



# TERRAN ALLIANCE AND HAWKER INDUSTRIES



This document contains model statistics for the  
**Terran Alliance and Hawker Industries 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](http://www.spartangames.co.uk) for the latest version of this document.

Version 6.0  
**Last updated March 24th, 2016**

# TERRAN ALLIANCE

## WEAPON TABLE RULES

TERRAN ALLIANCE / HAWKER INDUSTRIES WEAPONS TABLE		
Weapons	Model Assigned Rule	
M205mm Magellan Cannon	<i>Barrage, Terror Weapon</i>	 
M127mm Drake Cannon	<i>Barrage</i>	
G-72 Legacy Laser	<i>Pinpoint [4]</i>	
G-38 Heritage Laser	<i>Pinpoint [2]</i>	
Hammerstrike Missiles	<i>Anti-Personnel &amp; Corrosive</i>	 
Shrike Heavy Rotor Guns	<i>Interceptor &amp; Corrosive</i>	 
Raptor Grenade Launcher	<i>Anti-Personnel</i>	
Swift-Spear Missiles	<i>Pinpoint [1], Interceptor &amp; Corrosive</i>	  
UX-4B Shredder Cannon	<i>Anti-Personnel &amp; Barrage</i>	 

# TERRAN ALLIANCE & HAWKER INDUSTRIES

## FACTION RULES

<b>Tactical Bonus</b>	<ul style="list-style-type: none"> <li>The Forces of Terran Alliance have a Tactics Bonus = +2.</li> </ul>
<b>Logistical Strength</b>	<ul style="list-style-type: none"> <li>Terran Alliance Forces may purchase Logistics Points for +25 Points each.</li> <li>Terran Alliance Forces may spend up to 4 Logistics Points in a single Bid Action.</li> <li>Terran Alliance 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"> <li>It costs <b>1 Logistics Point</b> to place a Light Squadron on Overwatch.</li> <li>It costs <b>2 Logistics Points</b> 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 <b>3 Logistics Points</b> to place on Overwatch.</li> <li>Leviathans and Aerial Forces may <b>NOT</b> use Logistics Points to be placed on Overwatch unless specifically noted.</li> <li>In the case of mixed Squadrons (<i>A Squadron made up of Light and Armoured Elements for example</i>) use the largest Logistics Cost.</li> </ul> </li> </ul>
<b>Sky Drop Capability</b>	<ul style="list-style-type: none"> <li>The Forces of the Terran Alliance set their initial Sky Drop Site Markers to 6.</li> <li>The Forces of the Terran Alliance set their initial Artillery Drop Site Markers to 5.</li> </ul>
<b>Artillery</b>	<ul style="list-style-type: none"> <li>The Forces of Terran Alliance use Artillery with 4D6 Attack Dice.</li> <li>All Terran Alliance Artillery Attacks use the <i>Barrage, Corrosive</i> and <i>Scatter</i> MARs.</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li><b>Strengthened Shields</b> - All Terran Non-Infantry Squadrons may re-roll any <i>Initial</i> roll of a 1 when defending with Shields, the second roll <b>MUST</b> be accepted.</li> <li><b>Legacy Through Fortitude</b> – All Hawker Industries Armoured and Aerial elements may attempt to remove a single existing point of Damage from each squadron during the Repair Segment of the End Phase on a roll of a 4+.</li> </ul>

# TERRAN ALLIANCE

## HELIX BUILDING

TERRAN ALLIANCE CORE HELIX		
REQUISITES	1	Vidar Heavy Tank Squadron
	1-2	Heimdal Medium Tank Squadrons
	1-2	Valkyrie Light Tank Squadrons
OPTIONS	0-2	<i>Hirdmen Light Infantry Cadres. Each Cadre may purchase a Sinir APC for the appropriate points. If the Transport is purchased the Infantry Cadre MUST be deployed embarked upon it.</i>
	0-4	<i>Ullr Medium Specialist Tanks (taken as a combination of Ullr MkI Squadrons or individually as Ullr MkIIs attached to Armoured Squadrons within the Helix.)</i>

TERRAN ALLIANCE HEAVY HELIX		
REQUISITES	1	Tyr Heavy Armour Squadron
OPTIONS	0-1	<i>Baldr Tank Hunter Squadrons</i>
	0-2	<i>Ullr Medium Specialist Tanks (taken as a Ullr MkI Squadron or individually as Ullr MkIIs attached to other Armoured Squadrons within the Helix)</i>

TERRAN ALLIANCE FIREPOWER LEVIATHAN HELIX		
REQUISITES	1	Odin Leviathan
OPTIONS	0-2	Valkyrie Light Tank Squadrons

