FIRESTORM TASKFORCE
FAST PLAY SPACE COMBAT IN A WAR-TORN GALAXY
WHAT IS FIRESTORM: TASKFORCE..?

WELCOME TO OUR GALAXY

Firestorm: Taskforce is an exciting new addition to the explosive Firestorm Galaxy. Players first experienced the Firestorm Galaxy on gaming tables in 2009, and it has, over the years, grown in terms of models, rules and background.

Numerous races populate this fictional Spartan Games galaxy, divided into what are classed as the Core Races and a number of lesser Alliance Races. The races of the Firestorm Galaxy are united against one another in two vast interstellar alliances: the Zenian League and the Kurak Alliance.

At the heart of this expansive galaxy is Firestorm Armada 2.0, a set of wargames rules that has matured to deliver in-depth, granular and compelling game play. You can download these rules as a free PDF from www.spartangames.co.uk.

Over the years, Spartan has been asked many times by fans of Firestorm Armada to develop an entry level, fast play game that could provide gamers with a cost-effective way for new players to begin playing in the Firestorm Galaxy.

The result is Firestorm: Taskforce: a fast, simple and bloody set of rules designed to let gamers rapidly assemble their forces on the table top, roll some dice and then watch them be destroyed in a devastating hail of laser fire!

Smooth gaming mechanics, simplified movement, easy to master combat rules and intuitive dice mechanics all add to the excitement of the game.

The key thing to remember about Firestorm: Taskforce that it is not designed to be a replacement for the Firestorm Armada 2.0 rules. It is a companion product that is designed to fit the needs of a gamer’s budget and available free gaming time.

If players are looking for lots of flexibility, and the ability to customise their ships and fleets, then the Firestorm Armada 2.0 core rules are an ideal choice for them.

New players looking to enter the Firestorm Galaxy, or those looking to play a fast and simple 30 minute plus game can do so with Firestorm: Taskforce. Based around a common set of highly detailed spaceship models, gamers can switch between both games without the need for any costly reinvestment in models.

Taskforce model statistics can be downloaded from the Spartan Games website for free. Check out www.spartangames.co.uk for more details.

We are hugely excited by the arrival of Firestorm: Taskforce and we look forward to seeing images of your exciting space battles, and hearing about your victories!
**GAME BASICS**

**MEASURING AND PRE-MEASURING**

All measurement in Firestorm: Taskforce is done in inches, often shortened to ".

A tape measure is the easiest way to measure distances. If you don’t have access to a tape measure marked in inches, use the conversion:

1 Inch = 2.5 centimeters 1" = 2.5 cm

Pre-measuring is allowed at any time, for any reason you like — this is a game of tactical skill, not who is best at guessing ranges!

**THE BATTLEFIELD**

Firestorm: Taskforce is played on a Battlefield. The easiest way to make a Battlefield is to place a black cloth on a table. You may also want to use some terrain that you have in your collection, such as asteroid fields. See Page 12 for descriptions of Terrain Types.

Many shops, clubs and gaming venues will often have boards and terrain already prepared.

**THE GRAVEYARD**

The Graveyard is a place off-table where you can put your destroyed models and ‘spent’ Short Range Spacecraft (SRS) Tokens.

We recommend players use this off-table Graveyard, as it helps keep clutter off the battlefield and makes a game look more cinematic. It also makes it easier to assess how a game is progressing.

**GAME MARKERS**

To keep track of in-game effects, Firestorm: Taskforce makes use of several on-table Game Markers, summarised as follows:

**ACTIVATION MARKERS**

This Marker denotes a Squadron that has been Activated. Only one Activation Marker can be applied to a Squadron. A Squadron with an Activated Marker may not take any further part in a Game Turn (other than to defend itself).

**MODELS AND BASING**

The game uses highly detailed models created by Spartan Games - available from www.spartangames.co.uk and other retailers.

All models are supplied with a precision laser-cut acrylic base. The models will all have at least one Flight Peg that are used to determine a model’s distance from a target, with the base itself used to determine Line of Sight, weapon arcs and a model’s ‘footprint’ on the table. It is essential that all models MUST use the base that they are provided with.
GAME BASICS

A Squadron that has not yet Activated in a Game Turn and has no Activation Marker is considered ‘Ready to Activate’. There are also some circumstances in which a Squadron may acquire an Activation Marker without having been Activated, in which case it will not get to Activate at all that Game Turn.

BOMBERS AND INTERCEPTORS

Here is an image of two Terran Alliance SRS Tokens. To the left you can see a larger Bomber Token and to the left an Interceptor Token.

DAMAGE MARKERS

This Marker is used to denote a single level of Damage that has been applied to a model within a Squadron. Once a model has the same number of Damage Markers applied to it as it has Hull Rating points it is removed from play.

Models with Damage Markers reduce their total of Attack Successes by the number of Damage Markers present.

This applies to Successes generated when attacking using Weapon Attacks, Bomber Sorties and when initiating Boarding Assaults.

DISORDER MARKERS

This Game Marker is used to denote a Squadron suffering a negative morale effect known as Disorder.

Models with Disorder Markers reduce their Defensive Successes by the number of Disorder Markers present.

This applies to Successes generated when defending against Weapon Attacks, Bomber Sorties and when defending against Boarding Assaults.

OBSCURED MARKERS

This Game Marker is used to denote a Squadron that has become particularly difficult to target with weaponry. This Marker might be applied to a model that has a Cloaking Field, or when a Scenario condition is in play.

USING ACTIVATION MARKERS

In every Game Turn, you get to Activate each of your Squadrons in an alternating fashion, and as such it can sometimes be difficult to keep track of what Squadrons have been Activated, and which Squadrons have yet to Activate.

To help keep track of which Squadrons have been activated in a Game Turn, at the end of a Squadron’s Activation, place an Activation Marker by the Squadron to show it cannot Activate again that Game Turn.

A Squadron that has not yet Activated in a Game Turn and has no Activation Marker is considered ‘Ready to Activate’. There are also some circumstances in which a Squadron may acquire an Activation Marker without having been Activated, in which case it will not get to Activate at all that Game Turn.

BOMBERS AND INTERCEPTORS

Here is an image of two Terran Alliance SRS Tokens. To the left you can see a larger Bomber Token and to the left an Interceptor Token.

As you can see, at the rear of the Token, there is a space for a Micro Dice – this is not used in Firestorm: Taskforce, but is an essential part of the Firestorm Armada Game. Players who elect to move on to playing Firestorm Armada should keep their Micro-dice safe, as they will need them in the future.

More information about the use of these Tokens in Firestorm Taskforce can be found on Page 22.
THE GENERAL PRINCIPLES OF DICE

Initial Dice
There are many effects in the game that determine the number of Dice that are to be rolled. Whenever the rules mention Initial Dice, we are referring to your total number of Dice BEFORE adding any extra Dice from other sources or effects, such as the Exploding Dice.

Rolling a D3
In some cases (such as when performing a Boarding Assault), players will be called upon to perform a Basic Dice roll using a D3. Rolling a D3 can be achieved by rolling a D6 and using the following values: 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Rolling to Hit
All rolls to hit in a game of Firestorm: Taskforce require a 4, 5 or 6 to generate a success (or successes depending on the Type of Dice Roll).

TYPES OF DICE ROLL

Exploding Dice Mechanic
Most Dice Rolls in Firestorm: Taskforce will use the Exploding Dice Mechanic as a means of generating hits. Unless otherwise stated, the Exploding Dice Mechanic is always in use.

The Exploding Dice Mechanic works as follows:
1. Roll your Initial Dice
2. Set aside all Dice that resulted in a hit and count the total number of 6s that were rolled.
3. The Exploding Step: Roll an additional Die for each 6 in exactly the same way as before, subject to the same To Hit modifiers.
4. Repeat the process in Steps 2 and 3 until there are no more additional rolls to be made.
5. Count up the total number of Successes from all Dice rolled. Each 6 counts as TWO Successes instead of one.

Heavy Dice
There will be occasions in-game where the rules will note that a dice roll must use the Heavy Dice Mechanic. The Heavy Dice Mechanic is less powerful than the Exploding Dice Mechanic as it will generate less hits on average. If the dice roll is listed as a Heavy, a roll of 6 results in TWO Successes and no re-roll is permitted for that 6.

Basic Dice
There will be occasions in-game where the rules will note that a dice roll must use the Basic Dice Mechanic. The use of this mechanic is kept for simple dice rolls. If the dice roll is listed as a Basic Roll, neither the Heavy Dice Mechanic nor the Exploding Dice Mechanic is to be used, and a roll of a 6 only ever results in ONE Success.

XD6 Rolls
With some rules, you may be asked to roll a number of dice in one go to generate a combined result. Unless otherwise stated, the term XD6 means rolling the number of dice listed in the X using Basic Dice Mechanic, and adding the scores (or in some cases the number of hits) of these dice together, to give a result. This is most commonly done during an Opposed Tactics Test.

