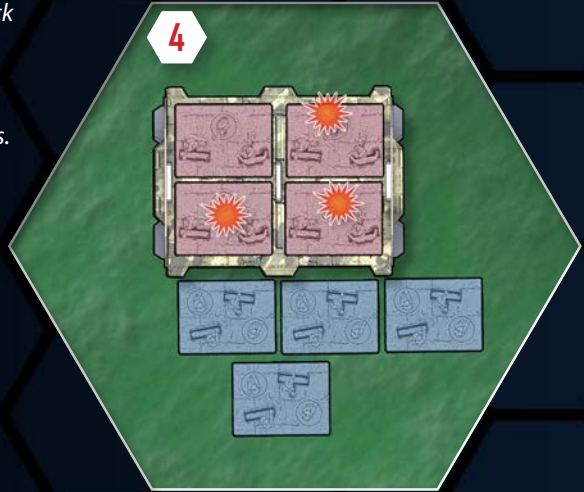
Rolling **8 Hits**, 2 Terran Light Infantry (with **DR3**) are killed and removed from play.



Right: The remaining Terrans may now attack with their own CQB weapons.

Rolling 8AD the Terrans smash through the Dindrenzi Forces, scoring no less than 12 Hits.

Normally, the Dindrenzi would get to take **Cover Saves** from their defensible position, but do NOT get to do so because of the Terrans storming the building. This means the assault kills 3 bases of Dindrenzi (who have **DR4**).



Right: Both sides take any **Disorder Tests** that are required and both manage to pass.

The Terrans caused more casualties and so may move to **Occupy** the building.

The Dindrenzi are **Expelled** from the building by the victorious Terran troops and must make an out-of-sequence Flat Out Move away from the building, taking their compulsory **Disorder Marker** with them... but given this is sufficient to make them a Forlorn Hope Squadron, the Marker is replaced with a **Forlorn Hope Marker** instead.



LEVIATHAN CQB

"It strode out from the mists ... like a towering vision of wrath and vengeance ... saw it carve through the Heavies like they weren't there, tossing them aside ... then it turned, coming for me ... I ran sir ... I ran as fast as I could ... I reckon I'll be running for the rest of my life!"

***Trooper Harken Baines, 3rd Terran Colonial Rifles.
Executed for Cowardice during the Tarxon Campaign.***

Leviathans are powerful war engines capable of inflicting horrific casualties on the Battlefield with their main weapons. However, Leviathans are often adapted to allow them to close with the enemy and prove their true mettle in CQB.

All Leviathans have TWO CQB stats (listed as 'X/Y' in their ORBATS):

- The first number denotes its CQB capability when within 4" and NOT in Base Contact with the enemy – essentially their standard **CQB Stat**.
- The second number denotes the amount of Attack Dice their CQB attack will inflict on a single enemy in Base Contact – their **Leviathan CQB Stat**.

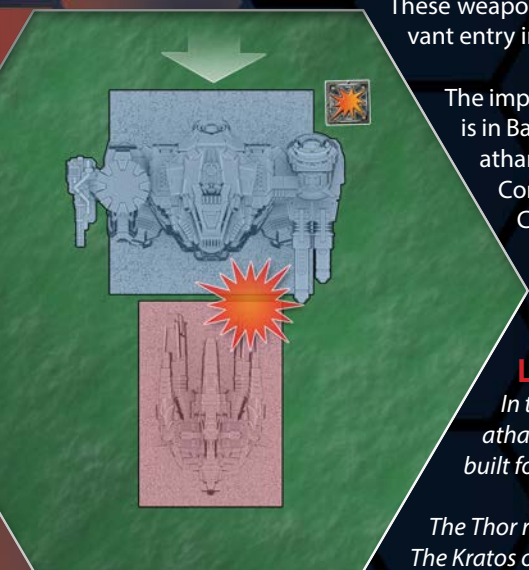
Models with an especially high Leviathan CQB will often be equipped with powerful combat weapons, such as Power Mauls, Fighting Glaives, or even Mandible Claws to further their effectiveness on the Battlefield. These weapons may have special rules attached to them. See the relevant entry in the **Orders of Battle (ORBATS)**.

The important thing to remember is that whilst a Leviathan Model is in Base Contact with the enemy, it may only ever direct its Leviathan CQB against a single Model with which they are in Base Contact. Should a Model *Destroy* a target with their Leviathan CQB attacks, the excess floating hits have no effect on the rest of the Squadron... the Leviathan is too busy pounding the target of its wrath into the dust.

Leviathan CQB: Example 1

In this example, a Terran Thor Class Leviathan charges into Leviathan CQB with a Dindrenzi Kratos Heavy Tank... the Kratos isn't built for CQB, but the Thor certainly is.

*The Thor rolls **20AD** and hits on **4+**.
The Kratos only rolls **5AD** (its basic CQB stat) and hits on **4+** as normal.*



The Thor scores **19 Hits** but **loses 1 Hit** due to the single point of Damage. The Kratos scores just **3 Hits**.

The Thor isn't Damaged by the attack... but the Kratos has real problems. A Kratos Heavy Tank has **8+7+7** as its **DR**, meaning that the 19 hits allocate as **8+7, + 4 Floating**, causing 2 points of Damage.

But the pain doesn't end there for the Kratos. The Thor's Leviathan Close Combat Weapon has the **Pinpoint (3)** MAR, meaning that, should any one of the Dice roll a **6**, the target takes ANOTHER point of Damage.

Rolling the 3D6, the Terran player cites a long list of grievances before promptly rolling a **6**, and causing the last point of Damage on the Dindrenzi Heavy Tank.

Leviathan CQB: Example 2

In this example, a Terran Thor Class Leviathan is charged by two Iapetus Battle Robots (A and B), engaging the behemoth in Leviathan CQB. Both Forces are built for combat, so this is bound to be bloody...

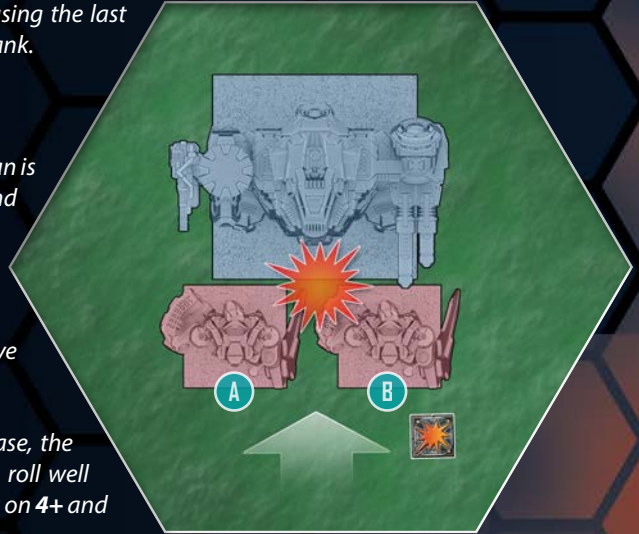
All rolls are simultaneous, but we will resolve the Terran Attack first.