TERRAN ALLIANCE RECON HELIX		
REQUISITES	1	Freya Light Tank Squadron
OPTIONS	0-1	<i>Hirdmen Light Infantry Cadre. These Infantry MUST be deployed embarked on-board a Sinir APC Tank* purchased for the appropriate points.</i>
	0-1	<i>Huscarl Heavy Infantry Cadre. These Infantry MUST be deployed embarked on-board a Sinir APC Tank* purchased for the appropriate points.</i>
<p><b>*All Sinir Medium APC Tanks in the Recon Helix gain the Recon Specialist MAR for no additional cost*</b></p>		

# TERRAN ALLIANCE

## HELIX BUILDING

<b>TERRAN ALLIANCE INTERCEPTOR AERIAL HELIX **</b>		
<b>REQUISITES</b>	1	Sigyn Heavy Interceptor Gunship Squadron
<b>OPTIONS</b>	0-1	Rindr Interceptor Squadron
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	

<b>TERRAN ALLIANCE GROUND ATTACK AERIAL HELIX **</b>		
<b>REQUISITES</b>	1	Dellingr Heavy Transport
	Huscarl Heavy Infantry Cadre – These infantry MUST be embarked on the Dellingr at the start of the battle.	
<b>OPTIONS</b>	0-1	Hermoor Gunship Squadron
	<i>**An Aerial Helix chosen by a Battle Group may be either Ground Attack or Interceptor</i>	





<b>TERRAN ALLIANCE GROUND COMMAND HELIX **</b>		
<b>REQUISITES</b>	1	Slepnir Command Barge
	1	Hirdmen Light Infantry Grand Company – These infantry MUST be embarked on the Slepnir at the start of the battle.
<b>OPTIONS</b>	0-1	Ullr MkI Medium Anti-Aircraft Tank Squadron
	<i>**This Helix occupies a Field Support Helix Slot</i>	

<b>TERRAN ALLIANCE ASSAULT HELIX</b>		
<b>REQUISITES</b>	1	Loki Battle Robot Squadron
<b>OPTIONS</b>	0-1	Hodr Medium Battle Robot Squadron

<b>HAWKER INDUSTRIES AERIAL HELIX</b>		
<b>REQUISITES</b>	1	Sheriff Heavy Gunship Squadron
<b>OPTIONS</b>	0-1	Guardsmen Interceptor Squadron

# TERRAN ALLIANCE

## LEVIATHAN HELIX

TERRAN ALLIANCE		FIREPOWER LEVIATHAN – ODIN				775 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	6" / 10"	10+10+9+9	6	12/5	
G-72 Legacy (L-Arm) DUAL LASER		L / F	EF	18	18	Sq-Size	LoS Class	Quality	TV	13
			LR	36	16					
Raptor (Body) LAUNCHER		AR	EF	10	12	1	Elevated	Elite	13	
			LR	20	10					
Shrike (R-Arm) HEAVY ROTOR GUNS		F / R	EF	12	15	1	Elevated	Elite	13	
			LR	24	12					
Nexus (R-Arm) DESIGNATOR		R / F	EF	30	6	1	Elevated	Elite	13	
			LR	-	-					
Model Assigned Rules	<i>Artillery Support [1], Command Element [16"], Independent Targeting, Lumbering, Shield Projector [1, 16"], Walker</i>									
Additional Rules	<ul style="list-style-type: none"> <li>• <b>Conditioned</b> – All Valkyrie Light Recon Tanks taken in this Helix upgrade to be <i>Elite Quality</i> for no additional cost</li> <li>• <b>Nuclear Munitions</b> – This model may upgrade its Raptor Grenade Launcher Weaponry to have the <i>Terror Weapon</i> MAR in addition to any other effects for an additional +15 points.</li> </ul>									

The Odin Class Leviathan advances through the battlefield shrugging off all bar the most concerted attacks using a combination of heavy armour and overlapping shield technology. Armed with a powerful G-72 Legacy Laser, this Terran war machine is one of the most powerful vehicle killers in the Firestorm Galaxy – woe betide the enemy that presents its flank to this behemoth!




In addition to its main armament, the Odin also carries a powerful Shrike Heavy Rotor Gun for engaging aerial threats and a number of body mounted Heavy Raptor Grenade Launchers for overwhelming dug-in enemy Infantry at short range.

Finally, the Odin has the ability to execute Artillery Attacks using a Nexus Designator. Whilst only short range, the Odin frequently uses the attack to defend itself from approaching foes by calling down the attack upon itself!.... shrugging off the damage and destroying any remnants of surrounding foes with a combination of grenades and close quarters battle.



