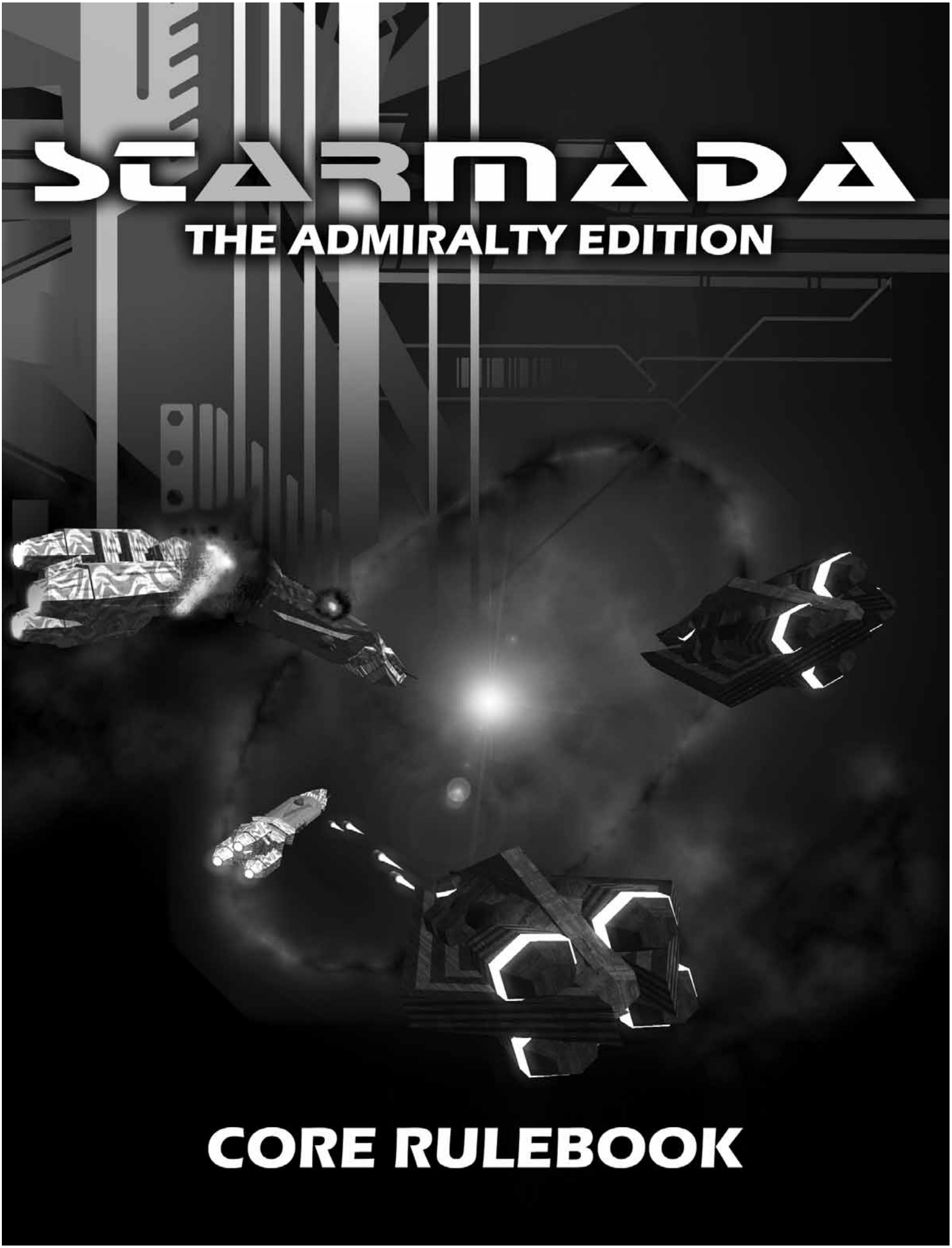

STARMADA
THE ADMIRALTY EDITION
CORE RULEBOOK

THE ADMIRALTY

Daniel Kast

Jim Callahan Matt Curtis Peter Drake James M. Dugan K. David Ladage

Brendan Mayhugh Rich Oden Todd Pote John Voysey Noel Weer

TEXT & GRAPHIC DESIGN

Daniel Kast

ARTISTIC CONSULTANT

James M. Dugan

PROOFREADING

Kevin Smith Jay Waschak

PLAYTESTERS

John Acar, Daniel Baker, Kyle Barton, Devin Callahan, Richard Colwell, Symon Cook, Andrew Damon, John Davidson, Klaus Deckenbach, Brian Dyck, Ben Frayser, Steven Gabriel, Eric Garvue, Steven Gilchrist, Kevin Gray, Dean Gundberg, Chris Gunning, Keeton Harrington, Sam Hart, Garrick Herbst, Garrett Hunter, Darren Kehrer, Don Kuehn, Tyrel Lohr, Brad McElhaney, Jeff Miller, Robb Minneman, Thomas Nicar, Jason Noble, Bob Norman, Juha Pohjalainen, James Pridemore, Sam Pullen, Joshua Rasey, Jerry Robinson, Ken Rodeghero, Demian Rose, Peter Schutze, Matthew Siedl, Mark Siefert, Kevin Smith, Brad Sweet, Ken Taborek, Bas Van Der Meer, Jay Waschak, Martin Wilför, Chad Wilson, Timothy Wolfe

SPECIAL THANKS

David Eynon Scott Franklin Brian Jurczyk W. Gregory Klett

Chris Mazurek John Richert Derek Rompot Timothy Swenson

All the members of the MJXII discussion forum:

mj12games.com/forum

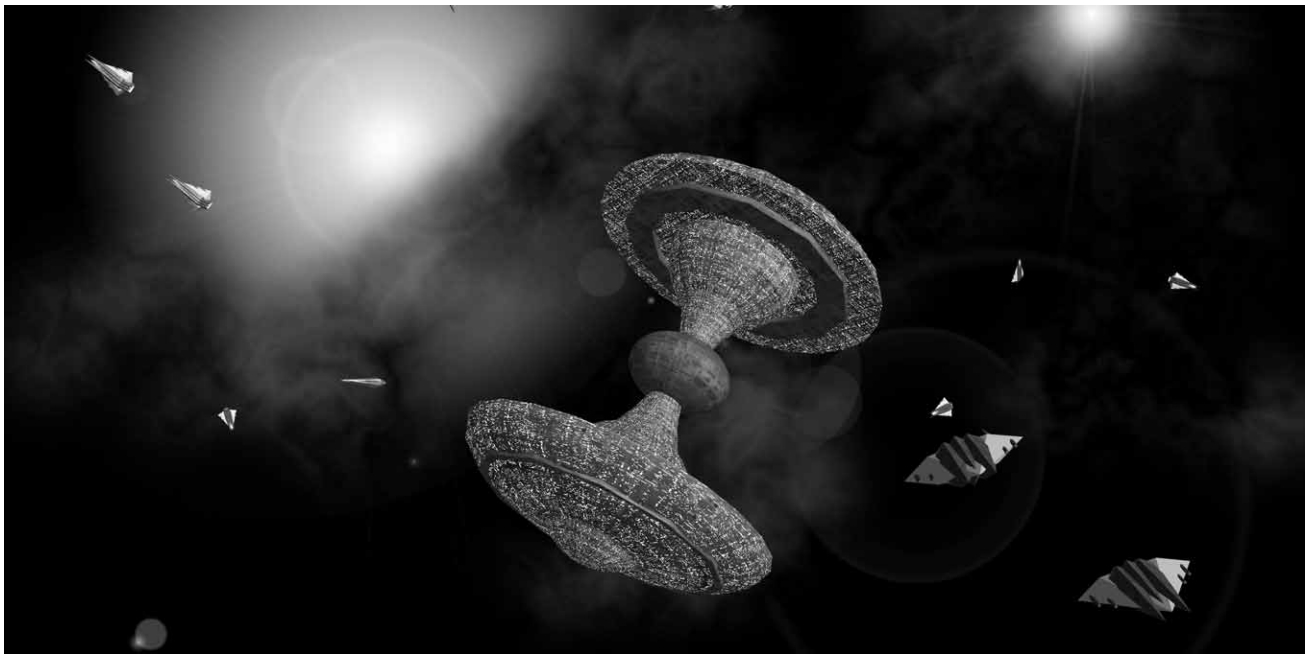
MJG-0120

Revision 0.0—December 2007

Printed in the United States of America by **Lulu.com**

TABLE OF CONTENTS

0.0 INTRODUCTION 4
0.1 Rulebook Structure 5
0.2 Game Components 6
0.3 Glossary 8
0.4 A Brief History of Starmada 10
1.0 STARSHIPS 11
2.0 PLAYING THE GAME 14
2.1 Setting Up 14
2.2 Sequence of Play 15
2.3 Victory! 15
3.0 MOVEMENT 16
3.1 Movement Orders 16
3.2 Thrust Requirements 17
3.3 Moving on the Game Board 18
3.4 An Example 18
3.5 Notes for Experienced Players 19
4.0 COMBAT 20
4.1 Declaration of Targets 21
4.2 The To-Hit Roll 22
4.3 The Impact Roll 23
4.4 The Damage Roll 23
4.5 Applying Damage 24
5.0 FIGHTERS 25
5.1 Including Fighters in a Fleet 25
5.2 The Fighter Phase 25
5.3 Fighter Movement 26
5.4 Fighters in Combat 26
6.0 STARSHIP CONSTRUCTION 27
6.1 The Design 27
6.2 The Combat Rating 29
6.3 The Starship Data Card 30
APPENDIX A: OPTIONS SUMMARY 32
A.1 Expanded Sequence of Play 32
A.2 Combat Modifiers 33
A.3 Construction Modifiers 33
A.4 Index of Options 33
APPENDIX B: STARSHIP OPTIONS 35
B.1 Armor Plating 35
B.2 Auxiliary Services 35
B.3 Cloaking Device 36
B.4 Countermeasures 37
B.5 Fire Control 37
B.6 Hyperdrive 37
B.7 Marines 38
B.8 Mines 39
B.9 Regeneration 40
B.10 Screens 40
B.11 Stealth 41
B.12 Tech Levels 41
APPENDIX C: WEAPON OPTIONS 43
C.1 Expanded Accuracy 43
C.2 Expanded Firing Arcs 43
C.3 Expanded Ranges 44
C.4 Weapon Traits 44
APPENDIX D: MOVEMENT OPTIONS 48
D.1 Basic Movement 48
D.2 Delayed Turns 49
D.3 Emergency Thrust 50
D.4 Evasive Action 50
D.5 Pivots 51
D.6 Rolls 51
D.7 Sequential Movement 51
D.8 Sideslips 52
APPENDIX E: COMBAT OPTIONS 53
E.1 Damage Control 53
E.2 Directed Damage 53
E.3 Explosions 54
E.4 Sensor Modes 54
E.5 Sequential Combat 55
E.6 Shield Reinforcement 55
APPENDIX F: FIGHTER OPTIONS 56
F.1 Customized Fighter Flights 56
F.2 Dogfights 58
F.3 Independent Fighters 58
F.4 Launch & Recovery 58
F.5 Random Fighter Initiative 59
F.6 Strikers 60
APPENDIX G: TERRAIN 61
G.1 Asteroids 61
G.2 Black Hole 62
G.3 Dust Cloud 64
G.4 Nebula 64
G.5 Planet 64
SCENARIOS 65
Breakout 66
Fleet Action 66
Hit & Run 66
The Patrol 67
To The Rescue 67
The Trap 68
CONVERTING FROM STARMADA X 69
The Design 69
The Combat Rating 72
The Starship Data Card 73
EPILOGUE: DESIGNER'S NOTES 75
INDEX 78



0.0 INTRODUCTION

Fleet Captain Frederic Antimony could not tear his eyes from the sight. Filling his vision were the starships of the Emperor's Own Ninth Starmada; hundreds of craft, large and small, capable of reducing the most well-defended surface facility to rubble. Never in the centuries since the founding of the Empire had a Starmada failed to achieve its objective; and only once before had one been defeated in defense of a system.

