



STARMADA

NOVA RULEBOOK

GAME DESIGN
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INTRODUCTION

Starmada is a miniatures board game of starship combat. At its most basic level, players take command of mighty 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 rules have 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.

Game Components

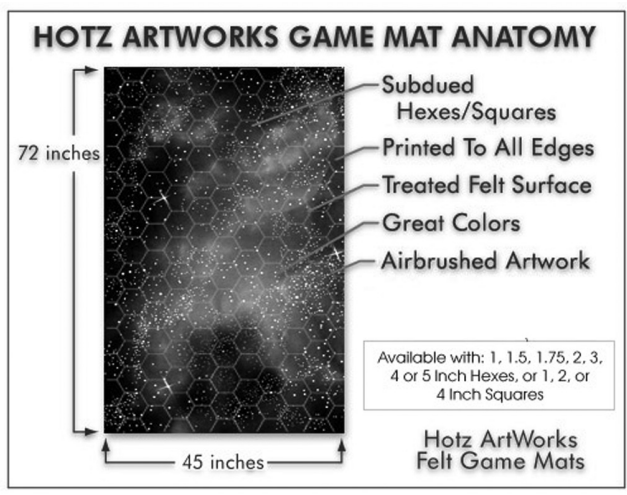
In addition to the items listed below, players will need to have a number of six-sided dice on hand, as well as a pencil to mark damage on the ship displays.

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 will suffice, it is recommended that players use hexes between 2" and 3" across (50mm to 75mm). The standard playing area is 24 hexes across and 18 hexes wide. Several manufacturers produce game boards that are ideal for **Starmada**: one suitable choice is a full size Hotz Mat with 3" hexes. See www.hotzmats.com.

The game can also be played without a hexgrid: see p.29 for details.

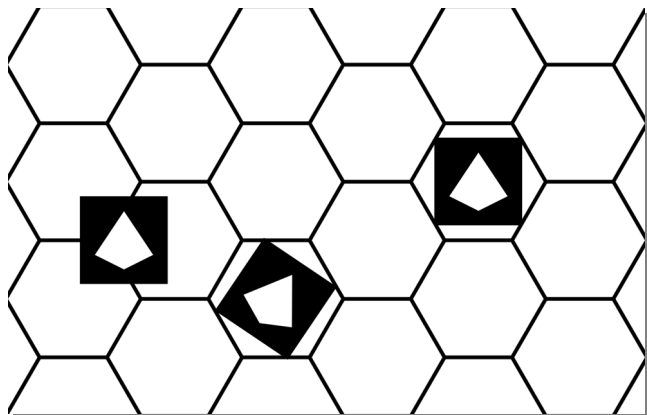


MODELS

Each ship 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**.

Players without access to suitable miniatures may instead use cardboard or cardstock counters. While not as aesthetically pleasing as miniatures, these have the advantage of being economical and portable.

On the game board, each model must be placed so that it is completely within a single hex, and it is clearly pointing towards one of the edges, as shown below:



In the above illustration, only the ship on the right is placed correctly. The ship on the left overlaps multiple hexes, while the ship in the middle is facing a hex corner, not a hex side.

SHIP DISPLAYS

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

The very top of the display provides a space for the ship'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 ship display corresponds to each model on the game board.

Below the name is the ship's **class**: 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 identical displays.

To the right of the class is the ship'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.

Two rows of **damage boxes** are shown, each divided into three groups. The top row is made up of **armor boxes**; the bottom row is made up of **hull boxes**. As the ship takes damage, these boxes are checked off.

When all the hull boxes in the first group have been checked, the ship is **damaged**; when all the hull boxes in the second group have been checked, the ship is **crippled**; when all the hull boxes in the third group have been checked, the ship is **destroyed**.

A ship's **thrust rating** indicates the power of its engines, and defines how quickly it may accelerate, decelerate, and/or change course. A sequence of five numbers is listed: the ship begins with a thrust rating equal to the first number. As the ship takes damage, these boxes are checked off, reducing the thrust rating as indicated.

A ship has the following numbers listed on its display: 43211. Its starting thrust rating is 4. After the first two boxes have been checked off, the ship's thrust rating is reduced to 2: 23211.

To the right of the ship's thrust rating is a group of five boxes used to represent the effects of **weapon hits**. Each box checked off applies a -1 penalty to the ship's attack modifiers (p.13).