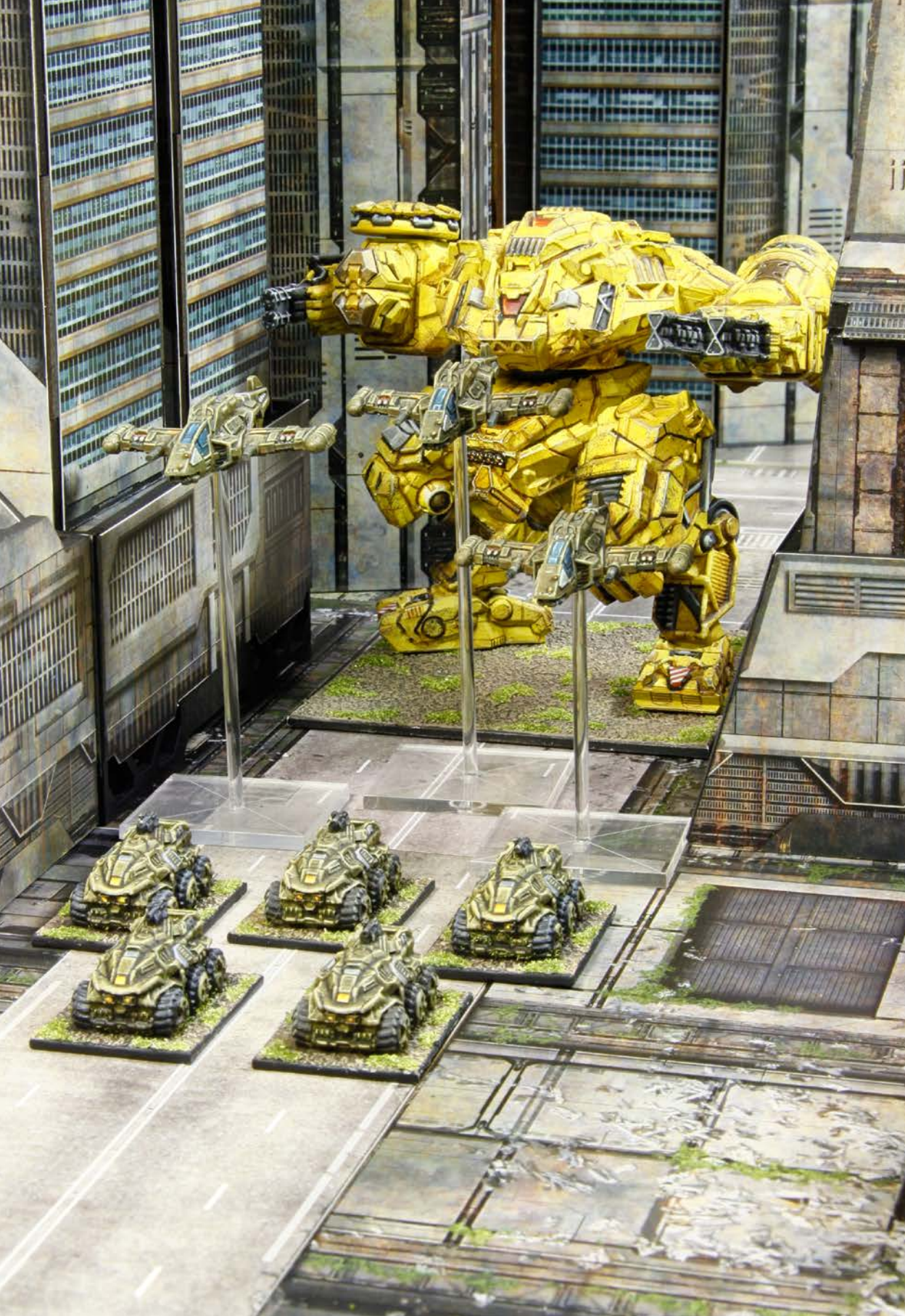
With more than one Element in Base-to-Base, the Thor chooses to target Robot B, hoping to roll well enough to kill it. The Thor rolls **20AD**, hitting on **4+** and scores **16 Hits**.

An Iapetus has **9+9+9** as its **DR**, meaning that the **16 hits** allocated as **9, +7 Floating**, causing 1 point of Damage – not enough to kill one of the Robots. Fortunately the weapon has **Pinpoint (3)**, and once again the Terran Leviathan manages to roll a **6**. This places another point of damage on the target Robot, destroying it.

The two Iapetus also roll **20AD (10+10)**, hitting on **4+** and score a punishing **22 hits**, taken down to **21 Hits** due to Damage on the Squadron from a previous attack.

The Thor has **10+10+9+9** as its **DR**, meaning that the 21 hits are allocated as **10+10, +1 Floating**, causing 2 points of Damage. The Iapetus have Fighting Glaives (a Leviathan close combat weapon) with the **Pinpoint (2)** MAR... rolling the 2 Dice... they fail to score any **6s**.





> MAIN ORDNANCE SEGMENT

Once a Squadron has performed all desired actions in the **Movement Segment**, and any **CQB Engagements** have been resolved, play moves in to the **Main Ordnance Segment**. Here it can open fire with its main weapons, tearing apart opposing vehicles with turret-mounted guns, multi-barrelled cannons, high-velocity rail-guns or destructive missiles.

To maximise their potential, all Models in a Squadron will attempt to fire on the same target Squadron simultaneously. The Fire Action represents the Squadron's ability to rapidly snap-fire at targets which present themselves whilst the Squadron completes its own manoeuvres.

If the active Squadron did NOT make a *Flat Out* move during the **Movement Segment** of this Activation or set an *Overwatch*, it may now perform **Firing Attack Actions** with its Main Ordnance Weapons.

FIRING STEPS & ACTIONS

| | | |
|-----------------------|-------------------------------|---|
| Main Ordnance Segment | Declare Main Ordnance Attacks | All Attacks from a Squadron must be directed towards the same target unless a MAR or Game Condition applies. |
| | Determine Range | Determine if Models are in range to fire. |
| | Mutual Agreements | <ol style="list-style-type: none"> 1. Agree upon which Models may participate in the attack based upon Line of Sight. 2. Agree if any Models are not viable as targets. 3. Agree order of viable targets in the Target Priority Chain. 4. Agree on any Flank or Aft Bonuses. |
| | Compile AD Pools | <ol style="list-style-type: none"> 1. Decide which weapons are firing. 2. Determine if any weapons are able to combine, then compile the Attack Dice. 3. Firing Solution – In situations where targets exist at both Long Range and Effective Range, decide whether you are firing the weapons at Effective or Long Range. |
| | Resolve Attack | <ol style="list-style-type: none"> 1. Determine the Roll To Hit Number and roll Attack Dice. 2. Calculate Successes and reduce the total by any Damage on the Firing Squadron. 3. Allocate Damage. 4. Perform Shield Saves. 5. Apply Damage and Remove Casualties. 6. Move on to next Attack by the Squadron. |
| | Firing Consolidation | Apply any Disorder Tests and Game Markers that might be required. |

DECLARE MAIN ORDNANCE ATTACKS

Declare an enemy Squadron to be the target of the Squadron's Main Ordnance Attacks. Unless otherwise stated, ALL Attacks from a Squadron MUST be directed towards a single target Squadron.

DETERMINE RANGE

An Attack is considered to be in **Effective Range** by measuring from the leading edge of the furthest contributing Model to leading edge of the closest target Model. If the distance is *less than or equal* to their weapon's Effective Range value. If the distance is *greater than* the weapon's Effective Range value, but less than or equal to their weapon's Long Range value, the **Long Range Attack Dice** are used.

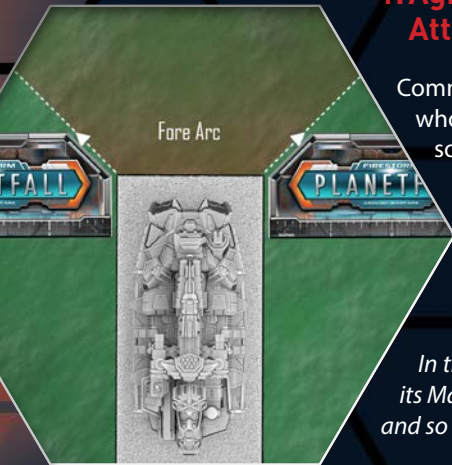
MUTUAL AGREEMENTS

1. Agree Upon Which Models May Participate In The Attack Based Upon Line Of Sight

Commanders must agree upon each Model in the active Squadron who can draw **Line of Sight** to a Model in the target Squadron, and so may contribute to the Attack. If no Models in the Squadron can draw Line of Sight to the target, then the Attack is *Blocked*.

In certain occasions, Models will be restricted in their Line of Sight by a weapon's Fire Arc. In these cases, players should use the **Planetfall Template** to determine if a Model is in line of sight.

In the example, left, a Dindrenzi Charon Command Barge wishes to fire its Main Ordnance. The Charon has an F-90° Fire Arc on all of its weapons and so could only fire these at targets in the area shown.



Armoured Class

Light Class



Light
Infantry



Heavy
Infantry



Light Tank
(Recon)



Medium
Tank



Utility/
Designator



Weapon/
Sky Drop



APC



Infantry
Sky Drop

CHECK LINE OF SIGHT

Although the futuristic vehicles of *Planetfall* are fully equipped with advanced targeting systems, and they are able to pinpoint their fire on minute target areas, their shells cannot penetrate solid rock or multiple buildings. To this end, determining Line of Sight is strict, but very simple.

For a Model to contribute to an Attack against a target Squadron, it needs to be able to draw Line of Sight to it. If a straight line can be drawn from ANY part of the attacking Model's base to ANY part of the target Model's base WITHOUT crossing another Blocking Model's base, Building or otherwise Blocking Terrain Feature, then its Line of Sight is Clear and it can contribute to the Attack. If this line CANNOT be drawn, then its Line of Sight is **Blocked** and it CANNOT contribute to the Attack.