RE-ROLLS AND ‘INITIAL DICE’
In some situations, a player may be permitted (or even forced) to re-roll a certain number of dice from their Initial Dice roll. This simply means you pick them up and roll them again, discounting what had previously been rolled.

NOTE: A re-rolled die may NEVER be re-rolled again under any circumstances.
**ROUNDS 1 AND 2**

**ROUNDS 1 AND 2**

If, for any reason, the rules state that a value is to be reduced by **Half**, the original number is always **Rounded Down** to the nearest whole number.

For example, a Dice Pool numbering 13 Attack Dice (AD) is halved, taking the number to 6.5. This is **Rounded Down** to 6 AD.

**MEASURING TO AND FROM MODELS**

You will often have to measure to models, such as when moving or when determining what range a weapon is firing at. In Firestorm: Taskforce, all models are provided with a base and at least one Flight Peg. All measurement is done to and from the nearest Flight Peg to the target Flight Peg (and vice versa). If a model does not have a single Flight Peg, measure from the centre of the model instead.

**RANGES**

Range is the distance (in inches) between the Flight Peg of an Attacking model and the closest Flight Peg of its target, along which **Line of Sight** is also determined.

**ARCS OF FIRE & LINE OF SIGHT**

During a game, the majority of models are considered to be able to see any target that they can draw a line of sight to – in effect, they have a 360-degree Arc of Fire. This represents the highly advanced tracking and targeting systems present on spaceships.

However, some models have specifically listed weapon mountings, allowing them to only fire in a pre-determined Arc of Fire.

Marked on a model’s base are four 90-degree Arcs of Fire: **Fore**, **Aft**, **Port**, and **Starboard**. A model’s weapon will list which of these arcs it can fire into clearly. Some models will have weapons with the ability to fire in any direction, these are noted as **360°** in a weapon’s profile. This means that they are not restricted by Arcs of Fire at all.

Arrows of Fire become important when Attacks are being planned and then executed, see **PAGES 17 & 18** for more details.

**ALTERNATING ACTIVATIONS**

Firestorm: Taskforce uses an Alternating Activation mechanism. This means a player will activate a single Squadron, resolve the various in-game actions (move, attack, board etc.) that result from the Activation, before play then passes to the other player.

Should a player have activations remaining after the opponent has completed activating all their Squadrons, the player may activate these as normal, one following the other until they too have activated all the Squadrons in their force. Often this will lead to the demise of an outnumbered enemy – having more activations than the other player is often highly beneficial.

**OPPOSED TACTICS TEST**

These are most often used when determining important matters, such as the **Game Turn Initiative** (see **PAGE 15**). The number of Dice required to be rolled in an **Opposed Tactics Test** is normally two per player, but this can vary depending on circumstance. Both players roll using the **XD6** method and the **Basic Dice** mechanic, adding any racial modifiers from their **Fleet Tactics Bonus** (see below) and then compare the results.

If two players roll the same result, they re-roll all their dice, and, unless otherwise specified, will apply the same modifiers to the roll. Note that a tie is not a possible outcome for such rolls – someone must always win!

![Race Fleet Tactics Bonus Table](chart.png)

<table>
<thead>
<tr>
<th>RACE</th>
<th>FLEET TACTICS BONUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directorate</td>
<td>1</td>
</tr>
<tr>
<td>Sorylian Collective</td>
<td>1</td>
</tr>
<tr>
<td>Terran Alliance</td>
<td>2</td>
</tr>
<tr>
<td>Relthoza</td>
<td>2</td>
</tr>
<tr>
<td>Aquan Prime</td>
<td>2</td>
</tr>
<tr>
<td>Dindrenzi Federation</td>
<td>3</td>
</tr>
</tbody>
</table>
Statistics are an important part of a game of Firestorm: Taskforce. They help differentiate the models in a Fleet. Statistics will be made in two ways: either as printed out items, such as the sheets included in the Firestorm: Taskforce 2-player starter sets, or as free PDF downloads from the Spartan Games website. Please note that downloads will always take precedence over printed materials.

The following text explain the statistic card you can see on the opposite page:

A) Race Logo – This logo of the race to which the model belongs.

B) Designation – The Designation refers to the model TYPE, and can have an important role to play when determining its interaction with certain Model Assigned Rules.

C) Name – Each model has a Name, allowing everyone to reference it specifically during gameplay.

D) Squadron Size, Tier and Points per model – All models in the game are organised into Squadrons. In some cases this will be 3 or more models of the same type, in others mixed Squadrons can be created using the Attachment, Escort or Requisition Rules. Each model will also have an individual point cost, which is counted towards the MFV should that model be included in a game. Models will also be noted as belonging to a Tier, which is used to assist in the choosing of Fleets and for Victory Points purposes.

E) Movement (M") – The maximum distance the model can move in a single activation.

F) Damage Rating (DR) – The number of hits the opponent must score when attacking in order to roll on the Damage Table.

G) Hull Points (HP) – If a model ever accrues a number of Damage Markers equal to its Hull Points, the model is removed from play and placed in the Graveyard.

H) Crew Points (CP) – Shows the strength with which a model can initiate Boarding Assaults and defend itself from invaders!

I) Point Defence (PD) – The Point Defence Value (shown in BLUE) of a model denotes its ability to defend against incoming attacks from BLUE Weapons (namely Torpedoes, Boarding Assaults and Bombers).

J) Shield Rating (SH) – The Shield Rating value of a model denotes its ability to defend against incoming attacks from RED Weapons (namely Lasers, Rail Guns and so on).

K) Weapon – All Weapons will have a Classification: Lasers, Cannons, Rail Guns, etc. These are used as points of reference and will normally have common Model Assigned Rules linked to them (see below). All weapons are classified as being either RED Weapons (shown in RED Text) or BLUE Weapons (shown in BLUE text). You will also see the Arcs of Fire that the weapon can fire into (F = Fore Arc only, F/P/S = Fore OR Port OR Starboard Arcs, P+S = Port AND Starboard Arcs, P/S = Port OR Starboard Arcs, 360° = Any Arc.)

L) Weapon Model Assigned Rules – Any MAR that applies to a weapon will be listed here. See the Weapon MARs listed on PAGE 25 for more details.

M) Point Blank (PB) – This box shows the effectiveness of a weapon at short range (0" up to 8").

N) Effective Range (EF) – This box shows the effectiveness of a weapon at its operating range (greater than 8+" and up to 24").

O) Long Range (LR) – This box shows the effectiveness of a weapon at extreme long range (any range >24").

P) Model Assigned Rules (MARs) – Listed in this box are any MARs that apply to the model. See the MARs listed on PAGE 25 for more details.
The graceful, yet very deadly, ships of the Aquan Prime...
Fleets in Firestorm Taskforce are made up of one or more Battle Groups, which are in turn made up of one or more Squadrons, each containing one or more models.

A Fleet can be as small as only one Battle Group if a player prefers, or it can be as many Battle Groups as can be fitted into the Maximum Fleet Value (MFV).

We recommend that when you first start playing you keep the number of Battle Groups to 1 or 2 until you have a full grasp of the game rules, after which... feel free to go crazy with your gaming!

The initial Firestorm: Taskforce 2-player starter sets come with the Requisites for two opposing Recon Battle Groups (see below for details on this type of Battle Group) which will allow players to start playing quickly, and provides enormous scope for the future expansion of their Fleets.

**MAXIMUM FLEET VALUE**

This is the maximum amount of points a player can spend on the models in their Fleet. Often, players will find they are unable to spend all their points, but so long as they do not spend more than their MFV it is fine to be a few points short!

**LEAD SQUADRON**

All Battle Groups must nominate a Squadron to act as the Command & Control centre of a Battle Group - this is referred to as the Lead Squadron. These Squadrons tend to be larger or more impressive models, whose permanence on the Battlefield ensures all those under their sway are reassured by their stalwart presence.

Should a Lead Squadron ever be Destroyed, all models in the Battle Group suffer an immediate Disorder Marker – from the shock of such a loss to their hopes of victory (and survival!)

**BATTLE GROUP REQUISITES**

All Battle Groups will have what are known as Requisite Squadrons available to them. A Requisite Squadron MUST be taken for the Battle Group to be deemed valid on the Battlefield. The central Squadron in all Battle Groups is always a Requisite and any other Requisite Squadrons are indicated with a Black Arrow in the Battle Group chart (see below).

**BATTLE GROUP OPTIONAL ASSETS**

Most Battle Groups will have access to additional forces beyond their Requisites – named Optional Assets. These will be noted in the Battle Group chart with a white arrow (see below). Think of these as your personal choices for a Battle Group.

**BATTLE GROUP SPECIAL RULES**

Some Battle Groups will have interesting Special Rules that apply to them. To make best use of these rules, we recommend that players identify the models belonging to each Battle Group in some way (by painting them differently or marking them with acrylic tags).

**TASKFORCE BATTLE GROUP**

Battle Groups divide into a number of types, some of which may have special rules attached to them. Battle Groups may vary considerably in the number of models they contain.