A ship has had one of its weapon hit boxes checked off: 41234. As a result, a -1 penalty is applied to all of the ship's attacks.

The active defenses of a ship are represented by two values:

- A ship's **electronic countermeasures (ECM) rating** represents its ability to avoid being hit. A sequence of five numbers is listed: the ship begins with an ECM rating equal to the first number. As the ship takes damage, these boxes are checked off, reducing the ECM rating as indicated.

A ship has the following numbers listed on its display: 11111. Its starting ECM rating is 1. After the first three boxes have been checked off, the ship's ECM rating is reduced to zero: 11111.

- A ship's **shield dice icons** represent its ability to deflect damage after being hit. Five icons are given, showing the range of values that will allow a shield roll to be successful (p.13). For example, a ship with shield dice icons of 11111 would succeed on any roll of 11111 or 11112.

NAME:											
Imperial MAJESTIC-class BC (344)						Fire Control; Hyperdrive					
ARMOR											
HULL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>											
THRUST 4 3 2 1 1						WEAPONS <input type="checkbox"/> 1 2 3 4					
ECM 1 1 1 <input type="checkbox"/> <input type="checkbox"/>						SHIELDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
WEAPONS		ARCS		RANGE		ATTACK DICE		-4		-6	
Fusion Beams (Dx3)		[FF]		5-10-15		7 5 3 2 2 1 1 1 0 0 0 0					
Lightning Turrets (Dx2)		[FX2][AX2]		5-10-15		6 5 3 2 2 1 1 1 0 0 0 0					
Close Defense Cannons		[FF2][PH4][SH4]		2-4-6		9 6 5 3 2 2 1 1 1 0 0 0					

As the ship takes damage, these icons are checked off, reducing the effectiveness of the ship's shields. Note that duplicate icons have no additional effect, other than to account for the effects of damage. For example, if a ship with shield dice icons of ☐☐☐☐☐☐ checked off the first four dice icons, its shield rolls would still succeed on a roll of ☐: ☐☐☐☐.

To the right of the armor/hull boxes is a large box used to indicate any **systems** and/or **special traits** possessed by the ship (p.15). This space can also be used to write any notes, such as movement orders when using the **Simultaneous Play** option (p.31).

Most ships have one or more **weapon batteries**. A battery is made up of all the weapons of a specific type mounted on the ship. Batteries have the following characteristics:

- **Weapon Type:** A description of the weapons that make up the battery. If the weapons have any **traits** (p.23), these are listed in parentheses following the weapon name.
- **Firing Arcs:** Each battery consists of one or more **banks**, defined by a firing arc and a modifier. All **arc modifiers** are negative; however, the minus signs have been omitted for clarity. Thus, "PP2" denotes a bank firing into the port arc, with a modifier of -2.

If a bank has no number listed, the arc modifier is assumed to be zero. See p.11 for a description of the available firing arcs.
- **Range:** A battery's range is made up of three numbers: the first is *short range*; the second is *medium range*; the third is *long range*.

- **Attack Dice:** The final part of a battery's display is its attack dice string, used to determine the strength of an attack. The first number shows the combined firepower of all the weapons in the battery; each subsequent number represents a reduction in effectiveness of approximately 30%.

The firepower of a given attack is reduced based on factors such as the number of weapons in each bank, the defenses of the target, etc. See p.13 for details.

MARKERS

Markers are used for various administrative purposes throughout the game. The most common are **speed markers**, used to indicate a ship's current speed, and also to track which ships have moved and/or fired during the current game turn.



A sheet of suitable markers can be downloaded from the **Majestic Twelve Games** web site:

www.mj12games.com/starmada/

Once this sheet is printed on to cardstock, it should be folded as indicated and the two halves glued together. The individual markers may then be carefully cut apart using a hobby knife or pair of scissors.

DICE

Players will need a number of six-sided dice on hand; four to six at a minimum—more if possible.

A Brief History of 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** (below). Extremely primitive when compared to more modern evolutions of the game, very little of the original **Starmada** has been retained over the years.

A **Second Edition** 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. The second edition 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 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 ship construction.

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 ship.

Originally billed as **Starmada—Fifth Edition**, what became known as the **Compendium** 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.

Intended to mark the game's tenth anniversary (hence the “X”), **Starmada X** 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 (helping players focus on game play instead of packaging), **Starmada X** had a strong run of 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**.