# TERRAN ALLIANCE

## ARMoured FORCES

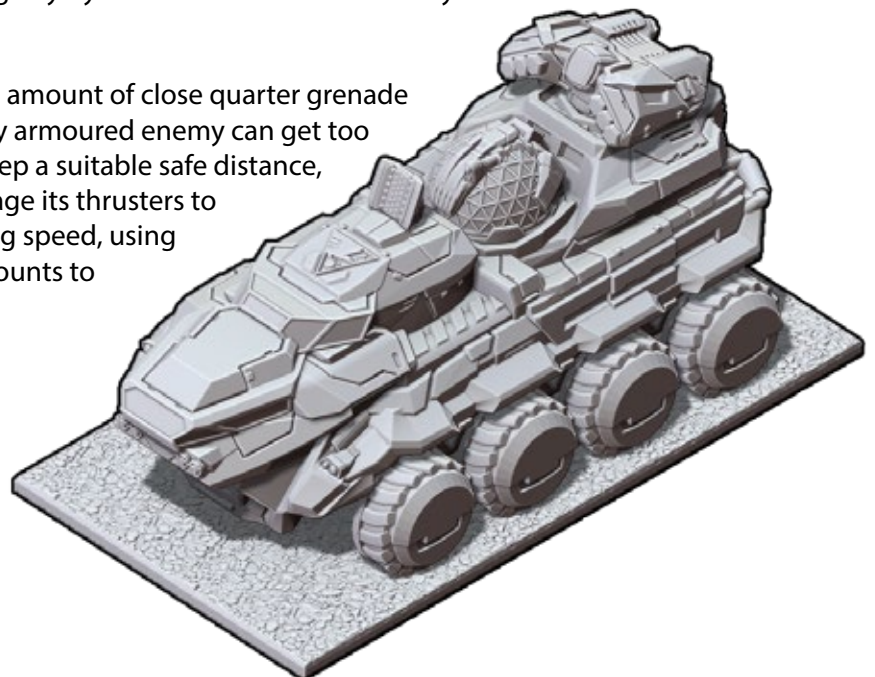
TERRAN ALLIANCE		HEAVY COMMAND BARGE – SLEPNIR				500 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon (Mounting)	MAR	Arc	RB	R"	AD	7" / 10"	10+10+9	6	16	
Hammerstrike MISSILE LAUNCHER		F	EF	18	12	Sq-Size	LoS Class	Quality	TV	10
Shrike HEAVY ROTOR GUNS		AR	EF	12	12					
Nexus DESIGNATOR		AR	EF	30	6					
			LR	24	9					
			LR	-	-					

Model Assigned Rules	<i>Artillery Support (2), Assault Vehicle, Command Element (16"), Independent Targeting, Lumbering, Shield Harmonics Projector (+2), Tracked/Wheeled Vehicle, Transport (20)</i>
Additional Rules	<ul style="list-style-type: none"> <li>• <b>Garrison Command</b> – A Helix with a Slepnr Command Barge may purchase Hirdmen Light Infantry for 5 Points <b>LESS</b> than the listed cost</li> <li>• <b>Command Centre</b> – A Force that contains a Slepnr Command Barge may take an <b>ADDITIONAL</b> Tactical Action Card over and above the number stated for the game size. In addition no friendly Terran Alliance forces within the Slepnr's Command Radius are required to take Disorder Tests due to the loss of their own Command Element</li> <li>• <b>Rapid Insertion Vehicle</b> – This Squadron may initiate a CQB Attack during its own activation while moving Flat Out provided the target squadron are Surface Models. These shots are considered to be Rushed</li> <li>• <b>Vehicle Refit</b> – This model may upgrade to have a Shrike Heavy Rotor Gun-Turret. If this upgrade is taken the model loses its Shield Harmonics Projector (+2) MAR (see below)</li> <li>• <b>Shield Harmonics Projector (+2) MAR</b> – During its own activation this model may nominate a nearby Shielded Squadron from the same Faction within 8" to increase its Shield Rating by the Value listed in the brackets. This bonus to Shield Ratings may <b>NOT</b> be combined with any other Shield boosting effect. The target Squadron gains the improvement until the End Phase</li> </ul>


Designed specifically to carry the best of Terran Ground Infantry right into the middle of the fighting, the Terran Slepnr is not built to stand at the back watching idly by as the rest of the Terran army engages!



It is equipped with a massive amount of close quarter grenade pods, ensuring that no lightly armoured enemy can get too close. Even if they were to keep a suitable safe distance, the Command Tank can engage its thrusters to close the gap with frightening speed, using its stabilised grenade pod mounts to deliver a knockout blow.



