FIRESTORM ARMADA
FLEET MANUAL

THE RELTHOZA
MASTERS OF THE DEEP RIFTS

SPARTAN GAMES

As described in the Fleet Building chapter of the rulebook, one of the first things you will need to do before beginning a game of Firestorm Armada is construct your Fleet.

To build a Relthoza Fleet, you will use the Fleet Building chapter in the rulebook in conjunction with the information presented here, specifically the Composition Tables below and the Statistics Profiles listed on the following pages.

Each possible size of Fleet (Patrol Fleet, Battle Fleet or Grand Fleet) as determined by Maximum Fleet Value (MFV) has its own Composition Table. This table describes how many Squadrons of each Designation of model can be taken in the Fleet, including any allied choices. For example, a Patrol Fleet can contain up to two Squadrons with the Cruiser Designation.

Consult each model's Statistic Profile to find its Designation. You will notice that some of the Designations listed below cannot be found in the following Statistics pages. This is to accommodate both additional models that will follow in the future, and those available to Alliance Fleets as discussed on the next page.

The Composition Tables also divide the available Designations into Tiers. Each Tier has a minimum and a maximum limit, on top of the restrictions per designation. For example, in a Patrol Fleet you can field up to two Tier 1 Squadrons, chosen from up to 1 Battleship, up to 2 Carriers and so on.

Which Tier a Squadron falls into also affects how the Squadron influences your Battle Log, as described in the Victory Conditions chapter of the rulebook.

Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Assault Carrier
Up to 1	Heavy Cruiser Squadron
Up to 1	Battlecruiser
Up to 1	Battle Station

Tier 2	
Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 1	Shunt Cruiser Squadron
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Defence Platform Squadron

Tier 3	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 1	Light Cruiser Squadron
Up to 3	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 2	Corvette Squadrons

Important Note: In a Patrol Fleet, the Battlecruiser's Squadron Size is reduced to 1.

Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 3	Carriers
Up to 1	Dreadnought
Up to 1	Battle Carrier
Up to 2	Assault Carriers
Up to 1	Battlecruiser Squadron
Up to 1	Battle Station

Tier 2	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 2	Destroyer Squadrons
Up to 1	Assault or Torpedo Cruiser Squadron
Up to 1	Gunship Squadron
Up to 1	Shunt Cruiser Squadron
Up to 1	Defence Platform Squadron

Tier 3	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 2	Light Cruiser Squadrons
Up to 4	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 2	Corvette Squadrons

Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers
Up to 2	Battlecruiser Squadrons
Up to 1	Leviathan
Up to 2	Battle Stations

Tier 2	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 3	Destroyer Squadrons
Up to 2	Assault or Torpedo Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Shunt Cruiser Squadrons
Up to 2	Defence Platform Squadrons

Tier 3	
Between 3 and 6 Squadrons, chosen from the following:	
Up to 2	Light Cruiser Squadrons
Up to 6	Frigate Squadrons
Up to 2	Light Frigates Squadrons
Up to 3	Corvette Squadrons

Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, *etc*. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.

Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

Alliance Fleets

In addition to selecting Squadrons of Relthoza models, up to one quarter of your Fleet's Maximum Fleet Value (rounded down) may be chosen from other races and factions within the Zenian League, including vessels from the Directorate and Dindrenzi Federation, and any of those found within the Zenian League Fleet Manual. This turns your Fleet into an 'Alliance Fleet'.

Your Fleet's minimum required Squadrons from each Tier MUST be from the Relthoza, and your Fleet Admiral must be placed on a Tier 1 Relthoza model.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, an Alliance Fleet cannot take Tactical Ability Cards listed as 'Relthoza Only'; only General or Zenian League cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost, with all Upgrades, Hard Points and accompaniments available for purchase.

Allied Squadrons

A single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Relthoza Cruisers and a Directorate Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Relthoza Battleship can be accompanied by '0–3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, for the listed points cost.

Important Note: Even if the only models selected from outside the Relthoza are an Accompaniment to a Relthoza model, the Fleet is still considered an Alliance Fleet, and any associated penalties in Fleet Tactics Bonus and Tactical Ability Card selection apply.

