



TERRAN ALLIANCE AND HAWKER INDUSTRIES



This document contains model statistics for the
Terran Alliance and **Hawker Industries** 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 this document will occur as new models are announced and enter the Spartan Games release schedule. Please check our online downloads at **www.spartangames.co.uk** for the latest version of this document.

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TERRAN ALLIANCE

FORCE GUIDE

TERRAN ALLIANCE / HAWKER INDUSTRIES WEAPONS TABLE

Weapons	Model Assigned Rule	
M205mm Magellan Cannon	<i>Barrage, Terror Weapon</i>	 
M127mm Drake Cannon	<i>Barrage</i>	
G-72 Legacy Laser	<i>Pinpoint [4]</i>	
G-38 Heritage Laser	<i>Pinpoint [2]</i>	
Hammerstrike Missiles	<i>Anti-Personnel & Corrosive</i>	 
Shrike Heavy Rotor Guns	<i>Interceptor & Corrosive</i>	 
Raptor Grenade Launcher	<i>Anti-Personnel</i>	
Swift-Spear Missiles	<i>Pinpoint [1], Interceptor & Corrosion</i>	  
UX-4B Shredder Cannon	<i>Anti-Personnel & Barrage</i>	 

TERRAN ALLIANCE/HAWKER INDUSTRIES RULES

Terran Alliance / Hawker Industries Tactical Bonus

- › The Terrans have a Tactics Bonus = +2.

Terran Alliance / Hawker Industries Logistical Strength

- › Terran Forces may purchase Command Points for **25 Points** each.
- › Terran Forces may spend up to **5 Command Points** in a single Bid Action.

Terran Alliance / Hawker Industries Sky Drop Capability

- › The Terrans set their initial **Sky Drop Site Markers to 5**.
- › The Terrans set their initial **Artillery Drop Site Markers to 5**.

Terran Alliance / Hawker Industries Special Rules

- › The Terrans use Artillery with **4D6 Attack Dice**.
- › All Terran Artillery Attacks use the **Corrosive, Barrage** and **Scatter** MARs.
- › **Strengthened Shields** - All Terran Armoured Squadrons may re-roll any Initial roll of a 1 when defending with Shields. The second roll must be accepted.
- › **Legacy through Fortitude** – All Hawker Industries Armoured and Aerial elements may attempt to remove a single point of Damage from each Squadron during the Repair Segment of the End Phase on the roll of a **4+**.

TERRAN ALLIANCE

HELIX BUILDING

Terran Core Helix MUST contain:

- 1 Vidar Heavy Tank Squadron
- 1-2 Heimdal Medium Tank Squadron
- 1-2 Valkyrie Light Tank Squadron

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

- 0-2 Sinir APC Tanks with a Hirdmen Light Infantry Cadre embarked
 - 0-4 Ullr Medium Specialist Tanks (taken as a combination of Ullr Mkl Squadrons or individually as Ullr Mklls attached to Armoured Squadrons within the Helix)
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Terran Heavy Support Helix MUST contain:

- 1 Tyr Heavy Support Squadron

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



- 0-2 Baldr Tank Hunter Squadrons
 - 0-2 Ullr Medium Specialist Tanks (taken as a Ullr Mkl Squadron or individually as Ullr Mklls attached to other Armoured Squadrons within the Helix)
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Hawker Industries Aerial Helix MUST contain:



