

## Appendix A: Options Summary

Version 7.1 (October 2010)

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 website ([www.mj12games.com](http://www.mj12games.com)).

### 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/transporters.
- 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 (listed here) to the result of each of a starship weapon's to-hit dice.

Condition	Modifier
Altitude of difference	-1 per level
Asteroid Field	-1 per hex*
*Including target's hex but not attacker's	
Cloaked Starship (if detected)	-1
Countermeasures	-1
Directed Damage	-1
Evasive Action	-1 or -2
Fighter Flight	-1
Fire Control	+1*
*Only if negative modifiers apply	
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	5	(engines+1)	n/a
Batteries (per)		x5	
Armor Plating	5%	n/a	x1.5
Auxiliary Service	capacity	n/a	n/a
Carrier	capacity	+cap.x5	+cap.+5
Cloaking Device	10%	n/a	x2.0
Countermeasures	5%	n/a	x1.5
Fire Control	5%	x1.3*	n/a
Hyperdrive	5%	n/a	x1.2
Launch Tubes	carrier +20%	cap.x6	cap.+5
Marines (per squad)	5	n/a	+1
Mines (per factor)	5	+12	+2
Overthrusters	5%	x1.2*	n/a
Point Defense	5%	n/a	x1.3
Regeneration	10%	n/a	x2.0
Stealth	10%	n/a	x2.5
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.

#### Product Key:

SAE	<i>Starmada Admiralty Edition Core Rulebook</i>
ISS	<i>Imperial Starmada Sourcebook</i>
H&C	<i>Hammer &amp; Claw: The Grumm Wars</i>
DRN	<i>Dreadnoughts</i>
IRN	<i>Iron Stars</i>
KLA	<i>Klingon Armada (ADB)</i>
RMA	<i>Romulan Armada (ADB)</i>
ALA	<i>Alien Armada (ADB)</i>

The *Starmada Rules Annex* collects all options included in ISS, H&C, DRN, and IRN.

#### Option..... Ref.... Product

Ammunition .....	C.5 .....	ISS,H&C, DRN,IRN
Anti-Fighter (Weapon) .....	C.4 .....	ISS,H&C, KLA,RMA
Anti-Fighter Batteries .....	B.13 .....	ISS,DRN,IRN
Area Effect (Fighter) .....	F.1 .....	H&C
Area Effect (Weapon) .....	C.4 .....	SAE
Armor Plating .....	B.1 .....	SAE
Asteroids .....	G.1 .....	SAE,ALA
Asteroid Field .....	G.1 .....	SAE,ALA
Auxiliary Services .....	B.2 .....	SAE,KLA,RMA
Basic Movement.....	D.1 .....	SAE
Black Hole .....	G.2 .....	SAE,ALA
Boarding Pods .....	B.7 .....	SAE,KLA,RMA
Bomber (Fighter) .....	F.1 .....	DRN
Breachers .....	F.7 .....	ISS
Cargo .....	B.2 .....	SAE,KLA,RMA
Carronade (Weapon) .....	C.4 .....	ISS,KLA,RMA
Catastrophic (Weapon) .....	C.4 .....	IRN
Cloaking Device .....	B.3 .....	SAE,RMA,ALA
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,KLA,ALA
Critical Damage .....	E.7 .....	IRN
Customized Fighter Flights.....	F.1 .....	SAE,KLA,RMA
Damage Control .....	E.1 .....	SAE
Delayed Turns .....	D.2 .....	SAE
Directed Damage .....	E.2 .....	SAE