Natural Alliance

Certain races and factions within the Firestorm Galaxy will work together more readily than others, their goals or origin making them Natural Allies.

Relthoza Fleets are Natural Allies with the Ba'Kash. One quarter of your MFV in a Relthoza Fleet may be chosen from Ba'Kash models, in addition to the one quarter allowed in an Alliance Fleet. This means a full half of a Relhoza Fleet could be comprised of Ba'Kash models.

Additionally, if a Relthoza Fleet contains only Relthoza and Ba'Kash models, 'Relthoza Only' TACs may be chosen and used by all Squadrons in the Fleet and used by all Squadrons in the Fleet.

THE RELTHOZA FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	8"

DREADNOUGHT
Apex Class

Designation	DREADNOUGHT
Name	Apex
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	6"	11	9	7	8	0

Points Cost	Shield Rating	Wings		Turn Limit	
270	Cloaking Field	3		2"	

Primary Weapons		8"	16"	24"	32"
Starboard / Port		10	12	7	4
Fore (Fixed)		15	18	9	6
Aft		5	8	4	2
Torpedo Weapons		12"	24"	36"	48"
Fore		9	9	10	10

MARs

Bigger Batteries, Elite Crew, Impervious, Self Repair, Systems Network

Hardpoints	Points
Select up to THREE from the following:	
0-1: +3 AP	+10
0-1: +3 Wing Capacity	+5
0-1: +2" Command Distance	+5
0-1: Gain the Stealth Systems MAR	+15
0-1: -1" Turn Limit	+5

Upgrades	Points
Gain the Point Defence Barrage MAR	+5
Gain the Manoeuvrable MAR	+5
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-3 Zenian League Escorts	Variable

This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a *'living document'*, meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

BATTLESHIP
Brood and Nexus Class

Designation	BATTLESHIP
Name	Brood, Nexus
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
6	10	6"	9	8	6	5	0

Points Cost	Shield Rating	Wings		Turn Limit	
170	Cloaking Field	3		2"	

Primary Weapons	8"	16"	24"	32"
Starboard / Port	12	15	8	4
Fore (Fixed)	5	7	3	-

Torpedo Weapons	12"	24"	36"	48"
Fore	7	7	8	8

MARs

Self Repair, Systems Network

Hardpoints	Points
Select up to THREE from the following:	
0-2: +2 AP	+5
0-1: +2 PD	+5
0-1: +2" Command Distance	+5
0-1: Gain the Stealth Systems MAR	+15
0-1: +3 Wing Capacity	+5

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Drone or Widow Class Frigates	+20 each
0-3 Zenian League Escorts	Variable

CARRIER
Hive and Theridion Class

Designation	CARRIER	
Name	Hive, Theridion	
Size class	Large Capital	
Squadron size	1	

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7"	7	6	4	6	0

Points Cost	Shield Rating	Wings		Turn Limit
125	Cloaking Field	8		2"

Primary Weapons			8"	16"	24"	32"
Starboard / Port			6	9	5	-
Fore			4	7	1	-
Torpedo Weapons			12"	24"	36"	48"
Fore			6	6	7	7

MARs
Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +2 AP	+5
0-2: +1" Command Distance	+5
0-1: Gain the Shunt Matrix (4) MAR	+20
0-1: Gain the Stealth Systems MAR	+10
Upgrades	**Points**
Gain the Self Repair MAR	+10
Give all Primary Weapons the Corrosive MAR	+10
Accompaniment	**Points**
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Bane Class Shunt Cruisers	+55 each
0-2 Assassin, Gila or Swarm Class Cruisers	+60 each
0-3 Zenian League Escorts	Variable

BATTLECRUISER
Raptor Class

Designation	BATTLECRUISER	
Name	Raptor	
Size class	Large Capital	
Squadron size	1-2	

DR	CR	Mv	HP	CP	AP	PD	MN
5	9	9"	6	5	7	5	0

Points Cost	Shield Rating	Wings		Turn Limit	
120	Cloaking Field	0		2"	