INTERVENING MODELS BLOCKING LINE OF SIGHT

Models in Squadrons MAY fire over other models if they or their target is of a vastly differing size.

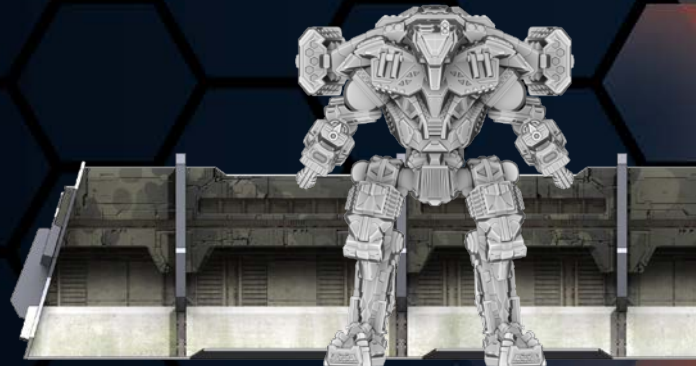
- › All Light Elements are small and so find themselves *Blocked* by intervening Light, Armoured and Elevated Elements. However, Light Elements MAY fire over Intervening Light and Armoured Elements to engage Elevated or Flying Elements.
- › Armoured Elements make up the largest portion of the Models in the game. They may fire over Light Elements without penalty but are *Blocked* by Intervening Armoured and Elevated Elements. However, Armoured Elements MAY fire over Intervening Armoured Elements to engage Elevated or Flying Elements.
- › All Elevated Elements have a commanding view of the battlefield and may draw Line of Sight over any Intervening Armoured or Light Elements but are *Blocked* by Intervening Elevated Elements.

Flying Class



All Flyers

Elevated Class



Building

Leviathan



Heavy Tank



Mobile
Command Centre

Remember, Models that occupy Elevated Elements – Terrain Features such as Buildings and Hills are considered to be the Elevated.

- › Line of Sight to and from Flying Elements can never be Blocked by Intervening Models or Terrain.

2. Agree If Any Models Are Viable Targets

Commanders should agree whether a Model is a viable target for the incoming attack. Models may be considered viable even if they are technically *Blocked* by other members of their OWN SQUADRON, since the incoming attack might remove a *Blocking* Model as a casualty and carry further damage forwards into the Model behind.

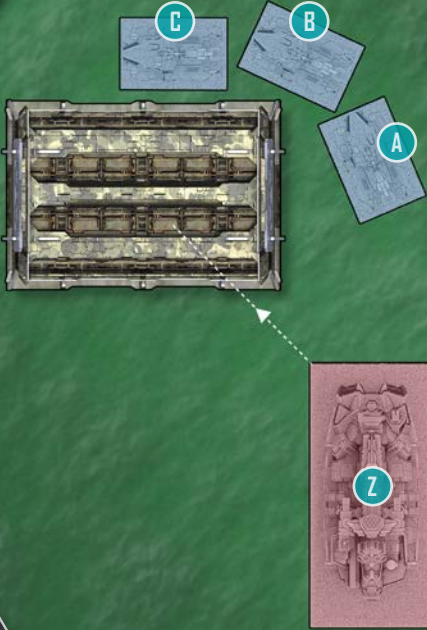
Left, above: the Dindrenzi Mobile Command Centre can nominate Tanks A and B as viable targets but Tank C is not viable since it is behind an Elevated Building.

3. Agree Order of Viable Targets by creating a Target Priority Chain

Commanders should agree upon the order of viable targets, from the closest to the furthest.

In cases where no Target Priority Chain can be determined (such as Infantry in buildings for example), the owning player must allocate the Target Priority Chain, using the highest DR first, then working down.

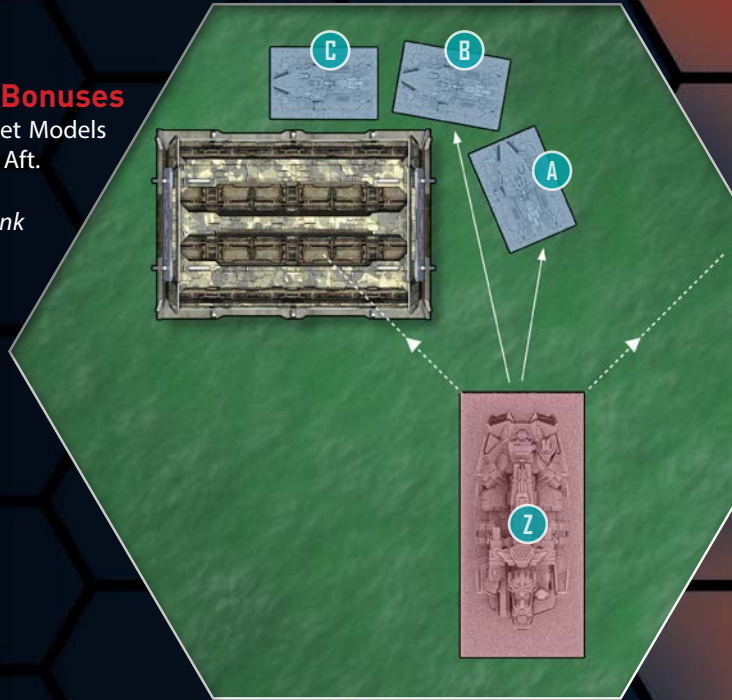
Left: The Terran Tank A is closest, with Tank B next in the firing line. Tank C is not, of course, a viable target and so is ignored.



4. Agree on any Flank or Aft Bonuses

Commanders should agree if any target Models are likely to be attacked in the Flank or Aft.

In the diagram to the right, the Terran Tank A is being attacked in its Front Arc, but the Terran Tank B is being attacked in its Flank Arc (and so will suffer penalties to its Damage Rating as a result).



Right: Sleek, fast and packing a punch. The Aquan Heavy Skimmer is a thing of beauty to behold on the battlefield.



COMPILE AD POOLS

1. Decide which weapons are firing

Models need not necessarily fire with all its weapons, but only Models with the **Independent Targeting** MAR may choose to fire at different Squadrons.

2. Determine if any weapons are able to combine

Weapons may combine if they possess a common MAR irrespective of any values involved (such as **Pinpoint [1]** and **Pinpoint [3]**). In addition, Weapons with NO MARs may always combine with each other.

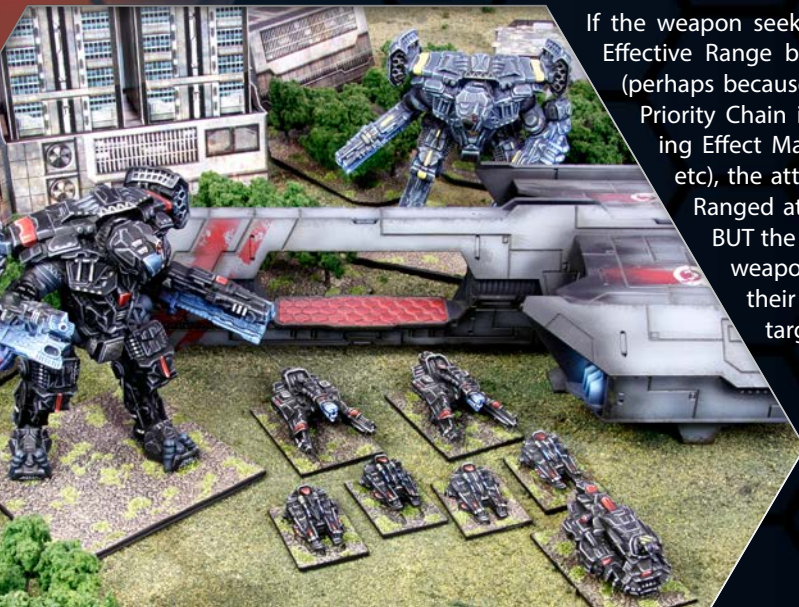
3. Determine Firing Solution

All attacks must be considered EITHER an Effective Ranged attack or a Long Ranged attack, regardless of whether it is a single weapon firing or multiple weapons combining their fire.

In situations where targets exist at both Effective Range AND Long Range, decide whether you are firing the weapons as an Effective Ranged attack or a Long Ranged attack – this may lead to an alteration in which Models may be considered to be viable targets, and create variable roll to hit numbers.