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 was **Starmada: The Admiralty Edition**, the culmination of nearly a year of collective effort to update, streamline, and otherwise improve upon *The Universal Game of Starship Combat*. This edition was intended from the beginning as a “toolkit”, with which players could build settings that mimicked their favorite movies and television shows, or create universes of their own design, all within a common framework.

Perhaps the most exciting development for **The Admiralty Edition** came in 2009, with the publication of **Klingon Armada**: a collaborative venture with Amarillo Design Bureau that brought **Starmada** into the *Star Fleet Universe*, home of the granddaddy of all starship combat games, **Star Fleet Battles**.

Starting later this year, all of the “Star Fleet Armada” books will be updated to conform with this new edition.



PLAYING THE GAME

This section provides all of the rules necessary to play a standard game of ***Starmada***. The sections which follow add a number of additional rules that can greatly enhance the game. However, players should familiarize themselves with the standard game before moving on to any advanced rules.

Setting Up

The first step in playing a game (aside from finding an opponent) is to decide what size battle to fight. There are five standard sizes:

Battle Size	Fleet Limit	VP Target
Very Small	600	300
Small	800	400
Medium	1000	500
Large	1200	600
Very Large	1400	700

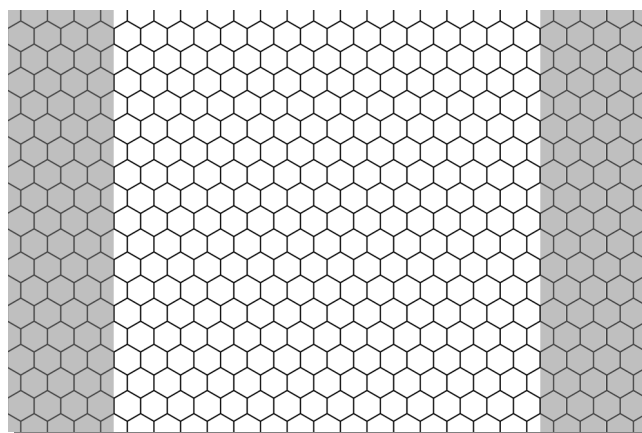
The ***fleet limit*** determines how big each fleet will be, while the ***victory point (VP) target*** indicates how much damage players must inflict in order to win the game (p.14).

To begin, select one of the included fleet lists (p.50), and start choosing ships from it. The only limitation is that the total combat rating of all ships in a player's fleet may not exceed the fleet limit.

Players typically choose ships from different fleet lists. It is possible for both players to select from the same fleet list: think of it as a training exercise, or the opening battle of a civil war.

After choosing the starships that will make up their fleets, players may either make copies of the appropriate fleet lists, or else write the necessary information onto copies of the blank fleet list at the back of this book.

Next, set the game board within reach of both players on a level playing surface, such as a table or the floor. Determine the total number of ships on each side. The player with more ships places one model within four hexes of one edge of the board (illustrated below). The opposing player then places one ship within three hexes of the opposite edge. Continue alternating in this way until all models have been placed.



If both players have the same number of ships, roll a die to determine who places first.

Sequence of Play

Starmada is played in a series of game turns, each of which is made up of four distinct parts, or “phases”.

- 1) During the **Initiative Phase**, each player rolls a die. The player with the higher roll chooses whether to be the active player or the reactive player for the current game turn (re-roll any ties).
- 2) During the **Movement Phase**, beginning with the active player, players alternate selecting one of their own ships to conduct its movement.

If one player has at least twice as many ships as the other, the player with more ships moves two ships at a time; if one player has at least three times as many ships, that player moves three at a time; and so on.

For example, if the active player has seven ships and the reactive player has three, the order of movement is as follows:

A – A – R – A – A – R – A – A – R – A

- 3) During the **Combat Phase**, beginning with the active player, players alternate selecting one of their own ships to resolve its attacks.

If one player has at least twice as many ships as the other, the player with more ships attacks with two ships at a time; if one player has at least three times as many ships, that player attacks with three at a time; and so on.

For example, if the active player has two ships and the reactive player has five, the order of combat is as follows:

A – R – R – A – R – R – R

- 4) The **End Phase** serves primarily to mark the end of the game turn. At this time, players should determine if the conditions for victory have been met (p.14).

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

Those players who prefer the simultaneous style of play used in earlier versions of Starmada should refer to p.31.

Movement

A ship’s movement is restricted by two factors: its thrust rating (shown on the ship display) and its current speed (indicated by the ship’s speed marker). During the first turn of the game, assume each ship’s speed is zero.