# TERRAN ALLIANCE

## ARMoured FORCES

TERRAN ALLIANCE		HEAVY SUPPORT TANK – TYR					300 Points				
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	7+7+6	3	3		
Dual G-72 Legacy LASER		AR	EF LR	18 36	16 12						
						Sq-Size	LoS Class	Quality	TV		
						1	Armoured	Regular	5		
Model Assigned Rules		Command Element [8"], Tracked/Wheeled Vehicle									
Additional Rules		None									

TERRAN ALLIANCE		HEAVY TANK – VIDAR					250 Points				
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	7+6+6	4	7		
Linked M205 Magellan CANNON		AR	EF LR	10 20	16 10						
Hammerstrike MISSILE LAUNCHER		F	EF LR	18 36	9 8						
						Sq-Size	LoS Class	Quality	TV		
						1 or 2	Armoured	Regular	4 or 9		
Model Assigned Rules		Command Element [12"], Tracked/Wheeled Vehicle									
Additional Rules		None									

TYR





VIDAR







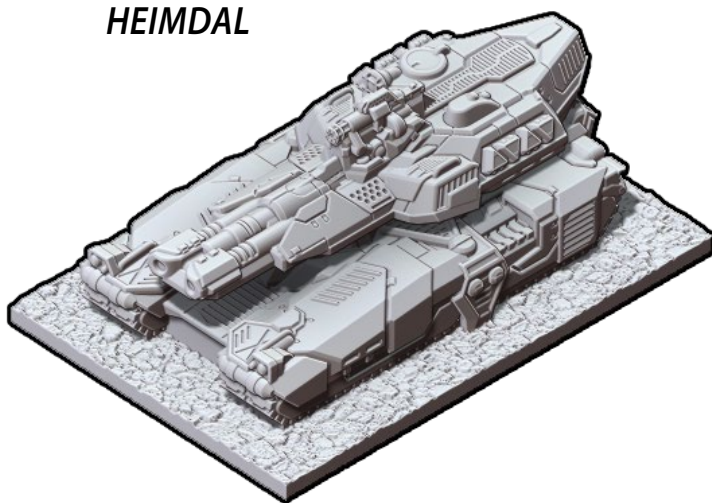
# TERRAN ALLIANCE

## ARMoured FORCES

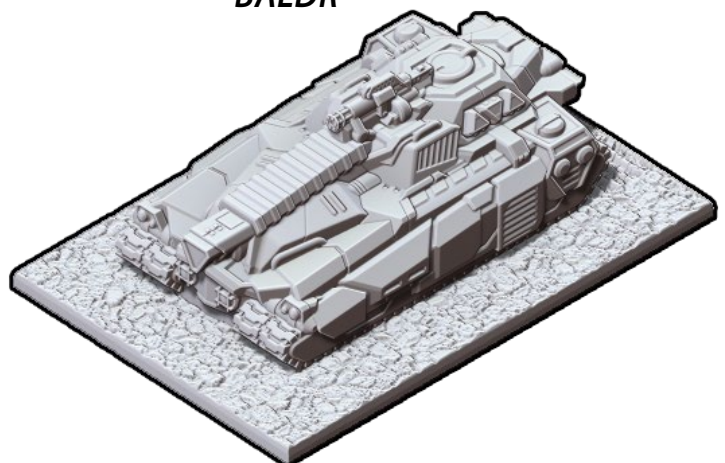
TERRAN ALLIANCE		MEDIUM BATTLE TANK – HEIMDAL				125 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+6	3	4		
M127 Drake CANNON		AR	EF	10	8						
			LR	20	7						
						Sq-Size	LoS Class	Quality	TV		
						2 or 3	Armoured	Regular	4 or 7		
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>									
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Nuclear Munitions</b> – This model may upgrade its M127 Cannon to have the <i>Terror Weapon</i> MAR in addition to any other effects for an additional +10 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade</li> </ul>									

TERRAN ALLIANCE		TANK DESTROYER – BALDR				120 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+5	2	1		
G-38 Heritage LASER		F	EF	20	6						
			LR	40	4						
						Sq-Size	LoS Class	Quality	TV		
						2 or 3	Armoured	Regular	4 or 6		
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>									
Additional Rules		None									

HEIMDAL






BALDR



# TERRAN ALLIANCE

## ARMoured FORCES

TERRAN ALLIANCE		MED. ANTI-AIRCRAFT TANK – ULLR MKI				110 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+6	2	2
Shrike HEAVY ROTOR GUNS 		AR	EF	12	9	Sq-Size	LoS Class	Quality	TV
			LR	24	7				
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		MEDIUM SHIELD TANK – ULLR MKII				85 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+6	2	5
						Sq-Size	LoS Class	Quality	TV
Model Assigned Rules		<i>Improved Shield Harmonics [+1], Tracked/Wheeled Vehicle</i>							
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Attachment</b> – This Model MUST attach to an Armoured Squadron in the Helix, increasing the Squadron's TV by +2. An Armoured Squadron may not take more than ONE attachment.</li> </ul>							