In cases where weapons will have differing rolls to hit when targeting a squadron, or will be affected by MARs such as **Hover Vehicle** or **Kinetic Weapon**, if a weapon wishes to avoid detriment to its roll to hit (due to the **Hover Vehicle** MAR incurring a -1 to hit penalty at Long Range, for example) it must target only the models within its Effective Range and this is considered an Effective Ranged attack.

Below: Having made Planetfall a Dindrenzi Federation force with two Leviathan Helixes makes ready for battle. This one is going to be a bloody one...



If the weapon seeks to target models outside its Effective Range but still within its Long Range (perhaps because the next model in the Target Priority Chain is damaged or has a Debilitating Effect Marker or is likely to be Flanked, etc), the attack is considered to be a Long Ranged attack for the purposes of MARs BUT the number of Attack Dice for each weapon is determined according to their individual ranges and the viable targets in the Target Priority Chain.

RESOLVE FIRING ACTION

1. Determine the Roll To Hit and Roll Attack Dice

The roll to hit in *Planetfall* varies greatly, depending on how well the firing Squadron has been able to focus on its target. This manifests itself in a number of ways, be it **Firing Quality** or through **MARs**. When determining the roll to hit, first assess the **Firing Quality** and then apply any **MARs** that might be applicable to the 'To Hit' number.

Firing Quality is divided into three types: *Placed*, *Regular* and *Rushed* firing.

Placed Firing occurs when the Squadron's fire has been carefully directed, and is able to focus on shooting without any distractions. These shots hit on a **3+**.

Regular Firing are shots under normal combat conditions. These shots will hit on a **4+**.

Rushed Firing are fired under hazardous or stressful conditions, with no time to aim properly. These shots will hit on a **5+**.

Unless otherwise stated, ALL Firing begins as *Regular* and requires a **4, 5** or **[RED] 6**.

Various conditions can change the quality of firing. If conditions exist that make the Quality of an Attack both *Placed* and *Rushed* at the same time, the firing becomes *Regular* instead.

Once Commanders have determined the Firing Quality, any **MARs** that might affect the roll to hit should be considered: A *Focused Firing* Action against a Squadron of Light Infantry with **Hard Target (-2)**, for example, would make a *Placed* Shot need **5+** to hit (**3+**, **-2** for **Hard Target**).

Once the Hit Number is ascertained, total all Attack Dice to be used to make the Attack and roll them!

2. Calculate Successes

The total number of Successes are calculated. This may be modified by **Tactical Game Cards** and other factors.

The amount of Successes is then reduced by the amount of **Damage Markers** present on the members of the Squadron participating in the attack. This gives the **Attack Success Pool**. Commanders should then ensure they have a number of Dice that is equal to this pool as this will become important in later Steps.



Above: The Sorlyians favour long range weaponry.

3. Allocate Damage

If the total number of Attack Successes is equal to or greater than the Damage Rating of the closest Model in the target Squadron, then that Model is *Damaged*. Place the number of Dice that were needed to damage the Model next to it, taken from the Attack Successes Pool.

If the closest Model in the Squadron has more than one Damage Rating remaining, apply the excess hits to the *same* Model – if another level of DR is reached the Model is *Damaged* again. Place the number of Dice that were needed to damage the Model next to it taken from the Attack Successes Pool. This process continues until all hits have been applied sufficiently to **Destroy** the Model.

Any *Remaining Hits* are then carried forwards to the next Model and the process begins again. Any hits that cannot be allocated to a Model are left to the side of the target Squadron and are considered to be 'Floating'.

Floating Hits are very important as they are the **FIRST** to be removed by any successful **Shield** or **Cover Saves**.

4. Perform Shield Saves

If the affected Models in a Squadron do not have a **Shield Rating**, ignore this Step.

In cases where Shields are present, the total amount of hits inflicted can then be reduced by rolling the combined total of all Shield Saves within the target Squadron that would take Damage as a result of the attack.

Shield Saves require a **4, 5** or **[RED 6]** unless a MAR or condition applies, and each Success generated reduces the total amount of hits scored by 1. These Successes should be removed from the Floating Dice **FIRST** then working back from the farthest Model to the closest.

NOTE: *This may mean that Models who were previously Damaged in the previous Step are no longer Damaged, as the overlapping shield harmonics of the Squadron saved them!*

5. Apply Damage and Remove Casualties

For each time a Model's DR was reached, apply a **Damage Marker**.

If a Model has sufficient Damage Markers so that all its levels of DR have been breached, it is *Destroyed* and removed from play in this Step.

6. Move on to the next Firing Solution

Begin the process again with the next Firing Solution in the Squadron until all nominated Attacks have been resolved.

FIRING CONSOLIDATION

In this Step Commanders should apply Game Markers that might be required such as **Debilitating Effect** or **Cyber Attack Markers**.

In addition, should a Squadron suffer Damage, they will be called upon to take a **Disorder Test** in this Step. See Page 85.

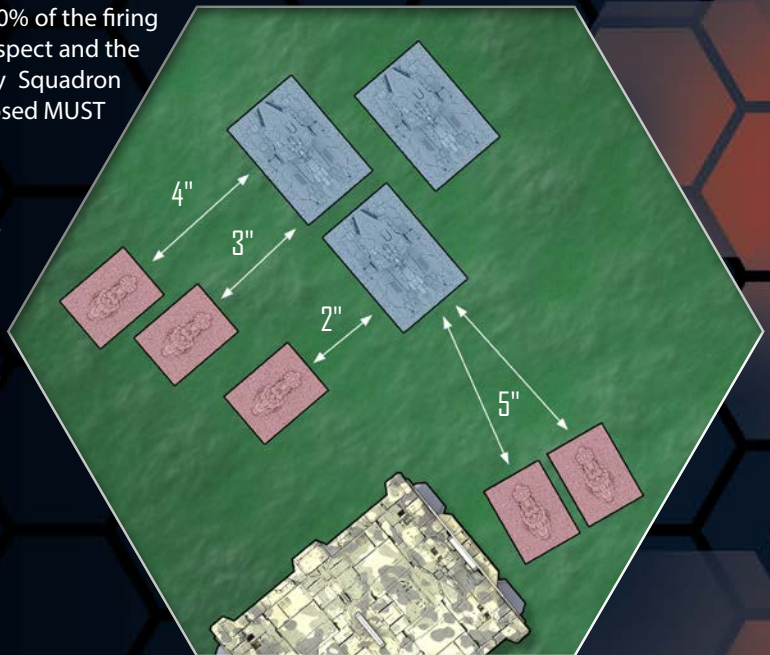
FLANK AND AFT BONUSES

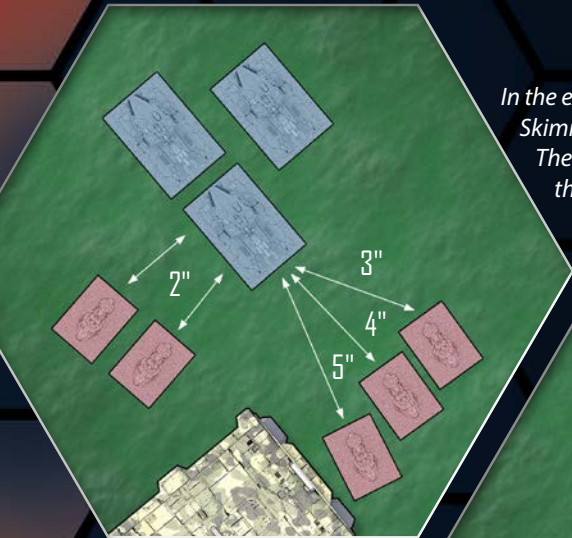
Most armoured vehicles in *Planetfall* have their thickest armour at their front, providing the best defence to the incoming shots from that aspect. However, a wily Commander will always attempt to engage the enemy on a Flank or even better on the Aft in order to do the most damage.

- › Models attacked by Main Ordnance in the **Flank** suffer a **-1 to their DR**.
- › Models attacked by Main Ordnance in the **Aft** suffer a **-2 to their DR**.
- › Models with the *Flying LoS* Class, Infantry (both types) or with the **Sector'd Armour** MAR are never affected by Flank or Aft Attacks.