- 1 Sheriff Heavy Gunship Squadron
- 1 Guardsman Interceptor Squadron



TERRAN ALLIANCE



GROUND FORCES


TERRAN ALLIANCE		HEAVY SUPPORT TANK – TYR				300 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	7+7+6	3	3
Dual G-72 Legacy LASER		Arc	EF LR	18 36	18 12				
						Sq-Size	LoS Class	Quality	TV
						1	Armoured	Regular	6
Model Assigned Rules		<i>Command Element [8"], Lumbering, Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		HEAVY TANK – VIDAR				230 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	7+6+6	3	7
Linked M205 Magellan CANNON		Arc	EF LR	10 20	16 8				
Hammerstrike MISSILE LAUNCHER		F	EF LR	18 36	8 6				
						Sq-Size	LoS Class	Quality	TV
						1 or 2	Armoured	Regular	5 or 11
Model Assigned Rules		<i>Command Element [12"], Lumbering, Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		TANK DESTROYER – BALDR				115 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	5+5	2	1
G-38 Heritage LASER		F	EF LR	20 40	6 5				
						Sq-Size	LoS Class	Quality	TV
						2 or 3	Armoured	Regular	4 or 7
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		MEDIUM BATTLE TANK – HEIMDAL				105 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+6	3	4
M127 Drake CANNON		AR	EF	10	8	Sq-Size	LoS Class	Quality	TV
			LR	20	5				
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		MED. ANTI-AIRCRAFT TANK – ULLR MKI				115 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+5	2	2
Shrike HEAVY ROTOR GUNS		AR	EF	12	9	Sq-Size	LoS Class	Quality	TV
			LR	24	6				
Model Assigned Rules		<i>Tracked/Wheeled Vehicle</i>							
Additional Rules		None							

TERRAN ALLIANCE		MEDIUM SHIELD TANK – ULLR MKII				90 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	6" / 8"	6+5	2	4
						Sq-Size	LoS Class	Quality	TV
Model Assigned Rules		<i>Improved Shield Harmonics [+1], Tracked/Wheeled Vehicle</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.							

TERRAN ALLIANCE		MEDIUM APC TANK – SINIR				95 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	8" / 10"	6+5	3	7
						Sq-Size	LoS Class	Quality	TV
						1	Armoured	Regular	2
Model Assigned Rules		<i>Assault Vehicle, Tracked/Wheeled Vehicle, Transport [9]</i>							
Additional Rules		None							





TERRAN ALLIANCE		LIGHT TANK – VALKYRIE				50 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	12" / 16"	4	1	2
Raptor GRENADE LAUNCHERS		AR	EF LR	10 -	3 -				
						Sq-Size	LoS Class	Quality	TV
						3 or 5	Light	Regular	3 or 5
Model Assigned Rules		<i>Hard Target [-1], Recon Specialist, Take & Hold, Tracked/Wheeled Vehicle</i>							
Additional Rules		None							




TERRAN ALLIANCE		LIGHT INFANTRY – HIRDMEN				25 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	4" / 8"	3	0	2
Raptor* GRENADE LAUNCHERS		AR	EF LR	10 -	3 -				
						Sq-Size	LoS Class	Quality	TV
						4 or 6	Light	Regular	3 or 5
Model Assigned Rules		Hard Target (-2), Take & Hold							
Additional Rules		<p>The Hirdmen Infantry 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 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 +10 Points each. The upgraded bases gain a Raptor Grenade Launcher. <p>** These upgraded bases gain the <i>Bulky [2]</i> MAR.</p>							

*Gun Team Only

HAWKER INDUSTRIES

AERIAL HELIX

HAWKER INDUSTRIES		HEAVY GUNSHIP – SHERIFF				235 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	16" / 24"	6+5+5	4	6
Swift Spear MISSILES	  	F	EF	10	12	Sq-Size	LoS Class	Quality	TV
			LR	20	8				
Nexus DESIGNATOR		AR	EF	30	6				
			LR	-	-				
Model Assigned Rules	<i>Artillery Support [2], Command Element [16"], Flying Vehicle</i>								
Additional Rules	This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are <i>Surface</i> models. These shots are considered to be <i>Rushed</i> .								

HAWKER INDUSTRIES		HEAVY ATTACK FIGHTER – GUARDSMAN				90 Points			
WEAPONS						Mv	DR	SH	CQB
Weapon	MAR	Arc	RB	R"	AD	20" / 30"	3+3	1	2
UX-4B Shredder CANNON	 	F	EF	12	4	Sq-Size	LoS Class	Quality	TV
			LR	-	-				
Model Assigned Rules	<i>Flying Vehicle</i>								
Additional Rules	This Squadron may fire its Main Ordnance while moving <i>Flat Out</i> provided the target squadron are <i>Surface</i> models. These shots are considered to be <i>Rushed</i> .								