At the heart of a Fleet are what we refer to as Taskforce Battle Groups. Task Force Battle Groups are the mainstay building blocks of most fleets in Firestorm: Taskforce, and we recommend this be primarily used by those players who are looking to use the Firestorm: Taskforce game as a stepping stone to the full Armada-Experience.

A Taskforce Battle Group is closest to the Tier Structure you will find when assembling a Fleet in the Firestorm Armada 2.0 ruleset, and acts as a great building block for those looking to use the Firestorm: Taskforce game as a stepping stone to the full Armada-Experience.

On the opposite page you can see a diagram of a Taskforce Battle Group.

**NARRATIVE BATTLE GROUPS**

We expect most players to build their Fleets using multiple Taskforce Battle Groups when playing competitively, but for players after a more narrative-driven game, there are several of optional Battle Groups that can be fielded.
Examples of Narrative Battle Groups will eventually include Planetary Defence, Planetary Invasion, R&D Flotillas Special Operation Groups and Legendary Formations.

**RECON BATTLE GROUP**

Recon Battle Groups are usually comprised of small, highly mobile models that are tasked with long range reconnoitre and information gathering. They often act as an early warning system against marauders and can provide important intelligence on enemy disposition prior to a major battle.

As you can see from the diagram below, a **Recon Battle Group** is made up of a number of Medium and Small models and is perfect for starter games or for experimenting with different Fleets.

The 2-player Starter Sets for Firestorm: Taskforce give the Requisites needed to form two opposing Recon Battle Groups. A player can easily extend this by buying two Starter Sets, doubling their available ships and allowing them to form even larger Recon Battle Groups.

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**SPECIAL RULES**

**Engagement Orders:**

- **This Battle Group has no Special Engagement Orders.**

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**SPECIAL RULES**

**Engagement Orders:**

- **Squadrons in this Battle Group deploy after all non-Recon Battle Groups have completed their deployment. If both sides field a Recon Battle Group, roll a D6 to see which side deploys first.**
In the vast expanse of space there is, as we all know, lots and lots of nothingness! A table covered with nothing does not always make for the most entertaining of space battles. It is much more fun to fight an engagement over vital resources, maybe a strategic way station, asteroid field or shipping lanes.

To spice up a gaming table players should think about adding Terrain to encourage both players to adapt to the environment they are fighting in. Good use of Terrain on the Battlefield is a stepping-stone to victory.

What follows are a simple set of general rules for using Terrain in your games of Firestorm: Taskforce.

THE FOOTPRINT

All pieces of Terrain should have a Footprint. This represents an area of a Battlefield that is affected by the rules of that Terrain. To be considered within a piece of Terrain, all Flight Pegs that support a model (not all of its base) must be fully within the Terrain’s Footprint.

We leave the size of any Terrain features up to you, but as a good rule of thumb, we recommend no footprint be bigger that 8” x 8” in size. Whilst it is true that certain types of Terrain will be far larger than this, it makes for a very tricky wargame to play on a small gaming table… but if you and your opponent want to play an entire game in a space nebula… go for it!

BATTLEFIELD SECTORS

Any Battlefield you play on is divided into 2’ x 2’ Sectors. This means that on a 6’ x 4’ Battlefield you will have 6 Sectors, and a Battlefield that is 2’ x 2’ will have only have one Sector!

Each Sector on a Firestorm: Taskforce Battlefield should ideally have a single piece of Terrain allocated to it.

TERRAIN PLACEMENT

All Terrain is placed according to mutual player consent. Both players should be happy with a Battlefield before playing on it. That said, in certain Scenarios, the attacker or the defender might be called upon to set up the Terrain. In these cases we would encourage the players to be competitive, but friendly… remember you may have to play on a board set up by your opponent next time you play!

TERRAIN TYPES

Terrain comes in a variety of forms that fit into one of the following categories:

Debris Fields – This includes space wreckage, asteroids and any other types of dense matter that might affect movement and attacks.

Players should be VERY careful when trying to navigate this type of Terrain, as asteroids and spaceships do not mix…

• Movement – All models HALVE their Maximum Movement through Debris Fields.

• Attacking – All models HALVE their Attack Dice for ALL Attacks when a Weapon’s Line of Sight to the target intersects Debris Terrain.

Minefields – These Terrain features fall under the Debris Terrain Category and can only be placed by the side that has the most Squadrons with the Minefield MAR. Minefields should have a footprint of no greater than 4” x 4” and are treated as Debris Fields in all respects,

In addition to the rules for a Debris Field, any model electing to move through a Minefield must roll a single D6. On the result of a 4+ the Minefield detonates, causing an instant 10 Attack Dice roll against the affected model. This attack uses the Exploding Dice Mechanic and ignores both RED and BLUE Defences.

The Minefield is removed from play when it has detonated 3 times. Use a die or marker of some sort to remind you how many times it has detonated.

Remember if your Attack passes through 2 or more Terrain Footprints the effect is cumulative.
**Gaseous Anomalies** – This Terrain type includes nebulae, gas pockets, strange storms and such. These will usually pose no risk to those models traversing them, but will affect their ability to launch attacks into and out of the Terrain.

- **Movement** – Models do not have their Movement affected when moving through Gaseous Anomalies.
- **Attacking** – All models **HALVE** their Attack Dice for **ALL** Attacks when a Weapon’s Line of Sight to the target intersects Gaseous Anomaly Terrain.

**Occupied Terrain** – This includes Planets, Moons, Space Stations and such. These will often have a scenario focus, and may provide Victory Points under certain circumstances.

- **Movement** – Models may not move through Occupied Terrain under any circumstances. If models ever make contact with such Terrain the model is instantly **Destroyed**!
- **Attacking** – Models may not fire through Occupied Terrain.

Players may wish to simply ignore the use of Terrain, but we heartily recommend its use as it makes games more entertaining. In the Firestorm: Taskforce 2-player Starter Sets sheets of punch out asteroids are supplied to help kick-off a player’s Terrain collection. The Spartan Games online store and other retailers also sell highly detailed space terrain.
### WHAT TO DO BEFORE YOU PLAY

#### PRE GAME SETUP

<table>
<thead>
<tr>
<th>Mutual Agreements</th>
<th>Players should mutually agree on the following:</th>
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<tbody>
<tr>
<td>1. Size of Game</td>
<td>Players should decide what their MFV will be. This is the maximum amount of points a game will be and will determine how many models they will be able to take.</td>
</tr>
<tr>
<td>2. Size of Battlefield</td>
<td>Players should decide how big their gaming space will be for the game. This is often defined by the MFV being played.</td>
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<table>
<thead>
<tr>
<th>Build the Scenario</th>
<th>Players now have two choices:</th>
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<tbody>
<tr>
<td>1. Roll a D6 and play a random Scenario (see PAGE 27).</td>
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</tr>
<tr>
<td>2. Pick a Scenario they both agree on.</td>
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</tbody>
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<thead>
<tr>
<th>Deployment of Terrain and Battle Groups</th>
<th>Deployment of Terrain is always done with mutual consent, although in certain cases players may be instructed to have a single player place the terrain.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Deployment of Battle Groups is determined by the Scenario being played. In certain cases, Battle Groups may be kept off-table to enter as Reserves, in others they will deploy further onto the table as part of a vanguard etc. A Scenario will usually detail how to do this and what special rules apply.</td>
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</table>

**YOU ARE NOW READY TO BLOW SOME SHIPS UP!**
| **Determine Initiative** | Each player rolls 2D6 and adds their Fleet Tactics Bonus. The player with the highest score is considered to be first in the Initiative Order, with all other players ranked beneath them in order of their score. Players with the same result should re-roll among themselves until the Order is set. |

| **Activation Phase** | 1. The Player first in the Initiative Order activates a Squadron by Moving, then Attacking with it. 2. The next Player in the Initiative Order activates a Squadron by Moving all models, then Attacking with it. 3. And so on… Once ALL players have activated a Squadron, play returns to the top of the Initiative Order and continues through the Order until all Squadrons have activated, at which point the End Phase begins. If a player is left with activations after all other players have completed theirs, they may continue to activate until all of their Squadrons have activated. |

| **End Phase** | 1. Check Victory Points – Fleets will score Victory Points, affecting their Victory Total when enemy Squadrons are Destroyed. There may also be instances where a Scenario applies additional Victory Points. Players should ensure they have amended their Victory Points total at this point. 2. Carrier Replenishment – During this Step, players will return used SRS Tokens of Bombers and Interceptors from their Graveyard to the parent models in their Fleet. 3. Squadron Reallocation – Players may choose to re-allocate ships from Squadrons that have suffered heavy losses to form a new Squadron. 3. Remove Disorder – All Fleets can elect to remove Disorder Markers from models in their Fleet at a cost to their Initiative for the upcoming turn. Certain models may even be able to remove Disorder Markers automatically, without affecting their upcoming Initiative roll. 4. Prepare Forces – Once all steps above are completed, ensure all Markers are on or removed from Flight Stands, the Victory total has been updated, and your dice are ready! |

| **New Game Turn?** | If the Scenario permits, begin a new Game Turn. |

**THE FOLLOWING CHAPTERS WILL NOW DETAIL EACH OF THE PHASES AND STEPS ABOVE.**
Movement in Firestorm: Taskforce is designed to be simple and smooth, allowing players to manoeuvre their models around the table with ease. It is one of the most common actions in the game, but despite the seeming simplicity is tactically vital, as lining up firing arcs and good positioning is essential to victory!

