

XII
MAJESTIC
TWELVE
GAMES

DISTANT ARMADA

Sample file

**NOVA
EDITION**

ADAM TURNER
2011



**ENEMIES FROM
DEEP SPACE**





DISTANT ARMADA

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WELCOME TO DISTANT ARMADA

Distant Armada is a sourcebook for *Starmada: The Universal Game of Starship Combat*.

This book allows *Starmada* players to expand their enjoyment of the rich and vast playground of the Star Fleet Universe. It contains all of the rules, options, and starship designs needed to introduce two powerful and dangerous adversaries: the Lyran Empire and the Hydran Kingdom. In addition, two minor empires, the WYN Star Cluster and the Lyran Democratic Republic, are included.

Starmada's modular design means players can hand-pick from dozens of options, creating the type of game they want to play! In addition, the game's flexible and comprehensive starship construction system lets players build their own designs to test against the best these new enemies have to offer.

Distant Armada is not a stand-alone product; ownership of either *Klingon Armada* or *Romulan Armada* is required. The *Starmada Nova Rulebook* is also recommended and will greatly enhance the playing experience, but is not required.

Game Components

The items needed to play *Distant Armada* are listed in *Klingon Armada* and *Romulan Armada*.

STARSHIP MODELS

Each starship in *Distant Armada* is represented by a model placed on the game board. Typically, a model is a plastic or metal miniature, suitably painted and mounted on a “flying” stand. The ADB, Inc., web store has numerous starship miniatures available. If you buy Squadron Boxes #19, #20, #21 (4313-4315), #25, #26, and #27 (4325-4327), you will have one of each type of miniature needed for the game. Border Boxes #7 and #9 (4407 & 4409) will provide more of these same types of ships, in an economical (but very large) package.

While these “border” packages are expensive, the ships in them cost half as much (each) as those in other packs. Drone missiles and shuttlecraft miniatures are available separately from ADB, Inc.’s web store.

DIE-CUT COUNTERS

Players without access to suitable miniatures can purchase sheets of die-cut cardboard counters, available separately from Amarillo Design Bureau, Inc.

Items 4105-1 and 4107-1 provide very colorful counters in one-inch and half-inch sizes. (The larger one-inch counters cover only ships; use the half-inch counters for seeking weapons, shuttles, etc.) Some of the “bonus ships” won’t have counters.

Note: These counters were published for the *Federation Commander* game system, but the designer of *Alien Armada* cleverly selected the same ships for this product as are found in a combination of two *Federation Commander* products: *Distant Kingdoms* and *Hydran Attack*, simplifying access to these parts.

Although cardboard counters provide a quick and easy way for players to get into the game right away, it is much more satisfying to blow up your opponent’s lovingly painted metal miniatures. Of course, true Klingons know that a ship destroyed in combat means the miniature is also melted down.

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This book was created as a joint venture by ADB, Inc., and Majestic Twelve Games.

Credits

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This product uses the “Six Sided Dice” font, available from *Vulpinoid Studios*: www.vulpinoid.com

Revision Summary

This section contains details on all substantive changes applied to *Distant Armada*:

Original Version: September 2012

STARMADA GLOSSARY

Most of these terms mean more or less the same thing in *Starmada* as they do in *Federation Commander* or *Star Fleet Battles*. Only when the meanings are different have we added translation data.

Armor: A combination of several factors, including armor plating, bulkheads, and general systems reinforcement that collectively increases a ship's ability to resist the effects of damage. In *Alien Armada*, the function of armor is fulfilled (in a slightly modified form) by "shields".

Arc Modifier: The attack modifier applied to a bank's attack, representing the fraction of the total weapons in an battery able to fire into a specific arc.

Attack Dice: A quantification of the strength (and to some extent, accuracy) of a weapon battery. Each battery's attack dice are represented by a "string" of numbers—the number of attack dice rolled depends upon the final attack modifier.

Attack Modifier: A combination of the various circumstances making an attack more or less likely to cause damage.

Attack Roll: The act of rolling dice to determine whether a ship's attack has resulted in any damage to the target.

Bank: A grouping of weapons within a single battery, all of which have the same firing arc.

Battery: A group of weapons on a starship, all with the same capabilities, range, and attack dice values.

Class: The "template" to which a particular starship conforms. Most ships are not unique designs, but one of a number of nearly identical vessels.

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 design will be.

Crippled: A ship which has lost 2/3 of its total damage boxes is considered "crippled".

Damage Boxes: The total number of boxes that must be checked off as the result of damage before a ship is considered "destroyed" and removed from the game. There are two types of damage box: armor and hull boxes.

Damage Checks: A series of die rolls conducted when a ship has been damaged, and again when it is crippled, to determine how the ship's engines, weapons, and other systems have been affected by the cumulative damage suffered.

Damaged: A ship which has lost 1/3 of its total damage boxes is considered "damaged".

Dice: *Starmada*, like *Federation Commander* or *Star Fleet Battles*, uses six-sided dice.

ECM Rating: A reflection of systems possessed by a ship which interferes with enemy targeting sensors and makes hits against the ship much more difficult. Although part of the basic *Starmada* rules, ECM ratings are not used in *Alien Armada*.

FC, Federation Commander: A game by ADB, Inc., which some players are familiar with.

Firing Arc: One of a number of arcs which regulate the directions in which a weapon can fire.

Fleet Limit: A value set by the scenario being played which limits how large a side's fleet can be.

Game Turn: The period of time during which each phase in the sequence of play is conducted once. Contrast with "turn" (a maneuver).

Hit: A type of damage that represents the weakening of a starship's superstructure. When a ship has taken as many hull hits as it has hull points, it is destroyed.

Hull Points: A quantification of the size of a starship, and the number of hits the ship can take before destruction.

Line Of Sight: A starship is said to have "line of sight" to a target when a straight line, drawn between the center of the sighting ship's hex and the center of the target's hex, does not cross any part of a hex containing an object that blocks line of sight.

Maneuver: One of three categories into which a ship's movement can be classified: *straight ahead*, *come about*, or *reverse course*.