Once a ship has completed its movement, replace its speed marker with a new one indicating the number of hexes moved. When placing the new speed marker, make sure its blue side is facing up. This serves as a visual reminder of which ships have already moved.

MANEUVERS

When selected to move, a ship may execute one of three maneuvers:

Maneuver	Min	Max	Turns
Straight Ahead	SPD – THR	SPD + THR	0
Come About*	None	THR	1
Reverse Course*	None	THR – SPD	2 or 3

*Cannot be used if SPD > THR.

- A ship that moves **straight ahead** must move at least a number of hexes equal to its current speed minus its thrust rating, and cannot move further than a number of hexes equal to its current speed plus its thrust rating. The ship cannot make any turns.
- A ship that **comes about** has no minimum move requirement, and cannot move further than a number of hexes equal to its thrust rating. The ship must turn once during its move.
- A ship that **reverses course** has no minimum move requirement, and cannot move further than a number of hexes equal to its thrust rating minus its current speed. The ship must turn two or three times during its move.

[†]As you may have already guessed, pillbugs may not wheel.

A ship with a thrust rating of 5 has a current speed of 3. The ship's movement options are as follows:

- 1) *Move between zero and eight hexes, making no turns.*
- 2) *Move between zero and five hexes, turning once during its move.*
- 3) *Move between zero and two hexes, turning two or three times during its move.*

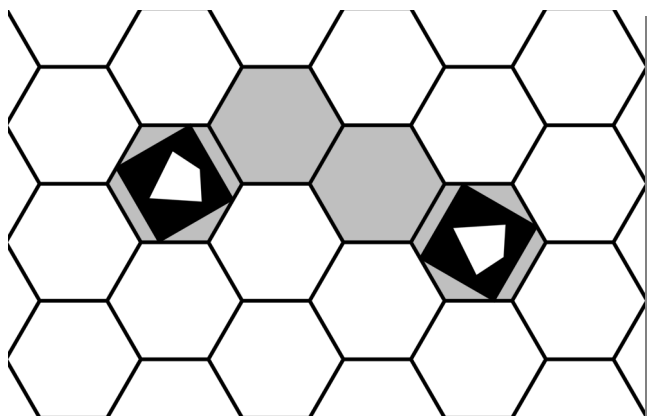
If the ship's current speed is greater than its thrust rating, it may only execute a *straight ahead* maneuver.

A ship with a thrust rating of 3 has a current speed of 5. As the ship's speed exceeds its thrust rating, it has only one movement option:

- 1) *Move between two and eight hexes, making no turns.*

MOVING ON THE GAME BOARD

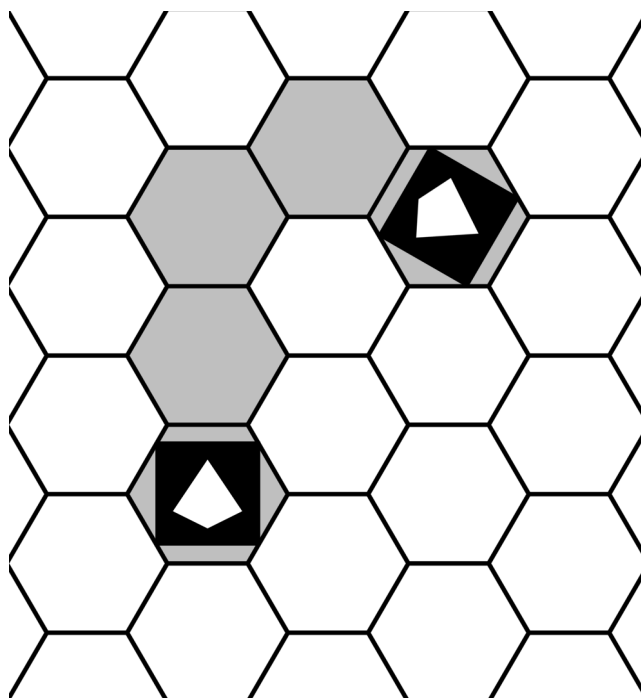
Ships move forward, in the direction they are currently facing. Ships change their direction of travel by performing a turn. When turning, a ship is pivoted one hexside (60°) to either the left (port) or the right (starboard).



In the above illustration, a ship moves forward two hexes, turns one hexside (60°) to port, and moves forward one additional hex. It moved three hexes, so a "3" speed marker is placed.