When a player has elected to activate a Squadron, the first step in that Activation is movement. When activating a Squadron a player must first move each of the models in that Squadron, ensuring that they remain in coherency after a player has finished moving their models (see below).

**OVERLAPPING**

No model’s base may ever overlap another. If, at the end of a model’s movement, its base would overlap another base, retrace its Movement to its starting point and move again. In the unlikely event that a model cannot be moved without overlapping, complete the model’s Movement as best you can and then place it in a mutually agreeable position after discussion with your opponent.

**0” MOVEMENT MODELS**

Models with a 0” Movement statistic (such as Orbital Defences) do not have the ability to move as they are stationary. They can simply pivot on the spot according to their Tier class.

**1. MAKING YOUR FIRST 45° TURN**

Models classified as Tier 2 or Tier 3 may execute a Turn up to a 45-degrees during this Step. This is achieved by taking the model and turning it up to 45-degrees on its central axis. The model does not need to be rotated the full 45-degrees, but may not be rotated greater than 45-degrees.

**2. MOVEMENT**

During this Step, models may move in a straight line up to the full Movement value as listed on their Statistic Card. Unless otherwise specified, a model **MUST** move at least half (rounded down) of its total Movement at this point.

**3. MAKING YOUR SECOND 45° TURN**

During this Step, Tier 3 models may execute a second Turn, Tier 2 models that **DID NOT** execute a Turn in the First Turning Step may now elect to execute a Turn, and Tier 1 models may now execute their First Turn, of up to 45-degrees.

This turn is executed in exactly the same way as in the First Turning Step, with a model pivoting around its central axis up to 45-degrees.

**4. CHECK COHERENCY**

Models within the same Squadron must attempt to maintain a degree of Coherency with each other. In order to maintain Coherency every model in a Squadron should end its movement within 6” of another model in the same Squadron (measured flight peg to flight peg).

In this way, after a Squadron has moved, it may be bunched together, or may form a chain with each model within the coherency distance of 6” of another model in the same Squadron.

If this cannot be achieved, the Squadron may not combine any Attack Dice in their upcoming Attacks Segment.

**PERFORMING A MOVEMENT**

<table>
<thead>
<tr>
<th>STEP</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 First Turning</td>
<td>Tier 2 and Tier 3 models may perform a 45-degree turn during this Step.</td>
</tr>
<tr>
<td>2. Movement</td>
<td>Models may move up to their Maximum Value during this Step.</td>
</tr>
<tr>
<td>3. Second Turning</td>
<td>Certain Tiers may now perform a 45-degree turn during this Step.</td>
</tr>
<tr>
<td>4. Check Coherency</td>
<td>Check that no models in a Battle Group have moved out of the Coherency.</td>
</tr>
</tbody>
</table>

**LEAVING THE BATTLEFIELD**

If a model exits a Battlefield (voluntarily or by accident) it is immediately Destroyed!
During this phase, a Squadron that has been activated will announce and execute all manner of attacks against enemy Squadrons using a combination of weapons, boarding assaults and bomber sorties. Additionally, a defending player can launch Interceptors to attempt to cut down enemy Boarding Craft or Bombers before they can reach their target.

The following general rules should be used for determining Attacks and Defence:

**NOMINATING TARGETS**

This is when a player announces ALL attacks they are planning with their activating Squadron. Once all attacks have been nominated, a player can execute them in any order they see fit.

A player’s nominated Attacks are referred to as Firing Solutions. A Firing Solution may include a single weapon, or it may include multiple weapons combining.

A player should ensure that the weapons in a Firing Solution all have Line of Sight to the nominated Target, and are in Range, remembering that weapons will often contribute different amounts of Attack Dice (AD) to a Firing Solution depending on whether they are at Point Blank, Effective Range or Long Range.

**MEASURING RANGES**

Measure the distance between the models (Flight Peg to Flight Peg). This will tell you whether the target is in Point Blank, Effective Range or Long Range, which in turn tells you how many AD to roll.

**LINE OF SIGHT AND FIRE ARCS**

In order to be able to fire on an enemy model, you must be able to trace a Line of Sight from the attacking model(s) to the target model, this is done Flight Peg to Flight Peg and the target must be within an Arc of Fire the weapon is capable of firing in.

**COMBINING WEAPON ATTACKS**

Weapons may combine if they have the same Classification and a MAR in Common. If a Weapon has no MAR, it may only combine with a Weapon of the same Classification that also has no MAR.

So a Laser Battery with the Beam MAR could combine with any other Laser Battery with the Beam MAR.

However, a Rail Gun with the Precision MAR may not combine with a set of Torpedoes with the same MAR as they have different Classifications.

**COMBINING NON-WEAPON ATTACKS**

This is a catch-all category that brings all the other methods of Attack into the rules and includes such things as:

- **Bomber Sorties** – Multiple Bomber Tokens on a Bombing sortie may elect to combine their Attack Dice into the same Firing Solution.

- **Boarding Assaults** – Waves of boarding craft launched against an enemy MUST always combine their Attack Dice into the same Firing Solution. This is because a Squadron may only execute a single boarding assault against a single enemy model during its activation.

- **Interception Defence** – Whilst not strictly an Attack, Interceptor Tokens launched to defend a friendly model against Boarders or enemy Bombing sorties MUST always combine their Point Defence with the friendly target.

**WEAPON TYPES & DEFENSIVE ‘TRIGGERS’**

When a model has suffered sufficient hits to be Damaged by an enemy attack, it may be able to defend itself using a variety of defensive means. A set of defences will only become available (or ‘trigger’) for a model if the Weapon(s) that caused the hits shares the same colour as the Defence available.

For example, a Beam Weapon is denoted in RED text on its statistic card and so would permit Shields to be used to defend against it as they are also denoted in RED text.
<table>
<thead>
<tr>
<th>STEP</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nominate All Firing Solutions</strong></td>
<td>1. All Firing Solutions to be executed by a Squadron should be nominated by the attacking player, including any Boarding Parties and Bombing Sortie Attacks they wish to launch. <em>Inexperienced players might prefer to use dice to mark models they wish to attack, so they don’t forget when the shooting begins!</em></td>
</tr>
</tbody>
</table>
| **Execute A Firing Solution In Turn** | 2. **Attack Process** – Combine the relevant Attack Dice for the Attack and roll to hit using the Exploding Dice Mechanic.  
3. **Defence Process** – Roll any Defences that might be applicable depending on the colour of the Weapon being used (RED weapons can be defended by Shields; BLUE weapons can be defended by Point Defence). Combine the relevant Defence Dice for the incoming Attack and roll to hit using the Exploding Dice Mechanic. Each Defence success rolled will reduce the number of successes rolled by the attacker by 1. |
| **Roll On The Damage Table** (if applicable) | 4. Total the number of successes scored by the attacker and compare it to a target’s Damage Rating (DR).  
• If the DR is **EQUALLED OR EXCEEDED**, roll once on the Damage Table.  
• If the DR was **DOUBLED**, roll once on the Damage Table and add +1 to the Attacker and Defender rolls.  
• If the DR was **TRIPLED**, roll once on the Damage Table and add +2 to the Attacker and Defender rolls.  
• If the DR was **QUADRUPLED**, roll once on the Damage Table and add +3 to the Attacker and Defender rolls.  
**Important Note:** Modifiers may also affect the result depending on any MARs in play. |
| **Apply Effects** | 5. All rolls on the Damage Table will apply either Damage or Disorder Markers (...or a combination of both!). These should be placed on a model’s base to make it easy to move later and will help keep the Battlefield less cluttered. |
| **Proceed With The Next Firing Solution** | Move on to the next nominated Firing Solution. |

**HOW TO ROLL ON THE DAMAGE TABLE**

On the opposite page you can see the Damage Table. When called upon to roll on this table, BOTH the Attacker and Defender pick up a D6 and roll, referencing the table with their results.

**Example 1:** Mike is the Attacker and rolls a 5, John is the Defender and rolls a 2. Referencing the table, we see that the target model has suffered a single Damage Marker.

**Example 2:** Beth is the Attacker using a Precision Weapon to target a model. She rolls a 4, adding +1 to the result due to the effects of the Precision MAR. Martin is the Defender and rolls a 5, meaning the result is 5-5 and 3 Damage Markers are inflicted!