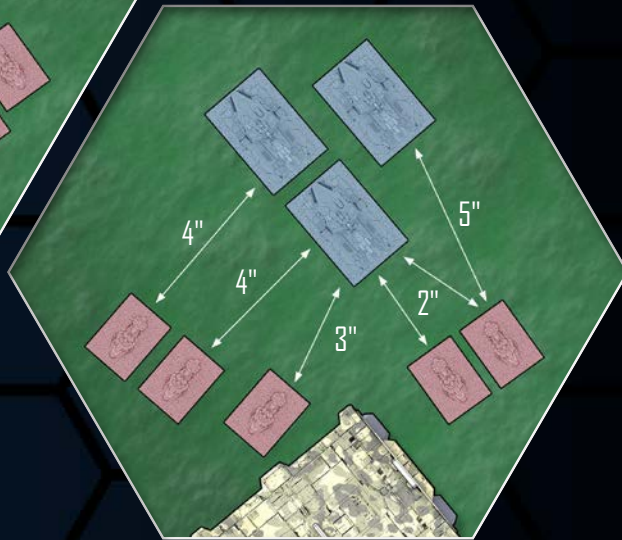
To gain this bonus, more than 50% of the firing Models must be in the correct aspect and the targeted Models in the enemy Squadron who have their Flank or Aft exposed **MUST** be the closest viable casualties.

In this example, a Squadron of Sorylian Light Tanks are targeting a Squadron of Terran Medium Tanks. The Light Tanks can claim a Flank Bonus because more than 50% of their tanks can draw a line of sight to the flank of a Terran Medium Tank and those targets are the closest.





In the example to the left, a Squadron of Sorlyian Light Skimmers are targeting a Squadron of Terran Medium Tanks. The Skimmers may not claim a Flank Bonus because despite the fact the flanked Tanks are the closest, more than 50% of the Light tanks cannot draw a line of sight to the flank of a Terran Medium Tank.



In the example above, the Sorlyian Skimmers may not claim a Flank Bonus for the FIRST Terran Medium Tank because, despite the fact more than 50% of the Skimmers can draw a line of sight to the flank of a Terran Medium Tank, the Skimmers are closest to the front-most Medium Tank.

However, should the amount of Successes rolled in the attack be sufficient to Destroy the closest Medium Tank, the remaining hits WOULD benefit from the Flanking Bonus as the closest remaining Tank would be Tank B.

COVER SAVES

All Infantry gain bonuses when occupying certain Terrain Features (such as Buildings and Vegetation) in the form of Cover Saves. These saves are treated like normal Shield Saves except they are always present and are not ignored by CQB (unless part of a successful Storming Engagement). This makes Cover vitally important for Infantry, especially when the fight gets up close and personal. See Page 77 for more details on specific Terrain and its relevant Cover Save bonus.

An Example of Firing

In this example a Dindrenzi Mobile Command Barge opens fire on a Squadron of Terran Heimdahl Medium Tanks (with Tank A having a Damage Marker).

The Commanders agree that Tank A is the closest viable casualty, then Tank B but Tank C is not under threat due to the building blocking Line of Sight. Both players agree that neither A or B are being attacked in the Flank or Aft.

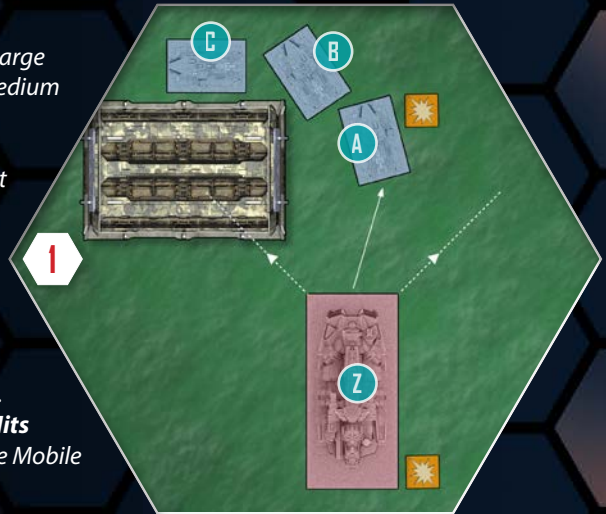
The Dindrenzi Command Centre opens fire with devastating effect, scoring a staggering **22 Hits**. This total is immediately reduced by one to **21 Hits** due to the Damage Marker that is present on the Mobile Command Barge.

The 21 Hits are then distributed amongst the affected Models. The Terran Medium Tanks have a **DR of 6+6** and Tank A is closest. But Tank A has suffered a **Damage Marker** earlier in the game, meaning that only **6 Hits** are allocated to it to cause the point of damage needed to Destroy the Tank.

With Tank A having been allocated hits sufficient to Destroy it, the remaining **15 hits** then move on to Tank B. Tank B also has a DR of **6+6** and no damage, so takes **6 Hits**, and then a further **6 Hits**... enough to Destroy it too. The remaining **3 hits** would normally be allocated to Tank C, but both Commanders agreed that Tank C was out of Line of Sight before firing began. Irrespective of this, the 3 Hits are kept to the side as 'Floating Hits'.

Normally this would mean that the Terrans would lose both Tank A and Tank B, with the remaining 3 Floating Hits being lost. Fortunately for the Terrans these Tanks are equipped with **Shields** that might be able to mitigate this debilitating damage. Because 2 separate Models are suffering Damage under this attack, BOTH are permitted to combine their **Shield Dice** to create a **Shielding Pool**. The Terran Medium Tank has a **Shield Rating of 3 each**, so **6 Dice** are rolled.

Rolling the Pool, the Terran Player needs a **4, 5, or [RED 6]** (assuming no MARs or game effects are in play) and scores **7 Hits**. This reduces the total number of hits scored by the attack to **14 Hits**.





The **14 hits** are still enough to Destroy Tank A with the first **6 hits**, Tank B takes another **6 hits** and suffers a **Damage Marker** and the remaining 2 Floating Hits are insufficient to cause Damage, and so are lost.

The Terran Commander then removes Tank A from play.

The Terran Commander must now take a **Disorder Test**, requiring 2 passes (one pass for each point of Damage taken as a result of the attack).



Left: Let the assault begin! A Soryllian and Terquai Allied Force makes its move...

> END PHASE

The **End Phase** of each Game Turn allows Commanders to pause for breath and assess the battle as it unfolds.

During the End Phase of each Game Turn, certain actions may occur, in the following order:

| Segment | Step |
|----------------------------------|---|
| 1. Compulsory Actions | Disordered HP Loss. |
| 2. Score Objectives | All Objectives on the Battlefield are scored at this point and the Zero Hour Tracker is amended. |
| 3. Check for the End of the Game | If either Commander has achieved their Zero Hour, the battle is over. |
| 4. Repair | Debilitating Effects Repair Tests. |
| 5. Remove In-Game Effects | Remove In-Game Effects that have expired. |
| 6. Prepare for the Next Turn | Remove all Activation Markers from each Squadron and prepare for the next turn! |

1. COMPULSORY ACTIONS

Disordered HP Loss – Any Squadron with **Disordered Game Markers** will automatically replace them for **Damage Markers** at this Step. **Damage Markers** should be distributed by the controlling player. Should the Damage applied be sufficient to remove Models, then this must be done immediately and any **Logistics Points** are scored before the next Step.

2. SCORE OBJECTIVES

All Objectives on a Battlefield have a **Tactical Value** assigned to them. The value of Objectives to a Commander will depend on the size of the game being played and/or specific scenario conditions.

| TACTICAL VALUE OF OBJECTIVES | | | |
|------------------------------|---------------------------------------|---|--|
| Total MFV | Suggested TV Points Primary Objective | Suggested TV Points Secondary Objective | Suggested TV Points Tertiary Objective |
| 3000 points or less | 4 | 2 | 1 |
| 3001 points – 6000 points | 8 | 4 | 2 |
| 6001 points – 9000 points | 12 | 6 | 3 |
| 9001+ points | 16 | 8 | 4 |

3. CHECK FOR END OF GAME

At this point, players should check their **Zero Hour Trackers** to see if they have achieved **Planetfall**. For more information on how to win a game of Planetfall see **Winning the War**, opposite.

4. REPAIR

Any Squadron may attempt to repair any **Cyber Attack** or **Debilitating Effect Game Markers** they may have. Roll a **D6** for each Persistent Game Marker: on the roll of a **4, 5 or 6**, the **Game Marker** is removed, otherwise the effect remains for the next Game Turn.

5. REMOVE IN-GAME EFFECTS

Any effects that last a Game Turn, such as Tactical Action Cards, will expire, and any relevant Markers should be removed.

6. PREPARE FOR THE NEXT TURN

Ready your Forces for the next turn by removing ALL **Activated Game Marker** from each Squadron. It is also a good idea to tidy up any casualties and think about your objectives in the upcoming turns.