A ship executing a *reverse course* maneuver may turn more than once in the same hex (i.e. conduct a 120° or 180° turn).

All turns made during a single move must be in the same direction—e.g. a ship cannot turn one hexside to port, move forward, and then turn back to starboard (although, see *Sideslips*, p.31).



In the above illustration, a ship moves forward two hexes, turns one hexside (60°) to starboard, moves forward one additional hex, turns one hexside to starboard (60°), and moves forward one additional hex. A "4" speed marker is placed.

EXITING THE GAME BOARD

Ships are prohibited from leaving the game board. Any ship that does so is immediately removed from the game, and awards VPs to the opposing player as if it had been destroyed.

STACKING

Ships may pass through/over each other; however, a ship cannot end its move in the same hex as another ship. It is possible that a ship will be forced to end its move in an occupied hex—particularly if the moving ship has been reduced to a thrust rating of zero. If this happens, the opposing player moves the ship one hex in any direction into an empty hex. If no empty hexes exist, the ship is immediately removed from the game, awarding the opponent victory points as if it had been destroyed (p.13).

Combat

When selected to make its attacks, a ship must first designate a target for each of its weapon banks. A weapon bank can only attack targets that are within its firing arc and range. Note that ships do not block line of sight: thus, a ship may fire at its intended target even if a third ship lies directly between them.

All of a ship's targets must be declared before any attack dice have been rolled. Once declared, the order in which a ship's attacks are resolved is up to the controlling player.

After a ship has completed its attacks, flip its speed marker so that the red side is facing up. This serves as a visual reminder of which ships have already made their attacks.

FIRING ARCS

There are twenty firing arcs, as described below. Each can be expressed as the area encompassed by the angle between two numbers on an imaginary clock face surrounding the attacking ship:

- The **forward** (FF) arc is between 10 and 2.
- The **aft** (AA) arc is between 4 and 8.
- The **port** (PP) arc is between 7 and 11.
- The **starboard** (SS) arc is between 1 and 5.
- The **forward port** (FP) arc is between 8 and 12.
- The **forward starboard** (FS) arc is between 12 and 4.
- The **aft port** (AP) arc is between 6 and 10.
- The **aft starboard** (AS) arc is between 2 and 6.
- The **forward restricted** (FR) arc is between 11 and 1.
- The **aft restricted** (AR) arc is between 5 and 7.
- The **port restricted** (PR) arc is between 8 and 10.
- The **starboard restricted** (SR) arc is between 2 and 4.
- The **forward half** (FH) arc is between 9 and 3.
- The **aft half** (AH) arc is between 3 and 9.
- The **port half** (PH) arc is between 6 and 12.
- The **starboard half** (SH) arc is between 12 and 6.
- The **forward extended** (FX) is between 8 and 4.
- The **aft extended** (AX) arc is between 2 and 10.

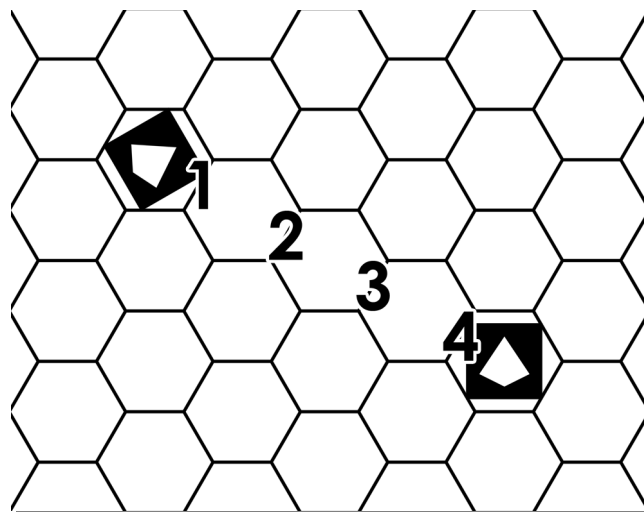
- The **turret restricted** (TR) is between 7 and 5.
- The **turret** (TT) arc covers 360°—i.e. the entire clock face.

Players who wish to retain the A-F and G-L arc designators used in previous editions can find them on p.27.

Hexes bisected by the arc boundaries are considered part of the arc. Thus, the line of hexes directly in front of a ship is considered to lie within both the port half (PH) and starboard half (SH) arcs.

