



SORYLIAN COLLECTIVE AND VEYDRETH TRIBES



This document contains model statistics for the
Sorylian Collective and **Veydreth 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.








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SORYLIAN COLLECTIVE

FORCE GUIDE

SORYLIAN COLLECTIVE / VEYDRETH WEAPONS TABLE

Weapons	Model Assigned Rule	
Nar'Vak Titan Cannon	<i>Terror Weapon</i>	
Kor'Nak Heavy Cannon	<i>Terror Weapon</i>	
Vaan Scatter Cannon	<i>Scatter</i>	
Har'Mok Precision Missiles	<i>Interceptor & Pinpoint [2]</i>	
Koli Concussion Gun	<i>Scatter & Terror Weapon</i>	
Sar'Nav Grenade Launcher	<i>Anti-Personnel</i>	
Ikori Beam Lance	<i>Pinpoint [1]</i>	

SORYLIAN COLLECTIVE / VEYDRETH RULES

Sorylian Collective / Veydreth Tactical Bonus

- › The Sorylian Collective have a **Tactics Bonus = +2**.

Sorylian Collective / Veydreth Logistical Strength

- › Sorylian Forces may purchase Command Points for **25 Points** each.
- › Sorylian Forces may spend up to **4 Command Points** in a single Bid Action.

Sorylian Collective / Veydreth Sky Drop Capability

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

Sorylian Collective / Veydreth Special Rules

- › The Sorylian Collective use Artillery with **5D6 Attack Dice**.
- › All Sorylian Artillery Attacks use the **Barrage** and **Scatter** MARs.
- › **Saturation Fire** – All Sorylian Armoured Squadrons may re-roll any Initial rolls of a **1** during a Main Ordnance Attack fired at **Effective Range**, the second result must be accepted.
- › **Natural Hunters** – All Veydreth elements using Pinpoint Weapons during a Main Ordnance Attack may re-roll a single dice when determining if a Pinpoint Attack has caused an additional point of Damage.

SORYLIAN COLLECTIVE

HELIX BUILDING

Sorylian Core Helix **MUST** contain:

- 1 Huk'Ka Heavy Walker Squadron
- 1-2 Bor'Ka Medium Walker Squadrons
- 1-2 Ka'Kun Light Skiff Squadrons

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

- 0-2 Mul'Kat Light Infantry Cadres. Each Cadre may be deployed via a Bol'Vak Light Transport Skiff for the appropriate additional points
 - 0-2 Kul'Vok Heavy Infantry Cadres
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Sorylian **Heavy Support Helix** **MUST** contain:

- 1 Huk'Vok'Ka Heavy Support Squadron

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

- 0-2 Sor'Ka Tank Hunter Squadrons
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Veydreth Tribes **Recon Helix** **MUST** contain:

- 1 Yok-Ta Medium Recon Skiff
This Squadron gains the **Command Element [8"]** MAR for free.
- 1 Nuk Su Light Recon Skiff Squadron




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



- 0-1 Yok-Ta Medium Recon Skiff
- 0-1 Nuk Su Light Recon Skiff Squadron

SORYLIAN COLLECTIVE



GROUND FORCES



SORYLIAN COLLECTIVE		HEAVY SUPPORT WALKER – HUK'VOK'KA				300 Points							
WEAPONS						Mv	DR	SH	CQB				
Weapon	MAR	Arc	RB	R"	AD	5" / 8"	8+7+6	2	3				
Dual Nar'Vak TITAN CANNON		F	EF	24	10	Sq-Size	LoS Class	Quality	TV				
			LR	48	15					1	Armoured	Regular	5
Nexus DESIGNATOR		AR	EF	36	5								
			LR	-	-								
Nexus DESIGNATOR		AR	EF	36	5								
			LR	-	-								
Model Assigned Rules		<i>Artillery Support [1], Command Element [8"], Lumbering, Walker</i>											
Additional Rules		None											



SORYLIAN COLLECTIVE		HEAVY BATTLE WALKER – HUK'KA				240 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	5" / 8"	8+6+6	2	5
Kor'Nak HEAVY CANNON		F	EF	20	6	Sq-Size	LoS Class	Quality	TV
			LR	40	10				
Vaan SCATTER CANNONS		AR	EF	10	8				
			LR	15	6				
Model Assigned Rules		<i>Command Element [12"], Lumbering, Transport (8), Walker</i>							
Additional Rules		None							