Below: *The Directorate Recon 'Buggy' may be small, but it packs a punch.*



> WINNING THE WAR

The game of *Planetfall* is decided by a 'count-down' system that builds drama and time-driven elements into the game. This is made possible by the use of the *Planetfall* 'Zero Hour' Tracker.



The victor in a game of *Planetfall* is normally decided by one side (or both) scoring enough **Tactical Value Points** to move their Zero Hour down the track, towards Zero Hour, i.e. When their Tracker reaches Zero.

If a Commander reaches their Zero Hour by the end of a Game Turn, the game ends, unless a Scenario is being played that gives alternative **Victory Conditions**.

Setting the Start Point on the Zero Hour Tracker

The level where the **Zero Hour Tracker** is set at the start of the battle is determined by the **Maximum Force Value**, decided upon by both players, or may be determined using certain scenario conditions.

In most cases, the Starting Point for the **Zero Hour Tracker** is simply the total MFV divided by 100.

This means that a 6000 point Game would have both players with a **Zero Hour Tracker** set at 60 prior to the first turn beginning. If players would like a longer or shorter game, however, then by mutual agreement the Zero-Hour Tracker may be set at a different value before play starts.

SCORING TACTICAL VALUE POINTS

A player scores Tactical Value Points for the following:

1. For each opposing Squadron that a player has completely *Destroyed*, they IMMEDIATELY score Tactical Value Points equal to the Squadron's **Tactical Value (TV)** of all the Elements that made up the Squadron.

For Example: A Squadron that comprised 5 Light Recon Tanks, with the Squadron having a TV of 5, would reduce their Zero Track by 5 Points when wiped out.

2. For each Objective a player has *Captured*, they receive a variable number of Logistics Points dictated by the type of Objective during the **Score Objectives Segment** of **EACH TURN**.

*For Example: A Secondary Objective might be TV of 6, meaning that during the **Scoring Segment** of the **End Phase** the capturing player would score 6 TV, lowering their Zero Hour Track by 6. In later turns, should the Commander continue to hold the objective, they will score the same number of TV as a result of their continued Occupation.*

Note: *The golden rule to remember regarding Scoring Logistics Points is that whilst enemy Squadrons score ONCE, Objectives score MULTIPLE times. Squadrons tend to be worth more individually, but a canny Commander will often err on the side of Battlefield Control rather than enemy obliteration to achieve their operational goals.*

MARGIN OF VICTORY

After all players have calculated their Tactical Value Points, they should amend their **Planetfall Zero Hour Trackers** accordingly. If one or more players achieve their Zero Hour Point, refer below:

1. A Commander that reaches their Zero Hour without the opponent achieving theirs in a turn wins the game with a **Major Triumph**.
2. A Commander that reaches their Zero Hour in the same Turn as their Opponent, but scores more Tactical Value Points PAST the Zero Hour Point than their opponent wins the game with a **Minor Victory**.
3. If BOTH Commanders achieve their Zero Hour Point AND score the same amount of Tactical Value Points in the same Turn, the game will result in a **Draw**.

> MODEL ASSIGNED RULES

A **Model Assigned Rule** is often abbreviated to **MAR** in the game rules. It is most commonly attached to Models to give them additional rules or abilities beyond the set of statistics presented on their Profile.

Model Assigned Rules do not need to be specific to Models, however, as they can also be attached to Weapons mounted on Models, and even specific to actions executed in-game.

MARs are a 'catch-all' method of giving all these diverse Models and actions a framework of common rules to allow players to follow their use on the tabletop.

In any case where a Model Assigned Rule would change or conflict with a standard rule, the MAR takes precedence over the standard rule.

Below: With three Damage Tokens this Dindrenzi Leviathan is about to face a world of hurt courtesy of two full Squadrons of Terquai Heavy Infantry.

Sub Types of MAR

There are two sub-types of MAR that exist which function in exactly the same manner as other MARs except as follows:

Protective MARs: These MARs refer to abilities or effects that allow a Model to increase their survivability.

Weapon MARs: These MARs refer to abilities that transfer to a specific effect or weapon type during an Attack.

The reason for this differentiation becomes important in instances where the effects of a Protective/Weapon MAR may be altered or even negated by other factors.





Above: The Dindrenzi have one of the meanest Command vehicles in the game.

Anti-Personnel (Weapon MAR)

Models with the **Anti-Personnel** MAR ignore any negative modifiers from the **Hard Target** MAR when firing at Infantry targets.

Artillery Support [Value]

This Model has the ability to place a number of Drop Sites equal to the Value listed in the bracket onto the Battlefield during the **Deploy Sky Drop Sites Phase** of the **Pre-Game Sequence**. During the game this Model may call in Artillery Strikes as part of their Activation (see Page 82).

Assault Vehicle

Models *Embarked* inside a model with the **Assault Vehicle** MAR may elect to Activate IMMEDIATELY after the Assault Vehicle has resolved its Activation.

Barrage (Weapon MAR)

Models targeted by a **Barrage** weapon do not receive **Cover Saves**.

Cloaked (Protective MAR)

All Main Ordnance Ranged Attacks against a Squadron which is **Cloaked** may not use the **Explosive Dice Mechanic**, and instead use the **Heavy Dice Mechanic**.

Bulky [Value]

Models with the **Bulky** MAR take up a number of slots on any Transport they are *Embarked* upon equal to the number listed in the bracket.

*Eg. Heavy Infantry with **Bulky [2]** could only have a maximum of 3 onboard a Transport with 6 slots.*

Command Element [X"]

All Helix-Squadrons within the range listed in the bracket (including the actual model itself) gain an additional Morale Dice when testing for Disorder due to the stabilising presence of their Command Element. Should the Command Element be *Destroyed* or *Withdraw* from the battle, ALL Squadrons in the Helix must take an immediate Disorder Test requiring TWO successes – without the bonus for Command Element.

Corrosive (Weapon MAR)

Should a model be *Damaged* (but not *Destroyed*) by a weapon with the **Corrosive** MAR, place a **Debilitating Effect Marker** next to it. A Model with a Debilitating Effect Marker has each level of its DR reduced by -1 until such time as the Model is removed as a casualty. Debilitating Effect Markers can be removed if a Model completes a Repair Test. Debilitating Effect Markers are NOT cumulative in their effects but must still be repaired individually.

Crystal Formation

A Model with the **Crystal Formation** MAR may be the target of a friendly **Main Ordnance Firing Action** made by Aquan Prime Laser Weapons. The hits caused by the attack do not do damage against the targeted Crystal and instead are stored up by the Crystal itself.

The Crystal must then make an **immediate out-of-sequence** attack (with all relevant modifiers and conditions in play – Hard Target, Flanks, etc) against an enemy target model that is within its Line of Sight. The Attack Dice rolled by the Crystal's attack are equal to the number of Hits recorded in the previous attack against it.

The Crystal's Attack does not use any Weapon MARs and is affected by Damage as normal.

Cyber Weapon (Weapon MAR)

A Cyber Weapon does not do damage in the normal sense. Rather, it is used to debilitate an enemy target Squadron by breaching the enemy's defences by more subtle means.

Cyber Weapons ignore all Shielding effects and may **ONLY** target Non-Infantry Models.

Compile the AD Pool as normal and roll to hit using any MARs that may be in play.

Should the number of hits generated equal or exceed the nearest enemy's current DR, roll once on the table below. Should an attack roll enough hits to match or beat the nearest enemy's current DR multiple times, then roll a number of times on the table equal to the number of times the DR was reached, and apply all results.

| D6 Result | Name | Effect |
|-----------|-----------------------------------|--|
| 1 | Advanced Targeting Offline | The affected Squadron treats all Main Ordnance Firing as <i>Rushed</i> , and may not use <i>Focused Fire</i> or <i>Overwatch</i> . |
| 2-3 | Internal Malfunction | The nearest Model in the Squadron gains a Debilitating Effect Marker (see the <i>Corrosive</i> MAR for its effects). |
| 4-5 | False Fall-back Order | The Squadron gains a Disorder Marker . |
| 6 | Total Disarray | The Squadron gains an Activation Marker . |

MODEL ASSIGNED RULES

Drone

Models with the **Drone** MAR increase their Quality to *Regular* and gain +1 to their CQB Value when within the area of control of a Drone Nexus.

