



SORYLIAN COLLECTIVE AND VEYDRETH TRIBES



This document contains model statistics for the
Sorylian Collective and Veydreth Factions.

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









These statistics have been made available as a free download to support the **Firestorm: Planetfall Rulebook.** The contents of these documents are Copyright Spartan Games, but have been made available to our community for personal use only.

Revisions to this document will occur as new models are announced and enter the Spartan Games release schedule. Please check our online downloads at **www.spartangames.co.uk** for the latest version of this document.

Version 6.0
Last updated March 24th, 2016

SORYLIAN COLLECTIVE

WEAPON TABLE RULES

SORYLIAN COLLECTIVE / VEYDRETH WEAPONS TABLE		
Weapons	Model Assigned Rule	
Nar'Vak Titan Cannon	<i>Terror Weapon</i>	
Kor'Nak Heavy Cannon	<i>Terror Weapon</i>	
Vaan Scatter Cannon	<i>Scatter</i>	
Har'Mok Precision Missiles	<i>Interceptor & Pinpoint [2]</i>	 
Koli Concussion Gun	<i>Scatter & Terror Weapon</i>	 
Sar'Nav Grenade Launcher	<i>Anti-Personnel</i>	
Ikori Beam Lance	<i>Pinpoint [1]</i>	

SORYLIAN COLLECTIVE & VEYDRETH

FACTION RULES

Tactical Bonus	<ul style="list-style-type: none"> The Forces of Sorylian Collective have a Tactics Bonus = +2.
Logistical Strength	<ul style="list-style-type: none"> Sorylian Collective Forces may purchase Logistics Points for +25 Points each. Sorylian Collective Forces may spend up to 4 Logistics Points in a single Bid Action. Sorylian Collective Forces may elect to spend Logistics Points during the <i>Play TACs Step of the Pre-Turn Phase</i> to place Squadrons on Overwatch: <ul style="list-style-type: none"> It costs 1 Logistics Point to place a Light Squadron on Overwatch. It costs 2 Logistics Points to place an Armoured Squadron on Overwatch, unless it is a Heavy Armoured Squadron (identified as having the word Heavy in its designation) or Leviathan Squadron (identified as having the word Leviathan in its designation) which cost 3 Logistics Points to place on Overwatch. Aerial Forces may NOT use Logistics Points to be placed on Overwatch unless specifically noted. In the case of mixed Squadrons (<i>A Squadron made up of Light and Armoured Elements for example</i>) use the largest Logistics Cost.
Sky Drop Capability	<ul style="list-style-type: none"> The Forces of the Sorylian Collective set their initial Sky Drop Site Markers to 6. The Forces of the Sorylian Collective set their initial Artillery Drop Site Markers to 4.
Artillery	<ul style="list-style-type: none"> The Forces of Sorylian Collective use Artillery with 5D6 Attack Dice. All Sorylian Collective Artillery Attacks use the <i>Barrage</i> and <i>Scatter</i> MARs.
Special Rules	<ul style="list-style-type: none"> Saturation Fire - All Sorylian Armoured and Leviathan Elements may re-roll any Initial rolls of a 1 during a Main Ordnance Attack fired at Effective Range, the second result must be accepted. Supreme Hunters – Any Veydreth Attacks using Pinpoint Weapons during a Main Ordnance Attack may re-roll a single dice when determining if a Pinpoint Attack has successful.

SORYLIAN COLLECTIVE

HELIX BUILDING

SORYLIAN COLLECTIVE CORE HELIX		
REQUISITES	1	Huk’Ka Heavy Walker Squadron
	1-2	Bor’Ka Medium Walker Squadrons
	1-2	Ka’Kun Light Skiff Squadrons
OPTIONS	0-2	<i>Mul’Kat Light Infantry Cadres. Each Cadre may purchase a Bol’Vak Light Transport Skiff for the appropriate points. If the Transport is purchased the Infantry Cadre MUST be deployed embarked upon it.</i>
	0-2	<i>Kul’Vok Heavy Infantry Cadres</i>

SORYLIAN COLLECTIVE HEAVY HELIX		
REQUISITES	1	Huk’Vok’Ka Heavy Armour Squadron
OPTIONS	0-1	<i>Sor’Ka Tank Hunter Squadron</i>
	0-1	<i>Ka’Kun Light Skiff Squadron</i>