"Make that twice," thought Antimony, cracking a mirthless grin.

The countless stars looked in on Antimony; but the sensors informed him that many—far too many—were not stars at all, but renegade starships, come to eliminate the Empire's last stronghold in this sector. And there was no way for Antimony to stop them.

"At least we can make it interesting," he muttered, and his smile grew broader, just as a member of the bridge crew announced that she had lost contact with one of the pickets.

The battle had begun...

Starmada is a board game of starship combat. At its most basic level, players take command of space fleets in a general attempt to reduce each other to just so much space junk. At its most advanced, the game can be customized to breathe life into any science fiction background that players might imagine.

Novices shouldn't fret; the core set of rules has been designed with simplicity and ease of play in mind, accessible even to beginners. On the other hand, seasoned veterans should find the concise nature of the rules quite refreshing. It allows players to concentrate on the finer points of squashing their opponents rather than arguing about rules interpretations, without sacrificing any of the flavor or excitement of more complex games.

Simple, but not simplistic, is the guiding principle.

The Admiralty Edition should not be seen as merely a traditional wargame, simulating a particular battle or series of battles against a specific backdrop—instead, it is more of a toolkit, with which players can build settings that mimic their favorite movies and television shows, or create universes of their own design, all sharing a common rules framework. In this way, combat can be staged not only within a given context, but between worlds as well. Those who have ever wanted to see a Federation heavy cruiser take on an Imperial star destroyer now have the chance!

Although the ultimate goal of many (if not most) players will be to fully realize the universe of their dreams, don't be discouraged by the thought of crafting one from whole cloth right out of the box. Several published settings are planned as examples of how this toolkit can be utilized. Players should feel free to use any of these settings as-is, combine their most appealing aspects, or build upon them to create the "perfect" game.

Take some time now to look over the rules, then find an opponent, load a sci-fi soundtrack into the mp3 player, and lead the ***Starmada*** to victory!

THE ADMIRALTY

"Custodiamus et Derigamus"

Early in 2007, a group of veteran players came together to discuss the future of ***Starmada***. This group was given the name of "The Admiralty", and tasked with developing a new edition of the game. The result is this book.

Players familiar with earlier versions will notice several changes—rest assured that from an end-user standpoint, the game remains much the same. A commitment to tactical depth without overly-complicated game mechanics remains the "prime directive", so to speak.

The intent, as always, is to bring ***Starmada*** ever closer to the ultimate goal of being truly *The Universal Game of Starship Combat*. The final judgment on whether this project has been successful is in the hands of its players.

0.1 RULEBOOK STRUCTURE

The *Core Rulebook* primarily consists of two main sections:

1) By way of providing a baseline from which deviations can be measured, the first section (chapters 1 through 6) describes the basic game engine—what can be called "essential" ***Starmada***. It should be noted that while these rules form the core upon which alternatives can be layered, they are not necessarily inviolable. Many will be modified or completely replaced by optional rules and additions.

2) Following the essential rules are several appendices outlining a multitude of additional rules. Players should not see this collection as all-inclusive, nor should it be taken as a whole. The intent is not for players to make use of every option—this would be impossible in any event, as some contradict each other. Instead, if essential ***Starmada*** is seen as raw material, the appendices contain the tools with which players can mold that material into a desired form.

Despite the number of optional rules and additions available, players should not feel any compulsion to expand the game beyond its most basic level. A fully-enjoyable game can be had using nothing but essential ***Starmada***—and many players never have the urge to expand any further, getting the most enjoyment from the tactical challenges of a more elemental game. (There's a reason why a game like Go has endured, virtually unchanged, for thousands of years.) Others feel shortchanged if they aren't making use of every option possible.

There is nothing wrong with either approach; each has its devotees, although most players will fall somewhere in the middle. The reality is that no game is better or worse than another—each meets the needs of its players (otherwise, they wouldn't play). ***The Admiralty Edition*** is meant to accommodate everyone.

Whenever these rules use terms like “basic” or “advanced”, these should be seen in light of the relative complexity of a given setting, not as a values judgment. Playing with just the essential rules doesn’t imply inferiority—and the use of more options can’t in itself make a better player; a fact to which many in the Admiralty can attest from bitter personal experience...

0.2 GAME COMPONENTS

In addition to the items listed below, players will need to provide pens or pencils and some dice. All dice used in this game are six-sided, like those found in family board games. It would be best to have a half-dozen or more on hand.

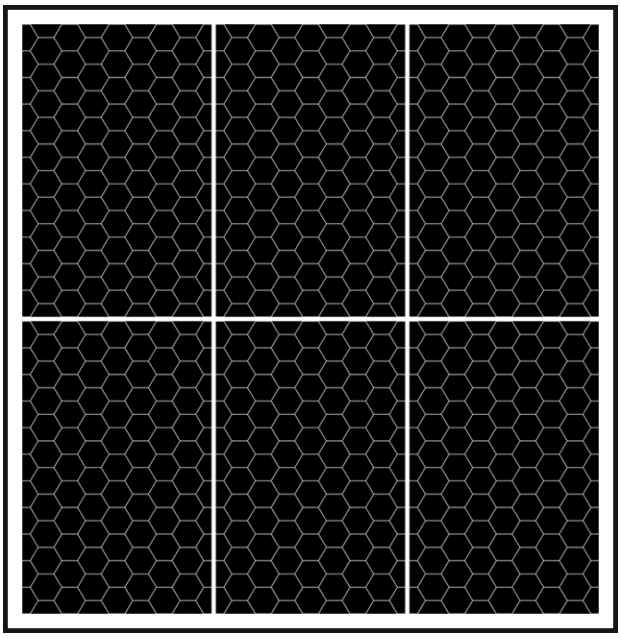
GAME BOARD

As with most board games, the ***Starmada*** playing area is subdivided into spaces which regulate movement and distances. These spaces are arranged into a hexagonal grid; thus, each space is referred to as a “hex”.

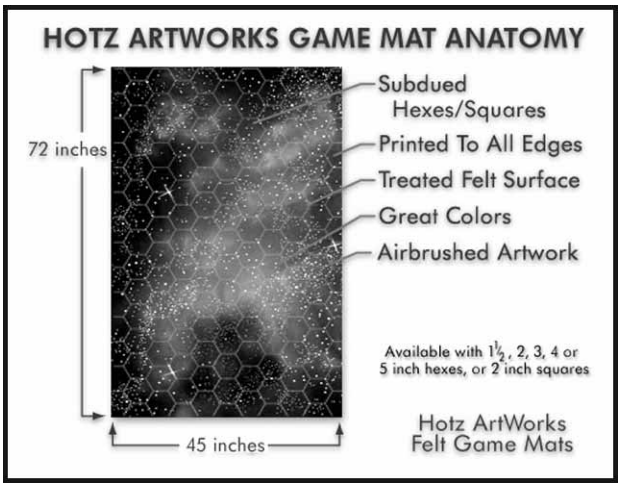
While most any size of hex will suffice, it is recommended that players use hexes between 1.5” and 2” across (~40mm to ~50mm). The standard playing area is 22 hexes across and 23 hexes wide. Players without access to a suitable hexgrid will find a sample game board section at the Majestic Twelve Games web site:

mj12games.com/starmada/stuff.zip

Once printed onto 11” by 17” paper, the white margins should be carefully trimmed using a pair of scissors or hobby knife. Six of these sections make up a standard game board, as shown below:



Several manufacturers produce game boards that are ideal for ***Starmada***. Visit the Majestic Twelve Games website for details.



Example of a “Hotz Mat”
www.hotzmats.com

(Note that the standard game board is nearly identical in its dimensions to a half-size, length-grain Hotz Mat with 2” hexes.)

MODELS

Each starship is represented by a model placed on the game board. Typically, a model is a plastic or metal miniature, suitably painted and mounted on "flying" stand. Such figures add an important aesthetic dimension to the game. Many different manufacturers produce ship miniatures, some with ties to ***Starmada***. Visit the Majestic Twelve Games web site for more details.

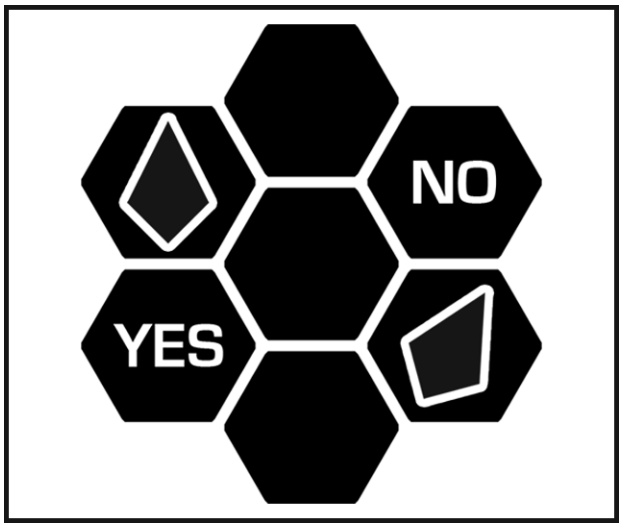
Miniatures by Brigade Models
www.brigademodels.co.uk

Players without access to suitable miniatures will find a sheet of sample starship counters at the Majestic Twelve Games web site:

mj12games.com/starmada/stuff.zip

Once printed onto cardstock, these counters should be carefully separated using a pair of scissors or a hobby knife.

Whatever is used, each model must have some method of indicating its "front"—*e.g.* the sample counters have a small arrow on one edge. On the game board, models must be placed so that each is completely within a single hex, and each is clearly facing one of the edges, as shown below:



(In the basic game, the alignment of the model indicates both the starship's "heading", or the direction in which it is moving, and its "facing", or the direction in which the front of the ship is pointed. Some options will allow a ship's facing to diverge from its heading.)

DATA CARDS

In addition to the model used to represent it on the game board, each starship has an associated data card. This card contains all of the information necessary to define the ship's capabilities, as well as to track damage inflicted by the enemy.

The various parts of the data card, and how each impacts game play, are described in the following chapter.

