

FIRESTORM PLANETFALL

Frequently Asked Questions (FAQ) Document

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Leviathan MAR

Is there a Leviathan MAR. It appears as a MAR in the stat lines of the Iapetus Battle Robot, yet is not present in the MAR section of the rulebook.

Players should ignore the reference to Leviathan MAR in the Iapetus Profile. The Leviathan MAR was initially created to allow players playing Firestorm Armada games and Planetfall games concurrently to fire at these targets from low orbit, but this idea was dropped to speed up Planetfall gameplay.

Logistics Points, Tactical Points and Command Points

What are Tactical Points and Command Points? Are they Logistics Points by another name?

All mention of Tactical Points and Command Points SHOULD read Logistics Points instead.

Improved Shield Dynamics MAR

The Improved Shield Harmonics MAR on page 119 reads differently to the mention of the same rule in the Protective MAR's section of the Quick Play Guide on page 123. Which is correct?

The Improved Shield Dynamics MAR wording on page 119 is CORRECT. The quick play guide entry should read the same.

Scatter MAR

According to the quick play guide at the back of the rule book on page 124, the Scatter MAR only effects *Light Class Targets*, however in the MAR section on page 121, the Scatter MAR is listed as effecting *Non-Flying Targets*...which is correct?

The Scatter MAR wording on page 121 is correct. The quick play guide entry should read the same.

Terror Weapon MAR

The Quick Play Guide on page 124 and MAR description on page 122 say this MAR's effect is to require an additional success is to pass a Disorder Test. The "Taking Disorder Test" tables on pages 123 and 85 as well as the examples say that the effect is that -1 dice is rolled when making Disorder Tests....which is correct?

The Terror Weapon takes away a Die during a Disorder Test. All entries to the contrary are incorrect. Where Elite Quality models and squadrons within Command Range GAIN a die and so make it easier to pass Disorder Tests, the Terror Weapon MAR is intended to make Disorder Tests harder to pass by removing a die.

Interceptor MAR

The Quick Play Guide on page 124 describes an out of sequence firing action however the MAR description itself on page 119 makes no mention of it. Which is correct?

The Quick Play Guide is incorrect. The Interceptor MAR does not execute out-of-sequence actions (unless the firer is on Overwatch of course).

Corrosive Weapon MAR

"In subsequent Activations 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"

Assuming the repair attempts are failed, does this mean in subsequent activations, the models DR continues to be reduced by -1?

A Debilitating Effect Marker simply reduces the affected model's DR by -1 until the Marker is removed. This would mean that an undamaged Dindrenzi Kratos Heavy Tank with one or more Debilitating Effect Markers (perhaps applied using Cyber Weapons) would have a damage track of 7+6+6 rather than 8+7+7.

When all Debilitating Effect Markers are removed by way of a repair roll, does the penalty to DR remain or does the DR return back to its initial value. The wording says that;

"In subsequent Activations a Model with a Debilitating Effect Marker"

...however if the model no longer has the Debilitating Effect Marker, does it continue to suffer the ongoing effects or is it completely repaired back to its original DR value?

A model with no Debilitating Effect Marker is no longer affected and its DR returns to normal.

Hit and Run MAR and CQB

When choosing to shoot first using the Hit and Run MAR, does the CQB stage still come immediately after movement has been finalised, so;

Main Ordnance > Moving > CQB.

Some people feel that CQB is actually a part of shooting and would have a sequence as follows;

CQB > Main Ordnance > Moving.

CQB is NOT part of the Shooting Segment and is a Segment of its own. It uses many of the same rules but is a separate interaction entirely. This means that when performing Hit and Run a model may elect to Fire Main Ordnance, perform a Cruising Action and enter CQB if desired.

Pivoting During Movement

When a non-Lumbering model makes a cruise movement, can it pivot as many times as it likes during its movement and at any point during its movement?

Yes.

Sky Drop Markers

What LOS Class are they? Can other models block LOS to Sky Drop Markers?

Sky Drop Markers are not models and so require no Line of Sight.

Sky Drop Markers and Artillery Markers

What is the difference between a Sky Drop Marker and an Artillery Marker?

A Sky Drop Marker is a hexagonal marker placed in the Sky Drop phase of the Pre-Game Segment. Each Sky Drop Marker has a micro-die within it that indicates the distance the marker will scatter.

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 Sky Drop Markers Segment of the Pre-Game Phase.

Sky Drop Markers and **Artillery** Markers have distinct functions in gameplay, and must be clearly identified on the tabletop by a Force to avoid confusion.

Nexus Designator

Can it fire normally at models and damage them?

A Nexus Designator is NOT a weapon, rather it is 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.