**Example 3:** Rick is the Attacker using a Cyber Weapon to target a model. He rolls a 3, deducting 1 from the result due to the effects of the Cyber Weapon MAR. Kenneth is the Defender and rolls a 4, deducting 1 from the result due to the effects of the Cyber Weapon MAR. This means the result becomes 2-3, and 3 Disorder Markers are applied.
<table>
<thead>
<tr>
<th>Defender Roll</th>
<th>7 or more</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1 or less</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>2x Damage</td>
<td>2x Damage</td>
<td>2x Damage</td>
<td>2x Damage</td>
<td>2x Damage</td>
<td>2x Disorder</td>
<td>3x Disorder</td>
</tr>
<tr>
<td>6</td>
<td>3x Damage</td>
<td>3x Damage</td>
<td>3x Damage</td>
<td>3x Damage</td>
<td>3x Damage</td>
<td>3x Disorder</td>
<td>3x Disorder</td>
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<tr>
<td>5</td>
<td>4x Damage</td>
<td>4x Damage</td>
<td>4x Damage</td>
<td>4x Damage</td>
<td>4x Damage</td>
<td>4x Disorder</td>
<td>4x Disorder</td>
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<tr>
<td>4</td>
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<td>5x Damage</td>
<td>5x Damage</td>
<td>5x Damage</td>
<td>5x Damage</td>
<td>5x Disorder</td>
<td>5x Disorder</td>
</tr>
<tr>
<td>3</td>
<td>6x Damage</td>
<td>6x Damage</td>
<td>6x Damage</td>
<td>6x Damage</td>
<td>6x Damage</td>
<td>6x Disorder</td>
<td>6x Disorder</td>
</tr>
</tbody>
</table>

Target Destroyed

<table>
<thead>
<tr>
<th>Damage Table</th>
<th>1 or less</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7 or more</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or less</td>
<td>Disorder</td>
<td>Disorder</td>
<td>Disorder</td>
<td>Disorder</td>
<td>Disorder</td>
<td>Disorder</td>
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<tr>
<td>2</td>
<td>Damage</td>
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<tr>
<td>7 or more</td>
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<td>Damage</td>
</tr>
</tbody>
</table>

Attacker Roll
Most models in Firestorm Taskforce can launch assault craft packed with close combat specialists under orders to inflict as much chaos and mayhem as possible.

Any Boarding Assaults in the game may only take place at the Point Blank Range Band (0-8”), unless a special rule states otherwise and no Line of Sight is necessary.

All models in a Squadron that intend to initiate a Boarding assault MUST target the same model in a target Squadron (such activities tend to be ‘all-or-nothing’ affairs!).

Boarding Assaults are resolved using the following process:

1. The attacking player combines the Attack Dice (generated by adding the Crew Points (CP) of the models initiating the Boarding Action) together, this forms the **Attack Dice Pool**.

2. The defending player now looks to reduce this total. This is done by adding together the **Point Defence** rating of the target (along with the **Point Defence** rating of any Interceptors sent to defend the model – see later) creating a **Defensive Dice Pool**. The defender rolls that number of D6 using the *Exploding Dice Mechanic*. Each success achieved by this roll will reduce the number of dice in the Attack Dice Pool by 1.

3. The players now roll simultaneously using the *Exploding Dice Mechanic*, with the attacking player using the surviving Attack Dice Pool and the Defender using their model’s CP rating.

4. With their totals in hand the players now refer to the Boarding Table opposite to determine the outcome.

**For example:** Martin is attacking a Dindrenzi Medium Cruiser with 3 Terran Alliance Light Cruisers. The CP of each Light Cruiser is 3 so the Attack Dice Pool generated is 9 - think of this as 9 sleek boarding craft on an assault run.

Beth’s Medium Cruiser has Point Defence 3. Sadly, all available Interceptors in Beth’s Fleet are out of range and so cannot assist in the defence. She rolls 3 dice and winces, only scoring 2 successes. Beth’s two successes are deducted from Martins Attack Dice Pool of 9, leaving him with 7 Dice.

Martin now rolls 7 remaining Attack Dice while Beth rolls her CP rating of 4 in Attack Dice and they compare the total number of successes rolled.

*The Dindrenzi aesthetic has stood the test of time... and now looks even better.*
## BOARDING ASSAULT TABLE

<table>
<thead>
<tr>
<th>SCORE</th>
<th>NAME</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker has more hits, but not DOUBLE</td>
<td>Sweeping Assault</td>
<td>Each player rolls 1D3 on the Damage Table</td>
</tr>
<tr>
<td>Attacker has DOUBLE the number of hits, but not TRIPLE</td>
<td>Storming Action *</td>
<td>Each player rolls 1D3 on the Damage Table adding 1 to their results.</td>
</tr>
<tr>
<td>Attacker has TRIPLE the number of hits or more</td>
<td>All Objectives Secured</td>
<td>Each player rolls 1D3 on the Damage Table adding 2 to their results.</td>
</tr>
<tr>
<td>Attacker and Defender roll the same number of hits</td>
<td>Hold The Line</td>
<td>No Effect</td>
</tr>
<tr>
<td>Defender has more hits, but not DOUBLE</td>
<td>Drive Them Back **</td>
<td>Each Model that contributed CP to the Attack Pool gains 1 Disorder Marker.</td>
</tr>
<tr>
<td>Defender has DOUBLE the number of hits, but not TRIPLE</td>
<td>Bloody Repulse</td>
<td>Each Model that contributed CP to the Attack Pool gains 2 Disorder Markers.</td>
</tr>
<tr>
<td>Defender has TRIPLE the number of hits or more</td>
<td>Massacre</td>
<td>Each Model that contributed CP to the Attack Pool gains 3 Disorder Markers.</td>
</tr>
</tbody>
</table>

* In instances where the Defender has rolled no hits and the Attacker has scored hits, a Storming Action result is scored.

** In instances where the Attacker has rolled no hits and the Defender has scored hits, a Drive Them Back result is scored.
Certain models (called parent models) in Firestorm: Taskforce can launch sorties of Short Range Spacecraft (SRS) equipped with high ordnance bombs or short range missiles that when directed at a target, can be utterly devastating. These are represented on the gaming table as SRS Tokens.

Bombing Sorties can be launched against targets at a maximum of Effective Range with no Line of Sight being necessary.

When a Bombing sortie is launched from a parent model, place a Bomber SRS Token into base contact with the target model. Repeat the process with any other Bomber SRS Tokens you wish to launch from the model/Squadron. Once this is done the Defender may elect to launch Interceptors from the targeted model, and/or friendly models within Effective Range to the Target model to mitigate the effect of the incoming sorties, launching multiple Interceptor SRS Tokens if desired. Remember you cannot launch more Bombers or Interceptors than you have SRS Tokens.

Follow these guidelines:

1 - Total the Attack Dice of all Bomber SRS Tokens mounting the attack to create an Attack Dice Pool and roll to hit using the Exploding Dice Mechanic.

Remember that Damage Markers on Parent models negatively affect the successes rolled by their Bombers!

2 - Total all Defence Dice generated from Point Defence of the target (combining with the Point Defence of any Interceptors sent to defend the model) to create a Defence Dice Pool and roll to hit using the Exploding Dice Mechanic. Each success from this roll will reduce the number of Attack successes rolled by 1.

Remember that Disorder Markers on Parent models negatively affect the successes rolled by their Interceptors!

3 - Compare the number of attacker successes to the Damage Rating of the target model. If the attacker successes equal or exceed the Damage Rating of the target model, players will roll on the damage table as per Main Ordnance Attacks.

4 - Place the used Bomber SRS Tokens (and any dispatched Interceptors) into their respective Graveyards to be returned to the battle in the End Phase (assuming their parent models survive that is!).

INTERCEPTION!

When a model is announced as a target of a Bombing Sortie or Boarding Assault, certain models may elect to launch one of their Interceptor SRS Tokens to defend the target. Interceptors may only be launched towards a friendly model within Effective Range. The Interceptor SRS Token is removed from its parent model’s base and placed on the base of the friendly model they are defending.

Follow these guidelines:

Remember that an Interceptor SRS Token can protect its Parent model in the same way that it protects another friendly model.

Interceptors increase the Point Defence of the target model by the number listed in its stat line on the parent model’s statistic card - with any Disorder Markers on the parent model negatively affecting the Defensive Total rolled as normal.

Multiple models in a Fleet may elect to send Interceptor SRS Tokens to defend a friendly model if desired.

Remember once an SRS Token (Bomber or Interceptor) has completed its action it is removed from the table and placed in a player’s Graveyard for convenience, ready to be reassigned during the End Phase.
Once both players have activated all the Squadrons they can, play moves on to the End of Turn. At this time players will check to see if someone has won a game and they may attempt to execute repairs on Squadrons. The following rules detail the sequence players should follow in the End Phase.

