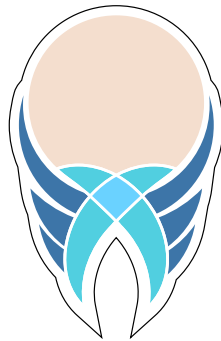




AQUAN PRIME AND TERQUAI EMPIRE



This document contains model statistics for the
Aquan Prime and Terquai Empire 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 these document to will occur prior to the final print publishing of the contents of these documents. Please check our online downloads at **www.spartangames.co.uk** for the latest version of this document.

Version 1.4
Last updated December 3rd 2014

AQUAN PRIME

FORCE GUIDE

AQUAN PRIME / TERQUAI EMPIRE WEAPONS TABLE		
Weapons	Model Assigned Rule	
Solar Titan Laser	<i>Pinpoint [3]</i>	
Corona Heavy Laser	<i>Pinpoint [2]</i>	
Sunburst Laser	<i>Pinpoint [1]</i>	
Sun Flare Burst Laser	<i>Pinpoint [1], Scatter</i>	
Stingray Missiles	<i>Corrosive & Interceptor</i>	
Venom Missiles	<i>Anti-Personnel & Terror Weapon</i>	
Maelstrom Pulse Cannons	<i>Anti-Personnel</i>	
Nuravi Missiles	<i>Anti-Personnel & Terror Weapon</i>	

AQUAN PRIME / TERQUAI EMPIRE RULES

Aquan Prime / Terquai Empire Tactical Bonus

- › Aquan Prime / Terquai Empire Forces have a Tactics Bonus of +2.

Aquan Prime / Terquai Empire Logistical Strength

- › Aquan Prime / Terquai Forces may purchase Command Points for +25 points.
- › Aquan Prime / Terquai Forces may spend up to **4 Command Points** in any bid.

Aquan Prime / Terquai Empire Sky Drop Capability

- › Aquan Prime / Terquai set their initial Drop Site Markers to **4**.
- › Aquan Prime / Terquai Forces set their initial Artillery Drop Site Markers to a **6**.

Aquan Prime / Terquai Empire Special Rules

- › Aquan Prime / Terquai Empire Forces use Artillery with **4D6** Attack Dice.
- › Aquan Prime / Terquai Empire Artillery Attacks use the **Barrage** and **Scatter** MARs.
- › **Hardened Shell** – All *un-Damaged* Aquan Prime Armoured elements have the **Secored Armour** MAR. Should an Armoured Aquan Model become *Damaged*, the MAR no longer applies.
- › **Temporal Shift** – All Terquai Empire Armoured and Aerial elements may gain the **Cloaked** MAR at the end of their Activation provided they do not engage in CQB or perform any Main Ordnance Firing (excluding **Nexus Designators**) during their Activation. The **Cloaked** MAR lasts until the beginning of their next Activation.

AQUAN PRIME

HELIX BUILDING

Aquan Prime Core Helix MUST contain:

- 1 Sedna Heavy Squadron
- 1-2 Lamana Medium Squadrons
- 1-2 Imzani Light Squadrons

Options: In addition, the Core Helix may add the following squadrons:

- 0-2 Stingray Node Squadrons
 - 0-4 Votari Nodes
 - 0-2 Sirsir Medium Specialist Tanks (attached individually to the Heavy or Medium Squadrons within the Helix)
 - 0-2 Khitari Strike Shoal Light Infantry Cadres
-

Aquan Prime Heavy Support Helix MUST contain:

- 1 Haumea Heavy Support Squadron

Options: In addition, the Heavy Support Helix may add the following squadrons:

- 0-2 Locatu Tank Hunter Squadrons
 - 0-2 Votari Nodes
 - 0-2 Sirsir Medium Specialist Tanks (attached individually to the Heavy or Tank Hunter Squadrons within the Helix)
-

Terquai Empire Recon Helix MUST contain:



- 1 Iophon Heavy Gunship Squadron
- 1 Temporal Portal
- 1 Nabis Heavy Infantry Cadre




Options: In addition, the Terquai Recon Helix may add the following squadrons:



- 0-1 Nabis Heavy Infantry Cadre
- 0-1 Temporal Portal


AQUAN PRIME



GROUND FORCES


AQUAN PRIME		HEAVY SKIMMER – SEDNA				230 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	6 + 5 + 5	4	4
Dual Corona HEAVY LASER		F	EF	18	12	Sq-Size	LoS Class	Quality	TV
			LR	36	10				
Model Assigned Rules		<i>Command Element [12"], Hit & Run, Hover Vehicle, Transport [8]</i>							
Additional Rules		None							