MARKERS

Many of the options included in this book require the use of markers during the game. Players may use coins, beads, rare jewels, or any other suitable items for this purpose. A sheet of sample markers can be downloaded from the Majestic Twelve Games web site:

mj12games.com/starmada/stuff.zip

Once printed onto cardstock, these markers should be carefully separated using a pair of scissors or a hobby knife.

0.3 GLOSSARY

- ***Accuracy***: The number a player needs to roll or better on a single die in order to score a hit with a weapon—*e.g.* "4+" indicates that a roll of 4, 5, or 6 results in a hit.
- ***Battery***: A group of weapons on a starship, all with the same rate of fire, range, accuracy, impact, and damage values.
- ***Carrier***: A starship designed to carry fighters.
- ***Class***: The "template" to which a particular starship conforms. Most ships are not unique designs, but one of a number of nearly identical vessels.
- ***Combat Rating***: A number indicating the starship's ability to give and receive punishment relative to other ships in the game. The higher this number, the more effective the design.
- ***Damage***: There are two meanings:
  1) The number of dice a weapon uses when making a damage roll;
  2) The effect(s) of a damage roll on a target.
- ***Damage Roll***: The act of rolling dice to determine what effect(s) a weapon hit has on the target.
- ***Element***: A term that includes both starships and fighter flights. It is used to avoid having the phrase "starship and/or fighter flight" occur repeatedly throughout these rules.
- ***Engine Hit***: A type of damage that represents the loss of engine power. When the number of engine hits equals a starship's hull size, it can no longer maneuver.
- ***Engine Rating***: The amount of power provided by a starship's main propulsion system. Each point in the engine rating represents enough thrust to move the ship one hex per game turn. Often referred to as just "engines".
- ***Facing***: The direction in which the front a starship is pointed. Contrast with "heading".
- ***Fighter***: A small, fast attack craft used to harass enemy starships and defend against opposing fighters.
- ***Fighter Capacity***: A quantification of the amount of space a starship has set aside for the storage and maintenance of fighter flights.
- ***Fighter Flight***: A group of fighters that operate as a single unit. The terms "fighter flight" and "flight" should be considered interchangeable.
- ***Firing Arc***: A combination of one or more of six basic arcs which defines the direction in which a weapon can fire.
- ***Game Turn***: The period of time during which each phase in the sequence of play is conducted once. Contrast with "turn".
- ***Game Turn Record***: The bottom portion of the starship data card, used to record movement orders and other bits of information throughout the game turn.
- ***Heading***: The direction in which a starship is moving. Contrast with "facing".
- ***Hull Hit***: A type of damage that represents the weakening of a starship's superstructure. When the number of hull hits taken equals a ship's hull size, it is destroyed.
- ***Hull Size***: A quantification of the size of a starship, and the number of hull hits the ship can take before destruction.
- ***Impact***: The number of dice a weapon uses when making an impact roll.
- ***Impact Roll***: The act of rolling dice in order to determine whether a weapon hit is blocked by the target's shields.
- ***Line of Sight***: An imaginary line traced from the center of an attacker's hex to the center of the target hex. Used to determine if an attack is blocked by intervening terrain.
- ***Movement Orders***: The system of notation that allows players to simultaneously plot where their starships are going to move.
- ***Phase***: One of several divisions in each game turn, organized in such a way as to bring order to the chaos of battle.

- ***Pill Bug***: *Armadillidium* is a genus of the small terrestrial crustacean known as the woodlouse. *Armadillidium* are also commonly known as "pill woodlice", "pill bugs" or "roly-polies". They are characterized by their ability to roll into a ball when disturbed.[1]
- ***Range***: There are two meanings:
  1) The distance between two objects, as determined by counting the number of hexes along the shortest path between the two;
  2) The maximum distance at which a weapon may attack a target (abbreviated "RNG"). Range is divided into three equal "bands"; short, medium, and long.
- ***Rate of Fire***: The number of dice a weapon uses when making a to-hit roll.
- ***Scenario***: A specific collection of rules for setting up the game, the forces to be used, and conditions under which victory may occur for either side.
- ***Sequence of Play***: The order in which the phases of a game turn are conducted.
- ***Shield Hit***: A type of damage that represents the degradation of a starship's defenses. When the number of shield hits equals a ship's hull size, it is unprotected.
- ***Shield Rating***: The amount of protection provided by a starship's shield generators; given as a number from 0 to 5. Often referred to as just "shields".
- ***Side***: Collectively, all of the players controlling the starships of one faction in a game. In a two-player game, players are considered to be "sides" unto themselves, while multi-player games will involve more than one player per side.
- ***Speed***: The number of hexes of forward movement contained in a starship's most recent set of movement orders.
- ***Starmada***: The best board game of starship combat ever devised. ☺
- ***Starship***: A space-faring vessel; the basic unit in ***Starmada***. The terms "starship" and "ship" should be considered interchangeable.
- ***Starship Data Card***: The sheet on which all of a starship's capabilities and weapon systems are noted. It is also used to record damage suffered by the ship.
- ***Thrust Requirement***: A quantification of the energy needed from a starship's engines in order to complete a given set of movement orders.
- ***To-Hit Roll***: The act of rolling dice in order to determine whether a weapon hits the target.
- ***Turn***: The act of pivoting a starship's model on the game board so that its heading is changed by one hexside (60º). Contrast with "game turn".
- ***Victory Points***: The method by which a winner is determined. Victory points are usually scored by destroying enemy starships, although some scenarios may provide for different methods by which they may be earned.
- ***Weapon***: An object mounted on a starship used to inflict damage upon enemy ships. Each weapon is part of a battery.
- ***Weapon Hit***: A type of damage that represents the loss of one (or more) weapons. The specific weapon(s) damaged is determined by the weapon damage chart (*q.v.*).
- ***Weapon Damage Chart***: A chart on the starship data card that determines the specific battery (or batteries) affected by a weapon hit.

[1] **www.wikipedia.org**. Please note that pill bugs may not wheel.

0.4 A BRIEF HISTORY OF STARMADA

The Admiralty Edition represents the seventh incarnation of the ***Starmada*** game.

STARMADA

Starmada was first posted by the author to the **rec.games.board** Usenet group on January 22, 1994, at 7:06 PM (GMT). A search on **groups.google.com** should still turn up the original posts (there were four in all). This version was re-released as an appendix to the ***Starmada X Rulebook*** (see below).

Extremely primitive as compared to more modern evolutions of the game, very little of the original ***Starmada*** has been retained over the years.

STARMADA 2.0

An updated version of the rules was posted in February 1995 on the author's web page (sadly, no longer reachable) at the University of Illinois. Many concepts from the first version were discarded or significantly altered; the most important change was the introduction of the shield rating.

This version still exists as a text file, and was much more fun to play than the first—perhaps it will see the light of day again.

STARMADA 3.0

The first printed version of ***Starmada***, this was a "shareware" release in 1996; the rules were available as a free download (again, from an extinct web site) with an encouragement to "register" them by sending $10 to the author, who would then send a hard copy via return post. Registrations were steady despite the poor quality of said hard copies.

This version was the first to include weapon firing arcs, and introduce the concept of "space units" as a limiting factor in starship construction.

STARMADA—FOURTH EDITION

Released in 1998, the fourth edition made some notable improvements to version 3.0; the most transformative of which was the specification of different ranges and to-hit values for each type of weapon carried by a starship.

THE STARMADA COMPENDIUM

Originally billed as ***Starmada—Fifth Edition***, this edition followed the fourth relatively quickly, appearing in late 1998. It bears the distinction of being the first version with artwork, and becoming (in 2000) the first professionally-printed version of the rules.

Initially put out as a 64-page rulebook and three 32-page expansions, the material was eventually collected in ***The Starmada Compendium***. This version is likely the one to which most experienced players were first introduced.

STARMADA X

Intended to mark the game's tenth anniversary (hence the "X"), this version got off to a rocky start in late 2003. The initial release as a "box set" was not well-received; however, after being re-issued in traditional book form in early 2004 (allowing players to focus on game play instead of packaging), ***Starmada X*** has been going strong for nearly four years, cementing its place as one of the pre-eminent games of starship combat on the market.

Among the several improvements introduced were fully-customizable weapons and the implementation of a damage allocation track customized to each individual starship design. It also became the first version with tie-ins to miniature manufacturers: ***Starmada X: Brigade***, a collaborative effort with Brigade Models, was published in late 2004, and for a time the "Cold Navy" miniatures from Xtreme Hobby were shipped with data cards for ***Starmada X***.

1.0 STARSHIPS

Before players can begin the process of blasting each other's fleets out of existence, some understanding of starships and the way they are defined within the game is necessary. This chapter explains these details by introducing the starship data cards, which keep track of all required information for each ship in the game.

CLASS

The first piece of information on the data card is the class. A starship's class is the designation given to the group of ships with which it shares its design and capabilities. Within the game, all ships in a given class are identical, and therefore use the same data cards.

The sample data card on the following page is for a Victory*-class heavy cruiser.*

COMBAT RATING

Below the class designation is the starship's combat rating: a number indicating the ship's ability to give and receive punishment relative to other ships in the game. The higher the combat rating, the more effective the ship will be in battle.

The Victory *has a combat rating of 220.*

STARSHIP NAME

To the right of the combat rating is an empty space reserved for the starship's name. This should be unique, as it serves to distinguish individual ships. Alternatively, players can simply record an ID number—anything is fine so long as it is clear which data card corresponds to each model on the game board.

HULL

The starship's hull size indicates how much damage the ship can sustain before destruction.

The number of boxes in the hull track corresponds to the starship's hull size. As the ship suffers hull damage, these boxes will be checked off; the number in the first unchecked box indicates how many hull hits can be taken before destruction. Once the last hull box has been checked, the ship is destroyed and removed from the game.

Note that a starship's hull size is *not* reduced by hull hits—*e.g.* a hull size 6 ship is always considered hull size 6, regardless of the number of hull hits taken.

The Victory *has a hull size of 10, so there are 10 boxes in the hull track. (Yes, there are technically 24 boxes, but only those with numbers in them are relevant to the game.)*

ENGINES

A starship's engine rating indicates the relative power of the ship's main propulsion unit.

The number of boxes in the engine track corresponds to the starship's hull size. As the ship suffers engine damage, these boxes will be checked off; the number in the first unchecked box indicates the ship's current engine rating. Once the last engine box has been checked, the ship can no longer maneuver.

The Victory *has an engine rating of 5. As its hull size is 10, there are 10 boxes in the engine track (again, only those with numbers in them are relevant). Once the first two boxes have been checked, the* Victory*'s engine rating will be reduced to 4.*

SHIELDS

Every starship has some amount of shielding, if only to protect it from the impact of meteors and other debris. However, the main function of a ship's shield rating is to defend against enemy weapons.

The number of boxes in the shield track corresponds to the starship's hull size. As the ship suffers shield damage, these boxes will be checked off; the number in the first unchecked box indicates the ship's current shield rating. Once the last shield box has been checked, the ship is unprotected.

