



APPENDIX A: OPTIONS SUMMARY

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Unlike subsequent appendices, the *Options Summary* is not itself an addition to the *Starmada* game. Rather, it serves as a reference to all of the options currently available.

As more options are provided in supplemental products, this section will be updated accordingly. The most current version of **Appendix A** can always be downloaded for free from the Majestic Twelve Games web site:

www.mj12games.com/starmada/

A.1 EXPANDED SEQUENCE OF PLAY

Many options add steps to the sequence of play. This section lists all of these additions and the order in which they should occur.

ORDERS PHASE

- 1) Attempt emergency thrust.
- 2) For all starships, secretly perform the following:
 - Record movement orders, including pivots and/or sideslips.
 - Activate or deactivate cloaking device.
 - Initiate evasive action.

- Determine sensor mode.
 - Allocate screens.
 - Determine shield reinforcement.
 - Assign weapon modes.
- 3) Remove any starship activating its cloaking device; replace any ship deactivating its cloaking device.
 - 4) Reveal non-cloaked starships' movement orders. Confirm all orders are legal.

MOVEMENT PHASE

- 1) Move starships on the game board. Resolve minefield hits as necessary. Resolve asteroid field hits as necessary. Remove destroyed starships. Resolve the effects of explosions.
- 2) Determine if cloaked starships have been detected.
- 3) Adjust positions of starships from opposing sides which end their movement in the same hex.

FIGHTER PHASE

- 1) Alternate activating fighter flights, or use a deck of cards for initiative. For each activated flight:



- Move fighter flight on the game board. Resolve minefield hits as necessary. Resolve asteroid field hits as necessary.
- Attack one target in an adjacent hex; or initiate dogfight; or recover flight.
- Resolve damage to target and remove if destroyed. Resolve the effects of explosion.

COMBAT PHASE

- 1) Alternate making attacks with starships. For each attacking ship:
 - Declare targets.
 - Declare directed damage.
 - Resolve weapons fire.
 - Activate teleporters.
- 2) Remove all searchlight illumination markers.

END PHASE

- 1) Apply damage and remove destroyed starships. Resolve the effects of explosions.
- 2) Conduct shipboard combat. Remove captured starships.
- 3) Resolve black hole gravitational pull.
- 4) Attempt regeneration.
- 5) Attempt damage control.
- 6) Launch fighters.
- 7) Attempt to enter hyperspace.
- 8) Reverse pivots.
- 9) Make searchlight illumination attempts.
- 10) Check victory conditions.

A.2 COMBAT MODIFIERS

Several options impose modifiers to the result of each of a starship weapon's to-hit dice. This list compiles all such modifiers.

Condition	Modifier
Altitude.....	-1 per level of difference
Asteroid Field.....	-1 per hex*
<i>*Including target's hex but not attacker's</i>	
Cloaked Starship (if detected).....	-1
Countermeasures.....	-1

Directed Damage.....	-1
Evasive Action.....	-1 or -2
Fighter Flight.....	-1
Fire Control.....	+1*
<i>*Only if negative modifiers apply</i>	
Long Range.....	-1
Minesweeping.....	-1
No Hull Damage (vs. Fighter Flight).....	-1
Non-Piercing (vs. Fighter Flight).....	-1
Sensor Mode:	
Active (attacker and target).....	+1
Passive (attacker and target).....	-1
Short Range.....	+1

A.3 CONSTRUCTION MODIFIERS

This list includes all options that affect the starship construction process (see rule 6.0: **Starship Construction**). Listed are the space unit (SU) cost, the offensive rating (ORAT) addition, and the defensive rating (DRAT) modification.

Option	SU Cost	ORAT	DRAT
Anti-Fighter Batteries (per)			
.....5 (engines+1)×5		n/a	n/a
Armor Plating..... 5%		n/a	×1.5
Auxiliary Service . capacity		n/a	n/a
Carrier capacity		+cap.×5	+cap.÷5
Cloaking Device 10%		n/a	×2.0
Countermeasures.... 5%		n/a	×1.5
Fire Control..... 5%		×1.3*	n/a
Hyperdrive..... 5%		n/a	×1.2
Launch Tubes ...carrier+20%		cap.×6	cap.÷5
Marines (per squad) ..5		n/a	+1
Mines (per factor).....5		+12	+2
Overthrusters..... 5%		×1.2*	n/a
Point Defense 5%		n/a	×1.3
Regeneration 10%		n/a	×2.0
Stealth 10%		n/a	×2.5
Teleporters (per).....5		+10	n/a

**Applied to weapon battery ORATs only.*



A.4 INDEX OF OPTIONS

What follows is a list of all options currently available in *Starmada: The Admiralty Edition*, along with their reference numbers and the product(s) in which they appear. For weapon and fighter flight traits, the appropriate multiplier is also given.

Product Key:

SAE *Starmada Admiralty Edition Core Rulebook*

ISS *Imperial Starmada Sourcebook*

H&C *Hammer & Claw: The Grumm Wars*

DRN *Dreadnoughts*

IRN *Iron Stars*

Note that the **Rules Annex** includes everything from ISS, H&C, DRN, and IRN.

