STARMADA

Ships from Captain's Log #40-50

KLINGON F5W DESTROYER — 227

NAME:

HULL (1,3,5)

6	5	4	3	2	1

ENGINES (1,2)

7	6	5	4	3	2

SHIELDS (3,4)

11	10	8	6	4	2

WEAPONS (5,6)

1	2	3	4	5	6
XY	XZ	XZ	X	X	Y

SHIELD FACETS:

F	FP	FS	AP	AS	A
3	2	1			2
2	1	1			1
1					

SPECIAL: Drone Rack (3); Marine Squad (12); Probe (5); Science (50); Shuttle (2); Tractor Beam (2); Transporter (2)

BATTERY X	RNG	ROF	ACC	IMP	DMG
Phaser-1	15	1	4+	1	1
Range-Based ROF					
[ABC] [ABD] [CDEF][CDEF][CDEF]					

BATTERY Y	RNG	ROF	ACC	IMP	DMG
Phaser-3	9	1	4+	1	1
Anti-Fighter					
[ACE] [BDF]					

BATTERY Z	RNG	ROF	ACC	IMP	DMG
Disruptor	18	1	4+	2	1
Disruptor—Overload*		1	5+	4	1
*Carronade					
[CGHI] [DGHI]					

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

FEDERATION NEW LIGHT CRUISER — 238

NAME:

HULL (1,3,5)

8	7	6	5	4	3
2	1				

ENGINES (1,2)

6	6	5	4	3	3
2	1				

SHIELDS (3,4)

15	14	12	10	8	6
4	2				

WEAPONS (5,6)

1	2	3	4	5	6
XY	XZ	XZ	XZ	X	Y

SHIELD FACETS:

F	FP	FS	AP	AS	A
3	3	3	2	2	2
2	2	2	1	1	1
1	1	1			

SPECIAL: Drone Rack; Marine Squad (8); Probe (5); Science (50); Shuttle (4); Tractor Beam (2); Transporter (2)

BATTERY X	RNG	ROF	ACC	IMP	DMG
Phaser-1	15	1	4+	1	1
Range-Based ROF					
[ACE][ACE] [BDF][BDF] [GHI][GHI]					

BATTERY Y	RNG	ROF	ACC	IMP	DMG
Phaser-3	9	1	4+	1	1
Anti-Fighter					
[ACE] [BDF]					

BATTERY Z	RNG	ROF	ACC	IMP	DMG
Photon Torpedo	15	1	4+	1	3
Photon Torpedo—Overload*		1	4+	1	5
*Doubled Range Modifiers; *Carronade; *Slow-Firing*					
[AB][AB][AB][AB]					

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

ADMIRAL

STARMADA ADMIRAL LOG
THE SHIPS OF *CAPTAIN'S LOGS #40-#50*

WHAT WE HAVE HERE...

Every issue of *Captain's Log* includes support for all of the game systems and products of the *Star Fleet Universe.* Many times that material is later reprinted in products of the respective game systems. Some of this material has (indeed) appeared in some *Starmada* products.

Players of *Starmada* asked us to make the materials from *Captain's Log* available as a separate booklet, allowing them to keep all of their *Starmada* materials together without deconstructing their copies of *Captain's Log.* Other players of *Starmada* did not want to pay the price of an issue of *Captain's Log* to obtain only two or three pages of material for their game. After consideration, the company agreed to provide this booklet in this format.

The following 33 pages of *Starmada* material are just as they appeared in the various issues of *Captain's Log.* Nothing has been edited or changed. Some of the later pages include material for both the *Nova* and *Admiral* versions of the game, but this was left intact as it was on the original pages.

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STARMADA

WHAT IS STARMADA?

Starmada is a tactical game of space combat. It is much simpler than *Star Fleet Battles* and even somewhat simpler than *Federation Commander.* Simple, but not simplistic.

Starmada was first published more than a decade ago by Majestic Twelve Games. It was designed by Daniel Kast, who owns that company. It has been sold as a PDF game (with limited hard-copy sales) but it has not been available in retail stores because the wholesalers did not carry that company's products.

We sought out Daniel and *Starmada* for several reasons. For one thing, we could use our distribution network and our print-on-demand equipment to get this excellent game into stores, which was just a nice thing to do for a nice guy and a good company and the gaming industry as a whole (and made us a little money). For another, we wanted to have Daniel Kast and Majestic Twelve do a *Star Fleet Universe* version of his game, since that would do two things.

It would, first, give our players another way to play their favorite ships and empires. Being a simpler and faster game, *Starmada* can handle much larger battles. This should speed up campaigns. In theory, campaigns could play out starship duels in *SFB,* squadron battles in *FC,* and the largest fleet battles in *Starmada* by using the *Klingon Armada* book.