ULLR MK I



ULLR MK II



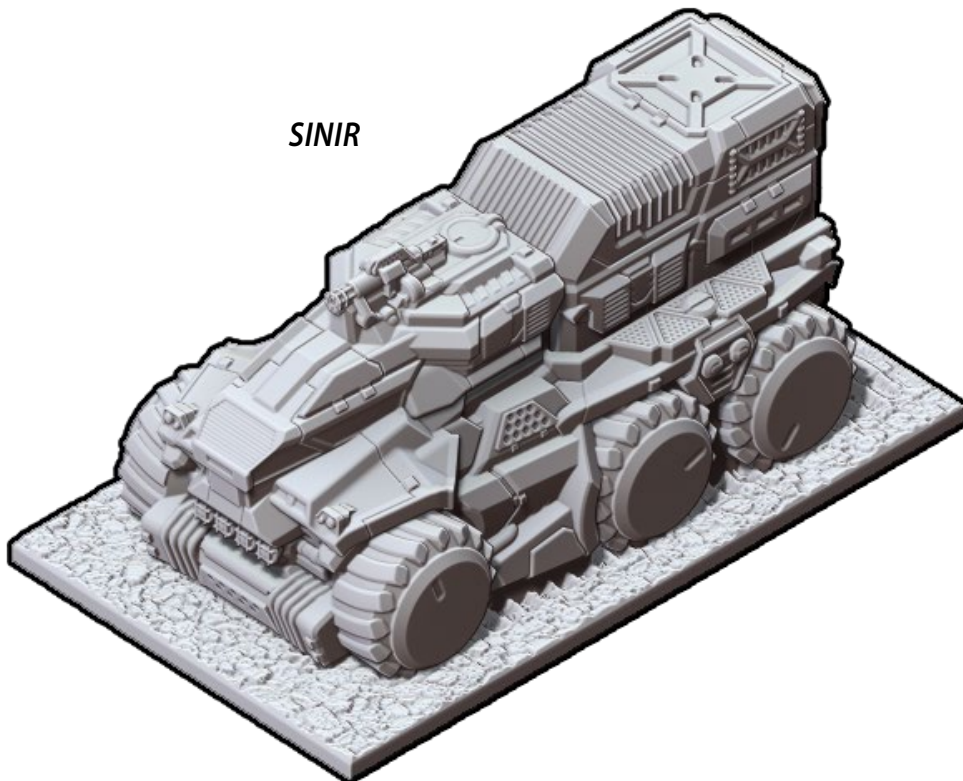
# TERRAN ALLIANCE

## ARMoured FORCES

TERRAN ALLIANCE						MEDIUM APC TANK – SINIR						95 Points			
WEAPONS						Mv	DR	SH	CQB						
						8" / 10"	7+6	3	7						
Weapon	MAR	Arc	RB	R"	AD	Sq-Size	LoS Class	Quality	TV						
						1	Armoured	Regular	2						
Model Assigned Rules						Assault Vehicle, Tracked/Wheeled Vehicle, Transport [10]									
Additional Rules						<ul style="list-style-type: none"> <li>• Rapid Insertion Vehicle – A Squadron of Infantry may <i>Disembark</i> from the vehicle even if the Transport moved <i>Flat Out</i>.</li> </ul>									



Simple and effective, the Sinir Armoured Personnel Carrier points towards a strong modular tradition in Terran military thinking. Used to transport Light and Heavy Infantry in to the battle zone, this assault vehicle is present almost everywhere a rapid response insertion vehicle is needed.



Whilst not armed with ranged weapons, the Sinir does have a fearsome array of close quarter battle weapons, perfect for supporting its transported troops as they move in to attack enemy formations.



# TERRAN ALLIANCE

## ARMoured FORCES

TERRAN ALLIANCE		LIGHT TANK – VALKYRIE				50 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	4	1	2		
Raptor GRENADE LAUNCHERS 		AR	EF	10	3						
			LR	-	-						
						Sq-Size	LoS Class	Quality	TV		
						3 or 5	Light	Regular	3 or 5		
Model Assigned Rules		<i>Hard Target [-1], Recon Specialist, Take &amp; Hold, Tracked/Wheeled Vehicle</i>									
Additional Rules		<b>Nuclear Munitions</b> – This model may upgrade its Raptor Grenade Launcher to have the <i>Terror Weapon</i> <b>MAR</b> in addition to any other effects for an additional +5 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade									

TERRAN ALLIANCE		LIGHT TANK – FREYA				55 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	5	1	2		
G-38 Heritage LIGHT LASER 		F	EF	10	3						
			LR	20	3						
						Sq-Size	LoS Class	Quality	TV		
						5	Light	Regular	5		
Model Assigned Rules		<i>Command Element (8"), Hard Target (-1), Recon Specialist, Take &amp; Hold, Tracked/Wheeled Vehicle</i>									
Additional Rules		None									

