



DIRECTORATE AND WORKS RAPTOR



This document contains model statistics for the
Directorate and Works Raptor Factions.

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

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DIRECTORATE

FORCE GUIDE

DIRECTORATE / WORKS RAPTOR WEAPONS TABLE		
Weapons	Model Assigned Rule	
Pacifier Plasma Cannon	<i>Corrosive</i>	
Verdict Plasma Surge	<i>Corrosive & Terror Weapon</i>	
Judgement Plasma Cannon	<i>Corrosive</i>	
Diligence Plasma Cannon	<i>Corrosive</i>	
Peacemaker Missiles	<i>Interceptor</i>	
TS-118 / TS-90/ TS-64 Scramblers	<i>Cyber Weapon</i>	
Closure Flamethrowers	<i>Anti-Personnel & Terror Weapon</i>	
Liquidation Missiles	<i>Corrosive & Interceptor</i>	
Buy-Out Concussion Blasters	<i>Anti-Personnel</i>	

DIRECTORATE/WORKS RAPTOR RULES

Directorate / Works Raptor Tactical Bonus

- › Directorate / Works Raptor Forces have a Tactics Bonus of +1.

Directorate / Works Raptor Logistical Strength

- › Directorate / Works Raptor Forces may purchase Command Points for +20 points.
- › Directorate / Works Raptor Forces may spend up to **5 Command Points** in any bid.

Directorate / Works Raptor Sky Drop Capability

- › Directorate / Works Raptor Forces set their initial Drop Site Markers to **6**.
- › Directorate / Works Raptor Forces set their initial Artillery Markers to **4**.

Directorate / Works Raptor Special Rules

- › Directorate / Works Raptor Forces use Artillery with **5D6** Attack Dice.
- › All Directorate Artillery / Works Raptor Artillery Attacks use the **Barrage**, **Scatter** and **Terror Weapon** MARs.
- › **Shrapnel Storm** – All Directorate elements count their CQB Weaponry as having the **Terror Weapon** MAR.
- › **Shadow Operatives** – The Tactical Value Cost to play any Tactical Action Cards by an enemy force increases by 1 while Works Raptor squadrons are present on the battlefield.

DIRECTORATE

HELIX BUILDING

Directorate Core Helix MUST contain:

- 1 Desolator Heavy Tank Squadron
- 1-2 Retaliator Medium Tank Squadron
- 1-2 Informer Light Buggy Squadron

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

- 0-2 Patriot Infantry Cadres. Each Cadre may be deployed via an Intruder Medium Transport for the appropriate additional points
 - 0-2 Trojan Medium Specialist Tank Squadrons
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Directorate Heavy Support Helix MUST contain:

- 1 Castigator Heavy Support Squadron

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

- 0-2 Avenger Tank Destroyer Squadrons
 - 0-2 Stalker Medium Tanks (including their individual Punisher Drones)
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Works Raptor Recon Helix MUST contain:





- 1 GX-74 Heavy Interceptor Squadron




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



- 0-1 LR-6 Recon Tank Squadron



DIRECTORATE



GROUND FORCES



DIRECTORATE		HEAVY CRAWLER – DESOLATOR				235 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 9"	7 + 6 + 6	2	5
Judgement PLASMA CANNON		AR	EF	16	8	Sq-Size	LoS Class	Quality	TV
			LR	32	7				
Verdict PLASMA SURGE	 	F	EF	16	8	1 to 2	Armoured	Regular	4 or 9
			LR	–	–				
Model Assigned Rules		Command Element [12"], Drone Nexus [8"], Lumbering, Tracked/Wheeled Vehicle							
Additional Rules		None							

DIRECTORATE		HEAVY SUPPORT TANK – CASTIGATOR				260 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	7 + 7 + 6	2	3
Heavy Pacifier PLASMA CANNON	 	AR	EF	24	15	Sq-Size	LoS Class	Quality	TV
			LR	48	10				
						1	Armoured	Regular	5
Model Assigned Rules		Command Element [8"], Drone Nexus [8"], Lumbering, Tracked/Wheeled Vehicle							
Additional Rules		None							