SORYLIAN COLLECTIVE		MEDIUM BATTLE WALKER – BOR'KA				130 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 12"	8+6	1	4
Vaan SCATTER CANNONS		F / L / R	EF	10	8	Sq-Size	LoS Class	Quality	TV
			LR	15	6				
Model Assigned Rules		<i>Recon Specialist, Walker</i>							
Additional Rules		None							

SORYLIAN COLLECTIVE		TANK DESTROYER WALKER – SOR'KA				120 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	5" / 7"	6+5	1	1
Har'Mok PRECISION MISSILES		F	EF	20	4	Sq-Size	LoS Class	Quality	TV
			LR	40	6				
Model Assigned Rules		<i>Walker</i>							
Additional Rules		None							

SORYLIAN COLLECTIVE		MEDIUM TRANSPORT SKIFF – BOL'VAK				105 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	9" / 15"	7+6	2	5
Koli CONCUSSION GUN		F	EF	10	9	Sq-Size	LoS Class	Quality	TV
			LR	15	6				
Model Assigned Rules		<i>Hover Vehicle, Transport [Light Infantry only, 9]</i>							
Additional Rules		None							



SORYLIAN COLLECTIVE		LIGHT SKIFF – KA'KUN				50 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	11"/15"	5	0	2	
Light Sar'Nav GRENADE LAUNCHERS		F	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], Hover Vehicle, Recon Specialist, Take & Hold</i>									
Additional Rules	None									


SORYLIAN COLLECTIVE		HEAVY INFANTRY CADRE – KUL'VOK				55 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	5"/8"	6	0	3	
Sar'Nav GRENADE LAUNCHER		AR	EF	10	5					
			LR	-	-					
			Sq-Size	LoS Class	Quality	TV	3 or 4	Light	Regular	3 or 5
Model Assigned Rules	<i>Bulky [2], Kill Team, Take & Hold</i>									
Additional Rules	None									

SORYLIAN COLLECTIVE		LIGHT INFANTRY CADRE – MUL'KAT				35 Points				
WEAPONS						Mv	DR	SH	CQB	
Weapon	MAR	Arc	RB	R"	AD	4"/6"	4	0	2	
Sar'Nav GRENADE LAUNCHER		AR	EF	10	5					
			LR	-	-					
			Sq-Size	LoS Class	Quality	TV	3 or 5	Armoured	Regular	3 or 4
Model Assigned Rules	<i>Hard Target [-2], Kill Team, Take & Hold</i>									
Additional Rules	<p>The Mul'Kat Infantry Cadre may replace existing bases with following:</p> <ul style="list-style-type: none"> • 0-1 Officer base** for +10 Points. The Cadre gains the Elite Quality Type while the Officer base is alive. • 0-2 Breacher Team bases** for +10 Points each. The upgraded bases increase their DR by 2. • 0-2 Gun Team bases** for +15 Points each. The upgraded bases gain a Sar'Nav Grenade Launcher. <p>** These upgraded bases gain the <i>Bulky [2]</i> MAR.</p>									

VEYDRETH TRIBES

RECON HELIX

VEYDRETH TRIBES		MEDIUM RECON SKIFF – YOK-TA				130 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	11" / 16"	8+6	0	5		
Dual Ikori BEAM LANCE		Arc	EF	16	6	Sq-Size	LoS Class	Quality	TV		
			LR	-	-				Attachment	Armoured	Regular
Nexus DESIGNATOR		Arc	EF	24	6						
			LR	-	-						
Model Assigned Rules		<i>Artillery Support [1], Hard Target [-1], Hover Vehicle, Recon Specialist, Target Lock</i>									
Additional Rules		This model MUST attach to a Nuk-Su Squadron increasing its TV by 3. A maximum of ONE Yok-Ta may attach to a squadron of Nuk-Su.									

VEYDRETH TRIBES		LIGHT RECON SKIFF – NUK-SU				65 Points					
WEAPONS						Mv	DR	SH	CQB		
Weapon	MAR	Arc	RB	R"	AD	11" / 16"	5	0	1		
Ikori BEAM LANCE		F	EF	16	3	Sq-Size	LoS Class	Quality	TV		
			LR	-	-				5	Light	Regular
Model Assigned Rules		<i>Hard Target [-1], Hover Vehicle, Recon Specialist</i>									
Additional Rules		None									