Secondly, *Starmada* is a great game with its own following, and those gamers (who are, after all, interested in starship combat) have long wanted to be able to play Klingons and the Federation Star Fleet in their favorite game. Now, they can do so, and they become a new market for our miniature packages as well. Everybody wins. Stores and wholesalers get new products, *Starmada* gets a new market, and we get new customers.

Starmada is on sale as a PDF from all the usual places, and is now available in stores as ADB-6100 for $16.95. It is an 80-page book.

ABOUT KLINGON ARMADA

The first installment in the historic joint venture between ADB, Inc., and Majestic Twelve Games, *Klingon Armada* is an 80-page book. (This includes the 40 ship cards. Because *Starmada* players are used to having PDFs, the ship card pack is also available from e23 for a few dollars.) The book includes all of the rules needed for disruptors, phasers, photon torpedoes, and drones, as well as tractor beams, transporters, and so forth.

This book uses the ships from *Klingon Border, Klingon Attack,* and *Booster Packs #1-#6,* which will make it convenient for players to obtain the miniatures, or you could use counters. (Conveniently, the counters for *Klingon Border* and *Klingon Attack* are available as spare parts from our web store.)

NEXT: ROMULAN ARMADA

Next spring will see the release of the second volume of this project, *Romulan Armada.* This will include the rules for plasma torpedoes and cloaking devices, and will cover the Gorn and Romulan empires. It will use the ships from several *Federation Commander* products (*Romulan Border, Romulan Attack,* and *Booster Packs #7-#12)* which will make it convenient for players to obtain the requisite miniatures, or you could use counters. (Conveniently, the counters for *Romulan Border* and *Romulan Attack* are available as spare parts from our web store.)

PLAYING STARMADA

by Aaron Somerville

There is no better way to understand a new game than by watching it played. Here is an example game, which uses a standard *SFB* map (4230 is the lower right corner hex).

USS Alexander Suvorov (CA) starts in Hex 1115; Speed 0. *IKV Devastator* (D7) starts in Hex 0501; Speed 0.

Orders Phase: *Suvorov* writes 2 P 2 (move two hexes, turn "port" and move two more hexes, hoping to close range and keep the enemy in arc. *Devastator* writes 4 P (four hexes, turn "port"), hoping to find medium range and face its F shield.

Movement Phase: *Suvorov* ends up in Hex 0912 (moving at Speed 4). *Devastator* ends up in Hex 0505 (also moving at Speed 4).

Combat Phase: There is no Fighter Phase this turn (no drones have been launched yet); range is nine hexes. *Suvorov* fires everything in the "B" arc (RF in *SFB/FC),* which includes four phaser-1s, two phaser-3s, and four photons.

The phaser-1s are at medium range (since nine is in the middle one-third of Range 15); they have a Range-based ROF (Rate of Fire) and so get to roll two dice each with an Accuracy of 4+, and score seven hits! Each phaser-1 has an Impact of one die (i.e., you roll one die for every phaser-1 that actually hit the target instead of cross-indexing range and die roll to find a number), so seven hits generates seven dice against the *Devastator's* FS (forward starboard) shield strength of two. Based on that shield strength, every die roll of three or more will penetrate the shield and inflict internal damage. The dice are rolled, and four penetrate. For each penetration, roll one die, resulting (via the *Starmada* version of a Damage Allocation Chart) in one engine hit, one shield hit (FS), weapon hits (phaser-1, phaser-2, two disruptors), and three hull damage (the D7 is now down to six). In *Starmada,* weapon hits don't damage shields directly as they do in *SFB* or *FC;* internal damage hits on shield generators are how shields lose strength. That takes a bit of getting used to, but produces equivalent results in the overall scheme of things.

The phaser-3s are at long range (since nine hexes is in the outer one-third of Range 9); they have a flat ROF of one and so get two dice, Accuracy 5+ (4 + 1 for long range) and all miss.

Photon torpedoes are at medium range (Range 15) and get four dice, Accuracy 4+, scoring three hits! Photons have one Impact die, and roll three dice against the FS shield strength of two, and two dice roll a three or better. Each of the two penetrations gets to roll three dice (photons are very powerful!), causing engine hits, weapon hits (phaser-1, phaser-2, disruptor), and five more hull damage. (Every odd-numbered roll also does a hull hit, so the D7 *Devastator* is down to only one hull box!)

Devastator is still counted at full strength until the End Phase (the kind of simultaneous fire that *SFB* and *FC* players understand). She fires everything in the "B" arc as well, including: three phaser-1s, one phaser-2, and four disruptors.

The phaser-1s roll six dice (at medium range) and score three hits. Impact is against *Suvorov's* excellent FS shield of three; and only one rolls a 4+ and penetrates, doing one engine damage.

The phaser-2 has a range of 12, so nine hexes is at long range; it gets only one die at Accuracy 6+ (5 +1). No surprise, it misses.

Disruptors have a maximum range of 18, so nine hexes is medium range. They get four dice (one per disruptor) at Accuracy 4+; they score a disappointing one hit. Each hit gets two