The Victory *has a shield rating of 3. As its hull size is 10, there are 10 boxes in the shield track (as above, empty boxes are ignored). Once the first four boxes have been checked, the* Victory*'s shield rating will be reduced to 2.*

(It should be noted that "shields" is used as a generic term for starship defenses—it is possible that the "shield" rating may in fact be due to point-defense lasers, neutronium armor, reflective hull paint, magic beans, or any number and/or combination of different systems.)

VICTORY-class HEAVY CRUISER

220

HULL					
10	9	8	7	6	5
4	3	2	1		

ENGINES					
5	5	4	4	3	3
2	2	1	1		

SHIELDS					
3	3	3	3	2	2
2	1	1	1		

WEAPONS					
1	2	3	4	5	6
X2Z	XZ	XZ	YZ	YZ	YZ

STARMADA
THE ADMIRALTY EDITION
©2007 www.mj12games.com

		RNG	ROF	ACC	IMP	DMG
X	Pulse Cannons	9	2	5+	1	2
	[AB] [AC] [AC] [BD] [BD]					
Y	Mk.III Proton Missiles	15	1	4+	2	2
	[ABCD] [ABCD] [ABCD] [ABCD] [ABCD]					
Z	Laser Batteries	6	2	5+	1	1
	[AB] [AB] [AC] [AC] [AC] [BD] [BD] [BD] [CE] [DF] [EF]					

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

WEAPON DAMAGE CHART

Below the hull, engines, and shields displays is the weapon damage chart, used to determine which battery or batteries are affected by a weapon hit.

WEAPONS

A starship may have up to three groups of weapons, or batteries, labeled "X", "Y", and "Z". Each battery consists of a number of weapons of the same type and with the same capabilities.

On the top line of the battery display is the weapon type, followed by the battery's characteristics:

- ***Range*** (RNG) is the maximum distance (in hexes) at which the weapons in the battery can be used to attack a target. All ranges in ***Starmada*** are expressed as multiples of three (*e.g.* 6, 9, 15, etc.)—the reason for this will become clear later.
- ***Rate of Fire*** (ROF) indicates the frequency with which the weapons in the battery can attack. This may be due to a high cyclical rate (*e.g.* a machine gun), several projectiles in each attack (*e.g.* a shotgun), or other factors. Weapons with higher ROF values have more chances to score hits against the target.
- ***Accuracy*** (ACC) is the chance that weapons in the battery have of hitting the target. As it denotes the minimum number that must be rolled on a die in order to score a hit, a lower value is better (*i.e.* weapons with an ACC of "3+" are twice as likely to score hits as those with a "5+").
- ***Impact*** (IMP) and ***Damage*** (DMG) reflect the destructive power of the weapons in the battery. The higher these numbers, the more damage the weapons are able to inflict on the target. The distinction between the values has to do with timing: IMP is applied when attempting to pierce the target's shields, while DMG comes into play once the shields have been penetrated.

The bottom of the battery display shows the number of weapons and the arcs into which they can be fired. (Firing arcs are described in a later chapter.)

Each set of brackets denotes a separate weapon. For example, "[AC] [AC]" indicates two weapons with firing arc designations of "AC". As the starship suffers weapons damage, these will be checked off, reducing the number of weapons available.

The Victory*'s X battery is made up of pulse cannons, with range 9, rate of fire 2, accuracy 5+, impact 1, and damage 2. There are five individual weapons in this battery: one fires into the [AB] arc, while two each can fire into the [AC] and [BD] arcs.*

SPECIAL

Any characteristics or special equipment possessed by the starship, not encompassed by the other sections of the data card, are listed under "Special".

For the most part, anything listed here will relate to an option—falling outside the "essential" rules. One major exception to this is carriers (see rule ***5.1: Including Fighters in a Fleet***).

The Victory *is not a carrier, and therefore has nothing written in the "Special" section of its data card.*

THE GAME TURN RECORD

At the bottom of each starship data card is printed a game turn record, used to track different things throughout the course of the game turn.

There is one row on the record for each game turn, identified by the number in the far left column. The other columns are used for various purposes as described in later chapters.

2.0 PLAYING THE GAME

This chapter is intended to give an overall picture of how the game is played; details can be found in following chapters. After a few games, players should be able to dispense with the rulebook entirely—every effort has been made to keep the basic process as intuitive as possible.

2.1 SETTING UP

The first step in any game is to decide upon the scenario to be played. ***Starmada*** can be used to simulate any number of situations, allowing the experience to differ widely from game to game. A "scenario" is a specific combination of forces, game board setup, special rules, and other details.

Each setting includes several pre-designed scenarios from which to choose; in addition, some "generic" scenarios are given at the end of this book. Alternatively, scenarios may be designed from scratch, although this should not be attempted until players have gained some level of familiarity with the game.

Players who wish to jump right in may elect to play a "standard" scenario, which is merely a no-frills battle between two evenly-balanced sides. Guidelines for a standard scenario are highlighted throughout this chapter.

STARSHIPS

To begin, players must determine the starships to be included in the scenario. Some scenarios specify the exact ship types to be used, while others allow players to choose any ships within a given combat rating limit. This refers to the total of the combat ratings for all ships on a side; *e.g.* a limit of 1000 would allow any number and type of ships whose individual combat ratings add up to no more than 1000.

Unless required for a specific scenario, no ship should have a combat rating greater than 50% of the combat rating limit; *e.g.* if the limit is 500, no ship should have a combat rating greater than 250.

The standard scenario involves two sides with identical combat rating limits, typically in multiples of 100 (e.g. 200, 500, 1000, etc.).

DATA CARDS

Once the starships involved in the battle have been determined, players must complete a data card for each. Each setting will contain a pre-printed data card for each class; these may be photocopied for personal use. Alternatively, players may write in the necessary information on copies of the blank sheet of data cards at the back of this book. Electronic copies of these sheets can also be downloaded from the Majestic Twelve Games web site:

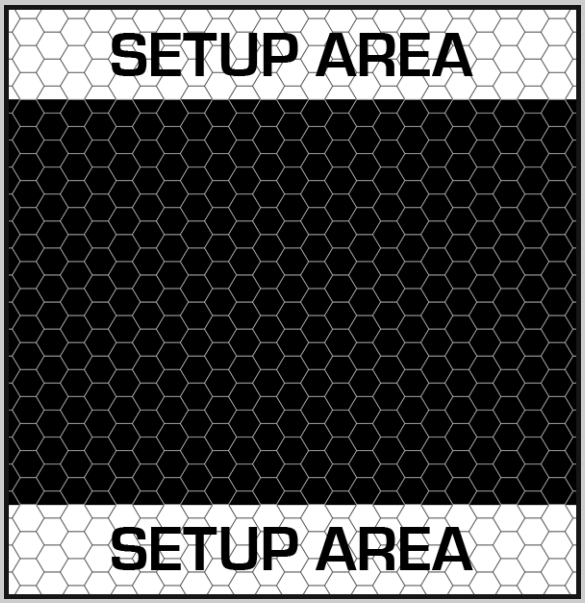
mj12games.com/starmada/stuff.zip

Data cards for eight sample starship classes from two different factions are provided at the back of this book.

GAME BOARD

Finally, set the game board within reach of all players on a level playing surface, such as a table or the floor. The starship models are then placed on the board as specified by the scenario.

In a standard scenario, sides alternate placing their starship models on the game board. To begin, assign each side to opposite edges of the game board. Next, determine the total number of ships on each side. The side with more ships places one model within three hexes of its edge of the board (shown in white, below). Sides then alternate until all models have been placed.



If one side has more than twice as many starships, it places two ships at a time; if one side has more than three times as many ships, it places three at a time; and so on.

If both sides have the same number of starships, roll a die to determine which side places first.

STARTING THE GAME

After the above steps have been completed, and any other required items have been gathered, such as dice, play can begin with the Orders Phase of the first game turn (see below).

2.2 SEQUENCE OF PLAY

Starmada is played in a series of game turns, each of which is made up of four distinct parts, or "phases". The order in which these phases are conducted is referred to as the "sequence of play":

1) Orders Phase
2) Movement Phase
3) Combat Phase
4) End Phase

When all four phases have been completed, one game turn is over, and the next begins with the Orders Phase.

Each phase requires players to perform specific tasks, thus bringing some semblance of order to the chaos of battle. These tasks must be completed during the indicated phase, and may not be moved to another. For example, if a player forgets to make attacks with a starship during the Combat Phase, the opportunity is lost and cannot be recovered during the End Phase.

2.3 VICTORY!

Winning the game is as simple as accumulating enough victory points (VPs). In most cases, VPs are awarded for the destruction of enemy forces. VPs may also be awarded for other achievements (or for preventing the other side from achieving something), as specified by the scenario.

Eliminating a starship awards the opposing side a number of VPs equal to the ship's combat rating; *e.g.* the destruction of a ship with a combat rating of 100 would be worth 100 VPs to the opposing side.

If, during the End Phase, one side has scored enough VPs to win, the game is over and that side has won. If both sides have scored the necessary number of VPs, the game is a draw.

The standard scenario has a victory point threshold equal to 50% of the combat rating limit. For example, if playing a battle with a combat rating limit of 500, either side may claim victory once it has scored 250 VPs.

3.0 MOVEMENT

Movement in ***Starmada*** is governed by the first of Newton's Laws: namely, that an object in motion will remain in motion unless acted upon by an external force. In game terms, the object is a starship, and the force is the thrust provided by its engines.

The procedure for completing a starship's movement consists of three steps:

1) Movement orders are written for the starship during the Orders Phase.

2) The thrust requirement is determined and compared to the starship's current engine rating; if the thrust requirement does not exceed the engine rating, the orders are legal.

3) The starship's model is moved on the game board according to its orders during the Movement Phase.

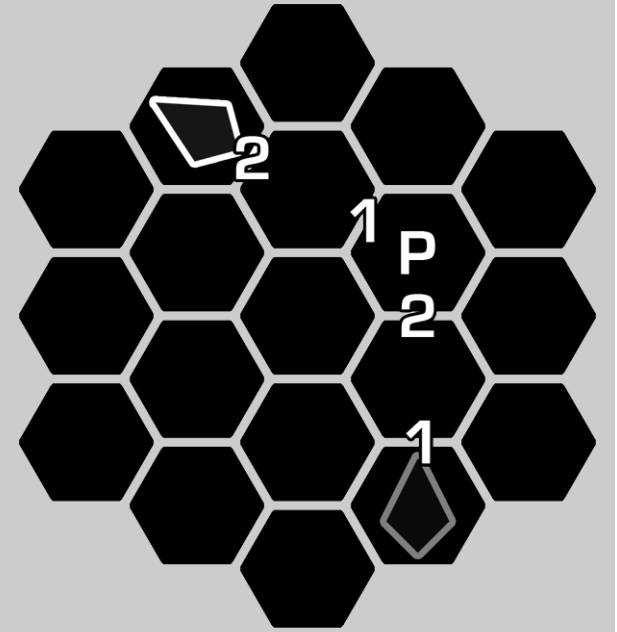
3.1 MOVEMENT ORDERS

During the Orders Phase, players secretly record movement orders for each starship under their control, using the following notation:

SYMBOL	MANEUVER
(#)	A number of hexes of forward movement
P	One-hexside (60º) turn to the left (port)
S	One-hexside (60º) turn to the right (starboard)
U	Three-hexside (180º) turn ("U-turn")

Forward movement is in the direction of the starship's heading, which is changed by making turns. Movement orders may include up to two one-hexside turns (P or S) or a single three-hexside turn (U). Thus, "P3P" and "4U" are valid orders, while "1P1S2P" and "U1S" are not.