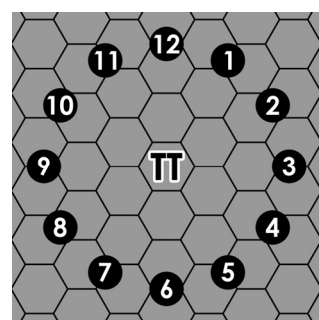
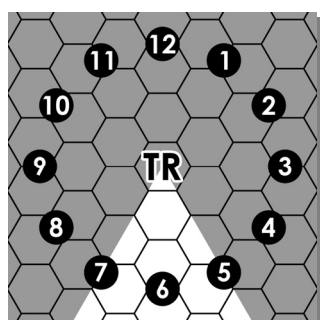
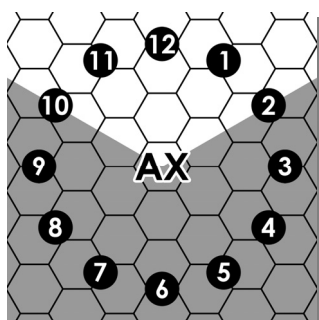
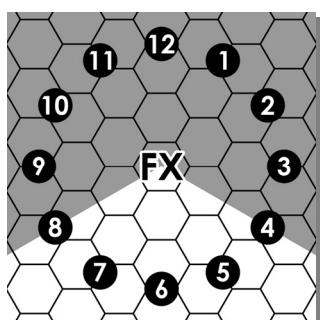
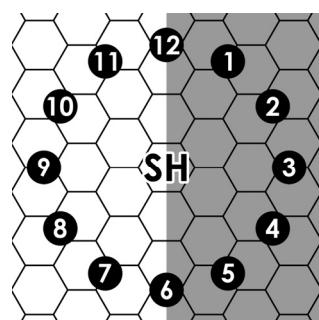
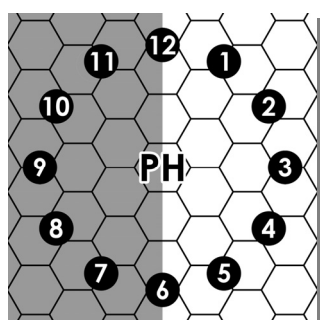
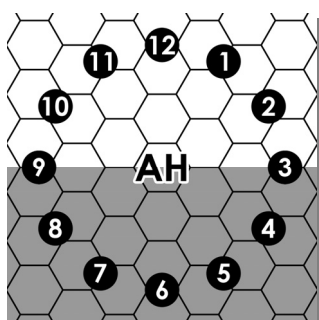
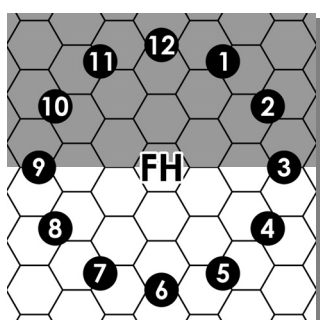
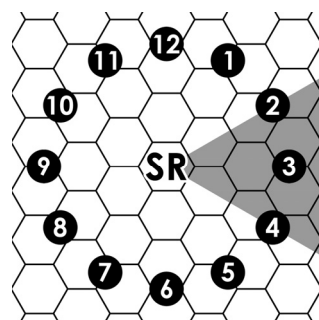
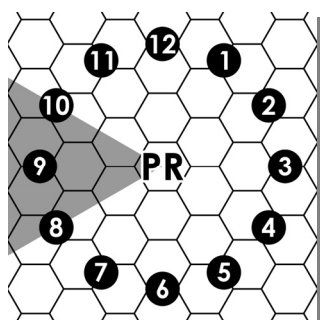
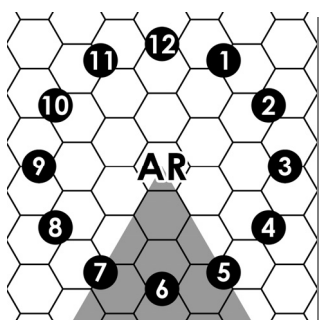
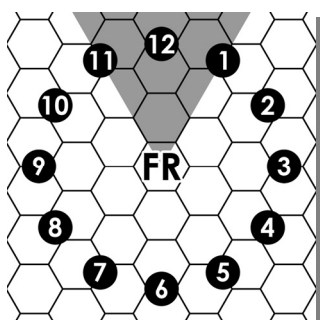
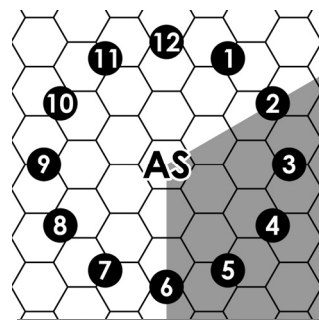
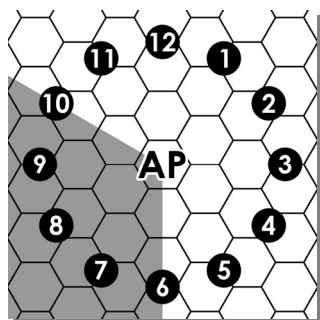
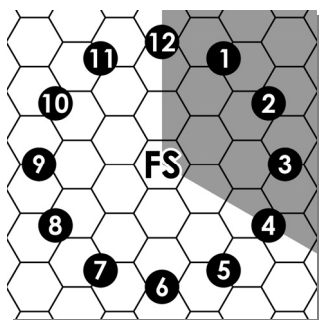
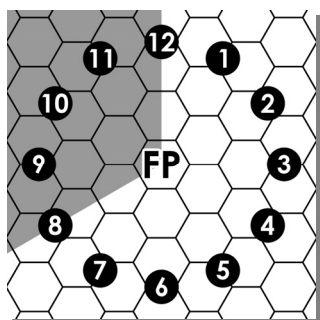
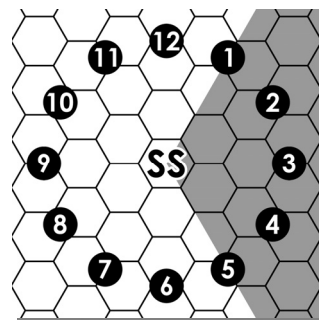
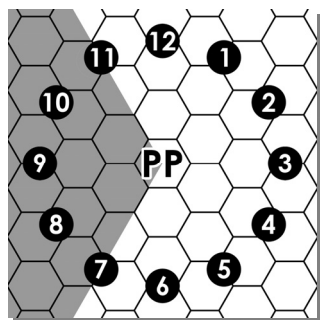
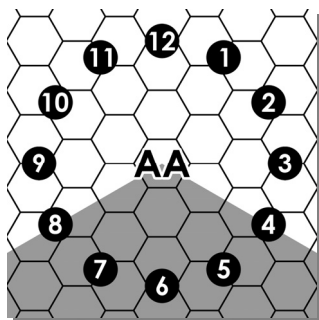
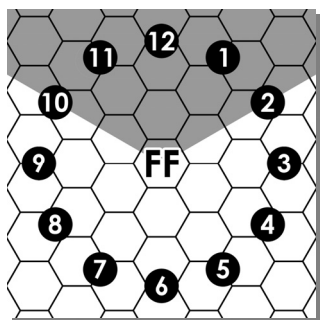
RANGE