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) 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 dice as normal (down to a minimum of 1).

2) Artillery Strike 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 Designate Drop Site Markers action in 1 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 designate 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 (For Example - Sorylian Sky Drop Markers may not be designated by Terrans and vice versa, BUT a Terquai Drop Marker CAN be designated by Aquans since they are Natural Allies and vice versa)

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 I22. 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.

Targeting Squadrons with Mixed To Hit Numbers

How is firing resolved when targeting squadrons with mixed to hit numbers?

In the following example I will outline the intention to the Determine Firing Solution Step:

A Kratos Heavy Tank equipped with an Onager Rail Gun with Effective Range 18” and Long Range 36” has AD 8 and 6 respectively. The tank is also armed with Linked Skorpio Rail Guns with Effective Range 12” and Long Range 24” and has AD 6 and 4 respectively.

When firing Main Ordnance at a squadron of Lamana Medium Tanks (with the *Hover Vehicle MAR*) who have one tank at 12”, one at 14” and one at 16” away, the Kratos moves through the steps as follows:

1 – Declare which weapons are firing – in this case the Kratos chooses to fire BOTH weapon systems.

2 – Determine if any weapons may combine – as both weapons have the Kinetic MAR in common they may combine if desired.

3 – Determine Firing Solution (s)

If the Kratos wishes to roll its full Attack Dice (8+6) and not have any detriment to their roll to hit (due to the Hover Vehicle MAR) it must target only the closest Lamana Tank (the one 12” away).....no other Lamana Tanks may be affected by the shot irrespective of how well the attack rolls.

If the Kratos wishes to target the entire squadron (perhaps because the next model in the Target Chain is damaged or has a Debilitating Effect Marker or is likely to be Flanked, etc), the weapons are considered to be firing at Long Range for the purposes of MARs (including any changes to the roll to Hit that might occur) and the number of Attack Dice for each weapon are determined according to their individual ranges and the viable targets in the Target Priority Chain.

In the example, the Attack Dice for the Onager is unaffected by the Hover Vehicle MAR because it is still at Effective Range, HOWEVER, because the Skorpio uses its Long Range AD, any MARs that pertain to Long Range (such as Hover Vehicle) apply to the entire Attack (because it is considered to be firing at Long Range due to one of the Combined Weapon System using its Long Range Attack Dice), even though the closest model is at Effective Range and all Lamana tanks would be viable targets.

Therefore should the Kratos target the entire squadron with its weapons, it would roll (8+4=12AD) hitting on 5+.”

Deviate off Table

It is clear when a model deviates into Impassable terrain it is destroyed, however is a model that deviates off the table also destroyed, say a Sky Dropped Crystal Node, for example?

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.

Activation Marker Removal

On page 112 of the rule book under the heading “6. Prepare For the Next Turn”, first sentence. The sentence should read:

“Ready your Forces for the next Turn by removing ALL Activated Game Markers.”

Vegetation/Forests/Jungles

Forests block LOS for Light Elements. Is this LOS blocked only when the Forest is intervening between the Models or is it also blocked whilst they are within the Forest? Can Light Elements within a Forest shoot out of it, and can Light Elements shoot into a Forest?

A Forest that has been designated by both players as *Occupiable* CAN be used by infantry to shoot out of and generates a Cover Save Dice (remember their enemy can shoot at them too of course!).

Flyers and Buildings

Are buildings really Impassable to Flyers, as is implied on the terrain table on page 77?

No. Buildings are not impassable to Flyers.

Flyers and LOS

Do Flyers always have reciprocal LOS with ground units?

Yes.

Automatic Disorder for lack of Coherency?

When becoming automatically Disordered (No Disorder Test roll?) for being outside of Coherency, how is it resolved? Does the Squadron simply get allocated a single Disorder Marker, which will be converted to Damage in the End Phase?

Replace the final sentence on page 67, under the “Coherency Distance” heading with the following:

“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.”

Infantry and Buildings

How many Infantry Squadrons can *Occupy* a building?

Buildings have an Occupancy level of ONE. This may seem unrealistic when players put large buildings on the table, but unless otherwise agreed, the **Occupancy level of one** is important for general ease of play.

Aquan Stingray Anti Air Battery

These models are always stationary, do they always gain Focus Fire (except for the turn they arrive as during the turn a Squadron Sky Drops it cannot gain Focus Fire or go on Overwatch)?

In activations subsequent to their arrival, models with a Movement Value of 0"/0" may only ever elect to make a Remain Stationary Movement Action during their activation, but do not always gain Focus Fire, as they might easily wish to go on Overwatch instead.

