

XII
MAJESTIC
TWELVE
GAMES

ROMULAN ARMADA

**UNITY
EDITION**



ADAM TURNER
2010



**FLEET BATTLES
IN DEEP SPACE**



ROMULAN ARMADA



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Romulan Armada is a sourcebook for **Starmada: The Universal Game of Starship Combat**. It is the result of collaboration between two companies: Majestic Twelve Games (which designed **Starmada**™ and has published it for over two decades) and Amarillo Design Bureau (ADB), Inc., which has published the games of the *Star Fleet Universe* for almost 40 years. It brings together an outstanding game system and the most popular science-fiction milieu.

This book gives **Starmada** players the chance to enter the rich and vast playground of the *Star Fleet Universe*. It contains all of the rules, options, and starship designs players need to pit the forces of the Romulan Star Empire against their enemies, the United Federation of Planets.

Following this introduction, the “essential” **Starmada** rules are provided. These are the same rules that are included in the demo rules available from the Majestic Twelve Games web site, and provide the framework upon which any number of settings and game variants can be based.

Next are a number of selected options and additional rules, followed by a section describing how the game is modified for play in the *Star Fleet Universe*. Finally, starship display sheets are included for more than 40 ships from the Federation, Romulans, and Gorn, along with a selection of general units for use by all Empires.

What are you waiting for? Turn the page and take command. The galaxy awaits!

ROMULAN ARMADA



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RULES for Cloaking Devices, Phasers, Photon Torpedoes, and Plasma Torpedoes.

SHIPS: Over 40 Starships and bases including:

Federation: *Kearsarge*-class light cruiser, *Chicago*-class heavy cruiser, *Startiger*-class fast raiding dreadnought, *Bismarck*-class battlecruiser, *Ortega*-class destroyer, *Prometheus*-class strike cruiser, *Ramius*-class battle frigate, New command cruiser, New fast cruiser.

Romulan: *Kestrel*-class battlecruiser, *Condor*-class dreadnought, *BattleHawk*-class destroyer, *SkyHawk*-class destroyer, *War Eagle* heavy cruiser, *SparrowHawk*-class light cruiser, *KF5*-class destroyer, *KC9R*-class dreadnought, *King Eagle*-class command cruiser, *Snipe*-class frigate, *FireHawk*-class heavy cruiser, *KRC*-class command cruiser, *NovaHawk*-class heavy battlecruiser, *RoyalHawk*-class heavy battlecruiser, *FastHawk*-class fast heavy cruiser.

Gorn: Dreadnought, battlecruiser, destroyer, medium cruiser, strike cruiser, heavy battlecruiser, battle destroyer, heavy destroyer, light cruiser, command cruiser, fast battlecruiser.

Other: Mobile base, Armed Priority Transport, large ore carrier.



This book includes the Starmada Unity Edition Quickstart Rules. Play will be enhanced with the Starmada Unity Edition Core Rules.

www.StarFleetGames.com

