

# FIRESTORM TASKFORCE

FAST PLAY SPACE COMBAT IN A WAR-TORN GALAXY

## QUICK REFERENCE SHEET

### Turn Sequence (p.15)

#### Determine Initiative (p.7)

- Roll 2d6 and add your race's FLEET TACTICS BONUS. Highest is 1st player.

#### Activation Phase (p.16)

- 1st player activates a squadron - moving and attacking with it.
- 2nd player activates a squadron - moving and attacking with it.
- Alternate until all squadrons have activated.

#### End Phase (p.23)

- Check VPs** - is there a victor? Tier VPs: T1=5vp; T2=3vp; T3=1vp
- Carriers Replenished** - SRS models return from the graveyard to their fleet.
- Squadrons Reinforced** - squadrons may merge.
- Remove Disorder** - remove as many disorder markers as you want from friendly ships. Each marker removed is a -1 penalty to initiative next turn.
- Prepare Forces** - remove activation markers. Next turn!

### Movement (p.16)

Below are the turn allowances for each tier of ship:

Tier	Turn 45°	Move	Turn 45°
<b>1 (Lrg)</b>	-	✓	✓
<b>2 (Med)</b>	✓ or	✓	or ✓
<b>3 (Small)</b>	✓	✓	✓

Ship bases may not overlap at the end of movement.

**Check Coherency** - ships outside 6" (peg to peg) render the entire squadron incapable of combining Attack Dice.

### Attacking: 4+ to hit (p.17)

#### Attacking Procedure (p.17)

- Nominate targets** - attacker must nominate **all** targets before rolling dice. (**Check arcs & ranges**) - all measurements are from peg to peg.
- Attack** - roll all relevant attack dice using Exploding Dice. (The attacker subtracts successes based on his own DAMAGE - 1:1)
- Defend** - roll all defence dice using Exploding Dice; subtract from successes. (The defender subtracts successes based on his DISORDER - 1:1) (Blue defends blue attacks; red defends red attacks.)
- Roll on the Damage Table** if the DR is equalled or exceeded.

#### Damage Procedure (p.18)

Players both roll on the Damage Table, using their modifiers:

DR	Equalled	DR x2	DR x3	DR x4
<b>Players add</b>	0	+1	+2	+3

### Damage Table (p.17)

		Defender's Roll						
		1	2	3	4	5	6	7+
Attacker's Roll	1	Dis 1	Dis 1	Dis 2	Dis 3	Dam 1	Dam 1	Dam 2
	2	Dis 1	Dis 2	Dis 3	Dam 1	Dam 1	Dam 2	Dam 2
	3	Dis 2	Dis 3	Dam 1	Dam 1	Dam 2	Dam 2	Dam 3
	4	Dis 3	Dam 1	Dam 1	Dam 2	Dam 2	Dam 3	Dam 4
	5	Dam 1	Dam 1	Dam 2	Dam 2	Dam 3	Dam 4	Dam 5
	6	Dam 1	Dam 2	Dam 2	Dam 3	Dam 4	Dam 5	Dam 6
	7+	Dam 2	Dam 2	Dam 3	Dam 4	Dam 5	Dam 6	Kaboom

### Boarding Assaults (p.20)

#### Boarding Procedure (p.32 - all ships in the sqd. must participate)

- Declare target** - only 1 model within 8", may be targeted for boarding.
- Attack Dice pool** - is the combined CP of all the boarding models.
- Defence Dice pool** - PD of the target + PD of Interceptors sent to help (24").
- Roll Defence Dice** - using Exploding Dice, reduce the attacker's dice pool.
- Players both roll** - attacker's remaining dice pool vs defender's CP (only). Consult the Boarding Assault Table for the outcome.

#### Boarding Assault Table

Most Hits	Name	Effect
<b>Attacker</b>	Sweeping Assault	1d3 on the Dmg. Table
<b>Attacker x2</b>	Storming Action*	1d3 +1 on the Dmg. Table
<b>Attacker x3</b>	Objectives Secured	1d3 +2 on the Dmg. Table
<b>Even</b>	Hold the Line	Nothing
<b>Defender</b>	Drive them Back**	1 Disorder to each boarding model
<b>Defender x2</b>	Bloody Repulse	2 Disorder to each boarding model
<b>Defender x3</b>	Massacre	3 Disorder to each boarding model

\* If Defender = 0 hits, and attacker = 1+, **Storming Action** is the result.

\*\* If Attacker = 0 hits, and defender = 1+, **Drive them Back** is the result.

### SRS Attacks (p.22)

#### SRS Attack Procedure (p.22)

- Launch attacking tokens** - from effective range, place attacking tokens adjacent to the target model(s).
- Launch defending interceptor tokens** - from effective range, place defending tokens adjacent to the target model(s).
- Roll Attack Dice** of all the attacking tokens combined. Use Exploding Dice.
- Roll Defence Dice** PD of defending tokens + model's PD. Use Exploding Dice. For each success, remove 1 attacker's success.
- Resolve damage** normally on the Damage Table.
- Move to the graveyard** any tokens that were used in the attack/defence. **Remember that SRS tokens are also negatively affected by their parent model's DAMAGE and DISORDER markers.**

### End Phase (p.23)

#### Check Victory Points (p.23)

Destroyed squadrons score VPs: Tier 1 = 5vps; Tier 2 = 3vps; Tier 3 = 1vp  
Objectives captured will also score VPs.

#### Carrier Replenishment (p.23)

Players replace their SRS tokens from the graveyard, to the models in the fleet that launched them. Place them on the ship's base (if it's still in play).

#### Squadron Reinforcement (p.24)

Ships from 2 or more squadrons may be reinforced into 1 squadron. The newly formed squadron cannot exceed the maximum number of models allowed.

#### Remove Disorder Markers (p.24)

- Each player secretly bids**, with hidden dice, 0-6 DISORDER markers they want to remove from their fleets.
- Reveal simultaneously** - for each DISORDER marker removed, the player suffers -1 on his INITIATIVE roll for the next turn.

#### Prepare Forces (p.24)

Happy to proceed? Good.

### Terrain (p.12)

- Debris fields** - Max. move through is 1/2. Attack dice through are 1/2.
- Gas anomalies** - Attack dice through are 1/2. No effect on movement.
- Occupied terrain** - May not move/attack through. Destroyed if moved into.
- Minefields** - on a 4+, a minefield will detonate, using 10 Attack Dice that ignores all red and blue defenses. Remove minefield after 3 detonations.