AQUAN PRIME		HEAVY SUPPORT TANK – HAUMEA				280 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	7 + 5 + 5	4	2
Dual Heavy Stingray MISSILES	 	F	EF	30	16	Sq-Size	LoS Class	Quality	Sq-TV
			LR	-	-				
Nexus DESIGNATOR		AR	EF	30	5				
			LR	-	-				
Model Assigned Rules		<i>Command Element [8"], Hover Vehicle, Target Lock</i>							
Additional Rules		Contrary to the standard rules, this model MAY perform a Target Lock for its OWN weaponry							



AQUAN PRIME		MEDIUM SKIMMER – LAMANA				120 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	6 + 5	2	2
Sunburst LASER		F	EF	16	5	Sq-Size	LoS Class	Quality	TV
			LR	32	4				
Model Assigned Rules		<i>Hit & Run, Hover Vehicle</i>							
Additional Rules		None							



AQUAN PRIME		MEDIUM SUPPORT – SIRSIR				110 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	5 + 5	3	5
Nexus DESIGNATOR		AR	EF	30	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Hit & Run, Hover Vehicle, Sky Drop Nexus [2]</i>							
Additional Rules		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.							

AQUAN PRIME		LIGHT RECON SKMMER – IMZANI				60 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	13" / 17"	4	1	1
Maelstrom PULSE CANNONS		AR	EF	10	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Hard Target [-1], Hit & Run, Hover Vehicle, Recon Specialist, Take & Hold</i>							
Additional Rules		None							

AQUAN PRIME		CRYSTAL NODE – VOTARI				40 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	5 + 5	4	0
Mirror CRYSTAL		AR	EF	24	*	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Crystal Formation, Fearless, Rear Echelon, Sky Drop</i>							
Additional Rules		Unless otherwise noted, this model MUST deploy via Sky Drop							



AQUAN PRIME		ANTI-AIR BATTERY – STINGRAY				100 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	5 + 5	2	1
Stingray MISSILES		AR	EF	30	6				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						2	Armoured	Militia	3
Model Assigned Rules		<i>Fearless, Hard Target [-1], Sky Drop</i>							
Additional Rules		Unless otherwise noted, this model MUST deploy via Sky Drop							


AQUAN PRIME		TANK DESTROYER – LOCATU				110 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	6 + 5	2	1
Corona HEAVY LASER		F	EF	20	7				
			LR	40	6	Sq-Size	LoS Class	Quality	TV
						2	Armoured	Elite	6
Model Assigned Rules		<i>Hover Vehicle</i>							
Additional Rules		None							


AQUAN PRIME		INFANTRY – KHITARI				30 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 9"	3	0	2
Maelstrom* PULSE CANNON		AR	EF	10	4				
			LR	-	-	Sq-Size	LoS Class	Quality	TV
						3 or 5	Light	Elite	3 or 4
Model Assigned Rules		<i>Hard Target [-2], Take & Hold</i>							
Additional Rules		<p>The Khitari Strike Shoal may replace existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer base** for +10 Points. The upgraded base increase their DR by +1. In addition, the Cadre gains the <i>Hit & Run</i> MAR while the Officer base is alive. • 0-2 Breacher Team bases** for +10 Points each. The upgraded bases increase their DR by +2. • 0-3 Gun Team bases** for +10 Points each. The upgraded bases gain a Maelstrom Pulse Cannon <p>** These upgraded bases gain the <i>Bulky [2]</i> MAR.</p>							

TERQUAI EMPIRE

RECON HELIX

TERQUAI EMPIRE		HEAVY GUNSHIP – IOPHON				215 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	6 + 5 + 4	2	6
Nuravi MISSILES 	F		EF	12	12	Sq-Size	LoS Class	Quality	TV
			LR	24	10				
Nexus DESIGNATOR	AR		EF	30	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Command Element [18"], Flying Vehicle, Sky Drop Nexus [Temporal Portals Only, 2]</i>							
Additional Rules		The Iophon may activate its Nexus Designator while moving Flat Out							

TERQUAI EMPIRE		HEAVY INFANTRY – NABIS				40 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 9"	4	1	2
			EF	-	-	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Drone, Bulky [2], Hard Target [-1], Take & Hold</i>							
Additional Rules		This Squadron may make use of Temporal Portals							

TERQUAI EMPIRE		TEMPORAL PORTAL				60 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	6 + 4	4	0
Temporal Portal		-	EF	-	-	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Drone Nexus [8"], Fearless, Portal Technology (Nabis Drones only), Rear Echelon, Sky Drop</i>							
Additional Rules		Unless otherwise noted, this model MUST deploy via Sky Drop							