Primary Weapons		8"	16"	24"	32"
Starboard / Port		9	12	6	-

Torpedo Weapons		12"	24"	36"	48"
Fore		6	6	7	7

MARs

Assault Blitz, Stealth Systems, Systems Network

Hardpoints	Points
Select up to ONE from the following:	
0-1: +2 AP	+5
0-1: -1" Turn Limit	+5
0-1: Gain the Second Assault MAR	+10

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+10

Accompaniment	Points
If this Squadron contains only 1 model, it may be accompanied by:	
0-2 Drone or Widow Class Frigates	+20 each

BATTLE STATION
Weaver Class

Designation	BATTLE STATION
Name	Weaver
Size class	Large Capital
Squadron size	1

DR	CR	Mv	HP	CP	AP	PD	MN
7	11	1"/6"	9	8	9	6	0

Points Cost	Shield Rating	Wings		Turn Limit
190	Cloaking Field	8		0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	9	11	7	-
Fore	9	11	7	-
Aft	9	11	7	-

Torpedo Weapons	12"	24"	36"	48"
Any	6	8	8	10
Any	6	8	8	10

MARs

Bigger Batteries, Manoeuvrable, No FSD, Self Repair, Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: Remove the No FSD MAR	+40
0-1: Gain the Launch Tubes MAR	+5
0-1: +4" Command Distance	+10
0-1: +2 Wing Capacity	+5

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+10
OR Give all Primary Weapons the Corrosive MAR	+15

Important Note: Installations, such as the Battle Station shown on this page, have two Movement values. The first is the distance that the Installation can move whilst under a player's control, just like any other model. The second is the distance that it will move during the End Phase of each Turn if the rules for Moving Terrain are being used. This movement is conducted in the same manner as other Terrain Movement.

SHUNT CRUISER
Bane and Araneaea Class

Designation	SHUNT CRUISER						
Name	Bane, Araneaea						
Size class	Medium Capital						
Squadron size	2-3						

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	8"	4	5	5	4	0

Points Cost	Shield Rating	Wings		Turn Limit	
55	Cloaking Field	1		1"	

Primary Weapons		8"	16"	24"	32"
Fore		5	7	2	1
Torpedo Weapons		12"	24"	36"	48"
Fore		3	4	4	5

MARs
Shunt Matrix (8), Stealth Systems

Upgrades	Points
Give the Primary Weapons the Corrosive MAR	+5

DEFENCE PLATFORM
Ummidia Class

Designation	DEFENCE PLATFORM						
Name	Ummidia						
Size class	Small						
Squadron size	2-4						

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	0/6"	2	2	3	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	Cloaking Field	0	0"

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	3	6	-	-

MARs
Launch Tubes, Manoeuvrable, No FSD, Orbit, Systems Network

Hardpoints	Points
Select up to ONE from the following:	
0-1: Gain the Second Assault MAR	+5
0-1: Remove the No FSD MAR	+5

HEAVY CRUISER
Huntsman and Scarab Class

Designation	HEAVY CRUISER
Name	Huntsman, Scarab
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
5	7	7"	6	6	5	5	4

Points Cost	Shield Rating	Wings		Turn Limit	
90	Cloaking Field	0		1"	

Primary Weapons	8"	16"	24"	32"
Starboard / Port	8	9	4	-
Fore (Fixed)	5	7	3	-
Torpedo Weapons	**12"**	**24"**	**36"**	**48"**
Fore	4	4	4	5

MARs
Self Repair, Stealth Systems

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+10

CRUISER
Assassin, Gila and Swarm Class

Designation	CRUISER	
Name	Assassin, Gila, Swarm	
Size class	Medium Capital	
Squadron size	2-3	

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	4	5	3	3	4

Points Cost	Shield Rating	Wings		Turn Limit	
60	Cloaking Field	0		1"	