The distance between two ships is determined by the number of hexsides crossed along the shortest path between them.



In the above illustration, ship (A) is four hexes distant from ship (B).

- If this distance is less than or equal to the weapon battery's first range value, the target is at **short range**.
- If this distance is less than or equal to the weapon battery's second range value, the target is at **medium range**.
- If this distance is less than or equal to the weapon battery's third range value, the target is at **long range**.
- If this distance is greater than the weapon battery's third range value, the target is out of range and cannot be attacked.



LINE OF SIGHT

Ships do not restrict or obstruct combat opportunities in any way. A ship is free to attack a target regardless of how many other ships might be “in the way”. However, some ship systems (*Flares*, p.19) and terrain types (p.37) do affect line of sight.

Draw an imaginary line from the center of the attacking ship’s hex to the center of the target hex: if this line crosses over any part of a hex containing an object that blocks line of sight, the attack cannot be made.

THE ATTACK MODIFIER



To resolve an attack, the first step is to determine the attack modifier:





- 1) Start with the weapon bank’s arc modifier. Remember that all non-zero arc modifiers are negative.
- 2) If the target is at *short range*, apply a +1 bonus. If the target is at *long range*, apply a -1 penalty. Targets at *medium range* incur no modifier.
- 3) Subtract the target’s ECM rating.
- 4) Subtract -1 for each weapon hit box checked off the firing ship’s display.