SORYLIAN COLLECTIVE FIREPOWER LEVIATHAN HELIX		
REQUISITES	1	Nor’Bar’Ro Ancient Leviathan
OPTIONS	0-2	<i>Ka’Kun Light Skiff Squadrons</i>

SORYLIAN COLLECTIVE RECON HELIX		
REQUISITES	1	Bol’Vok’Ra Heavy Transport Skiff with a Cadre of Kul’Vok Heavy Infantry Embarked.
OPTIONS	0-2	<i>Ja’Gor Light Recon Walker Squadrons</i>

SORYLIAN COLLECTIVE

HELIX BUILDING

SORYLIAN COLLECTIVE INTERCEPTOR AERIAL HELIX **		
REQUISITES	1	Jor'Mak'Ta Heavy Gunship Squadron
OPTIONS	0-1	<i>Mak'Kun Heavy Interceptor Squadron</i>
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	

SORYLIAN COLLECTIVE GROUND ATTACK AERIAL HELIX **		
REQUISITES	1	Sar'Mak Heavy Gunship Squadron
OPTIONS	0-1	<i>Vro'Mak Gunship Squadron</i>
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	






SORYLIAN COLLECTIVE GROUND COMMAND HELIX **		
REQUISITES	1	Jol'Tak Command Barge
	1	Cadre of Kul'Vok Heavy Infantry. This cadre MUST have a Ro'Mul'Kat War Chief attached and MUST be embarked on-board the Jol'Tak at the start of the battle.
OPTIONS	0-1	<i>Ja'Gor Light Recon Walker Squadron</i>
	<i>**This Helix occupies a Field Support Helix Slot</i>	

SORYLIAN COLLECTIVE ASSAULT HELIX		
REQUISITES	1	Jyal'Ro 'Old One' Battle Squadron
OPTIONS	0-1	<i>Samaru Medium Battle Walker Squadron</i>

VEYDRETH RECON HELIX		
REQUISITES	1	Yok-Ta Medium Recon Skiff - This Squadron gains the Command Element (8") MAR for free.
	1	Nuk Su Light Recon Skiff Squadron
	0-1	<i>Nuk Su Light Recon Skiff Squadron</i>

SORYLIAN COLLECTIVE

LEVIATHAN HELIX

SORYLIAN COLLECTIVE		FIREPOWER LEVIATHAN – NOR'BAR'RO				800 Points													
WEAPONS						Mv	DR	SH	CQB										
Weapon	MAR	Arc	RB	R"	AD	5" / 8"	12+10+10+9	3	12/12										
Dual Nar'Vak TITAN CANNON		F	EF	24	15	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Elevated</td> <td>Elite</td> <td>13</td> </tr> </tbody> </table>						Sq-Size	LoS Class	Quality	TV	1	Elevated	Elite	13
Sq-Size	LoS Class	Quality	TV																
1	Elevated	Elite	13																
			LR	48	18														
Har'Mok PRECISION MISSILES	 2	F/R/A	EF	20	9														
			LR	40	6														
Har'Mok PRECISION MISSILES	 2	F/L/A	EF	20	9														
			LR	40	6														
Koli (Body) CONCUSSION GUN		F	EF	8	15														
			LR	16	10														
Model Assigned Rules		<i>Command Element (24"), Independent Targeting, Lumbering, Walker</i>																	
Additional Rules		• Conditioned – All Ka'Kun Light Skiffs in the Helix MUST upgrade to have the <i>Fearless</i> MAR for +5 Points per model																	

The factions that make up the Sorylian Collective are many and varied, but few are held in higher regard than the No'Bar'Ro Ancients.





To an untutored outsider they appear to be simple beasts of burden, but nothing could be further from the truth. The Ancients are often referred to as Loremasters in Sorylian culture and are sought out by many commanders prior to battle for advice and counsel.

Armed with a powerful set of Nar'Vak Titan Cannons, Koli Concussion Guns and Har'Mok Precision Missiles, the Ancient schools a cadre of acolytes in the ways of war whilst the honoured acolytes observe and follow the directions of their ancient scholar as he strides into battle against the enemies of the Sorylian Collective.



SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE		HEAVY COMMAND SKIFF – JOL'TAK				525 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon (Mounting)	MAR	Arc	RB	R"	AD	8" / 14"	10+9+9	4	12
Nar'Vak TITAN CANNON		F	EF LR	24 48	10 16				
Heavy Sar'Nav GRENADE LAUNCHERS		R	EF LR	10 20	12 8				
Heavy Sar'Nav GRENADE LAUNCHERS		L	EF LR	10 20	12 8				
Nexus DESIGNATOR		AR	EF LR	36 -	6 -				
Model Assigned Rules						Artillery Nexus, Artillery Support (1), Command Element (16"), Hover Vehicle, Independent Targeting, Shield Projector (+2, 12"), Transport (10)			
Additional Rules						<ul style="list-style-type: none"> • Garrison Command – A Helix containing the Jol'Tak Command Skiff may purchase Kul'Vok Heavy Infantry for 10 Points LESS than the listed cost • Command Centre – A Force that contains a Jol'Tak Command Barge may take an ADDITIONAL Tactical Action Card over and above the number stated for the game size. In addition no friendly Sorylian forces within the Jol'Tak's Command Radius are required to take Disorder Tests due to the loss of their own Command Element • Artillery Nexus – When called upon to deliver an Artillery Strike with a Nexus Designator this model may CHOOSE the direction of Deviation measured from the Artillery Marker rather than determining randomly 			



The Jol'Tak Command Skiff acts as a command and control point for the numerous Ro'Mul'Kat Warchiefs that lead the hosts of the Sorylian Collective. With their Kul'Vok Bodyguards in close attendance these venerable warriors fight alongside their subjects on the fields of battle spurring them on with their own acts of valour and ferocity.




The vehicle is fitted with an extremely powerful communications devices and a prototype New-Dawn Nexus Designator that greatly improves the effectiveness of Sorylian artillery barrages. This new technology allows the Sorylians to deploy their artillery with pinpoint accuracy leading the other factions in the Firestorm Galaxy to quail in fear as the Sorylians reinforce their dominance in the field of pre-plotted heavy ordnance.



SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE		HEAVY SUPPORT WALKER – HUK'VOK'KA				300 Points												
WEAPONS						Mv	DR	SH	CQB									
Weapon	MAR	Arc	RB	R"	AD	5"/8"	8+7+6	2	3									
Dual Nar'Vak TITAN CANNON		AR	EF	24	10	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Armoured</td> <td>Regular</td> <td>5</td> </tr> </tbody> </table>					Sq-Size	LoS Class	Quality	TV	1	Armoured	Regular	5
Sq-Size	LoS Class	Quality	TV															
1	Armoured	Regular	5															
			LR	48	16													
Nexus DESIGNATOR		AR	EF	36	5	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Armoured</td> <td>Regular</td> <td>5</td> </tr> </tbody> </table>					Sq-Size	LoS Class	Quality	TV	1	Armoured	Regular	5
Sq-Size	LoS Class	Quality	TV															
1	Armoured	Regular	5															
			LR	-	-													
Nexus DESIGNATOR		AR	EF	36	5	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Armoured</td> <td>Regular</td> <td>5</td> </tr> </tbody> </table>					Sq-Size	LoS Class	Quality	TV	1	Armoured	Regular	5
Sq-Size	LoS Class	Quality	TV															
1	Armoured	Regular	5															
			LR	-	-													
Model Assigned Rules		<i>Artillery Support [1], Command Element [8"], Walker</i>																
Additional Rules		None																

SORYLIAN COLLECTIVE		HEAVY BATTLE WALKER – HUK'KA				240 Points												
WEAPONS						Mv	DR	SH	CQB									
Weapon	MAR	Arc	RB	R"	AD	5"/8"	8+7+6	2	7									
Kor'Nak HEAVY CANNON		AR	EF	20	6	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1 or 2</td> <td>Armoured</td> <td>Regular</td> <td>4 or 9</td> </tr> </tbody> </table>					Sq-Size	LoS Class	Quality	TV	1 or 2	Armoured	Regular	4 or 9
Sq-Size	LoS Class	Quality	TV															
1 or 2	Armoured	Regular	4 or 9															
			LR	40	9													
Vaan SCATTER CANNONS		F	EF	10	9	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>1 or 2</td> <td>Armoured</td> <td>Regular</td> <td>4 or 9</td> </tr> </tbody> </table>					Sq-Size	LoS Class	Quality	TV	1 or 2	Armoured	Regular	4 or 9
Sq-Size	LoS Class	Quality	TV															
1 or 2	Armoured	Regular	4 or 9															
			LR	15	7													
Model Assigned Rules		<i>Command Element [12"], Transport (8), Walker</i>																
Additional Rules		None																