Primary Weapons		8"	16"	24"	32"
Starboard / Port		6	8	4	-
Fore (Fixed)		3	6	2	-
Torpedo Weapons		12"	24"	36"	48"
Fore		4	4	4	5

MARs	
Stealth Systems	

Upgrades	Points
Give all Primary Weapons the Corrosive MAR	+5
Give the Torpedoes the Corrosive MAR	+5

DESTROYER
Venom Class

Designation	DESTROYER	
Name	Venom	
Size class	Medium Capital	
Squadron size	2	

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	6	5	3	5	0

Points Cost	Shield Rating	Wings	Turn Limit
75	Cloaking Field	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	6	8	2	-
Fore (Fixed)	6	9	4	2

MARs

Ambush (2), Manoeuvrable, Stealth Systems

Hardpoints	Points
Select up to ONE from the following:	
0-1: Replace the Ambush (2) MAR with the Ambush (3) MAR	+5
0-1: Gain the Shunt Matrix (2) MAR	+10

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+5

FRIGATE
Drone and Widow Class

Designation	FRIGATE	
Name	Drone, Widow	
Size class	Small	
Squadron size	2-4	

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	10"	2	3	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Starboard / Port	4	5	-	-

MARs

Difficult Target, Systems Network

FRIGATE
Nidus Class

Designation	FRIGATE						
Name	Nidus						
Size class	Small						
Squadron size	2-4						

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	11"	2	2	1	1	0

Points Cost	Shield Rating	Wings		Turn Limit	
20	0	1		0"	

Primary Weapons	8"	16"	24"	32"
Starboard / Port	2	3	-	-
Fore (Fixed)	2	5	2	-

MARs
Difficult Target, Systems Network

ESCORT
Stinger and Wolf Class

Designation	ESCORT						
Name	Stinger, Wolf						
Size class	Small						
Squadron size	1-3						

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	2	1	0

Points Cost	Shield Rating	Wings	Turn Limit
15	0	0	0"

MARs
Difficult Target, Systems Network

GUNSHIP
Virulence Class

Designation	GUNSHIP	
Name	Virulence	
Size class	Medium Capital	
Squadron size	2-3	

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	5	1	3	0

Points Cost	Shield Rating	Wings		Turn Limit	
60	Cloaking Field	0		1"	

Beam Weapons		10"	20"	30"	40"
Fore (Fixed)		6	6	6	-

Torpedo Weapons		12"	24"	36"	48"
Fore		6	5	4	2

MARs
Improved Shunt Matrix (3), Difficult Target

Hardpoints	Points
Select up to ONE of the following:	
0-1: Upgrade the Improved Shunt Matrix (3) MAR to Improved Shunt Matrix (4)	+5
0-1: Gain the Stealth Systems MAR	Free

Upgrades	Points
Gain the Precision Strike MAR	+5
Give the Torpedo Weapons the Corrosive MAR	+5

Accompaniment Rules:

The following rules are currently being tested by our Firestorm Focus Group, but we would very much like our player community to try out the following Accompaniment Rules for the ships on Pages 14 & 15:

- Add Accompaniment option to an Ootheca Assault Carrier: 0–2 Iramon Light Cruisers.
- Add Accompaniment option to the Brood & Nexus Battleships: 0–2 Iramon Light Cruisers, 0–2 Erigone Light Frigates.
- Add Accompaniment option to the Hive & Theridion Carriers: 0–2 Iramon Light Cruisers, 0–2 Virulence Gunships.
- Add Accompaniment option to a single Raptor Battlecruiser: 0–2 Erigone Light Frigates.

Mixed Cruiser Squadrons

Up to one Cruiser in a Cruiser Squadron may instead be a Heavy Cruiser or an Escort Carrier, for the Points Cost listed in the relevant Statistics profile. Up to one Light Cruiser in a Light Cruiser Squadron may instead be a Standard Cruiser, Gunship or an Escort Carrier, again for the relevant Points Cost. In all cases, the minimum Squadron requirements must still be filled with standard Cruisers or Light Cruisers, and the Squadron cannot contain more models than its maximum Squadron Size.