A “PP2” weapon bank is being used to attack a target with an ECM rating of 3 at short range. The attacking ship has suffered no weapon hits. The attack modifier is -4 (-2 [Arc] + 1 [Range] - 3 [ECM]).

THE ATTACK ROLL

Once the attack modifier has been determined, consult the attacking ship’s display. Start with the first column under “Attack Dice” for the appropriate battery, and shift one column to the right for each -1. For example, if the final attack modifier is -3, shift three columns to the right.

The result is the number of attack dice rolled. Each die that comes up  or  scores one hit on the target.

A weapon battery has attack dice of “8-6-4-3-2-1-1-1-1”. The attack modifier is -2. Thus, four attack dice are rolled, coming up , ,  and . This results in two hits.









In the rare case where the attack modifier is +1, shift one column to the right, and double the indicated number of attack dice. In the very rare case where the attack modifier is +2, double the first number of attack dice.

A weapon battery has attack dice of “8-6-4-3-2-1-1-1-1”.

- *If the attack modifier is +1, 12 attack dice are rolled.*
- *If the attack modifier is +2, 16 attack dice are rolled.*

THE SHIELD ROLL

Ships equipped with shields are allowed a saving throw. Whenever the ship takes damage, roll one die per hit: each result that matches one of the dice icons on the ship display negates one hit.






A ship with shield dice icons of , , , ,  suffers three hits. Three dice are rolled, coming up ,  and . As a result, one hit is negated.














EFFECTS OF DAMAGE

For each hit scored (and not deflected by shields), check one damage box off the target’s display. Start with the first group of armor boxes: once these have all been checked, move to the first group of hull boxes; once these have all been checked, move to the second group of armor boxes; and so on.

A ship has five armor boxes and eight hull boxes. It has previously suffered four points of damage:





















ARMOR	 	 	
HULL	  	  	 

Five attack dice are rolled, coming up , , ,  and . Two more points of damage are inflicted; as a result, the last box in the first hull section and the first box in the second armor section are checked off:







ARMOR	 	 	
HULL	  	  	 

As noted earlier, once all of the hull boxes in the third group have been checked, the ship is destroyed. Remove its counter from the game board, and award the appropriate number of victory points to the opposing player (below).

When a ship becomes *damaged*, and again when it is *crippled*, a series of “damage checks” must be completed:

- 1) Roll one die for the ship’s thrust rating: on a result of  or  check off the first two boxes. On a result of  or  check off the first box. On a result of  there is no damage.
- 2) Roll one die for the ship’s weapon hit boxes: on a result of  or  check off the first two boxes. On a result of  or  check off the first box. On a result of  there is no damage.
- 3) Roll one die for the ship’s ECM rating: on a result of  or  check off the first two boxes. On a result of  or  check off the first box. On a result of  there is no damage.
- 4) Roll one die for the ship’s shields: on a result of  or  check off the first two dice icons. On a result of  or  check off the first icon. On a result of  there is no damage.

The effects of damage checks are summarized on the following table:

<i>Roll</i>	<i>Effect</i>
 	Check off two boxes/icons
  	Check off one box/icon
	No effect

In normal circumstances, since a ship makes a maximum of two damage checks, losing a maximum of two boxes per check, it will always have at least one box remaining in of these categories (thrust, weapon hits, ECM, shield dice). Nevertheless, certain rules might put a ship in a position to check off its last box (e.g. **Emergency Thrust**, p.28). Regardless of the results of a damage check, never check off a ship’s last remaining thrust box, weapon hit, ECM box, or shield die icon.

Damage takes effect once the activated ship has completed its attacks; thus, a ship destroyed before it has been activated in the Combat Phase will not be able to return fire.

Victory

Winning the game is as easy as accumulating enough victory points (VPs). Eliminating a ship awards the opposing player a number of VPs equal to the ship’s combat rating; e.g. the destruction of a ship with a combat rating of 250 is worth 250 VPs to the opposing player.

If, during the End Phase, one player has scored a number of VPs equal to or greater than the game’s VP target, the game is over and that player has won. If both sides have scored the necessary number of VPs, the game is a draw.

PARTIAL VICTORY POINTS

If both players agree, partial victory points can be awarded for ships that have been damaged, but not yet destroyed.

- Each *damaged* ship is worth 25% its normal VP value.
- Each *crippled* ship is worth 50% its normal VP value.

For example, a ship with a combat rating of 160 would be worth 40 VPs when *damaged*, 80 VPs when *crippled*, and a full 160 VPs when destroyed.