A starship's movement orders are "2P2". As a result, the ship will move two hexes forward, turn one hexside (60º) to the left, and then move another two hexes forward, as shown below:



The game turn record has a space for writing the starship's movement orders. Next to this is a space for the ship's speed, which is simply the sum of all forward movement recorded in the movement orders. For example, "4P2" would indicate a speed of 6 (4+2). Speed is the prime factor in determining the thrust requirement of the maneuver being performed.

3.2 THRUST REQUIREMENTS

Each movement order has an associated thrust requirement, defining the minimum engine rating needed to complete the order. If the ship's current engine rating is less than the appropriate thrust requirement, the orders are illegal and cannot be completed.

The thrust requirement for a given set of movement orders depends upon the number and type of turns included:

- If the starship is performing no turns, the thrust requirement is the difference between the ship's speed in the previous game turn and its current speed.

  A starship's previous speed is 6, and its movement orders are "6". The thrust requirement is zero (6-6). Note that this is the only way for a ship in motion to achieve a thrust requirement of zero—therefore, a starship without engines will continue to move in the same direction and at the same speed indefinitely.

- If the starship is performing a single one-hexside turn (P or S), the thrust requirement is the ship's speed in the previous game turn or its current speed, whichever is greater.

  A starship's previous speed is 3, and its movement orders are "2P3". The thrust requirement is 5 (3<5).

- If the starship is performing two one-hexside turns (P or S) of the same type, the thrust requirement is the sum of the ship's speed in the previous game turn and its current speed.

  A starship's previous speed is 7, and its movement orders are "1P1P". The thrust requirement is 9 (7+2).

- If the starship is performing two one-hexside turns (P or S) of opposing types, the thrust requirement is the difference between the ship's speed in the previous game turn and its current speed, plus the amount of movement recorded between the two turns.

  A starship's previous speed is 5, and its movement orders are "2P3S1". The difference in speed is one (6-5), while the amount of movement between the turns is 3, for a final thrust requirement of 4 (1+3).

- If the starship is performing a single three-hexside turn (U), the thrust requirement is the sum of the ship's speed in the previous game turn and its current speed.

  A starship's previous speed is 2, and its movement orders are "1U3". The thrust requirement is 6 (2+4).

Thrust requirements are summarized on the following table:

TURNS	THRUST REQUIREMENT
None	Difference between the previous and current speeds
P or S	Greater of the previous and current speeds
P+P or S+S	Sum of the previous and current speeds
P+S or S+P	Difference between the previous and current speeds, plus the amount of movement between the turns
U	Sum of the previous and current speeds

During the first game turn, players should assume that each starship's previous speed is zero.

After all starship movement orders have been recorded, they are no longer secret, and may be inspected by all players. Any ship discovered to have illegal orders at this time will not complete those orders, and instead move forward a number of hexes equal to its speed in the previous game turn.

3.3 MOVING ON THE GAME BOARD

Once movement orders have been recorded for all starships, play proceeds to the Movement Phase, during which the ship models are moved on the game board according to those orders.

If a starship's movement orders cause its model to leave the game board, it is immediately removed from play and the ship may not return. Unless scenario rules state otherwise, ships that leave the board are considered destroyed, and the opposing side receives the normal amount of victory points.

Starships may move through hexes occupied by other ships without incident—space is big enough for them to pass. Further, two or more ships from the same side may end their movement in the same hex. However, if ships from opposing sides end their movement in the same hex, the situation must be resolved.

Roll a die for each starship, and add its current engine rating (re-roll any ties). The ship with the lowest total remains in place; then, in ascending order, each ship either remains in place or is moved to one of the adjacent hexes, maintaining its current heading. Ships from opposing sides may not be placed into the same hex during this process.

A cruiser has ended its movement in the same hex as two opposing destroyers. A die is rolled for each starship, adding its current speed. The cruiser (speed 4) rolls a 3, for a total of 7; the destroyers (speed 5 and 6) roll a 4 and a 2, for respective totals of 9 and 8. As the cruiser's total is lowest, it remains in place. The two destroyers are then moved to adjacent hexes—neither can remain in place, as that would fail to resolve the situation. The destroyers can both be moved into the same hex, or they can be split into separate hexes.

3.4 AN EXAMPLE

The following example will hopefully aid in clarifying the rules governing movement.

1) During the Orders Phase of Game Turn 1, a battleship with an engine rating of 4 is given movement orders of "3", yielding a speed of 3. No turns were ordered, so the thrust requirement is equal to the difference between the previous speed (0) and the current speed (3) (as this is the first game turn, the ship's previous speed is assumed to be zero). This difference (3) is less than the ship's engine rating, so the orders are legal. During the Movement Phase, the ship moves forward three hexes.

2) In Game Turn 2, the player wishes to give movement orders of "2S3", with a resulting speed of 5. As these orders would contain a single one-hexside turn, the thrust requirement would be equal to the greater of the previous speed (3) and the current speed (5). However, the greater value (5) is more than the battleship's engine rating, so these orders would be illegal. The controlling player therefore gives orders of "2S2", yielding a speed of 4. This makes the orders legal, and the ship moves two hexes forward, turns one hexside to the right, and moves another two hexes.

3) The movement orders for the battleship in Game Turn 3 are written as "P3S2", for a speed of 5. The orders contain two opposing one-hexside turns; thus, the thrust requirement is the difference between the previous speed (4) and the current speed (5), *plus* the amount of movement between the two turns (3). As the result (4) is not greater than the ship's engine rating, the orders are legal. The ship turns one hexside to the left, moves forward three hexes, turns one hexside to the right, and moves another two hexes.

4) In Game Turn 4, the controlling player wishes to turn the battleship around by plotting a three-hexside turn (U)—however, the thrust requirement for this would be the sum of the previous speed and the current speed. Unfortunately, the ship's previous speed (5) is greater than its engine rating; even with a current speed of zero, the thrust requirement would be too high. Therefore, the player decides to slow the ship down in hopes of having more options in Game Turn 5. The player writes "1" for the ship's movement orders, resulting in a speed of 1 and a thrust requirement of 4—the ship is performing no turns, so this is the difference between the previous speed (5) and the current speed (1). In the Movement Phase, the ship moves forward a single hex.

3.5 NOTES FOR EXPERIENCED PLAYERS

Those familiar with earlier versions of ***Starmada*** may find the ***Admiralty Edition*** movement rules somewhat perplexing—starships don't have the same type of flexibility as in previous editions, and failure to recognize the differences can be fatal.

In general, starships retain a comparable (if not slightly enlarged) radius of action: a ship with an engine rating of 6 could in earlier versions of the game move up to six hexes in a straight line, or up to five hexes while making a single one-hexside turn. In this system, a ship can expect to be able to move up to its current engine rating in hexes and still make a one-hexside turn in each Movement Phase.

However, there are two important considerations that players must keep in mind:

- A starship *can* move further than its current engine rating—whether or not it *should* do so is another matter entirely. Be careful when accelerating to high speeds; remember that, in order to make a heading change of any kind, the minimum thrust requirement is the ship's previous speed.
- A starship cannot rely on being able to make a final turn to bring its weapons to bear (unless using option ***D.5: Pivots***). Remember this when plotting movement orders, as it can be frustrating for a ship to achieve an optimum attack position, only to find its targets are just outside the necessary firing arc. It is often better to keep the range open a bit and reduce the chance of a target slipping out of arc.

Players may find that keeping a starship's speed one or two hexes below its current engine rating is a good rule of thumb. Doing so will allow for flexibility in the types of order available in the upcoming game turn, and guard against the effects of engine damage.

4.0 COMBAT

The Combat Phase will be the heart of most game turns, as it is during this time when starships unleash their fury upon one another.

To begin, determine the total number of starships on each side of the battle. The side with more ships has the first opportunity to attack with a single ship. Play then alternates between sides until all ships have made their attacks.

Side A has three starships, while Side B has five. Therefore, Side B will attack with one of its ships, followed by Side A. They will alternate until Side A has attacked with all of its ships, at which time Side B will attack with its remaining two ships; this is illustrated by the following pattern: B-A-B-A-B-A-B-B

If one side has more than twice as many starships, it has the opportunity to attack with two ships at a time; if one side has more than three times as many ships, it can attack with three at a time; and so on.

If both sides have the same number of starships, roll a die to determine which side goes first.

(Strictly speaking, as damage does not take effect until the End Phase, the order in which starships make their attacks is largely irrelevant—however, by alternating in this manner all players remain involved throughout the Combat Phase.)

The procedure for resolving a starship's combat opportunity consists of five steps:

1) A declaration is made of the target(s) to be attacked and the weapon(s) to be used against each.

2) For each weapon, a number of dice is rolled equal to its rate of fire (ROF) value.

3) For each die that equals or exceeds the weapon's accuracy (ACC), a number of dice is rolled equal to the weapon's impact (IMP) value.

4) For each die that exceeds the target's shield rating, a number of dice is rolled equal to the weapon's damage (DMG) value, and the result(s) of each noted on the target's data card.

5) The effects of damage are applied during the End Phase.

The order in which a starship's weapons fire is resolved is entirely up to the controlling player. The game turn record contains a checkbox to indicate when each starship has made its attacks and ensure that no ship mistakenly attacks twice in a single Combat Phase.

4.1 DECLARATION OF TARGETS

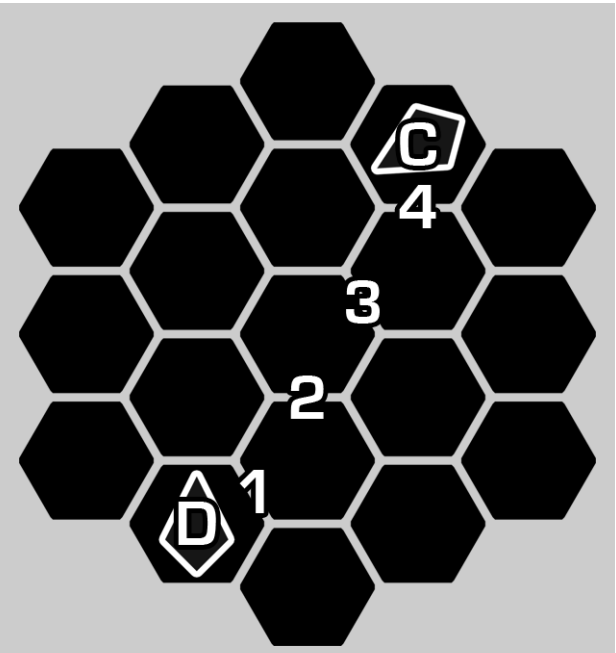
When a starship has been selected to make its attacks, the player controlling that ship must first declare the target(s) to be attacked and the weapon(s) to be used against each, keeping in mind that the target of a weapon must be within the appropriate range and firing arc, and the attacker must have a line of sight to the target (see below). This declaration must be made before any dice are rolled.