DIRECTORATE		MEDIUM CRAWLER – RETALIATOR				115 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7 + 6	2	4
Diligence PLASMA CANNON		AR	EF	12	6	Sq-Size	LoS Class	Quality	TV
			LR	24	4				
						2 or 3	Armoured	Regular	4 or 7
Model Assigned Rules		Tracked/Wheeled Vehicle							
Additional Rules		None							

DIRECTORATE		MEDIUM TANK DESTROYER – AVENGER				135 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	6 + 6	2	1
Judgement PLASMA CANNON		F	EF	16	6	Sq-Size	LoS Class	Quality	TV
			LR	32	5				
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

DIRECTORATE		CYBER WARFARE TANK – TROJAN				100 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7 + 6	0	5
TS-118 SCRAMBLER		AR	EF	24	6	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Cloaked, Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

DIRECTORATE		LIGHT BUGGY – INFORMER				45 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	11" / 15"	4	0	1
Closure FLAMETHROWERS		AR	EF	10	3	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules		<i>Hard Target [-1], Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle</i>							
Additional Rules		None							



DIRECTORATE

DRONE LAUNCHER TANK – STALKER

125 Points

WEAPONS

Weapon	MAR	Arc	RB	R"	AD

Mv	DR	SH	CQB
7" / 11"	6 + 6	0	4

Sq-Size	LoS Class	Quality	TV
Attachment	Armoured	Regular	+2

Model Assigned Rules

Cloaked, Tracked/Wheeled Vehicle

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.
- The Stalker Drone Launcher begins the battle with a single Punisher Drone *Embarked*. The Stalker Drone Launcher may *Deploy* its Punisher Drone at the end of any Movement Action. Once *Deployed*, the Drone forms part of the parent Squadron.

DIRECTORATE

DRONE – PUNISHER



WEAPONS

Weapon	MAR	Arc	RB	R"	AD
Nexus DESIGNATOR		F	EF LR	30 -	5 -

Mv	DR	SH	CQB
12" / 20"	4 + 4	0	1



Sq-Size	LoS Class	Quality	TV
N/A	Flying	Militia	0



Model Assigned Rules

Cloaked, Drone, Flying Vehicle, Target Lock

Additional Rules



None



DIRECTORATE		COMBAT CARRIER – INTRUDER				120 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	7" / 11"	7+7	2	4
Peacemaker MISSILES		F	EF	10	6	Sq-Size	LoS Class	Quality	TV
			LR	20	6				
Model Assigned Rules		<i>Tracked/Wheeled Vehicle, Transport [9]</i>							
Additional Rules		None							

DIRECTORATE		SHOCK INFANTRY – PATRIOT				30 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	4" / 6"	3	0	2
Peacemaker* MISSILE LAUNCHER		AR	EF	10	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
		<i>*Gun Team Only</i>							
Model Assigned Rules		<i>Hard Target [-2], Kill Team, Take & Hold</i>							
Additional Rules		<p>The Patriot Cadre may replace existing bases with the following:</p> <ul style="list-style-type: none"> • 0-1 Officer base** for +15 Points. The Cadre gains the <i>Elite</i> Quality Type while the Officer is alive • 0-2 Sweeper Team bases** for +10 Points each. The upgraded bases increase their CQB by +2 • 0-2 Gun Team bases** for +10 Points each. The upgraded bases have Peacemaker Missiles <p>**All upgraded Infantry bases gain the <i>Bulky [2]</i> MAR.</p>							

WORKS RAPTOR

RECON HELIX

WORKS RAPTOR		HEAVY INTERCEPTOR – GX-74 'WITCH'				125 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	14" / 28"	5+4	1	4
Liquidation MISSILES		Arc	EF	8	6				
			LR	16	6				
						Sq-Size	LoS Class	Quality	TV
						3	Flying	Elite	6
Model Assigned Rules		<i>Command Element [16"], Flying Vehicle</i>							
Additional Rules		This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> . These shots are considered to be <i>Rushed</i> .							

WORKS RAPTOR		RECON TANK – LS-6 'CRONE'				70 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	13" / 17"	5	0	2
Buy-Out CONCUSSION BLASTERS		Arc	EF	10	4				
			LR	-	-				
						Sq-Size	LoS Class	Quality	TV
						3 or 5	Light	Elite	3 or 5
Model Assigned Rules		<i>Hard Target [-1], Hover Vehicle, Recon Specialist, Take & Hold</i>							
Additional Rules		None							