Dogfights .....	F.2	SAE	No Range Modifiers .....	C.4	SAE
Double Damage (Fighter) .....	F.1	SAE	Non-Piercing (Weapon) .....	C.4	SAE
Double Damage (Weapon) .....	C.4	SAE	Non-Piercing [X] (Weapon) .....	C.4	IRN
Doubled Range Modifiers			Overthrusters .....	D.5	ISS,IRN
(Weapon) .....	C.4	SAE,KLA,RMA	Piercing (Fighter) .....	F.1	SAE
Dual-Mode Fighters .....	F.9	DRN	Piercing (Weapon) .....	C.4	SAE
Dual-Mode Weapons .....	C.6	H&C,KLA,RMA	Piercing [X] (Weapon) .....	C.4	DRN,IRN
Dust Cloud .....	G.3	SAE,ALA	Pivots .....	D.5	SAE
Emergency Thrust .....	D.3	SAE,ALA	Planet .....	G.5	SAE,ALA
Etheric Movement .....	D.12	IRN	Point Defense .....	B.14	ISS,H&C
Evasive Action .....	D.4	SAE	Random Fighter Initiative .....	F.5	SAE
Extra Shield Damage			Range-Based DMG		
(Weapon) .....	C.4	ALA	(Weapon) .....	C.4	SAE
Expanded Accuracy .....	C.1	SAE	Range-Based IMP		
Expanded Firing Arcs .....	C.2	SAE,KLA,RMA	(Weapon) .....	C.4	SAE
Expanded Ranges .....	C.3	SAE,KLA,RMA	Range-Based ROF		
Expanded Tech Levels .....	B.12	SAE	(Weapon) .....	C.4	SAE,KLA,RMA
Explosions .....	E.3	SAE	Ranges, Expanded .....	C.3	SAE,KLA,RMA
Extra Hull Damage			Regeneration .....	B.9	SAE
(Fighter) .....	F.1	SAE	Repair .....	B.2	SAE,KLA,RMA
Extra Hull Damage			Repeating (Fighter) .....	F.1	SAE
(Weapon) .....	C.4	SAE	Repeating (Weapon) .....	C.4	SAE
Faceted Shielding .....	B.15	IRN,KLA,RMA	Rolls .....	D.6	SAE
Fighter-Exclusive (Weapon) .....	C.4	KLA,RMA	Science .....	B.2	SAE,KLA,RMA
Fighter Flights, Customized .....	F.1	SAE,KLA,RMA	Screens .....	B.10	SAE
Fighter Traits .....	F.1	SAE	Searchlights .....	E.8	IRN
Fire Control .....	B.5	SAE	Seekers .....	F.6	SAE,KLA,RMA
Fire-Linked (Weapon) .....	C.4	SAE	Sensor Modes .....	E.4	SAE
Firing Arcs, Expanded .....	C.2	SAE,KLA,RMA	Sequential Combat .....	E.5	SAE
Floating Game Board .....	D.10	DRN,IRN	Sequential Movement .....	D.7	SAE
Flotillas .....	B.16	DRN	Shield Reinforcement .....	E.6	SAE
Halves Shields (Fighter) .....	F.1	DRN	Shipboard Combat .....	B.7	H&C,KLA,RMA
Halves Shields (Weapon) .....	C.4	DRN,IRN	Sideslips .....	D.8	SAE
Hospital .....	B.2	SAE,KLA,RMA	Slow-Firing (Weapon) .....	C.4	SAE,KLA,RMA
Hyperdrive .....	B.6	SAE	Space Stations .....	B.17	KLA,RMA
Hyperspace Capability .....	F.3	SAE	Starship-Exclusive		
Ignores Shields (Weapon) .....	C.4	IRN	(Weapon) .....	C.4	DRN
Increased DMG .....	F.1	SAE	Stealth .....	B.11	SAE
Increased Hits (Weapon) .....	C.4	SAE	Strikers .....	F.6	SAE,KLA,RMA
Increased IMP (Fighter) .....	F.1	SAE	Tech Levels .....	B.12	SAE
Increased Impact (Weapon) .....	C.4	SAE	Teleporters .....	B.7	SAE,KLA,RMA
Increased ROF (Fighter) .....	F.1	SAE	Three Dimensional		
Independent Fighters .....	F.3	SAE	Movement .....	D.9	ISS
Interceptor (Fighter) .....	F.1	DRN	Transport .....	B.2	SAE,KLA,RMA
Inverted Range Modifiers			Transporters .....	B.7	SAE,KLA,RMA
(Weapon) .....	C.4	SAE	Variable DMG (Weapon) .....	C.4	SAE
Inverted Range-Based			Variable IMP (Weapon) .....	C.4	SAE
DMG (Weapon) .....	C.4	SAE	Variable ROF (Weapon) .....	C.4	SAE
Inverted Range-Based			Weapon Traits .....	C.4	SAE,KLA,RMA
IMP (Weapon) .....	C.4	SAE			
Inverted Range-Based					
ROF (Weapon) .....	C.4	SAE			
Launch & Recovery .....	F.4	SAE,KLA,RMA			
Launch Tubes .....	F.4	SAE			
Marines .....	B.7	SAE,KLA,RMA			
Mines .....	B.8	SAE			
Minesweeping .....	B.8	SAE			
Minimum Range .....	C.4	SAE			
Naval Movement .....	D.11	DRN			
Nebula .....	G.4	SAE,ALA			
No Hull Damage (Fighter) .....	F.1	SAE			
No Hull Damage (Weapon) .....	C.4	SAE,ALA			