If, after the starship's attacks have begun (*i.e.* after any dice have been rolled), it is discovered that the player has failed to declare a target for a weapon, or a weapon cannot attack the declared target due to range or arc restrictions, that weapon cannot fire during this Combat Phase.

As stated above, there are three restrictions on the selection of targets for a given weapon: range, firing arc, and line of sight.

RANGE

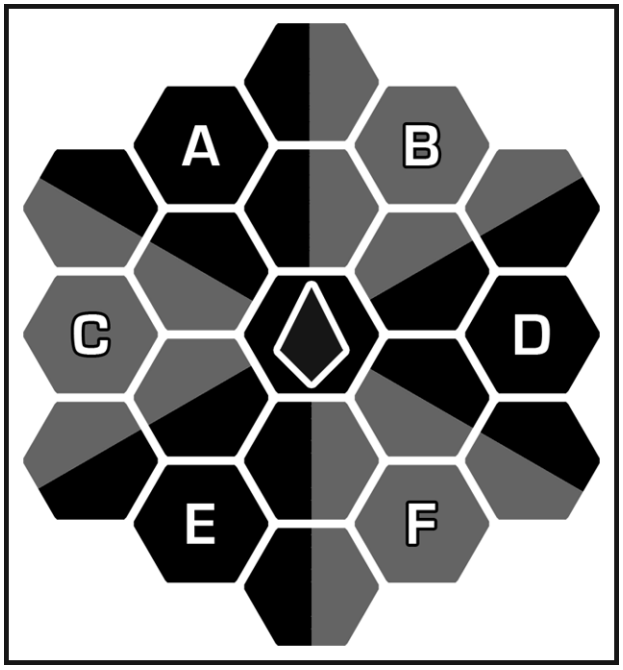
A weapon's range value (RNG) indicates the maximum distance at which a target can be attacked. Count the number of hexes along the shortest path between the attacking starship and the target, including the hex occupied by the target but not that of the attacker. If this distance is equal to or less than the weapon's range value, the attack may proceed.



In the above example, a cruiser (C) is four hexes away from an attacking destroyer (D).

FIRING ARCS

A starship has six firing arcs, relative to its facing and bounded by the six rows of hexes extending from its model's position, as shown below:



If a target lies on the row of hexes between two adjacent arcs, it is considered to lie within both. A weapon may only attack a target if it is able to fire into the arc occupied by that target; *e.g.* if the target is in the C arc, only those weapons with a "C" in their arc designations may be used to attack.

The cruiser is within the destroyer's B arc. The destroyer has three laser cannons with arc designations of AB, AC, and BD. Thus, two of the cannons can be used to attack the cruiser, while the third (with the AC arc designation) cannot.

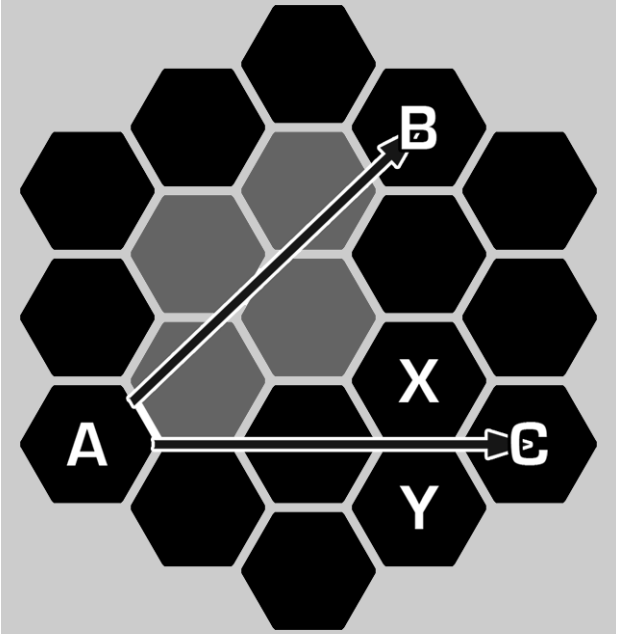
LINE OF SIGHT

In essential ***Starmada***, all starships have a line of sight to all targets on the game board. However, some options introduce circumstances in which the line of sight can be blocked or obscured.

Line of sight is determined by tracing an imaginary line between the center of the attacker's hex and the center of the target's hex. If this line crosses any portion of a hex, however small, the line of sight is considered to pass through that hex.

If the line crosses directly between two hexes, line of sight is considered to pass through one (but not both) of them; the choice is up to the attacker.

In the diagram below, the line of sight between hexes A and B crosses through all four of the shaded hexes.



Further, the line of sight between hexes A and C will cross through either hex X or Y, but not both. The choice is up to the attacking player.

Note that line of sight is never considered to pass through the hex occupied by the attacker, but always passes through the target's hex.

4.2 THE TO-HIT ROLL

When attacking with a weapon, roll a number of dice equal to the weapon's ROF. For example, a weapon with a ROF value of 2 would roll two dice. Compare the result of each die separately to the weapon's ACC; each die that equals or exceeds this value scores a hit on the target.

The destroyer's laser cannons have a ROF value of 1, and so a total of two dice are rolled, coming up 2 and 6. The cannons' ACC is 4+, which means one hit is scored on the cruiser.

To-hit rolls may be modified by the distance to the target:

- If the distance to the target is equal to or less than one-third the weapon's range value, the target is at "short range" and the result of each to-hit die is increased by +1.
- If the distance to the target is greater than one-third the weapon's range value, but equal to or less than two-thirds, the target is at "medium range", and the result of each to-hit die is unmodified.
- If the distance to the target is greater than two-thirds the weapon's range value, the target is at "long range" and the result of each to-hit die is decreased by -1.

The destroyer's laser cannons have a RNG of 9. Therefore, attacks against any target within three hexes will receive a +1 bonus to the to-hit dice, while attacks against any target further than six hexes will suffer a -1 penalty. As the cruiser is four hexes away, the to-hit rolls are unmodified.

A weapon with a ROF value greater than 1 cannot divide its to-hit dice between different targets.

MINIMUM / MAXIMUM ROLLS

Some options introduce additional modifiers to the to-hit roll. These modifiers may result in a situation where a to-hit roll cannot fail; *e.g.* a +2 modifier for a weapon with an ACC of 3+. In such cases, note that any die that comes up 1 (before modifiers) is a miss.

Likewise, modifiers may create a situation where a to-hit roll cannot succeed; *e.g.* a -2 modifier for a weapon with an ACC of 5+. In such cases, re-roll any die that comes up 6 (before modifiers), and compare the result to the following:

REROLL	FINAL RESULT
1,2	6
3,4	7
5	8
6	9

*A weapon with an ACC of 5+ is being used to attack a target at long range (-1) that is equipped with countermeasures (-1; see option **B.4: Countermeasures**). This results in a total modification of -2 to the result of each to-hit die. Three dice are rolled, coming up 2, 6, and 6. Although the 6s do not initially score hits (having been modified to 4s), they can be re-rolled. The second rolls come up 2 and 5, for final results of 6 and 8. The 6 (modified to 4) is a miss, but the 8 (modified to 6) scores a hit.*

4.3 THE IMPACT ROLL

In order to score damage, a hit must penetrate the target's shields. For each hit scored as a result of the to-hit roll, roll a number of dice equal to the weapon's IMP. For example, if a weapon with an IMP value of 2 scored two hits, a total of four impact dice would be rolled.

Compare the result of each die separately to the target's shield rating; each die that exceeds this value causes a point of impact to the target.

The destroyer's laser cannons have an IMP value of 2. One hit was scored, so two dice are rolled against the cruiser's shields, which have a rating of 3. The dice come up 3 and 4, causing one point of impact.

Against a target without shields (either by design or as the result of damage), the impact roll is unnecessary—each die automatically "gets through".

MINIMUM / MAXIMUM ROLLS

Some options introduce modifiers to the impact roll. These modifiers may result in a situation where an impact roll cannot fail; *e.g.* a +1 modifier against a target with a shield rating of 1. In such cases, note that any die that comes up 1 (before modifiers) fails to cause impact, provided the target has a non-zero shield rating.

Likewise, modifiers may create a situation where an impact roll cannot succeed; *e.g.* a -1 modifier against a target with a shield rating of 5. In such cases, re-roll any die that comes up 6 (before modifiers), and compare the result to the following:

REROLL	FINAL RESULT
1,2	6
3,4	7
5	8
6	9

*A non-piercing weapon (-1; see option **C.4: Weapon Traits**) with an IMP value of 2 has scored one hit against a target with a shield rating of 5. Two dice are rolled, coming up 4 and 6. Although the 6 does not initially cause impact (having been modified to 5), it can be re-rolled. The second roll comes up 3, for a final result of 7 (modified to 6), scoring one point of impact on the target.*

4.4 THE DAMAGE ROLL

The final step in an attack is to determine the type(s) of damage inflicted. For each point of impact scored on the target, roll a number of dice equal to the weapon's DMG. For example, if a weapon with a DMG value of 2 penetrated the target's shields with two points of impact, a total of four damage dice would be rolled.

The result of each damage die is considered separately:

ROLL	RESULT
1,3,5	Hull Hit*
1,2	Engine Hit
3,4	Shield Hit
5,6	Weapon Hit

*Note that a hull hit is scored on any odd result, *in addition to* the indicated engine, shield, or weapon hit.

The destroyer's laser cannons have a DMG value of 1. One point of impact was scored, so one die is rolled. It comes up 4, indicating one shield hit. If the result had been a 1, one hull hit and one engine hit would have resulted, while a roll of 6 would have inflicted one weapon hit.

HULL HITS

Hull hits are resolved by checking off one box on the target's hull track per hit—make sure to check boxes off left to right. Once the last box has been checked, the starship is destroyed (although it remains on the board until the End Phase—see below).

ENGINE HITS

Engine hits are resolved by checking off one box on the target's engine track per hit—make sure to check boxes off left to right. The starship's engine rating is determined by the value in the first unchecked box on the track. Once the last box has been checked, further engine hits are ignored.

SHIELD HITS

Shield hits are resolved by checking off one box on the target's shield track per hit—make sure to check boxes off left to right. The starship's shield rating is determined by the value in the first unchecked box on the track. Once the last box has been checked, further shield hits are ignored.

WEAPON HITS

Weapon hits are resolved by rolling one die per hit and comparing the result of each to the target's weapon damage chart:

RESULT	EFFECT
X	One weapon in the starship's X battery is destroyed (defending player's choice)
Y	One weapon in the starship's Y battery is destroyed (defending player's choice)
Z	One weapon in the starship's Y battery is destroyed (defending player's choice)

Destroyed weapons are checked off on the appropriate battery display. Once all weapons in a given battery have been checked, further damage to that battery is ignored.