### THE END PHASE

<table>
<thead>
<tr>
<th>End Phase</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Check Victory Points</strong></td>
<td>Players will score Victory Points when enemy Squadrons are Destroyed. Some Scenarios may allocate additional Victory Points to players.</td>
</tr>
<tr>
<td><strong>2. Carrier Replenishment</strong></td>
<td>During this Step, players will return used Tokens of Bombers and Interceptors from their Graveyard to the models in their Fleet that generated them.</td>
</tr>
<tr>
<td><strong>3. Squadron Reallocation</strong></td>
<td>Players may choose to re-allocate ships from Squadrons that have suffered heavy losses to form a new Squadron.</td>
</tr>
<tr>
<td><strong>4. Remove Disorder Markers</strong></td>
<td>All players can elect to remove Disorder Markers from models in their Fleet at a cost to their Initiative for the next upcoming Game Turn.</td>
</tr>
<tr>
<td><strong>5. Prepare Forces</strong></td>
<td>Once all steps above are completed, ensure all appropriate Markers are on Flight Stands and the Victory Total is up to date.</td>
</tr>
</tbody>
</table>

### 1. CHECK VICTORY POINTS – TIER KILLS

All Squadrons in Firestorm: Taskforce are considered to have a Victory Points (VPs) value equal to their Tier Class (although MARs such as Strategic Asset and Escort may modify this). To score VPs a player must eliminate ALL members of a Squadron – with no survivors. Use the following table to help you calculate your kills:

<table>
<thead>
<tr>
<th>POINTS FOR DESTROYED SQUADRONS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>5</td>
</tr>
<tr>
<td>Tier 2</td>
<td>3</td>
</tr>
<tr>
<td>Tier 3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Scoring Additional VPs**

Many Scenarios in this book include the following additional methods for scoring VPs:

- **Lead Squadron Bonus** – All Squadrons designated as a Lead Squadron grant an additional +2 VPs when Destroyed.
- **Sector Control** – A fleet may score a bonus of +1 VP in the End Phase of each turn for any Sector it controls. A player is regarded as having control of a Sector if they are the only player to have a model in that Sector.

- **Objective Capture** – In certain Scenarios there will be an Objective present that will provide a specific number of VPs to a side. In any game with Objective Capture the player with a Squadron that is closest to the Objective at the End Phase will score the VPs for that Objective (the VPs will be defined by a Scenario).

### 2. CARRIER REPLENISHMENT

During the Carrier Replenishment Step, players will return SRS Tokens of Bombers and Interceptors from their Graveyard back to the models in their Fleet that launched them. Certain models have a number of Interceptors and Bombers available, as indicated on their statistic card. If these were used during the preceding turn, the Token will have been placed in the Graveyard. In this Step, take the Tokens from the Graveyard and place them back on the Parent model’s base.
3. SQUADRON REINFORCEMENT

During the Squadron Reinforcement Step players can elect to bring together models of the same Designation from 2 or more Squadrons to form a new Squadron. This Reinforcement is often the only way to make Squadrons that have suffered heavy casualties a cohesive fighting force once more.

To do this, a player simply nominates a Squadron to be the Parent Group with any other models being the Reinforcing Group(s). The opponent scores the Victory Point value of the Reinforcing Squadron(s) and the Reinforcing models are formed into a new Squadron with the Parent Squadron.

The newly formed Squadron may not exceed the maximum number of models permitted in a Squadron of that type.

Players should be cautious when doing this as the Squadron must attempt to put themselves in coherency where possible...and giving Victory Points to the enemy can severely hurt a player’s ability to win a game... so make sure it is worth it!

4. REMOVE DISORDER MARKERS

All Fleets can elect to remove Disorder Markers from Models in their Fleet, however, there is a cost to doing so, as it makes winning Initiative on the following turn more difficult.

Each player secretly bids (hiding 0 to 6 dice in their hand behind their back). This Bid represents the amount of Disorder Markers they are looking to remove from their Fleet.

The number Bid is applied as a negative modifier to the result rolled for Initiative in the upcoming Game Turn.

Some models may have the ability to remove Disorder Markers from themselves by virtue of a MAR or commander effect. This should be done BEFORE players elect to allocate their Bids.

Once both players have decided, their bids are revealed and the relative number of Disorder Tokens are removed from the game board.

5. PREPARE FORCES

At this point players should ensure that their VP totals are correct, all models have the relevant Markers on their base, all Activation Markers are removed from the Battlefield, and both players are happy to proceed.

A Battle Group of Directorate vessels bring the true horror of Bio Weapons to a battle!
In order to create a differentiation between models from different races in a game of Firestorm: Taskforce we use something called a Model Assigned Rule, or MAR for short.

MARS are separated into 3 types: Weapon, Protective and General.

WEAPON MODEL ASSIGNED RULES

1) Beam
If a Firing Solution with a Beam Weapon forces a roll on the Damage Table, the Attacker may elect to have the Defender re-roll their result if desired. The second result must be accepted.

2) Bio Hazard
Should a Weapon with this MAR cause a Disorder Marker to be applied to a target Model, add an additional Disorder Marker to the amount sustained.

3) Corrosive
Should a Weapon with this MAR force a roll on the Damage Table, roll a separate D6. On the result of a 4+, place a Disorder Marker on the Target in addition to all other effects.

4) Cyber-Weapon
All Cyber Weapons ignore both Shields and Point Defence, but both the Attacker and Defender apply a -1 to their results on the Damage Table.

5) Gravitational Weapon
All Gravitational Weapons ignore both Shields and Point Defence on the target model, and are treated as having the High Energy MAR.

6) High Energy
All High Energy weapons allow the Attacker to re-roll their die on the Damage Table. The second result must be accepted.

7) Kinetic
Weapons with the Kinetic MAR cause any Shield Saves taken by the enemy to use the Heavy Dice Mechanic rather than the Exploding Dice Mechanic. If the target already uses the Heavy Dice Mechanic (due to Cyclic Shielding for example), this MAR has no effect.

8) Nuclear
Should a Weapon with this MAR Destroy a target, roll a D6 for any models within 4” of that target. On the result of a 4+ the model suffers a Disorder Marker.

9) Pack Hunter
If members of this Squadron execute ALL their nominated Firing Solutions at the same target, they gain +1 to the Attacker’s roll on the Damage Table. Note this MAR only applies when targeting a model that occupies a higher Tier… models that are the same size or less do not count!

10) Precision
All Precision weapons gain a +1 to the Attacker’s roll on the Damage Table.

11) Scatter
All Scatter Weapons ignore the effects of the Difficult Target MAR.

PROTECTIVE MODEL ASSIGNED RULES

12) Behemoth (Value)
Models with this MAR gain a reduction in the result of any Defender Rolls on the Damage Table equal to the Value listed in the brackets. This MAR may only apply under certain circumstances – Boarding for example.

13) Cloaking System
Models with this MAR are deployed with an Obscured Marker on their base. Cloaked Models are attacked using the Heavy Dice Mechanic. Equally a model with its Cloaking System engaged may only Attack using the Heavy Dice Mechanic. The model may disengage their Cloaking System at the beginning of their Activation if they wish (removing the Obscured Marker), but once disengaged, it may not be re-engaged for the duration of the game unless stated otherwise.
14) Cyclic Shielding
This **MAR** permits models to use their **Shields** against **ALL** Weapon Attacks (including Torpedoes). Due to the dual role performed by these **Shields**, their effectiveness is slightly impaired, and so must use the **Heavy Dice Mechanic** rather than **Exploding Dice Mechanic** for all Defensive rolls using **Shields**.

15) Difficult Target
All models with this **MAR** confer a **-1** to the Attacker’s roll on the Damage Table when targeted by Weapon Attacks.

16) Escort
Models with the **Escort** **MAR** can only be attached to a Tier 1 Squadron. Escort models may add their **Point Defence** to their Parent Model’s **Point Defence** when defending against incoming attacks. Adding Escorts to a Tier 1 Squadron increases the Squadron’s Tier Kills value by **+1**.

**GENERAL MODEL ASSIGNED RULES**

17) Attachment (Designation)
This model may attach itself to another Squadron of the **Designation** noted in the brackets. The additional cost of the Attachment should be added to the Squadron’s own Points Cost and the Squadron’s Tier Kills value is increased by **+1** per attached model.

18) Experienced Engineers
All models with this **MAR** remove 1 **Disorder** Marker in the Repairs Step of the End Phase on the roll of a **4+**.

19) Elite Crew
Models with this **MAR** gain a **-1** on the Damage Table when defending against a Boarding Action and a **+1** on the Damage Table when attacking an enemy model during a Boarding Action.

20) Maneuverable
A model with this **MAR** is treated as being one Tier Class less than listed for the purposes of performing 45-degree Turns.

21) Minefield
Total the number of Squadrons with the **Minefield** **MAR** in the fleet — if it is more than the enemy, place a Minefield Terrain Piece as an additional piece of terrain on the tabletop after table sides are determined. If it is **DOUBLE** the enemy’s total squadrons with the Minefield **MAR** (or If the enemy has no Squadrons with the **Minefield** **MAR** at all!) place **TWO** Minefield Terrain Pieces. Minefield Terrain may not be placed in Deployment Zones.