HUK'KA





HUK'VOK'KA



SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE		MEDIUM BATTLE WALKER – BOR'KA					125 Points												
WEAPONS						Mv	DR	SH	CQB										
Weapon	MAR	Arc	RB	R"	AD	6" / 10"	8+6	1	4										
Vaan SCATTER CANNONS		F / L / R	EF	10	8	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>2 or 3</td> <td>Armoured</td> <td>Regular</td> <td>4 or 6</td> </tr> </tbody> </table>						Sq-Size	LoS Class	Quality	TV	2 or 3	Armoured	Regular	4 or 6
Sq-Size	LoS Class	Quality	TV																
2 or 3	Armoured	Regular	4 or 6																
			LR	15	6														
Model Assigned Rules		<i>Recon Specialist, Walker</i>																	
Additional Rules		None																	

SORYLIAN COLLECTIVE		TANK DESTROYER WALKER – SOR'KA					140 Points												
WEAPONS						Mv	DR	SH	CQB										
Weapon	MAR	Arc	RB	R"	AD	5" / 7"	6+5	1	1										
Har'Mok PRECISION MISSILES		F	EF	20	4	<table border="1"> <thead> <tr> <th>Sq-Size</th> <th>LoS Class</th> <th>Quality</th> <th>TV</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>Armoured</td> <td>Regular</td> <td>7</td> </tr> </tbody> </table>						Sq-Size	LoS Class	Quality	TV	3	Armoured	Regular	7
Sq-Size	LoS Class	Quality	TV																
3	Armoured	Regular	7																
			LR	40	6														
Model Assigned Rules		<i>Walker</i>																	
Additional Rules		None																	

SOR'KA






BOR'KA



SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE		LIGHT RECON WALKER - JA'GOR				65 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	10"/16"	6	1	1		
Har'Mok PRECISION MISSILES	 2	F	EF	10	5						
			LR	20	3						
						Sq-Size	LoS Class	Quality	TV		
						4	Armoured	Regular	4		
Model Assigned Rules		<i>Recon Specialist, Take and Hold, Walker</i>									
Additional Rules		None									

SORYLIAN COLLECTIVE		LIGHT SKIFF - KA'KUN				50 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	10"/15"	5	0	2		
Light Sar'Nav GRENADE LAUNCHERS		AR	EF	12	4						
			LR	-	-						
						Sq-Size	LoS Class	Quality	TV		
						3 or 5	Light	Regular	3 or 5		
Model Assigned Rules		<i>Hard Target [-1], Hover Vehicle, Recon Specialist, Take & Hold</i>									
Additional Rules		None									

KA'KUN







JA'GOR



SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE		HEAVY TRANSPORT SKIFF – BOL'VUK'RA				150 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	9"/15"	10+9	1	7	
Vaan SCATTER CANNONS		F	EF	10	12	Sq-Size	LoS Class	Quality	TV	3
			LR	20	6					
Nexus DESIGNATOR		F	EF	24	5	1	Armoured	Regular		
			LR	-	-					
Model Assigned Rules	<i>Artillery Support (1), Command Element (8"), Hover Vehicle, Recon Specialist, Transport (Heavy Infantry only, 8)</i>									
Additional Rules	None									

SORYLIAN COLLECTIVE		MEDIUM TRANSPORT SKIFF – BOL'VAK				120 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	9"/15"	7+6	2	5	
Koli CONCUSSION GUN		F	EF	10	9	Sq-Size	LoS Class	Quality	TV	2
			LR	15	6					
						1	Armoured	Regular		
Model Assigned Rules	<i>Hover Vehicle, Transport [Light Infantry only, 10]</i>									
Additional Rules	None									