Transport (x)

Can the Transport capacity of a model be filled by Infantry from different Squadrons? So could 2 Transports, both with the Transport (6) MAR carry 3 Squadrons of 4 Infantry Stands (a total of 3 Squadrons divided between 2 vehicles)?

Transports may only ever carry ONE Infantry Squadron. Multiple Transports in a squadron (like Sedna Heavy Tanks for example) may carry multiple Infantry Squadrons, but they may NOT split the carriage – One Transport for ONE Squadron limit must be maintained (this means that a Heavy Sedna Squadron of 2x Tanks can carry up to 2x Infantry Cadres).

Crystal Nodes

1) Does the Crystal Node itself have a Flank and Aft to be taken advantage of when the enemy shoots at it? If so, how is this determined?

All Crystal Nodes have the Sectored Armour MAR

2) There is a lot of confusion over how Crystal Nodes work, exactly. People are basically wondering that because the wording in the Crystal Formation MAR combined with other explanations, seemingly has the Crystal Nodes only transferring hits and not actually firing themselves, that the original firing model isn't actually shooting at the end target and therefore is immune to the Hard Target MAR, Cloaking and similar effects when firing through a Crystal Node.

I understand why the wording might seem confusing. In an attempt to alleviate this I've re-worded the MAR to clear things up.

Crystal Formation MAR

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.

Flanking Forces and Reserves

It seems these are only available as part of a pre-planned scenario? Is the time and method they arrive to be dictated by the scenario?

Correct. Flanking and Reserves are only available as part of a specific scenario condition and so their arrival will be noted in the scenario's relevant text or through some other gaming condition.

In regards to Line of Sight (LOS)

If we assume that;

Light LOS Class = 1

Armoured LOS Class = 2

Elevated LOS Class = 3

Flying LOS Class = 4

The below diagrams are from a side perspective, as this is a question about models drawing LOS over other models, not around them.

1 | 1 | 2

According to the rules, the left 1 in the above diagram **CANNOT** draw LOS to the 2, but the 2 can draw LOS to the 1.

2 | 2 | 3

According to the rules, the left 2 in the above diagram **CAN** draw LOS to the 3, and the 3 can also draw LOS to the 2 - this example has the same level difference of 1 level between the two models as the first example does, however only this example allows LOS to be drawn both ways. Is this correct?

Yes

Aquan Hardened Shell Special Rule

People are wondering exactly when this ceases to apply;

Any Aquan Armoured model with a Damage Marker loses its Hardened Shell rule. If a model suffers a heavy amount of hits, capable of doing multiple levels of damage, only the FIRST point on the DR gains the benefit as the model would have taken a point of damage before allocating the excess hits that might cause more.

Cyber Weapons

When making a Cyber Weapon attack, what is the correct method used to apply the hits to the target's DR. Is it always the first listed DR of the closest model, or are the hits applied exactly like normal damaging hits?

The first model in the squadron (using relevant Damage/Flanks/Aft conditions, etc) is always used as the target of the attack, with any excess hits reverting back to THAT model. Imagine the squadron being linked via communications and interfaces, and then the Cyber Weapon hacking into this link to disrupt the squadron as a whole.

Example – A Squadron of 2 Directorate Trojan Cyber Warfare Tanks are firing at a Squadron of 3 Aquan Lamana Medium Skimmers (DR 6+5) with the closest model having a Damage Marker and being hit in the Flank.

The Trojans roll 9 hits.

The Aquan Hardened Shell is no longer applied (due to the Damage Marker), and the Flank Attack reduces the remaining DR of the closest Lamana to 4!

This means the Directorate player gets 2 rolls on the Cyber Table and applies both results.

Directorate Punisher Drone

1) From the very specific wording in regarding Coherency (on the bottom of page 67), it seems that although the Drone is a part of the Squadron it is attached to, it can actually move away as far as it wants from both its Launch Vehicle and the Squadron it has been attached to, is this correct?

No. Once launched, a Punisher Drone becomes part of the squadron, and must remain within 4" of one of its fellow squadron members.

2) What happens if the Stalker Drone Launcher Tank is destroyed before the Drone has had a chance to launch?

The Drone is destroyed.

3) How is a Drone Deployed?

At the end of ANY Movement Action, the Drone is placed on the tabletop in Coherency (4" because it's a Flyer) with the rest of its squadron.

4) How are the Hit Numbers determined when firing at a squadron with Armoured Targets and Aerial Targets such as the Stalker Tanks and its Punisher Drone?

When announcing an attack against a Squadron with both Ground and Aerial Targets, the firer must announce whether they are engaging the Ground elements or the Aerial Elements, with any excess hits caused against models at the targeted Height Level being ignored.