22) Requisition (Ship Type)
This model may replace a single model of the **Ship Type** listed in the brackets in a parent Squadron.

23) Secured Bulkheads
Models with this **MAR** gain a **-1** to the Attacker’s roll on the Damage Table when defending against a Boarding Action.

24) Special Forces
Models with this **MAR** gain a **+1** to the Attacker’s roll on the Damage Table when Attacking in a Boarding Assault.

25) Strategic Asset (VP Modifier)
A Squadron with this **MAR** increases the Victory Points generated on the Squadron’s destruction. For example, a particularly powerful and intimidating Dreadnought might have **Strategic Asset (+2)**, meaning that instead giving up **5 VP** on its destruction, it gives up **7 VP** instead!
Playing a game of Firestorm Taskforce is designed to be simple and easy. If it is your first game, or you just want a ‘set up and smash’ style of game experience, we recommend playing the Border Clash Scenario. Border Clash is easy to set up and allows players to focus on the action.

However, if you have played a few games want to have a more varied game experience, have one player roll a D6, referring to the Scenario Generator table on the right to see which Scenario is to be played.

It is up to you if you choose to roll your Scenario before or after choosing your fleet. For competitive games, its best to roll once both players are standing at the table with their Fleets already designed. It is more tactically challenging to design a fleet that can ‘fight on all fronts’.

For friendly narrative games however, we would strongly advise that players roll on the table before choosing their Fleets. This allows players to head off and plan their punitive attack or stoic defense!

Players are also encouraged to use their imaginations to create Scenarios of their own, further adding to the tapestry of the game. In fact, we would hope that players share their scenarios and scenario ideas in the Community space dedicated to Firestorm: Taskforce - see our website for details.

THE GAMING SPACE
If you plan on playing small games, or your gaming space is tight, then use the Scenario maps on the following pages simply as a point of reference. You could easily half the measurements, so 12" becomes 6", or you can mutually agree with your gaming partners on a table size and layout.

However, we recommend that when playing larger games you use the recommend Table Sizes based on the MFV totals recommended in the Firestorm: Taskforce Tournament Pack.

<table>
<thead>
<tr>
<th>SCENARIO GENERATOR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>D6 Result</strong></td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

WIPE OUT!
Should a player ever find that they have NO Squadrons left to Activate at the end of a Game Turn, the game ends immediately... and they have LOST!

WINNING A SCENARIO
After the last Turn of a Scenario is played each player totals up their VPs scored. The highest total winning the battle!

We love the power of Nukes... and so do Terran Commanders!
OVERVIEW
The most straightforward of the Scenarios, Border Clash sees two fleets move in to engage one another in a struggle for supremacy.

TERRAIN
This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent with a single piece of Terrain in each Sector.

DEPLOYMENT
In this Scenario each player rolls a D6 adding their Fleet Tactical Bonus, the winner will choose their preferred Board Edge and the loser will take the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The winner of this roll must then begin by deploying one of their Battle Groups, then the other player must deploy one of theirs, alternating until all Battle Groups are deployed.

SCENARIO RULES
This Scenario has no additional rules.

VICTORY CONDITIONS
This Scenario scores Victory Points for Tier Kills and Sector Control.

GAME LENGTH
During the End Phase of Turn 5, after the Check Victory Step, the player first in the Initiative Order should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.
Roll again during the End Phase of Turn 6, but subtract 1 from the result. If a 7th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End of Turn of Turn 8 after the Check Victory Points if it hasn’t ended in a previous Turn.
2. ESCALATING ENGAGEMENT

OVERVIEW
This Scenario is perfect for players who want to use LOTS of models, but are restricted by space. Management of reserves is vital in this Scenario to ensure success.

TERRAIN
This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent with a single piece of Terrain in each Sector.

DEPLOYMENT
In this Scenario each player rolls a D6 adding their Fleet Tactical Bonus, the winner will choose their preferred Board Edge and the loser will take the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The Winner must first nominate a Battle Group to be held in Reserve, then deploy one of their other Battle Groups, then the opposing player must nominate a Battle Group to be held in Reserve and deploy another one of theirs, alternating until all Battle Groups are placed (or have been allocated to the Reserve). Forces made up of just ONE Battle Group must simply deploy their entire Fleet.

SCENARIO RULES
Bringing on Reserves – At the start of a Turn when a player wishes to bring on Reserves, they must roll a D6 and add the current Turn number. If the result is 8 or higher, a Battle Group held in Reserve (selected by the controlling player), will enter the Battlefield via one of their coloured board edges (randomly determined – see Scenario Map). All Models are considered to move onto the battlefield, taking the edge as their point of origin.

VICTORY CONDITIONS
This Scenario scores Victory Points for Tier Kills and Sector Control.

GAME LENGTH
During the End Phase of Turn 6 after the Check Victory Points Step, the player first in the Initiative Order should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 7, but subtract 1 from the result. If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End of Turn of Turn 9 after the Check Victory Points Step, if it hasn’t ended in a previous Turn.
OVERVIEW
Often, opposing Fleets will encounter one another whilst combing the wreckage of past battles or lost convoys in search of important data or valuable resources. This Scenario is great for intense, atmospheric games as looting salvage is always a risky business!

TERRAIN
Before setting up any other Terrain, place one Debris Field on the centre point of the Battlefield. Players now make an Initiative roll.

The winner places one Debris Field anywhere fully within one of the two Objective Zones marked on the Scenario Map and at least 12” away from the first Debris Field. Their opponent then places a second Debris Field anywhere entirely within the other Objective Zone, and at least 12” away from any other Debris Fields. Remaining Terrain is then set up by mutual consent, looking to have at least one piece in each Sector.

DEPLOYMENT
In this Scenario each player rolls a D6 adding their Fleet Tactical Bonus, with the winner choosing their preferred Board Edge and the loser taking the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The Winner must then begin by deploying one of their Battle Groups, then the other player must deploy one of theirs, until all Battle Groups are placed.

Scavenger Rules – During the Carrier Replenishment Step of the End Phase Squadrons on both sides may attempt to salvage the debris, looking for vital assets or equipment. Each coherent Squadron within 8” of a Debris Field may roll on the Scavenger Table.
VICTORY CONDITIONS
This Scenario scores Victory Points for Tier Kills and Scavenger Rules.

GAME LENGTH
During the End Phase of Turn 4 after the Check Victory Points Step, the player first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 5, but subtract 1 from the result. If an 6th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 7.

<table>
<thead>
<tr>
<th>SCAVENGER TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1</strong></td>
</tr>
<tr>
<td><strong>2</strong></td>
</tr>
<tr>
<td><strong>3, 4</strong></td>
</tr>
<tr>
<td><strong>5, 6</strong></td>
</tr>
</tbody>
</table>

A Dindrenzi Recon Battle Group skilfully navigates a Debris Field...
OVERVIEW
Who can predict the inscrutable aims of Senior Command elements who send down orders from on high that bear little or no resemblance to the tactical situation on the ground? Irrespective, orders are orders — execute them, or face the dire consequences!

TERRAIN
This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent placing a piece of Terrain in each Sector of the Battlefield.

DEPLOYMENT
In this Scenario each player rolls a D6 adding their Fleet Tactical Bonus, with the winner choosing their preferred Board Edge and the loser taking the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map below. The Winner must then begin by deploying one of their Battle Groups, then the other player must deploy one of theirs, alternating until all Battle Groups are placed.

VICTORY CONDITIONS
The following Victory Conditions are in play for this Scenario: Tier Kills and Lead Squadron Kills and Secret Orders.

GAME LENGTH
During the End Phase of Turn 4 after the Check Victory Points Step, the player first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played.

Roll again during the End Phase of Turn 5, but subtract 1 from the result. If an 6th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 7.
### Scenario Rules: Secret Orders

Prior to the first Initiative Order roll of the game, each player should secretly roll a D6 noting down the result. Use the table below to discover your Secret Order.

<table>
<thead>
<tr>
<th>Secret Order</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 BIG GAME HUNTER</td>
<td>Gain an additional +1 VP for each Tier 1 Squadron killed.</td>
</tr>
<tr>
<td>2 BREAK THE BACKBONE</td>
<td>Gain an additional +1 VP for each Tier 2 Squadron killed.</td>
</tr>
<tr>
<td>3 SWEEP THEIR SMALLS</td>
<td>Gain an additional +1 VP for each Tier 3 Squadron killed in addition to normal bonuses.</td>
</tr>
<tr>
<td>4 GO FOR THE THROAT</td>
<td>Gain an additional +1 VP for each Lead Squadron killed in addition to normal bonuses.</td>
</tr>
<tr>
<td>5 HOLD THE HIDDEN BASE</td>
<td>Secretly nominate a piece of Terrain on the enemy’s side of the board – if you have a coherent Squadron within 6” and the enemy does not when the game ends gain +5 VP.</td>
</tr>
<tr>
<td>6 PUNITIVE KILLS</td>
<td>Gain an additional +3 VP for each Battle Group fully wiped out.</td>
</tr>
</tbody>
</table>

Players should make a separate note of any additional VPs scored as a result of their Secret Order, revealing them at the end of a battle.