BOL'VAK








BOL'VUK'RA



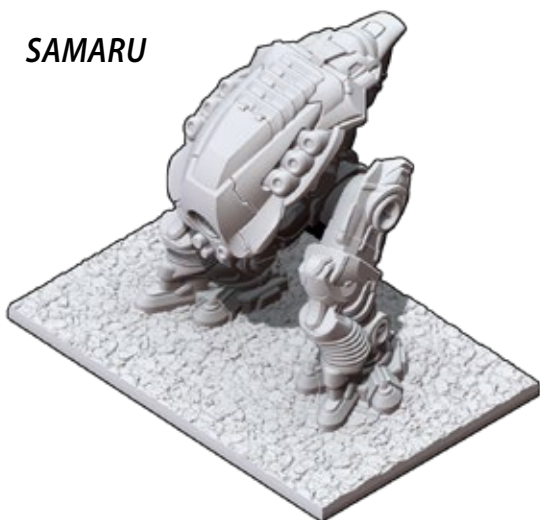
SORYLIAN COLLECTIVE

ARMoured FORCES

SORYLIAN COLLECTIVE						BATTLE WALKER – JYAL'RO					235 Points				
WEAPONS						Mv	DR	SH	CQB						
Weapon (Mounting)	MAR	Arc	RB	R"	AD	8" / 16"	10+8+6	4	6/12						
Left Arm Gurak POWER FIST 			Leviathan CQB Weapon												
Right Arm Koli CONCUSSION GUN 		F		EF 8 15					Sq-Size	LoS Class	Quality	TV			
				LR 16 10		1 or 2	Elevated	Elite	4 or 9						
Model Assigned Rules						<i>Command Element (8"), Fearless, Sectored Armour, Walker</i>									
Additional Rules						<ul style="list-style-type: none"> • Leviathan Weapon – The Gurak Power Fist count as having the <i>Pinpoint (3)</i> and <i>Terror Weapon MARS</i> in Leviathan CQB • Thunderous Charge – The Leviathan may perform a Leviathan CQB Action after moving <i>Flat Out</i>. This CQB Attack is considered to be <i>Rushed</i>. 									

SORYLIAN COLLECTIVE						MEDIUM BATTLE WALKER – SAMARU					135 Points				
WEAPONS						Mv	DR	SH	CQB						
Weapon	MAR	Arc	RB	R"	AD	6" / 12"	9+7	2	7						
Sar'Nav GRENADE LAUNCHERS 		F		EF 10 10					Sq-Size	LoS Class	Quality	TV			
				LR 20 7		2	Armoured	Regular	7						
Model Assigned Rules						<i>Recon Specialist, Walker</i>									
Additional Rules						<ul style="list-style-type: none"> • Munitions Upgrade – This Squadron may upgrade its Sar'Nav Grenade Launchers to have the <i>Barrage MAR</i> for an additional +10 points per model. If this upgrade is chosen all Elements in the Squadron MUST purchase the upgrade. 									

SAMARU







JYAL'RO



SORYLIAN COLLECTIVE

INFANTRY FORCES

SORYLIAN COLLECTIVE		HEAVY INFANTRY CADRE – KUL'VOK				60 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	5" / 8"	6	0	4
Sar'Nav GRENADE LAUNCHER 		AR	EF	12	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Bulky (2), Hard Target (-1), Kill Team, Take & Hold</i>							
Additional Rules		None							

SORYLIAN COLLECTIVE		LIGHT INFANTRY CADRE – MUL'KAT				35 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	4" / 6"	4	0	2
Sar'Nav GRENADE LAUNCHER 		AR	EF	12	5	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Hard Target [-2], Kill Team, Take & Hold</i>							
Additional Rules		<p>Infantry Upgrades – The Mul'Kat Light Infantry Cadre may upgrade existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer Section* for +10 Points – The Cadre gains the <i>Elite</i> Quality Type while the Officer base is alive. • 0-3 Sweeper Teams* for +10 Points each – The upgraded bases increase their CQB by 2. • 0-3 Gun Teams* for +10 Points each – The upgraded bases gain a Sar'Nav Grenade Launcher. <p><i>*These upgraded bases gain the Bulky (2) MAR.</i></p>							

The thundering charge of the Kul'Vok Heavy Infantry brings a quiver of fear to all bar the most hardened battle veterans. These massive bipedal warriors wield a Sar'Nav grenade launcher that would normally be fitted to a vehicle with thoughtless ease, using it to both pulverise the enemy with fire and bludgeon them in close combat.



***KUL'VOK HEAVY
INFANTRY BASE***



***MUL'KAT
INFANTRY
BASE***

***MUL'KAT
GUN TEAM
BASE***



***MUL'KAT
SWEEPER
BASE***





One of the more numerous members of the Sorylian Collective, the Mul'Kat perform many battlefield duties, the most common of these being the formation of Light Infantry Cadres.