Drone Nexus [Area of Control"]

Models with the **Drone Nexus** MAR are able to bolster Drone Forces that are within their Area of Control listed in the bracket. The Area of Control of a Drone Nexus is reduced by 4" for each point of Damage the Model has sustained.

Enhanced Repair Systems

The Model may add +1 to the result of any Repair Test.

Fearless

This Model does not take Disorder Tests for any reason.

Flying Vehicle

If a Model makes a Main Ordnance Attack against a Flying Vehicle, the targeted Flyer is considered a **Hard Target (-1)** when moving at *Cruising Speed*, and a **Hard Target (-2)** when moving at *Flat Out Speed*. In addition, no Flying Vehicle may have damage allocated to it as a result of an Artillery Strike.

Hard Target [Negative Modifier] (Protective MAR)

Any Main Ordnance Attacks against this Model suffer the Negative Modifier listed in the bracket to the required roll to hit. This MAR may only apply under certain conditions, noted in the Model's entry.

Hit and Run

A Squadron with the **Hit and Run** MAR may elect to Move and Shoot in their Activation as normal OR may choose to Shoot



then Move in the Activation instead. Models in the Squadron may not move *Flat Out* if they choose to use this MAR. In addition, Models choosing to Shoot then Move may not take advantage of any Target Locks or Specialist Fire Orders such as *Overwatch* or *Focused Fire*.

Hover Vehicle

When firing against this Model with weaponry at Long Range, the target Model is considered to have the **Hard Target (-1)** MAR. For Models that already possess the **Hard Target** MAR (of any type), the **Hover Vehicle** MAR is ignored.

Independent Targeting

A Model with the **Independent Targeting** MAR is not restricted to firing all its weapons at the same target Squadron during the **Main Ordnance Segment**, and may instead nominate multiple targets if desired.

Interceptor (Weapon MAR)

Models with this MAR suffer no **Hard Target** penalties when firing Main Ordnance at a Model with the **Flying Vehicle** MAR.

Improved Shield Harmonics [+Value] (Protective MAR)

Models with this MAR increase the Shield Rating of any Model within its Squadron (including itself) by the Value Listed in the Bracket.

NOTE: If the Squadron becomes *Disordered* for any reason, this MAR is lost until the *Disorder* is removed.

Kill Team

Models with the **Kill Team** MAR increase their CQB stat by +1 when they INITIATE a CQB engagement.

Kinetic (Weapon MAR)

Provided all weapons used are within Effective Range, Models with Shields targeted by a Kinetic Weapon use the **Heavy Dice Mechanic** when making Shield Saves. Note this MAR has no effect on Cover Saves.

Lumbering

Should a model with the **Lumbering** MAR find itself unable to move due to Terrain at the beginning of its Movement Segment, it may perform a



Above: Aquan Prime Stingray sites are invaluable against enemy flyers.

Pivot Action (even if it is normally unable to do so), to turn on the spot to face any direction. This unusual movement is treated as making a *Flat Out* Movement Action. In all other instances, a Lumbering model must use the 45-degree Turning Template (see page 69).

Lumbering Models who enter Leviathan CQB do not count as Ramming their targets, as the contact will be resolved later in the activation in the form of a Leviathan Close Quarters Battle Action.

Pinpoint (Value) (Weapon MAR)

After all firing is determined and casualties are removed, should a Main Ordnance Attack using a weapon with the **Pinpoint** MAR cause Damage, yet fail to *Destroy* a non-Infantry Model in the target Squadron, the firer may roll an additional number of Dice equal to the value listed in the bracket. Should the result contain one or more **6s**, the target Model suffers an additional point of Damage that cannot be mitigated by any MARs or Shield Saves. If an Attack contains weapons with differing Pinpoint Values, choose the highest.

Below: *Terquai Heavy Infantry* emerge through their *Temporal Portals*.

Portal Technology [Limitations]

Models with this MAR are considered to be **Portals** with the limitations shown in the bracket designating those models that may make use of them to deploy. See Page 82 for more information.



Rear Echelon

A Model with the **Rear Echelon** MAR is always considered to have *Activated* once it is deployed.

Recon Specialist

Elements with this MAR may perform an out-of-sequence Movement Action in the **Recon Phase** at the start of the game. See Page 48.

Scatter (Weapon MAR)

Scatter Weapons ignore any negative modifiers from the **Hard Target** MAR when firing at non-Flying Targets.

Sectored Armour

This Model never suffers from the penalties to their **DR** from Flank or Aft Main Ordnance Attacks.

Shield Projector [+X Shield Dice, Range"] (Protective MAR)

A Model with a Shield Projector counts all friendly Elements within the range listed as having a Shield Rating equal to the **X** listed in the bracket. This Shield Save is not cumulative with any other Cover/Shield saves but **MAY** provide Elements without Shield Ratings a degree of protection.

Sky Drop

This Model may make use of the **Sky Drop Deployment Rules**. (see on Page 78)

Sky Drop Nexus [Limitation, Value]

This Model has the ability to place a number of Drop Sites equal to the value listed in the bracket onto the battlefield during the Place Drop-Sites Segment of the Pre-Game Sequence. In some cases, the **Sky Drop Nexus** MAR will have a limitation attached to it – this means that these Designators may only be used to bring down Elements stated as the Limitation noted in the brackets.

Below: The Terran HQ vehicle can extend its shields to protect other vehicles.



MODEL ASSIGNED RULES

Take & Hold

This Model may be used to Score when playing with Objectives (see Page 44)

Target Lock

Models with the **Target Lock** MAR may elect to target their Nexus Designator at an enemy Squadron prior to firing their Squadron's Main Ordnance. Total the amount of hits scored by the Target Lock Attack and refer to the table below. **Note:** A model using Target Lock **MUST** have Line of Sight to at least one model in the Target Squadron.

| Result | Effect |
|----------|--|
| 0-3 Hits | Target Lock has no effect |
| 4+ Hits | The Firing Squadron gains a Placed Bonus with a single Attack from Main Ordnance during this Activation. |

Terror Weapon (Weapon MAR)

Should a Squadron suffer damage from a weapon with the Terror Weapon MAR, the Squadron loses -1 Die when taking Disorder Tests.

Tracked/Wheeled Vehicle

Models with the **Tracked/Wheeled** MAR often interact differently with various Terrain Types (see Page 77).

Transport [Elements, Value]

This model is deployed with a number of Elements *Embarked*. The Value listed in the brackets indicates the maximum capacity of the Elements permitted to be *Embarked*. A Transport may only ever carry a single Squadron.

Below: Both the Terrans and Directorate make use of APCs.



Walker

Models with the **Walker** MAR often interact differently with various Terrain Types (see Page 77)

MODEL QUALITY RULES

Elite

An **Elite** Squadron rolls an additional Dice when making Disorder Tests.

Militia

A Squadron of **Militia** rolls one fewer Dice when making Disorder Tests.

> QUICK PLAY GUIDE

| THE PRE-TURN PHASE | |
|-----------------------------|--|
| Segment | Step |
| Tactical Action Cards (TAC) | Play TAC Cards |
| Determine Initiative | Roll Opposed Test and initiate Bidding |
| | Nominate Helix Activation |
| | First Activation Segment |

| ACTIVATION PHASE | |
|----------------------|---|
| Segment | Step |
| Movement | Declare and Resolve Movement Actions |
| CQB Engagements | Declare CQB Engagements & Determine Range |
| | Mutual Agreements |
| | Compile AD Pools |
| | Resolve Engagement |
| | CQB Consolidation |
| Main Ordnance Firing | Declare Main Ordnance Attacks |
| | Determine Range |
| | Mutual Agreements |
| | Compile AD Pools |
| | Resolve Attack |
| | Main Ordnance Consolidation |

| THE END PHASE | |
|------------------------|--|
| Segment | |
| Compulsory Actions | |
| Score Objectives | |
| Damage Repair | |
| Remove In-Game Effects | |
| Check for End of Game | |

TAKING DISORDER TESTS

Disorder Tests are normally taken by rolling **3D6** and attempting to score successes equal to the amount of damage they sustained in that Segment.

| Modifiers to the Number of Disorder Dice Rolled |
|---|
| A Squadron gains +1 Die when one or more Models are within the Command Range from their Helix's Command Element |
| A Squadron gains +1 Die if it has the <i>Elite Quality Type</i> |
| A Squadron loses -1 Die if it has the <i>Militia Quality Type</i> |
| A Squadron loses -1 Die if it was targeted by a weapon with the <i>Terror Weapon</i> MAR |

PROTECTIVE MARS

CLOAKING FIELD

All Main Ordnance Ranged Attacks against a Squadron with a Cloaking Field may not use the Explosive Dice Step and instead use the Heavy Dice Mechanic.