The weapon damage chart may indicate the loss of two (or more) weapons—for example, "XZ" would mean one weapon in the X battery and one weapon in the Z battery are destroyed, while "2Y" would require the player to check off two weapons in the Y battery.

The weapon damage chart may also indicate the loss of no weapon at all. This can happen on large starships that have few weapons.

(As weapon hits require a second die roll, players may find it easier—and faster—to merely "tick off" such hits on the target's data card as they occur, and make one set of rolls at the conclusion of the Combat Phase to resolve their effects.)

4.5 APPLYING DAMAGE

As mentioned above, damage inflicted by starship weapons is not applied immediately—instead, it takes effect at the start of the End Phase. An easy method for remembering this is to mark damage with a slash ("/") on the target's data card when it occurs, and then add another slash (completing an "X") once the Combat Phase is concluded.

During the End Phase, any starship that has had all of the boxes on its hull track checked off is removed from the game, and the opposing side awarded the appropriate number of victory points (VPs).

5.0 FIGHTERS

Starfighters, attack craft, fast patrol ships: whatever the preferred term, many science fiction backgrounds include small, fast, short-ranged and surprisingly powerful units used to harass enemy starships—and protect the fleet from their opposing counterparts. In ***Starmada***, these small craft are given the collective label of "fighters".

(Although not strictly essential to the game, fighters are introduced here, rather than in the appendices, as they are an important part of so many different settings.)

5.1 INCLUDING FIGHTERS IN A FLEET

Fighters are grouped into "flights", each of which is represented by its own model. They do not have data cards, as the only important information about a fighter flight is how many fighters it has left. Each flight starts with six fighters, and once all are destroyed, the flight is removed from play.

(The easiest way to indicate damage to a fighter flight is by placing a small die next to the flight's model; the number showing on the die indicates the number of fighters remaining in the flight.)

In order for a fleet to include fighter flights, at least one starship on that side must be designated as a carrier. A ship so designated has this fact written in the "Special" section of its data card, along with a capacity; *e.g.* "Carrier (100)" indicates a carrier with a fighter capacity of 100.

Each fighter flight requires a capacity of 50. Therefore, if a fleet includes carriers with a total capacity of 500, it could field up to ten flights. When assembling forces to a particular combat rating total, note that these flights are "free"; *i.e.* their combat rating is included in that of their carrier(s), and does not need to be accounted for separately.

(It should be noted that some options can alter the capacity requirement of a fighter flight—50 is merely the default value.)

Unless otherwise noted by the scenario, fighter flights begin on the game board; they are assumed to have been "scrambled" before the first game turn.

5.2 THE FIGHTER PHASE

Fighter flights move and attack during a separate phase, called (unsurprisingly) the Fighter Phase. This phase occurs between the Movement and Combat Phases; thus, in a game where fighters are present, the sequence of play proceeds as follows:

1) Orders Phase
2) Movement Phase
3) Fighter Phase
4) Combat Phase
5) End Phase

To begin the Fighter Phase, determine the total number of fighter flights on each side of the battle. The side with more flights has the first opportunity to activate a single flight. Play then alternates between sides until all flights have been activated.

Side A has seven fighter flights, while Side B has five. Therefore, Side A will activate one of its flights, followed by Side B. They will alternate until Side B has activated all of its flights, at which time Side A will activate its remaining two flights; this is illustrated by the following pattern: A-B-A-B-A-B-A-B-A-B-A-A.

If one side has more than twice as many fighter flights, it has the opportunity to activate two flights at a time; if one side has more than three times as many flights, it can activate three at a time; and so on.

(Note that the ratio between the two sides is only relevant at the start of the Fighter Phase. Thus, if one side begins with more than twice as many fighter flights than the other, it will continue to activate two flights at a time even if the ratio is reduced to two-to-one or lower as the phase progresses.)

If both sides have the same number of fighter flights on the board, roll a die to determine which side goes first.

When activated, a fighter flight is first moved across the game board, after which it may attack a single target, as described below. Each flight may only be activated once per Fighter Phase.

5.3 FIGHTER MOVEMENT

Fighter flights are moved directly on the game board; *i.e.* no movement orders are necessary. Flights can be moved up to 10 hexes from their starting position, in any direction and/or flight path; they have no facing and therefore no need to turn. There is no need to record the speed of fighter flights.

Fighter flights may move through any occupied hex, and may end their movement in the same hex as an element from the same side; however, a flight may not end its movement in the same hex as an opposing element.

If a starship ends its movement in the same hex as an opposing fighter flight (or flights), the flight(s) must move when activated to resolve the situation.

5.4 FIGHTERS IN COMBAT

After a fighter flight has finished moving, it has the option of immediately attacking any opposing element in an adjacent hex. Flights may not divide their attacks between multiple targets.

Each fighter flight is considered a separate target—thus, if there are multiple flights in a hex, one must be selected as the target of an attack before any dice are rolled.

Damage inflicted by fighter flights is applied immediately. This means that fighters destroyed before their flight is activated will not be able to move or attack in the current game turn, while starships must apply damage as it occurs.

A destroyer takes a shield hit from a fighter attack. Checking off the next box on the shield track reduces the shield rating from 2 to 1. The new rating takes effect for the remainder of the Fighter Phase as well as the upcoming Combat Phase.

Victory points (VPs) are not scored when a fighter flight is eliminated; the combat rating of each flight is included in its carrier's total. Thus, a carrier must be destroyed in order to gain VPs for its fighters.

FIGHTER ATTACKS ON STARSHIPS

In order to attack a starship with a fighter flight, roll one die for each fighter in the flight. Each die that comes up 5 or 6 scores a hit. The impact value (IMP) and damage value (DMG) for fighter attacks are each 1.

FIGHTER ATTACKS ON FIGHTERS

When attacking another fighter flight, roll one die for each fighter left in the attacking flight. Each die that comes up 5 or 6 destroys one fighter in the target flight.

STARSHIP ATTACKS ON FIGHTERS

When a starship attacks a fighter flight, the process is the same as when attacking other ships. However, the result of each to-hit die is modified by a -1 penalty. In addition, each hit scored on a fighter flight automatically destroys one fighter; no impact or damage rolls are necessary. Thus, weapons with IMP and/or DMG values greater than 1 waste these capabilities when attacking fighters.

EPILOGUE: DESIGNER'S NOTES

In many ways, the process of game revision is more difficult than the initial game design—the existence of the current edition of the game is a double-edged sword. While there is plenty of tested material to draw upon, that material has (hopefully) legions of devoted fans, many of whom will question any decision to "mess with a good thing".

I have never truly seen ***Starmada*** as mine to do with as I please, even though the temptation has surely existed over the years. More than anything else, I see my role as a caretaker of this game, not an owner. For this reason, among others, I chose to gather a group together—The Admiralty—as advisors throughout the process of revision. There have been disagreements and debates, tiffs and tantrums, flaps and downright feuds along the way, but all in a good cause.

While I'd like to think this has been a collaborative process, there were times when my view prevailed, not due to my superior reasoning or powers of persuasion, but because I pushed blindly ahead. So while I acknowledge and appreciate the assistance of the Admiralty, and wish to share the credit for any improvements that may have resulted, the blame for any misguided decisions rests solely with me. (Members of the Admiralty should feel free to say "I told you so" as appropriate...)

It is my hope that this epilogue will serve to explain the rationale behind many of the changes long-time players will see reflected in these pages, and perhaps mitigate any fears they might have. ***Starmada*** is still the game you've come to know and (presumably) love, due primarily to the input of players just like you. Once you've read through these notes, if you still have questions about whats or whys or hows, please ask. The Majestic Twelve Games forum (**mj12games.com/forum**) exists for that specific purpose—our games have always been a joint venture between "designers" and "players", and the line dividing the two is blurry indeed.

There are three main reasons why I felt a revision was necessary.

First, the movement system in ***Starmada***, while clearly not integral to the game (a recent informal poll on the forum indicated that nearly two-thirds of players use something else), was dragging it down. Consider that, of the original version posted on Usenet way back in 1994, only the movement rules hadn't been changed in any appreciable way.

While this could have been corrected with an optional rule (and has been via the "official" vector movement system and other player-designed options), doing so wouldn't address the many players who, over the years, have stated they would have given the game a try if it weren't for the movement system. In short, the genre had passed us by. When ***Starmada*** was first made public, hardly any starship combat game even paid lip service to "inertia" or "vectors"—in 2007, any game that doesn't make an effort to address these concepts isn't taken seriously.

In practice, no real change has occurred—we've just made a swap, so that a more "accurate" system is presented as the default, while the previous rules have been re-labeled as an option and moved to the appendices.

Secondly, my own experiences as a player made me feel the Combat Phase—specifically damage allocation—took too long. The change in ***Starmada X*** to individualized damage charts was a good one, but it did slow things down.

This new system brings back a standardized set of damage roll results (*i.e.* for all starships, 1-2=Engine, 3-4=Shield, 5-6=Weapon, plus any odd roll=Hull). Instead of varying the *distribution* of hit types, the *effect* of each hit is individualized for a given ship via the engine track, shield track, and weapon damage chart. Although a second roll is required to determine the specific weapon(s) damaged by a weapon hit, these can be completed by all players simultaneously once the Combat Phase has concluded.

Finally, and perhaps most importantly, the overall concept of ***Starmada*** had become an issue. It was never my intention to present all of the various optional rules, equipment, and weapon abilities as a cohesive, "take it or leave it" whole—yet I don't believe that message had ever been explicitly communicated to players. My hope is that by repackaging the rules in a way more consistent with the "toolkit" paradigm, expansions and third-party settings can be more easily integrated into the game system.

Among the "minor" changes in ***The Admiralty Edition*** is the elimination of special equipment as a concept. Frankly, the term had become a misnomer; consider that it had expanded to include (at least) five different sub-sets:

1) Things the starship possessed that were part of the ship and conceptually could be destroyed (actual "equipment").
2) Traits inherent to the starship that weren't "things" (organic hull, armor plating).
3) Descriptors applied to portions of the starship's compliment (marines, extra crew).
4) Things for which the starship had space to carry, but weren't actually part of the ship (fighters, drones, mines).
5) Things for which the starship had space, but weren't actually part of the ship and had no impact on game play (cargo bays, passengers, troops, vehicle bays, medical bays, etc.).

While not all in the Admiralty agree with this characterization, it is really just a question of semantics—more concerning to me was how equipment interacted with damage resolution. By adding "Q" hits to the game in ***Starmada X***, more problems were created than were solved, not least of which was the issue of "damage sinks". Starship designers were loading up on unimportant, cheap equipment (teleporters) and using them to shield more critical items (cloaking devices) from damage. Further, some items were designated as susceptible to "equipment" damage but likely shouldn't have been (marines), and vice versa (fighter bays).

My final concern was that equipment had been drifting more and more into the realm of setting-specificity—*e.g.* the important thing about a stealth generator is that it increases the effective range by one band, not that it is a "generator". ***Starmada*** has always been about effect, not cause; but with special equipment, I felt these priorities being reversed.