---

I'll take those 5 VPs cries the Aquan Commander!
### OVERVIEW

This Scenario is all about capturing a vital research station. The Station does not have a statistic card and cannot be attacked.

### VICTORY CONDITIONS

The following Victory Conditions are in play for this Scenario: **Tier Kills**, **Lead Squadron Kills**, **Sector Control** and **Ownership of the Station**.

### GAME LENGTH

During the End Phase of Turn 6 after the Check Victory Points Step, the player first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played. Roll again during the End Phase of Turn 7, but subtract 1 from the result.

If an 8th Turn is played, roll again but subtract 2 from the result. The game automatically ends during the End Phase of Turn 9.

### DETERMINE ATTACKER/DEFENDER

Each player should roll a D6 (re-rolling ties). The winner decides who will be the Attacker (RED) and who will be the Defender (BLUE).

### TERRAIN

The Defender places one piece of Terrain in each Sector of the Battlefield. The Research Station should be placed by the Defending player somewhere in the Objective Zone, which is shown on the Scenario map below.

### DEPLOYMENT

The Defender chooses which edge of the game board will form the edge of their Deployment Zone and deploys all their Battlegroups. The Attacker then deploys their Battle Groups within their Deployment Zone.

### SCENARIO RULES

Before any Terrain is placed, the Defender must place their Station as indicated on the map.

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#### Diagram

<table>
<thead>
<tr>
<th>Deployment Zone</th>
<th>12&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Objective Zone</td>
<td>12&quot;</td>
</tr>
</tbody>
</table>

#### Ownership of the Station

- If the Defender has at least one coherent Squadron within 6" of the Station during the Check For Victory Step of the End Phase, they gain +1 VP.
- If the Attacker has at least one coherent Squadron within 6" of the Station during the Check For Victory Step of the End Phase and the Defender does not, they gain +3 VP.
OVERVIEW
If players are playing competitively, they may wish to play the Capture the Station Scenario instead as Planetary Assault puts stipulations on Force Composition.

DETERMINE ATTACKER/DEFENDER
Each player should roll a D6 (re-rolling ties). The winner decides who will be the Attacker (RED) and who will be the Defender (BLUE). The Defender MUST use at least two Battle Groups, with one or more being a Recon Battle Group.

VICTORY CONDITIONS
The following Victory Conditions are in play for this Scenario: Tier Kills, Lead Squadron Kills, Sector Control and Planetary Invasion.

GAME LENGTH
During the End Phase of Turn 7 after the Check Victory Points Step, the player first in the order of Initiative should roll a D6. On a result of 1, 2 or 3 the game ends. On a roll of 4, 5 or 6 another Turn is played. Roll again during the End Phase of Turn 8, but subtract 1 from the result. If an 9th Turn is played, roll again but subtract 2 from the result. The game automatically ends in the End Phase of Turn 10.

DEPLOYMENT
The Defender chooses which edge of the game board will form the edge of their Deployment Zone. The Attacker takes the opposite Deployment Zone. The Defender must deploy all their Battle Groups (except Recon Battle Groups, which must be held in Reserve). The Attacker then deploys all Battle Groups.

SCENARIO RULES
Rushed Reserves – Use the rules for Bringing on Reserves in the Escalating Engagement Scenario. However, use 7 rather than 8 as the target number for Reserves to become available, and any reserves MUST enter from the Defender’s Board Edge.

PLANETARY INVASION
If only the Defender has at least one coherent Squadron within 8" of the Planet during the Check For Victory Step of the End Phase, they gain +1 VP. If the Attacker has at least one coherent Squadron within 8" of the Planet during the Check For Victory Step of the End of Turn and the Defender does not, they gain +5 VP. To gain this VP, the Squadron may NOT have launched a Boarding Assault that turn.
**ABOVE:** In this example, a mixed Squadron of two Aquan Ladon Cruisers and one Carcinus Escort Carrier have moved out of coherency with each other. Cruiser C has broken the chain and as a result, the entire Squadron is affected and **cannot** use combined fire in ANY upcoming Attacks until they are back in coherency once more.

**LEFT:** In this example, we can see some Terran Alliance Wayfarer Light Frigates are out of coherency.

The lead 3 Frigates (marked A, B and C) are in coherency of 6”, but the rear two (marked D and E) are not.

D+E are in coherency with each other, but are **NOT** in coherency with the rest of the Squadron as the chain of 6” between each vessel is broken.

As a result, the entire Squadron is affected and **cannot** use combined fire in any upcoming Attacks until they are back in coherency once more.
EXAMPLES

**LEFT:** In this example, a Squadron comprising of a Dindrenzi Federation Decurion Escort Carrier and a Velites Cruiser have gotten themselves in a bit of a tangle.

The Escort Carrier cannot combine its Port and Starboard Gunnery with the Cruiser because the weapons are not in arc, the Cruiser cannot combine its Rail Guns with the Escort Carrier because they are out of arc, and the Rail Guns on the Escort Carrier and the Starboard weapons on the Cruiser cannot combine because they do not share the same MARs, despite both being RED Weapons!

What a mess.

**LEFT:** In this example, a Squadron of three Dindrenzi Federation Velites Cruisers succeed in getting their fire arcs in order and line up to devastate a lonely Terran Perseus Cruiser.

With their Rail Guns (a RED Weapon) all in fire arc, this is bound to be disastrous for the poor Terran vessel.

Each Cruiser rolls 7 AD at Effective Range, so 21 AD are rolled, needing 4+ to hit, using the Exploding Dice Mechanic. The Terran Perseus can attempt to lessen the pain by defending with its Shields +3 because they are also in RED.

Scoring an impressive 18 hits, and with the Terran player only removing 2 of those, the total successes rolled is 16. Comparing this to the Terran vessel’s DR, we see that the DR has been exceeded no less than 3 times.

This means that the players roll on the Damage Table and add +2 to each result. Scoring 3 and 4, which becomes 5 and 6, we see that 4 Damage is inflicted!
**LEFT:** In this example a Terran Perseus Light Cruiser and a Harpoon Torpedo Cruiser open fire with their torpedoes. Both vessels have a 360° Line of Sight so Fire arcs are unimportant.

Firing at Effective Range, the Light Cruiser generates **4 AD** and the Torpedo Cruiser generates **7 AD**, creating an Attack Pool of **11 AD**. Rolling to hit the Terrans score **7** hits, enough to Damage the Cruiser.

Torpedoes are a **BLUE** weapon so the Dindrenzi Cruiser can attempt to lessen the number of hits coming in by rolling against its **Point Defence** (which is also in **BLUE**).

Scoring an impressive **4** successes the Dindrenzi Cruiser miraculously survives the barrage of torpedo ordnance because the remaining number of hits does not match or exceed the vessel’s **DR**!

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**LEFT:** In this example, a Terran Wayfarer Light Frigate Squadron elects to attempt a boarding action against a Dindrenzi Velites Cruiser.

Each Wayfarer has a single point of **CP**, meaning their Attack Pool is **4**. The Cruiser then defends itself by rolling its **Point Defence** because this is a **BLUE** Attack, however with **3 Disorder** Markers present, the Cruiser will lose three successes from its roll.

With only **4 Point Defence** and losing 3 successes from its Disorder, the Cruiser only manages to stop one Terran assault craft, meaning that **3 Terran CP** remain to fight the Boarding action.

Each side rolls their **CP**, and the Terrans manage to score more hits than the Dindrenzi (but not double) due to the Dindrenzi player having to reduce their successes by 3 because of the number of Disorder Markers.

Both players roll on the Damage Table (using D3s not D6s due to it being a Boarding Assault) scoring 2 and 1, meaning the Dindrenzi Cruiser suffers another Disorder Marker as a result.
LEFT: In this example we have a Terran Harpoon Torpedo Cruiser lurking behind a squadron of Dindrenzi Decurion Escort Carriers. In an effort to remove the threat, the Decurion dispatch their Bombers on a Bombing Sortie.

Each Bomber generates 5 AD combining to 10 AD. Bombing Sorties are treated as BLUE Attacks so the Terran vessel will have to use its Point Defence to protect itself.

LEFT: Taking the previous example as a starting point, imagine the Dindrenzi Decurion Escort Carriers had launched their Bombers against the Terran Harpoon Torpedo Cruiser, but this time, there is an Ares Carrier within range that is able to launch an Interception.

The Ares has up to 2 Interceptors Tokens at its disposal at the start of every turn, and so launches BOTH to defend its ally.

Adding +4 Point Defence for each Interceptor Token, the Harpoon gets an impressive +8 to add to its own Point Defence of 3. That should see off those pesky Dindrenzi pilots!