**VALKYRIE**











**FREYA**



# TERRAN ALLIANCE

## ARMoured FORCES

TERRAN ALLIANCE		BATTLE ROBOT – LOKI				235 Points						
WEAPONS						Mv	DR	SH	CQB			
Weapon (Mounting)	MAR	Arc	RB	R"	AD	7" / 13"	7+7+6	4	10/5			
G-14 Polaris LANCE	 	Leviathan CQB Weapon					Sq-Size	LoS Class	Quality	TV		
Linked Raptor LAUNCHER		AR	EF	10	12	1 or 2	Elevated	Elite	4 or 8			
			LR	15	9							
Model Assigned Rules		<i>Command Element [8"], Walker</i>										
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Leviathan Weapon</b> – The G-14 Polaris Lance counts as having the <i>Pinpoint (2)</i> and <i>Terror Weapon MARs</i> in Leviathan CQB</li> <li>• <b>Thunderous Charge</b> – The Leviathan may perform a Leviathan CQB Action after moving <i>Flat Out</i>. This CQB Attack is considered to be <i>Rushed</i>.</li> <li>• <b>Nuclear Munitions</b> – This model may upgrade its Raptor Grenade Launcher Weaponry to have the <i>Terror Weapon MAR</i> in addition to any other effects for an additional +15 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade</li> </ul>										

TERRAN ALLIANCE		MEDIUM BATTLE ROBOT – HODR				145 Points						
WEAPONS						Mv	DR	SH	CQB			
Weapon (Mounting)	MAR	Arc	RB	R"	AD	7" / 13"	7+7	3	6/10			
Dual G-14 Polaris LANCES	 	Leviathan CQB Weapon					Sq-Size	LoS Class	Quality	TV		
Body Mtd. Raptor LAUNCHER		F+L+R	EF	10	8	2	Elevated	Elite	7			
			LR	-	-							
Model Assigned Rules		<i>Command Element [8"], Walker</i>										
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Leviathan Weapon</b> – The G-14 Polaris Lances count as having the <i>Pinpoint (2)</i> and <i>Terror Weapon MARs</i> in Leviathan CQB</li> <li>• <b>Thunderous Charge</b> – The Leviathan may perform a Leviathan CQB Action after moving <i>Flat Out</i>. This CQB Attack is considered to be <i>Rushed</i>.</li> <li>• <b>Hunting Pack</b> – If BOTH members of the Squadron manage to reach Leviathan CQB against the same foe, increase the <i>Pinpoint Value MAR</i> of their Leviathan CQB attack to 4.</li> <li>• <b>Nuclear Munitions</b> – This model may upgrade its Raptor Grenade Launcher Weaponry to have the <i>Terror Weapon MAR</i> in addition to any other effects for an additional +5 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade</li> </ul>										

HODR







LOKI



# TERRAN ALLIANCE

## INFANTRY FORCES

TERRAN ALLIANCE		HEAVY INFANTRY – HUSCARL				60 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	4" / 8"	6	1	3		
Dual Raptor GRENADE LAUNCHERS 		AR	EF	10	5						
			LR	-	-	Sq-Size	LoS Class	Quality	TV		
						4	Light	Regular	4		
Model Assigned Rules		<i>Bulky [2], Hard Target [-1], Take &amp; Hold</i>									
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Nuclear Munitions</b> – This model may upgrade its Raptor Grenade Launcher to have the <i>Terror Weapon</i> <b>MAR</b> in addition to any other effects for an additional +5 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade</li> </ul>									

TERRAN ALLIANCE		LIGHT INFANTRY – HIRDMEN				25 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	4" / 8"	3	0	2		
Raptor* GRENADE LAUNCHERS 		AR	EF	10	4						
			LR	-	-	Sq-Size	LoS Class	Quality	TV		
						4 or 6	Light	Regular	2 or 3		
Model Assigned Rules		Hard Target (-2), Take & Hold									
Additional Rules		<p><b>Infantry Upgrades</b> – The Hirdmen Infantry Cadre may replace existing bases with the following:</p> <ul style="list-style-type: none"> <li>• <b>0-1 Officer base*</b> for +15 Points. The Cadre gains the <i>Elite</i> Quality Type while the Officer base is alive.</li> <li>• <b>0-3 Sweeper Team bases*</b> for +10 Points each. The upgraded bases increase their CQB by 2.</li> <li>• <b>0-3 Gun Team bases*</b> for +5 Points each. The upgraded bases gain a Raptor Grenade Launcher.</li> </ul> <p><i>* These upgraded bases gain the Bulky [2] MAR.</i></p> <ul style="list-style-type: none"> <li>• <b>Grand Companies</b> – Where permitted, a Hirdman Light Infantry Cadre may be fielded as a Grand Company, increasing its size to 10 Infantry Bases. The Grand Company increases its Tactical Value to 6 TV and may be upgraded as normal.</li> </ul>									



**HUSCARL  
BASE**

The mighty Huscarl Heavy Infantry strike an imposing mien on the battlefield. Armed with dual-mounted Raptor Grenade Launchers and a multitude of close quarter battle weapons, they are frequently sent into hot-zones where their survivability is required to break the back of the enemy resistance.