Disembark and Embark

1) There is some confusion here in regards to exactly how these two actions are supposed to play out, as in, can they be linked together and occur in the same activation. The description for how you Embark seems to allow an Infantry Squadron to Disembark from a vehicle (making a Cruise move as part of the Disembark) and then if they find themselves touching a building, it seems they are allowed to immediately Occupy the building in the same activation. Or to Disembark from a building and immediately Embark onto a Transport.

An Embark Movement Action and a Disembark Movement Action are separate entities and since a squadron may only ever perform ONE Movement Action per Activation, Infantry may NOT combine both Actions in the same Activation. The only time an Infantry squadron may *Disembark*

(a Movement Action) from a Transport and find themselves *Occupying* a building would be as a result of a successful Storming CQB Action.

2) When Disembarking, do you first place the Infantry models in base to base with the transport and then move them, **OR** do you simply measure the Cruise move from the transports base and then place the Infantry models?

Place the Infantry models in base to base with the transport and then move them. Any models that cannot be placed are removed as casualties, incurring a Disorder Test where applicable.

Ramming and Collisions

- Can a hover squadron ram a non-hover squadron...can a non-hover squadron ram a hover squadron...can flyers ram non-flyers...can flyers ram flyers?

Hover Vehicles may Ram surface models if desired and vice versa.

Flyers may NEVER perform or be the target of, a Ram Action.

- Can a ramming model come into contact, and ram multiple models? Does the ramming model have to stop once it contacts the rammed model, or can it complete its Flat Out move, either before or after the rammed models Avoidance Move?

A Ramming Model may only ever announce ONE target squadron to Ram and must stop short of any other elements they might come into contact with. A Ramming model must target the closest squadron along its line of movement and may complete its Flat Out Move if able.

- The title of this sub section is "Ramming And Collisions"...however there is no mention at all about colliding. What is a collision? Is it an accidental touching of models during the movement segment? What happens if the model that collides during its movement is a smaller model than the model/s it collides with and thereby doesn't fulfil the conditions of ramming.

There are no Collisions. Models that would collide with elements are considered to have performed a **Ramming Action** against the contacted model (s) instead. In the case of these 'accidents' Smaller models do not require to take the Disorder Test but must still perform an Avoidance Move.

- If there is such a thing as a collision, when a Leviathan "Charges" another Leviathan to get into base to base to use its Leviathan CQB stat, is this treated as a collision before Leviathan CQB is resolved?

No collision takes place. The hand to hand combat is considered to be sufficient to represent these mighty war engines clashing.

- With Squadrons able to be positioned in any pattern and also be quite stretched or spread out from closest to furthest, is the Avoidance Move limited to 4", or do all models have to move until they are 4" away from the Squadron that just rammed them, potentially moving several more inches than 4"?

The limit on movement is 4" since no base in the game is bigger than that.

- Does a rammed Squadron make an Avoidance Move, or just the models that were rammed?

Only models that are touched in base contact are permitted to make an Avoidance Move.

• What if the Avoidance Move of 4" takes a model CLOSER to an enemy model from the Squadron that just rammed its Squadron (say the enemy models are position such that they surround it)?

This is acceptable.

• Do models making an Avoidance Move have to remain in Squadron Coherency?

No. These models are making an out of sequence movement, and so will only be governed by Coherency during their own Activation.

• What if a model or Squadron cannot complete a full 4" Avoidance Move due to blocking terrain, board edge and/or enemy models? Is an Avoidance Move a forced move...so will models be forced off the board edge, or forced into a collision with other models?

Players are encouraged to make allowances in this case and move the models in a manner that is acceptable to both parties. Models should NOT be removed as casualties as a result of this accommodation.

• Can you collide with terrain pieces, if so, how does this work?

No. Collisions with terrain is not included in the rules. With the possibilities for terrain being infinite in a Sci-Fi environment, such things would be very complicated.

In addition to the questions brought forwards in the FAQ, please refer to the rules changes below.

Rules Amendment – Lumbering MAR

In the rulebook on page 119, the Lumbering MAR should read:

Lumbering MAR

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 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 its target, as the contact will be resolved later in the activation in the form of a Leviathan Close Quarters Battle Action.

Rules Amendment – Sky Drop Nexus [*Limitation, Value*] MAR

In the rulebook on page 121, the Sky Drop Nexus [*Limitation, Value*] MAR should read:

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 Phase**. In some cases, the **Sky Drop Nexus** MAR will have a limitation attached to it – this means that these Sky Drop Markers may only be used to bring down elements stated as the *Limitation* noted in the brackets.