



DINDRENZI FEDERATION AND RENSE SYSTEM NAVY



This document contains model statistics for the
Dindrenzi Federation and Rense System Navy Factions.

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

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DINDRENZI FEDERATION

FORCE GUIDE

DINDRENZI / RENSE SYSTEM NAVY WEAPONS TABLE		
Weapons	Model Assigned Rule	
Mangonel Rail Gun	<i>Kinetic</i>	
Onager Rail Gun	<i>Kinetic</i>	
Ballista Rail Gun	<i>Kinetic</i>	
Skorpio Rail Gun	<i>Kinetic</i>	
Estock Flak-Launcher	<i>Interceptor</i>	
Flambard Assault Launcher	<i>Anti-Personnel & Barrage</i>	
Vulcan Sonic Missiles	<i>Kinetic, Pinpoint [2]</i>	 
Harvester Coil Guns	<i>Anti-Personnel</i>	
Clamare Missiles	<i>Interceptor, Terror Weapon</i>	 
Asmodian Missiles	<i>Pinpoint [2]</i>	

DINDRENZI / RENSE SYSTEM NAVY RULES

Dindrenzi / Rense System Navy Tactical Bonus

- › The Dindrenzi have a **Tactics Bonus = +3**

Dindrenzi / Rense System Navy Logistical Strength

- › Dindrenzi Forces may purchase Command Points for **+30 Points each**.
- › Dindrenzi Forces may spend up to **4 Command Points** in a single Bid Action.

Dindrenzi / Rense System Navy Sky Drop Capability

- › The Dindrenzi set their initial **Sky Drop Site Markers to 4**.
- › The Dindrenzi set their initial **Artillery Drop Site Markers to 6**.

Dindrenzi / Rense System Navy Special Rules

- › The Dindrenzi use Artillery with **4D6 Attack Dice**.
- › All Dindrenzi Artillery Attacks use the **Barrage** and **Scatter** MARs.
- › **Punishing CQB** – All Dindrenzi elements may re-roll any Initial rolls of a 1 during any CQB Engagement, the second result must be accepted.
- › **Built to Last** – All Rense System Navy elements ignore the effects of *Debilitating Effect Markers* on their **DR** rating.

DINDRENZI FEDERATION

HELIX BUILDING

Dindrenzi Core Helix MUST contain:

- 1 Kratos Heavy Tank Squadron
- 1-2 Eris Medium Tank Squadrons
- 1-2 Leto Light Tank Squadrons

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

- 0-4 Nyx Infantry Cadre. Each Cadre **MUST** be deployed via a Damocles MK II Sky Pod.
 - 0-2 Circe Medium Specialist Tanks (attached individually to the Heavy or Medium Tank Squadrons within the Helix).
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Dindrenzi Heavy Support Helix MUST contain:

- 1 Ares Heavy Support Squadron

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

- 0-2 Gorgos Tank Hunter Squadrons
 - 0-2 Circe Medium Specialist Tanks (attached individually to the Heavy or Tank Destroyer Squadrons within the Helix)
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Rense System Navy Assault Helix MUST contain:




- 1 Archangel Battle Robot Squadron




Options: In addition, the RSN Assault Helix may add the following Squadrons:



- 0-1 Seraph Light Drone Tanks
- 0-1 Temple of Dramos



DINDRENZI FEDERATION


GROUND FORCES



DINDRENZI		HEAVY SUPPORT TANK – ARES				290 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	8+8+7	0	3
Linked Heavy Skorpio RAIL GUNS		F	EF	12	8	Sq-Size	LoS Class	Quality	TV
			LR	24	6				
Mangonel RAIL GUN		F	EF	20	12				
			LR	40	8				
Model Assigned Rules		Command Element [8"], Hover Vehicle							
Additional Rules		None							


DINDRENZI		HEAVY BATTLE TANK – KRATOS				230 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	8+7+7	0	4
Linked Skorpio RAIL GUNS		F	EF	12	6	Sq-Size	LoS Class	Quality	TV
			LR	24	4				
Onager RAIL GUN		F	EF	18	8				
			LR	36	6				
Model Assigned Rules		Command Element [12"], Hit & Run, Hover Vehicle							
Additional Rules		None							