**OFFICER  
BASE**



**SWEEPER  
BASE**


Chosen from the vast recruitment drives that take place throughout the Terran Alliance Worlds, the Hirdmen are the first, and often the last, line of defence for the Terran way of life. Well equipped with effective small arms and often fielded with specialist such as Raptor Grenade Launcher Field Gun Teams or close support Sweeper Teams, the Hirdmen are some of the most numerous and effective infantry in the Firestorm Galaxy.



**GUN TEAM  
BASE**

# TERRAN ALLIANCE

## AERIAL FORCES

TERRAN ALLIANCE		HEAVY GROUND TRANSPORT – DELLINGR				200 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	7+7+7	3	12
						Sq-Size	LoS Class	Quality	TV
						1	Flying	Regular	5
Model Assigned Rules		<i>Command Element (16"), Flying Vehicle, Secteded Armour, Transport (10)</i>							
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Rapid Insertion Vehicle</b> – A Squadron of Infantry may <i>Disembark</i> from the vehicle even if the Transport moved <i>Flat Out</i></li> <li>• <b>Strafing Run</b> – 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></li> </ul>							

The Dellingr Ground Attack Vehicle is an incredibly robust Terran Flyer that previously saw use as an industrial heavy lifting craft. However, it soon became apparent as the war esclated that the rugged nature of the transport would allow it to be used as a battlefield asset, capable of moving numerous military elements safely to key locations.

Whilst not armed with any main ordnance, the Ground Attack Transport provides the perfect delivery system for the heavy Huscarl Infantry that the Terran forces use to crush enemy resistance.



That is not to say that the Dellingr is without teeth however! In preparing for its upcoming battlefield role, Terran flight engineers refitted the transport to mount a fearsome array of auto-tracking grenade pods that allow the cumbersome flyer a fearsome bite in close quarter battles... exactly what is needed to support an upcoming attack from a Huscarl assault unit.





# TERRAN ALLIANCE

## AERIAL FORCES

TERRAN ALLIANCE		GROUND ATTACK GUNSHIP – HERMOOR				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	6+6	2	5
Hammerstrike MISSILE LAUNCHER		F	EF	18	7	Sq-Size	LoS Class	Quality	TV
			LR	36	5				
Model Assigned Rules		<i>Flying Vehicle, Secteded Armour</i>							
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Strafing Run</b> – 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></li> <li>• <b>Ground Attack</b> – 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></li> <li>• <b>Escort Duty</b> – This Squadron may be attached to its Command Element within the Helix to create a single squadron. All elements within the new Squadron combine their TV</li> <li>• <b>Nuclear Munitions</b> – These models may upgrade its Hammerstrike Missile Launcher Weaponry to have the <i>Terror Weapon</i> MAR in addition to any other effects for an additional +10 points. In instances where a model is part of a Squadron ALL elements must purchase the upgrade</li> </ul>							

The Hermoor Ground Attack Gunship is an extremely flexible aircraft, often used to provide escorts for orbit-to-surface landers.

### HERMOOR





Armed with a Hammerstrike Missile system that delivers punishing munitions, the Hermoor can reliably eliminate infantry and vehicles alike. In some cases, pilots will petition for Nuclear munitions to be made available. This terrifying ordnance is common when the mission requires a massed pacification of infantry.



# TERRAN ALLIANCE

## AERIAL FORCES

TERRAN ALLIANCE		HEAVY INTERCEPTOR GUNSHIP – SIGYN				200 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	7+7+6	3	4		
Quad Shrike HEAVY ROTOR GUNS		F	EF	12	15						
			LR	24	12						
						Sq-Size	LoS Class	Quality	TV		
						1	Flying	Elite	6		
Model Assigned Rules		<i>Command Element (16"), Flying Vehicle, Sectored Armour</i>									
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Aerial Assault</b> – 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>.</li> <li>• <b>Dogfighter</b> – 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!</li> </ul>									



The Sigyn is a Terran Flyer, through and through. Armed with an incredibly powerful array of Shrike Rotor Cannons that are more than capable of eliminating an entire enemy flyer Squadron in a single volley, the Heavy Gunship provides an important anchor for Terran military plans.

**SIGYN**



# TERRAN ALLIANCE

## AERIAL FORCES

TERRAN ALLIANCE		INTERCEPTOR – RINDR				65 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	24" / 30"	5	1	2
Swift Spear MISSILES		F	EF	15	4				
			LR	-	-				
						Sq-Size	LoS Class	Quality	TV
						4	Flying	Elite	5
Model Assigned Rules		<i>Flying Vehicle, Sectored Armour</i>							
Additional Rules		<ul style="list-style-type: none"> <li>• <b>Aerial Assault</b> – 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>.</li> <li>• <b>Dogfighter</b> – 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!</li> </ul>							

RINDR





Early-build Rindr Flyers were armed with Hammerstrike Missile Systems with the intention of using them as general purpose flyers, however it soon became clear that given the Rindr's staggering top speed, a new Interceptor role should be sought for it.