HARD TARGET (NEGATIVE MODIFIER)

Any non-CQB Ranged Attacks against this Model suffer the Negative Modifier listed in the bracket to its required roll to hit. This MAR may only apply under certain conditions, noted in the Model's entry.

IMPROVED SHIELD HARMONICS (+VALUE)

Models with this MAR increase the Shield Rating of any Model within its Squadron (including itself) by the Value listed in the Bracket.

SHIELD PROJECTOR (+X SHIELD DICE, RANGE")

A Model with a Shield Projector counts all friendly Elements within the range listed as having a Shield Rating equal to the X listed in the bracket. This added Shield save is not cumulative with any other Cover/Shield saves but MAY provide Elements without Shield Ratings a degree of protection.

WEAPON MARS

**ANTI-PERSONNEL**

Models with the **Anti-Personnel** MAR ignore any negative modifiers from the **Hard Target** MAR when firing at Infantry targets.

**BARRAGE**

Models targeted by a **Barrage** weapon do not receive Cover Saves.

**CORROSIVE**

Should a Model be *Damaged* (but not *Destroyed*) by a weapon with the **Corrosive** MAR, place a **Debilitating Effect Marker** next to it. A Model with a **Debilitating Effect Marker** has each level of its DR reduced by -1 until such time as the Model is removed as a casualty. **Debilitating Effect Markers** can be removed if a Model completes a Repair Test. **Debilitating Effect Markers** are NOT cumulative in their effects but must still be repaired individually.

**INTERCEPTOR**

Models with this MAR suffer no Hard Target penalties when firing Main Ordnance at a Model with the **Flying Vehicle** MAR.

**KINETIC**

Provided all weapons used are within Effective Range, Models with Shields targeted by a Kinetic Effect use the Heavy Dice Mechanic when making Shield Saves.

**PINPOINT [VALUE]**

After all firing is determined and casualties are removed, should a Main Ordnance attack using a weapon with the **Pinpoint** MAR cause Damage, but fail to Destroy a non-infantry Model in the target Squadron, the Models using the **Pinpoint** MAR may roll additional Dice equal to the value listed in the bracket (or within the hex icon, as above). Should the result contain one or more **6s**, the target Model suffers an additional point of Damage that cannot be mitigated by any MARs or Shield Saves. If an Attack contains weapons with differing **Pinpoint Values**, choose the highest.

**SCATTER**

Scatter Effects ignore any negative modifiers from the **Hard Target** MAR when firing at Non-Flying Targets.

**TERROR WEAPON**

Should a Squadron suffer damage from a weapon with the **Terror Weapon** MAR, the Squadron loses -1 **Die** when taking Disorder Tests.

**CYBER WEAPON**

A **Cyber Weapon** does not do damage in the normal sense. Rather, it is used to debilitate an enemy target Squadron by breaching the enemy's defences by more subtle means.

Cyber Weapons ignore all Shielding effects and may ONLY target Non-Infantry Models.

Compile the AD Pool as normal and roll to hit using any MARs that may be in play.

Should the number of hits generated equal or exceed the nearest enemy's current DR, roll once on the table below. Should an attack roll enough hits to match or beat the nearest enemy's current DR multiple times, then roll a number of times on the table equal to the number of times the DR was reached, and apply all results.

| D6 Result | Name | Effect |
|-----------|----------------------------|--|
| 1 | Advanced Targeting Offline | The affected Squadron treats all Main Ordnance Firing as Rushed , and may not use <i>Focused Fire</i> or <i>Overwatch</i> . |
| 2-3 | Internal Malfunction | The nearest Model in the Squadron gains a Debilitating Effect Marker . Refer to the Corrosive MAR for its effects. |
| 4-5 | False Fall-back Order | The Squadron gains a Disorder Marker . |
| 6 | Total Disarray | The Squadron gains an Activation Marker . |

> FIRESTORM: SYSTEM WARS

A fundamental design goal of **Firestorm: Planetfall** was the ability to interconnect brutal ground-pounding warfare with space-borne assaults by giant fleets of spaceships that have been sent to invade a star system. Building on the incredible success of **Firestorm Armada**, Spartan Games' fast-paced, exciting tabletop game of spaceship combat set in a deadly, distant future, a number of add-on game mechanics have been developed to allow gamers to link their armoured forces with their **Firestorm Armada** Fleets.

Go to www.spartangames.co.uk for more information on **Firestorm: System Wars** and to download the free resources.

Below: *Dindrenzi invasion ships move to land forces on a planet as part of a Firestorm Armada / Planetfall combined game.*



> INDEX

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> TOKENS AND TEMPLATES



Overwatch

Place this Game Marker next to Squadrons on *Overwatch*. This Game Marker remains in play until the Squadron next activates.



Damage

This Game Marker is used to denote Models that have suffered Damage in-game.



Flat Out

This Game Marker is used to denote a Squadron that elected to move *Flat Out* as a Movement Action. The *Flat Out* Marker remains in play until the Squadron next Activates.



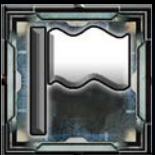
Disordered

This Game Marker is used to denote Squadrons that are suffering under a *Disorder* Effect. During the **Compulsory Actions** part of the **End Phase** all Disorder Markers translate to Damage Markers.



Activated

This Game Marker is used to denote Squadrons that have completed their Activation. In rare cases it can be applied to Squadrons still to Activate, to indicate they do not get an opportunity to activate this Turn.



Forlorn Hope

This Game Marker is used to denote Squadrons that have become **Forlorn Hope Squadrons**. Such doomed individuals are certain to fight to the last.



Cyber Attack

This Game marker is used to denote Squadrons that are suffering under the **Advanced Targeting Offline** effect that comes from a successful Cyber Attack.

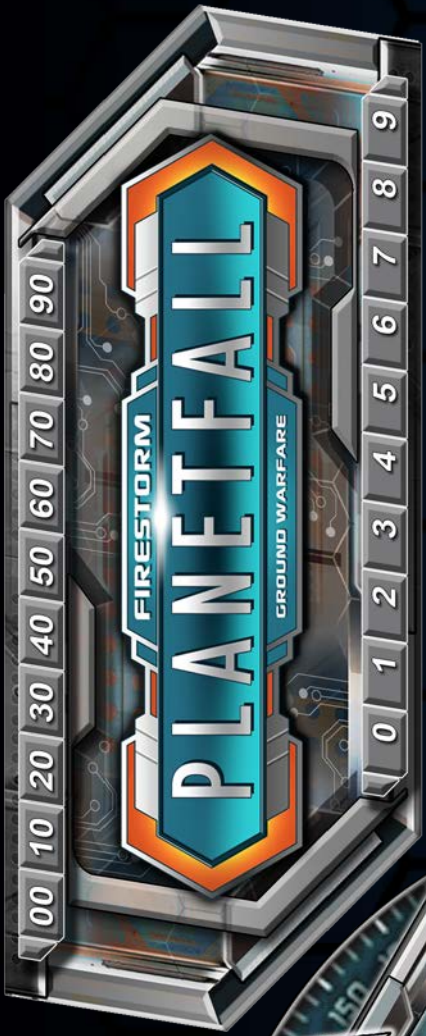


Debilitating Effect

This Game Marker is used to denote effects that may cause a Model's structural integrity to reduce. These are not cumulative, but must be repaired individually during the **Repairs Segment** of the **End Phase**.



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Firestorm: Planetfall is an action-packed ground warfare game set in the compelling Firestorm Galaxy. At your command are a host of vehicle types including tanks, skimmers, leviathan war machines, flyers, infantry and much more.

Choose from any of the six major races and their allies, organised into the mighty Alliance of Kurak and deadly Zenian League.

Adapt and build your invasion task force to suit your needs, employing the largest of combat machines to crush your foes or the fastest of units to outmanoeuvre and destroy them. From lumbering leviathans to fast and nimble recon tanks, each battle group brings a plethora of models and numerous options to the gaming table.

Fast-paced and brutal, **Firestorm: Planetfall** is a rapid-play game that rewards tactics and strategy at any scale of engagement. Seize and hold vital objectives to gain victory, air-drop reinforcements at pivotal moments, and eliminate the enemy!

Prepare your troops, Commander – it is time to make PLANETFALL!



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