In the transition from equipment to starship "options", several items were modified or left out:

- With a comprehensive weapon design system, weapon-like equipment such as anti-fighter batteries, carronades, and spinal mounts are no longer required.
- Armored gun batteries and redundant shielding just added an extra die roll for limited effect, and have been removed. For similar reasons, armor plating has been returned to its pre-***Starmada X*** incarnation.
- Battle satellites and drones have been eliminated in favor of a set of integrated small craft rules (see below).
- Decoys have been subsumed into the "countermeasures" trait.
- The electronic warfare system and long-range sensors have been combined into the "fire control" trait, as they essentially perform the same function.
- Ionic shielding was eliminated because it led a trend towards "one-upping"—*i.e.* if ionic shielding can prevent weapons from bypassing the shields, what about weapons that can ignore ionic shielding?
- Overthrusters don't integrate well with the new movement system.
- The point-defense system is one of those rules (like banked weapons) that should never have been introduced; it was a consequence of my failure to emphasize effect over cause. Many players had asked about providing defenses for races or factions that didn't use shields. Rather than point out that "shields" could just be renamed, a new rule was created.
- The shockwave, the stutterdrive, and sunbursts seem to be under-utilized. They haven't been eliminated for any particular reason, and may return in a modified form in future supplements.
- The passing of tachyon detection & ranging is likely to be lamented by few, if any, having been characterized as the one piece of equipment that could reduce an entire game to a single die roll.

Players who miss the idea of special equipment damage can easily reintroduce the "critical hits" rule from the ***Starmada Compendium*** (or wait until it is reintroduced as an option in a future supplement).

One of the changes I'm most happy with is the integrated set of small craft rules. In addition to removing the need for redundant sets of rules for fighters, battle satellites, drones, and boarding pods (which often confused players more than helped them), this allows for customizable drones (strikers), something players have long been clamoring for. It also leads to the elimination of "fighter bays" in favor of a "fighter capacity"—which makes the implementation of all the different fighter options infinitely easier. Long-time players will also find that I have bowed to the constant pressure over the years—standard fighters have been weakened somewhat to more accurately reflect their combat rating.

In the end, this revision merely reflects the collective biases of a small group of players. While our recommendations perhaps carry more weight than others', the fact remains that this game has always been yours—and as has been said, "***Starmada*** is made for tinkerin'!" Whether or not you agree with the decisions that we've made, know that this is not the end; we will continue to expand and improve upon the game so long as there are players who care enough about it to push us forward.

Thanks, and happy gaming!

Daniel Kast
December 2007

INDEX

Accuracy, weapon 13
Expanded 43
Admiralty, The 5
Area Effect 44
Armor Plating 35
Asteroid Field 61
Asteroids 61
Attack, fighter flight 56
Auxiliary Services 35
Black Hole 62
Boarding Pods 38
Carrier 25,28
Cloaking Device 36
Combat 20
Fighters 26
Combat Modifiers, summarized 33
Combat Rating 11,29
Construction Modifiers, summarized 33
Continuing Damage, fighter flight 57
Continuing Damage, weapon 45
Converting from Starmada X 69
Countermeasures 37
Damage, weapon 13
Damage Control 53
Damage Roll 23
Defense, fighter flight 56
Delayed Turns 49
Designer's Notes 75
Directed Damage 53
Dogfights 58
Double Damage, fighter flight 57
Double Damage, weapon 45
Doubled Range Modifiers 45
Declaring Targets 21
Defensive Rating 30
Dust Cloud 64
Emergency Thrust 50
Engine Hit 24
Engine Rating 12,28
Evasive Action 50
Explosions 54
Extra Hull Damage, fighter flight 57
Extra Hull Damage, weapon 45
Fighters 25
Customized 56
Hyperspace Capability 58
Independent 58
Launch & Recovery 58
Random Initiative 59
Traits 57
Fire Control 37
Fire-Linked 45
Firing Arcs 21
Expanded 43
Game Board 6,15
Game Components 6
Game Turn Record 13
Glossary 8
Hull Hit 24
Hull Size 11,27
Hyperdrive 37
Impact, weapon 13
Impact Roll 23
Increased DMG 57
Increased Hits 45
Increased IMP, fighter flight 57
Increased Impact, weapon 45
Increased ROF 57
Inverted Range Modifiers 45
Inverted Range-Based DMG 46
Inverted Range-Based IMP 46
Inverted Range-Based ROF 46
Launch Tubes 59
Line of Sight 21
Markers 7
Marines 38
Mines 39
Minesweeping 40
Minimum Range 46
Movement 16
Basic 48
Fighters 26
Movement Orders 16,48
Movement Points 48
Nebula 64
No Hull Damage, fighter flight 57
No Hull Damage, weapon 46
No Range Modifiers 46

Non-Piercing, fighter flight 57
Non-Piercing, weapon 46
Offensive Rating 30
Options Index 33
Options Summary 32
Piercing, fighter flight 57
Piercing, weapon 46
Pivots 51
Planet 64
Range 21
Range, weapon 13
    Expanded 44
Range-Based DMG 46
Range-Based IMP 46
Range-Based ROF 47
Rate of Fire, weapon 13
Regeneration 40
Repeating, fighter flight 58
Repeating, weapon 47
Scenarios 14,65
    Standard 14
Screens 40
Seekers 60
Sensor Modes 54
Sequence of Play 15,25
    Expanded 32
Sequential Combat 55
Sequential Movement 51
Setting Up 14
Shield Hit 24
Shield Rating 12,28
Shield Reinforcement 55
Sideslips 49,52
Size, fighter flight 56
Slow-Firing 47
Speed, fighter flight 56
Stacking 18,49
Starmada 4
    History of 10
Starships 11,14
    Data Cards 7,12,14,30
    Models 7
Stealth 41
Strikers 60
Space Units 27
Tech Levels 41
    Expanded 42
Teleporters 39
Terrain 61
Thrust Requirements 17
To-Hit Roll 22
Variable DMG 47
Variable IMP 47
Variable ROF 47
Victory Points 15
Weapon Damage Chart 12,31
Weapon Hit 24
Weapons 12,28
    Traits 44

CONQUEROR-class BATTLESHIP

395

HULL					
11	10	9	8	7	6
5	4	3	2	1	

ENGINES					
4	4	4	3	3	3
2	2	2	1	1	

SHIELDS					
5	5	5	4	4	3
3	2	2	1	1	

WEAPONS					
1	2	3	4	5	6
XZ	XZ	XZ	YZ	YZ	YZ

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	**Pulse Cannons**	9	2	5+	1	2
	[AB] [AC] [AC] [BD] [BD]					
Y	**Mk.IV Proton Missiles**	15	1	4+	2	3
	[ABCD] [ABCD] [ABCD] [ABCD]					
Z	**Laser Batteries**	6	2	5+	1	1
	[AB] [AB] [AB] [AC] [AC] [BD] [BD] [CE] [DF]					

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

ORION-class CARRIER

385

HULL					
6	5	4	3	2	1

ENGINES					
5	5	4	3	2	1

SHIELDS					
3	3	2	2	1	1

WEAPONS					
1	2	3	4	5	6
2X	2X	2X	2X	2X	2X

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	**Laser Batteries**	6	2	5+	1	1
	[AB] [AB] [AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [DF] [DF]					
Y						
Z						

SPECIAL
Carrier (300)

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

SWIFTSURE-class DESTROYER

96

HULL					
5	4	3	2	1	

ENGINES					
7	6	5	3	2	

SHIELDS					
2	2	2	1	1	

WEAPONS					
1	2	3	4	5	6
2X2Y	2XY	2XY	2XY	X2Y	X2Y

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	**Pulse Cannons**	9	2	5+	1	2
	[AB] [AB] [AC] [AC] [AC] [BD] [BD] [BD]					
Y	**Laser Batteries**	6	2	5+	1	1
	[AB] [AC] [AC] [BD] [BD] [CE] [DF]					
Z						

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

VICTORY-class HEAVY CRUISER

220

HULL					
10	9	8	7	6	5
4	3	2	1		

ENGINES					
5	5	4	4	3	3
2	2	1	1		

SHIELDS					
3	3	3	3	2	2
2	1	1	1		

WEAPONS					
1	2	3	4	5	6
X2Z	XZ	XZ	YZ	YZ	YZ

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	**Pulse Cannons**	9	2	5+	1	2
	[AB] [AC] [AC] [BD] [BD]					
Y	**Mk.III Proton Missiles**	15	1	4+	2	2
	[ABCD] [ABCD] [ABCD] [ABCD] [ABCD]					
Z	**Laser Batteries**	6	2	5+	1	1
	[AB] [AB] [AC] [AC] [AC] [BD] [BD] [BD] [CE] [DF] [EF]					

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

ANVAL-class FRIGATE

52

HULL					
3	2	1			

ENGINES					
8	6	3			

SHIELDS					
1	1	1			

WEAPONS					
1	2	3	4	5	6
4X	4X	3X	3X	3X	3X

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	Railguns	9	1	5+	1	2
	[ABC] [ABC] [ABC] [ABC] [ABC] [ABD] [ABD] [ABD] [ABD] [ABD]					
Y						
Z						

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

DAGEN-class CARRIER

312

HULL					
5	4	3	2	1	

ENGINES					
5	4	3	2	1	

SHIELDS					
2	2	2	1	1	

WEAPONS					
1	2	3	4	5	6
2X	2X	2X	2X	X	X

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	Railguns	9	1	5+	1	2
	[ABC] [ABC] [ABC] [ABC] [ABD] [ABD] [ABD] [ABD]					
Y						
Z						

SPECIAL

Carrier (250)

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

VOLHARD-class CRUISER

168

HULL					
7	6	5	4	3	2
1					

ENGINES					
4	4	3	3	2	2
1					

SHIELDS					
4	4	3	3	2	2
1					

WEAPONS					
1	2	3	4	5	6
XY	XY	XY	XY	X	X

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	Medium Missile Battery	12	2	4+	1	2
	[AB] [AC] [AC] [AC] [BD] [BD] [BD]					
Y	Railguns	9	1	5+	1	2
	[ABC] [ABC] [ABD] [ABD]					
Z						

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

WRAAK-class BATTLECRUISER

220

HULL					
9	8	7	6	5	4
3	2	1			

ENGINES					
5	5	4	4	3	3
2	2	1			

SHIELDS					
4	4	4	3	3	2
2	1	1			

WEAPONS					
1	2	3	4	5	6
X	X	X	Y	Y	

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X	Heavy Missile Battery	12	2	4+	2	3
	[AB] [AB] [AC] [BD]					
Y	Railguns	9	1	5+	1	2
	[ABC] [ABD]					
Z						

SPECIAL

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

HULL						ENGINES						SHIELDS					

WEAPONS					
1	2	3	4	5	6

STARMADA
THE ADMIRALTY EDITION

		RNG	ROF	ACC	IMP	DMG
X						
Y						
Z						

SPECIAL	

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

HULL						ENGINES						SHIELDS					

WEAPONS					
1	2	3	4	5	6

STARMADA
THE ADMIRALTY EDITION
©2007 www.mj12games.com

		RNG	ROF	ACC	IMP	DMG
X						
Y						
Z						

SPECIAL	

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	