These battle-bonded groups are often sent in to secure objectives that their heavier cousins from the Kul'Vok have left in ruins...

The Mul'Kat must not be underestimated however, as they will often assault the enemy with a cold blooded ferocity that leaves their foes reeling.

SORYLIAN COLLECTIVE

INFANTRY FORCES

SORYLIAN COLLECTIVE		WAR CHIEF – RO' MUL'KAT				80 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	5" / 8"	6	0	5		
Sar'Nav		AR	EF	12	4	Sq-Size	LoS Class	Quality	TV		
GRENADE LAUNCHERS			LR	-	-					Att.	Light
Model Assigned Rules		<i>Bulky (2), Hard Target [-1], Kill Team, Take & Hold</i>									
Additional Rules		<ul style="list-style-type: none"> • Directed Fury – All friendly Sorylian Infantry Cadres within 8" of this model gain the Focused Assault MAR • Focused Assault MAR – When Infantry Cadres with this MAR perform a Storming Action, resolve their Attacks simultaneously with the Defenders rather than afterwards 									





The Ro'Mul'Kat War Chiefs are a collection of council members who have achieved their rank through experience and shared knowledge. Learned individuals taken from the ranks of the Mul'Kat cadres they have developed their warcraft under the tutelage of the greatest of the No'Bar'Ro Ancients, and stand out to their subjects as leaders, scholars and warriors one and all.

The War Chiefs often lead Kul'Vok Heavy Infantry into battle atop massive command barges where they use the vantage point to direct their charges into the heat of the fighting



SORYLIAN COLLECTIVE

AERIAL FORCES

SORYLIAN COLLECTIVE		HEAVY INTERCEPTOR GUNSHIP - JOR'MAK'TA				250 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	15" / 20"	8+7+6	2	8
Heavy Koli CONCUSSION GUN		F	EF LR	10 15	10 8				
Sq-Size	LoS Class	Quality	TV						
1	Flying	Regular	5						
Har'Mok PRECISION MISSILES		F	EF LR	12 24	5 7				
Har'Mok PRECISION MISSILES		F	EF LR	12 24	5 7				
Model Assigned Rules	<i>Command Element (16"), Flying Vehicle, Independent Targeting, Sectored Armour</i>								
Additional Rules	<ul style="list-style-type: none"> • Aerial Assault – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Dogfighter – This Squadron may ignore the <i>Sectored Armour</i> MAR when targeting Flying models. Flying Target models may therefore suffer <i>Flanking</i> or <i>Rear</i> penalties to their Damage Rating when attacked by a Dogfighter! 								

This mighty flying vehicle is unusual for interceptors, even those allocated as Heavy Gunships. It has no real desire or need to close with the enemy to perform its duties, armed as it is by a brace of Har'Mok Precision Missile batteries which excel at longer ranges where their target acquisition can perform best.



However, should the enemy close within its effective range of its missiles, the Jor'Mak'Ta is not without teeth, relying instead on a Koli Concussion Gun and a power array of close quarters weaponry to force the enemy back.

JOR'MAK'TA



SORYLIAN COLLECTIVE

AERIAL FORCES

SORYLIAN COLLECTIVE		HEAVY INTERCEPTOR – MAK’KUN					120 Points			
WEAPONS							Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R”	AD	20” / 24”	7	1	3	
Har’Mok PRECISION MISSILES	 2	F	EF	10	4	Sq-Size	LoS Class	Quality	TV	
			LR	20	6					3
Model Assigned Rules		<i>Flying Vehicle, Sectorsed Armour</i>								
Additional Rules		<ul style="list-style-type: none"> • Aerial Assault – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Flying models – These shots are considered to be <i>Rushed</i>. • Dogfighter – This Squadron may ignore the <i>Sectorsed Armour</i> MAR when targeting Flying models. Flying Target models may therefore suffer <i>Flanking</i> or <i>Rear</i> penalties to their Damage Rating when attacked by a Dogfighter! 								

The Mak’Kun Heavy Interceptor is surprisingly manoeuvrable for a Sorylian vehicle and is capable of reaching high speeds as it moves to engage the enemy.