DINDRENZI		MEDIUM TANK HUNTER – GORGOS				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7+6	0	2
Onager RAIL GUN		F	EF	18	8	Sq-Size	LoS Class	Quality	TV
			LR	36	6				
Model Assigned Rules		Hover Vehicle							
Additional Rules		None							

DINDRENZI		MEDIUM BATTLE TANK – ERIS				125 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	8+7	0	3
Ballista RAIL GUN		F	EF	16	6	Sq-Size	LoS Class	Quality	TV
			LR	32	4				
Model Assigned Rules		<i>Hit & Run, Hover Vehicle</i>							
Additional Rules		None							

DINDRENZI		MEDIUM SUPPORT TANK – CIRCE				120 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	8+7	0	6
Nexus DESIGNATOR	AR		EF	30	5	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Hit & Run, Hover Vehicle, Sky Drop Nexus [2], Target Lock</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.							



DINDRENZI		LIGHT INFANTRY CADRE – NYX				35 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	4" / 8"	4	0	4
Harvester COIL GUNS		AR	EF	10	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
*Gun Team Only									
Model Assigned Rules		<i>Hard Target [-2], Take & Hold</i>							
Additional Rules		<p>The Nyx Cadre may replace existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer Base** for +10 Points - The upgraded base increases its DR by 1. In addition, the Cadre gains the <i>Hit and Run</i> MAR while the Officer base is alive. • 0-3 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 Harvester Coil Gun. <p>**All upgraded bases gain the Bulky (2) MAR.</p>							




DINDRENZI		LIGHT TANK – LETO				60 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	5	0	2
Harvester COIL GUNS		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							



DINDRENZI		SKY DROP TRANSPORT – DAMOCLES MKI SKY POD				30 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	6+5	0	2
						Sq-Size	LoS Class	Quality	TV
						1	Armoured	Militia	0
Model Assigned Rules		<i>Assault Vehicle, Fearless, Rear Echelon, Sky Drop, Transport [8]</i>							
Additional Rules		Unless a Scenario Condition applies, this model MUST deploy via Sky Drop							

RENSE SYSTEM NAVY

ASSAULT HELIX

RSN	SKY DROP TRANSPORT/EMPLACEMENT – TEMPLE OF DRAMOS					175 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	0" / 0"	7+6+6	0	10
Clamare MISSILES		AR	EF	16	12	Sq-Size	LoS Class	Quality	TV
			LR	32	8				
Model Assigned Rules	<i>Assault Vehicle, Drone Nexus [8"], Fearless, Sky Drop, Transport [Seraph Light Drone Tanks, 6]</i>								
Additional Rules	<ul style="list-style-type: none"> • Unless a Scenario Condition applies, this model MUST deploy via Sky Drop. • Once deployed, all Dindrenzi Squadrons within 16" gain the <i>Fearless</i> MAR. 								

RSN	BATTLE ROBOT – ARCHANGEL					315 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	10" / 16"	10+9+9	0	6/12		
Spear of Dramos (RIGHT ARM)		Leviathan CQB Weapon			EF	16	12	Sq-Size	LoS Class	Quality	TV
Clamare MISSILES (LEFT ARM)		F / L	LR	32							
Model Assigned Rules	<i>Command Element [8"], Drone Nexus [8"], Fearless, Hover Vehicle, Sky Drop</i>										
Additional Rules	The Spear of Dramos grants the <i>Pinpoint [4]</i> MAR in Leviathan CQB										

RSN	LIGHT DRONE TANK – SERAPH					60 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	10" / 14"	5	0	1
Asmodian MISSILES		F	EF	10	3	Sq-Size	LoS Class	Quality	TV
			LR	20	2				
Model Assigned Rules	<i>Drone, Hard Target [-1], Tracked/Wheeled Vehicle</i>								
Additional Rules	Seraph Squadrons MUST be deployed via a Temple of Dramos.								