Option	Ref.	Prod.
Ammunition.....	C.5...	ISS,H&C
.....	C.5..	DRN,IRN
Anti-Fighter (Weapon)	C.4...	ISS,H&C
Anti-Fighter Batteries	B.13..	ISS,DRN
.....	B.13.....	IRN
Area Effect (Fighter)	F.1.....	H&C
Area Effect (Weapon).....	C.4.....	SAE
Armor Plating.....	B.1.....	SAE
Asteroids	G.1.....	SAE
Asteroid Field	G.1.....	SAE
Auxiliary Services	B.2.....	SAE
Basic Movement	D.1.....	SAE
Black Hole.....	G.2.....	SAE
Boarding Pods.....	B.7.....	SAE
Bomber (Fighter)	F.1.....	DRN
Breachers.....	F.7.....	ISS
Cargo	B.2.....	SAE
Carronade (Weapon).....	C.4.....	ISS
Catastrophic (Weapon)	C.4.....	IRN
Cloaking Device	B.3.....	SAE
Crew-Killer (Weapon).....	C.4.....	IRN
Combat Interception	F.8...	ISS,H&C
Combining Range-Based Traits...C.4.1		ISS
Continuing Damage (Fighter)	F.1.....	SAE
Continuing Damage (Weapon)	C.4.....	SAE
Countermeasures.....	B.4.....	SAE

Critical Damage.....	E.7.....	IRN
Customized Fighter Flights	F.1.....	SAE
Damage Control	E.1.....	SAE
Delayed Turns	D.2.....	SAE
Directed Damage.....	E.2.....	SAE
Dogfights	F.2.....	SAE
Double Damage (Fighter).....	F.1.....	SAE
Double Damage (Weapon).....	C.4.....	SAE
Doubled Range Modifiers (Weapon).....	C.4.....	SAE
Dual-Mode Fighters	F.9.....	DRN
Dual-Mode Weapons	C.6.....	H&C
Dust Cloud	G.3.....	SAE
Emergency Thrust.....	D.3.....	SAE
Etheric Movement.....	D.12.....	IRN
Evasive Action	D.4.....	SAE
Expanded Accuracy.....	C.1.....	SAE
Expanded Firing Arcs.....	C.2.....	SAE
Expanded Ranges	C.3.....	SAE
Expanded Tech Levels.....	B.12.....	SAE
Explosions.....	E.3.....	SAE
Extra Hull Damage (Fighter).....	F.1.....	SAE
Extra Hull Damage (Weapon).....	C.4.....	SAE
Faceted Shielding	B.15.....	IRN
Fighter Traits.....	F.1.....	SAE
Fire Control	B.5.....	SAE
Fire-Linked (Weapon)	C.4.....	SAE
Floating Game Board	D.10.....	DRN,IRN
Flotillas	B.16.....	DRN
Halves Shields (Fighter).....	F.1.....	DRN
Halves Shields (Weapon)	C.4.....	DRN,IRN
Hospital.....	B.2.....	SAE
Hyperdrive.....	B.6.....	SAE
Hyperspace Capability	F.3.....	SAE
Ignores Shields (Weapon).....	C.4.....	IRN
Increased DMG	F.1.....	SAE
Increased Hits (Weapon)	C.4.....	SAE
Increased IMP (Fighter)	F.1.....	SAE
Increased Impact (Weapon)	C.4.....	SAE
Increased ROF (Fighter).....	F.1.....	SAE
Independent Fighters.....	F.3.....	SAE
Interceptor (Fighter).....	F.1.....	DRN
Inverted Range Modifiers (Weapon).....	C.4.....	SAE



Inverted Range-Based DMG (Weapon)	C.4	SAE	Range-Based ROF (Weapon)	C.4	SAE
Inverted Range-Based IMP (Weapon)	C.4	SAE	Regeneration	B.9	SAE
Inverted Range-Based ROF (Weapon)	C.4	SAE	Repair	B.2	SAE
Launch & Recovery	F.4	SAE	Repeating (Fighter).....	F.1	SAE
Launch Tubes.....	F.4	SAE	Repeating (Weapon)	C.4	SAE
Marines	B.7	SAE	Rolls	D.6	SAE
Mines	B.8	SAE	Science	B.2	SAE
Minesweeping	B.8	SAE	Screens.....	B.10.....	SAE
Minimum Range	C.4	SAE	Searchlights	E.8	IRN
Naval Movement.....	D.11	DRN	Seekers.....	F.6	SAE
Nebula	G.4	SAE	Sensor Modes	E.4	SAE
No Hull Damage (Fighter)	F.1	SAE	Sequential Combat.....	E.5	SAE
No Hull Damage (Weapon)	C.4	SAE	Sequential Movement.....	D.7	SAE
No Range Modifiers	C.4	SAE	Shield Reinforcement	E.6	SAE
Non-Piercing (Weapon)	C.4	SAE	Shipboard Combat	B.7	H&C
Non-Piercing [X] (Weapon)	C.4	IRN	Sideslips	D.8	SAE
Overthrusters	D.5	ISS,IRN	Slow-Firing (Weapon).....	C.4	SAE
Piercing (Fighter).....	F.1	SAE	Starship-Exclusive (Weapon)	C.4	DRN
Piercing (Weapon).....	C.4	SAE	Stealth	B.11	SAE
Piercing [X] (Weapon).....	C.4	DRN,IRN	Strikers	F.6	SAE
Pivots	D.5	SAE	Tech Levels.....	B.12	SAE
Planet.....	G.5	SAE	Teleporters	B.7	SAE
Point Defense.....	B.14	ISS,H&C	Three Dimensional Movement	D.9	ISS
Random Fighter Initiative.....	F.5	SAE	Transport.....	B.2	SAE
Range-Based DMG (Weapon)	C.4	SAE	Variable DMG (Weapon).....	C.4	SAE
Range-Based IMP (Weapon)	C.4	SAE	Variable IMP (Weapon).....	C.4	SAE
			Variable ROF (Weapon).....	C.4	SAE
			Weapon Traits.....	C.4	SAE