Often fielded as an escort for the larger Jor’Mak’Ta, the squadron will supplement the firepower of its parent my moving to flank the advancing enemy to deliver its own volley of precision missiles.

MAK’KUN



SORYLIAN COLLECTIVE

AERIAL FORCES

SORYLIAN COLLECTIVE		GROUND ATTACK GUNSHIP – SAR'MAK				220 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 24"	8+7+6	2	8
Heavy Koli CONCUSSION GUN		F	EF	10	12				
			LR	15	10				
						Sq-Size	LoS Class	Quality	TV
						1 or 2	Flying	Elite	4 or 9
Model Assigned Rules		<i>Command Element (16"), Fearless, Flying Vehicle, Independent Targeting, Sectored Armour</i>							
Additional Rules		<ul style="list-style-type: none"> • Ground Attack – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Surface models – These shots are considered to be <i>Rushed</i>. • Strafing Run – This Squadron may initiate a CQB Attack during its own activation while moving <i>Flat Out</i> provided the target squadron are Surface Models. These shots are considered to be <i>Rushed</i>. 							

The pilots of the Sorylian Ground Attack Cadres are utterly fearless, engaging the enemy with a directness that causes them to be held in grudging respect by their enemies. Leading the charge are the Sar'Nak Heavy Gunships.

Crashing into the enemy lines with heavy Koli Concussion Guns, the Sar'Maks must get close to deliver their ordnance, but when they do, they cause the enemy to cover in terror as the precise application of force shreds its way through their ranks.

SAR'MAK





When fielded in pairs, the Heavy Gunships deliver the highest level of firepower anywhere in their vehicle class, and only a foolish enemy commander would countenance the Sar'Maks to get close enough to deliver their ordnance!



SORYLIAN COLLECTIVE

AERIAL FORCES

SORYLIAN COLLECTIVE		GROUND ATTACK GUNSHIP – VRO'MAK				140 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	7+6	1	5
Sar'Nav GRENADE LAUNCHER 		F	EF	10	8	Sq-Size	LoS Class	Quality	TV
			LR	15	6				
Model Assigned Rules		<i>Fearless, Flying Vehicle, Sectored Armour</i>							
Additional Rules		<ul style="list-style-type: none"> • Ground Attack – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are Surface models – These shots are considered to be <i>Rushed</i>. • Strafing Run – This Squadron may initiate a CQB Attack during its own activation while moving <i>Flat Out</i> provided the target squadron are Surface Models. These shots are considered to be <i>Rushed</i>. 							

Crewed by yet more fearless Sorylian pilots, the Vro'Mak is brutal and coldblooded in its engagement style. Pilot tactics tend to resolve around getting close and engaging the enemy in close quarters battle and then eliminating the survivors with the close range grenade launchers.

VRO'MAK







The Gunships are fitted with an unusual variation on the Sar'Nav Grenade Launcher that is common throughout the Sorylian forces. Its barrel is enclosed within the chassis of the flyer, making it less flexible in its arcs of fire, but increases the range and potency of the payload.



VEYDRETH TRIBES

RECON FORCES

VEYDRETH TRIBES		MEDIUM RECON SKIFF – YOK-TA				130 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	11" / 16"	8+7	0	5		
Dual Ikori BEAM LANCE		AR	EF	16	6	Sq-Size	LoS Class	Quality	TV		
Nexus DESIGNATOR		AR	EF	24	5				Attachment	Armoured	Regular
			LR	-	-						
Model Assigned Rules		<i>Artillery Support [1], Hard Target [-1], Hover Vehicle, Recon Specialist, Target Lock</i>									
Additional Rules		<ul style="list-style-type: none"> • Alpha Hunter – This model MUST attach to a Nuk-Su Squadron increasing its TV by +3. A maximum of ONE Yok-Ta may attach to a squadron of Nuk-Su. • Dark Stone Targeting Array – When performing a Target Lock Action, a Yok-Ta may re-roll any Initial rolls of a 1. 									

VEYDRETH TRIBES		LIGHT RECON SKIFF – NUK-SU				60 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	11" / 16"	5	0	2		
Ikori BEAM LANCE		F	EF	16	3	Sq-Size	LoS Class	Quality	TV		
			LR	-	-				4	Light	Regular
Model Assigned Rules		<i>Hard Target [-1], Hover Vehicle, Recon Specialist</i>									
Additional Rules		None									

YOK-TA



NUK-SU