FIRESTORM TASKFORCE

LIGHT CRUISER
Iramon Class

Designation	LIGHT CRUISER
Name	Iramon
Size class	Medium Capital
Squadron size	2-3

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	4	4	2	2	0

Points Cost	Shield Rating	Wings		Turn Limit	
35	Cloaking Field	0		1"	

Primary Weapons	8"	16"	24"	32"
Fore (Fixed)	4	5	1	-

Torpedo Weapons	12"	24"	36"	48"
Fore	5	4	4	-

MARs

Improved Shunt Matrix (3)

Hardpoints	Points
Select up to ONE of the following:	
0-1: Upgrade the Improved Shunt Matrix (3) MAR to Improved Shunt Matrix (4)	+5
0-1: Gain the Stealth Systems MAR	Free

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+5

LIGHT FRIGATE
Erigone Class

Designation	LIGHT FRIGATE
Name	Erigone
Size class	Small
Squadron size	3-6

DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	0	1	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

Primary Weapons	8"	16"	24"	32"
Fore	2	3	-	-

Torpedo Weapons	12"	24"	36"	48"
Starboard / Port	3	3	3	4

MARs

Difficult Target, Systems Network

New MAR: *Improved Shunt Matrix*
Functioning as the standard shunt matrix, with the exception that a single roll is made for the entire Squadron, rather than per model as for Shunt Matrix.

Provided the bracketed value is the same, models with this MAR which are acting as accompaniments to other models with the standard Shunt Matrix MAR, will bestow the benefit of the single roll to ALL models in the Squadron.

ASSAULT CARRIER
Ootheca Class

Designation	ASSAULT CARRIER	
Name	Ootheca	
Size class	Large Capital	
Squadron size	I	

DR	CR	Mv	HP	CP	AP	PD	MN
5	8	7"	7	6	8	6	0

Points Cost	Shield Rating	Wings		Turn Limit	
125	Cloaking Field	2		2"	

Primary Weapons	8"	16"	24"	32"
Fore	6	8	-	-

MARs

Durable, Planetfall (5), Self Repair, Systems Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +4 Wing Capacity, Add Quick Launch MAR, Remove Planetfall MAR	+10
0-2: +1" Mv	+5
0-1: Gain the Stealth Systems MAR	Free
0-1: Gain the Second Assault MAR, Remove the Durable MAR	+10
0-1: +1 Planetfall MAR Value, -3 AP	Free

Upgrades	Points
EITHER Give all Primary Weapons the Biohazard Ammo MAR	+5
OR Give all Primary Weapons the Corrosive MAR	+10

Accompaniment	Points
0-3 Stinger or Wolf Class Escorts	+15 each
0-2 Drone or Widow Class Frigates	+20 each

ASSAULT CRUISER
Cotesia Class

Designation	ASSAULT CRUISER						
Name	Cotesia						
Size class	Medium Capital						
Squadron size	1-2						

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	9"	5	5	6	5	0

Points Cost	Shield Rating	Wings		Turn Limit	
65	Cloaking Field	0		1"	

Primary Weapons	8"	16"	24"	32"
Fore	6	4	-	-

MARs

Durable, Planetfall (4)

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 HP	+10
0-1: Gain the Self Repair MAR	Free
0-1: +3 Wing Capacity, Remove Planetfall MAR *	Free
Upgrades	**Points**
Gain the Stealth Systems MAR	+5

*The Cotesia may only take Assault Craft as its Wing Capacity in SRS Tokens.

FRIGATE
Ichneumon Class

Designation	FRIGATE						
Name	Ichneumon						
Size class	Small						
Squadron size	3-4						

DR	CR	Mv	HP	CP	AP	PD	MN
4	5	11"	3	2	2	2	0

Points Cost	Shield Rating	Wings	Turn Limit
20	0	0	0"

MARs

Difficult Target, Durable, Planetfall (1), System Network

Hardpoints	Points
Select up to TWO from the following:	
0-1: +1 PD	+5
0-1: Gain a Cloaking Field, Remove the Planetfall MAR	+5