Utilising technology from their Hawker Industries research associates, the Terran Alliance engineers quickly upgraded the flyer to be armed with the Hawker Swift Spear Missile Systems, ensuring the incredible speeds capable in a Rindr allowed the pilots the perfect opportunity to alpha-strike enemy flyers with weaponry that is literally cutting edge!

# HAWKER INDUSTRIES

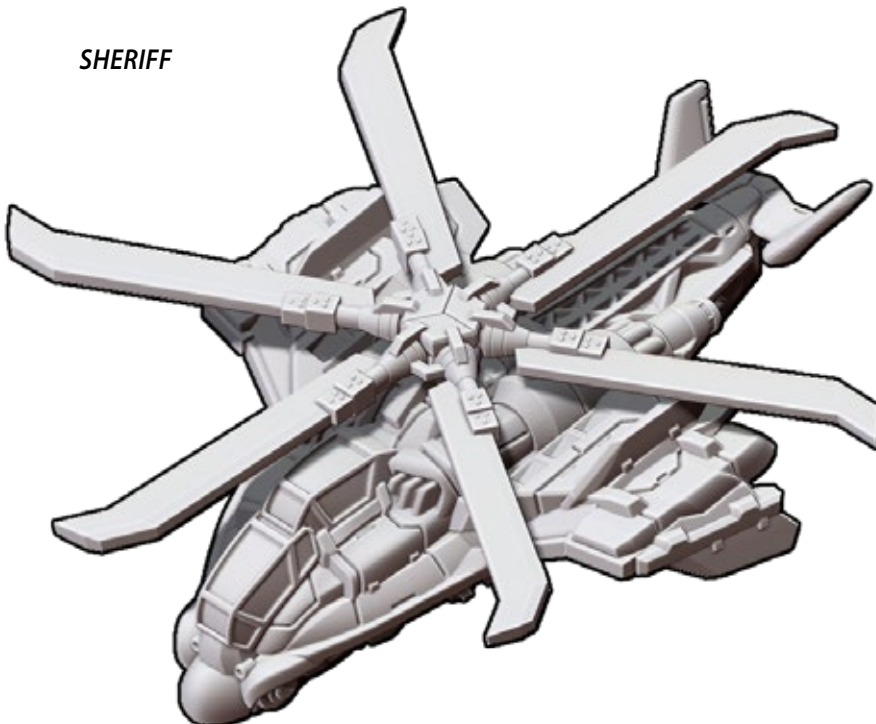
## AERIAL FORCES

HAWKER INDUSTRIES		HEAVY GUNSHIP – SHERIFF				260 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	6+5+5	4	6
Swift Spear MISSILES		F	EF	10	16	Sq-Size	LoS Class	Quality	TV
			LR	20	10				
Nexus DESIGNATOR		AR	EF	20	4				
			LR	-	-				
Nexus DESIGNATOR		AR	EF	20	4				
			LR	-	-				
<b>Model Assigned Rules</b>	<i>Artillery Support [2], Command Element [16"], Flying Vehicle, Secteded Armour</i>								
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>• <b>Multipurpose Assault</b> – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i>. These shots are considered to be <i>Rushed</i></li> <li>• <b>Overwatch Capable</b> – This Model may be placed on Overwatch using Logistics Points at the start of a Game Turn. It costs 3 Logistics Points to put this Model in Overwatch</li> </ul>								

The noble Hawker Industries have been the backbone of the Terran Charter since its inception. They take strength from their traditions and history, citing the adage: 'Legacy through Fortitude' in all aspects of their endeavours.



The Sheriff Heavy Gunship exemplifies this mindset, engaging aerial threats with its Swift-Spear Missile Systems, whilst at the same time having the capability to designate and call in Artillery Barrages from orbital or long range battlefield assets.

**SHERIFF**



# HAWKER INDUSTRIES

## AERIAL FORCES

HAWKER INDUSTRIES		HEAVY ATTACK FIGHTER - GUARDSMAN				80 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	20" / 30"	6	1	3
UX-4B Shredder CANNON		F	EF	15	5				
			LR	-	-				
						Sq-Size	LoS Class	Quality	TV
						4	Flying	Elite	5
Model Assigned Rules		<i>Flying Vehicle, Sectored Armour</i>							
Additional Rules		Multipurpose Assault – This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> - these shots are considered to be <i>Rushed</i> .							

A simple ground attack fighter in many respects, the Guardsman is made unique due to its powerful weapon-set of UX-4B Shredder Cannons. These weapons are designed for mass population elimination and are only called for in the most extreme circumstances.

The pilots of Guardsman cadres do not sport the high handed, gun-ho mien of other flying crews, approaching their tasks with a grim professionalism borne from delivering their ordnance so close that they can literally see the 'whites of their eyes'.



GUARDSMAN

