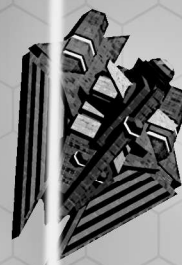
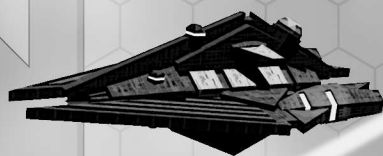
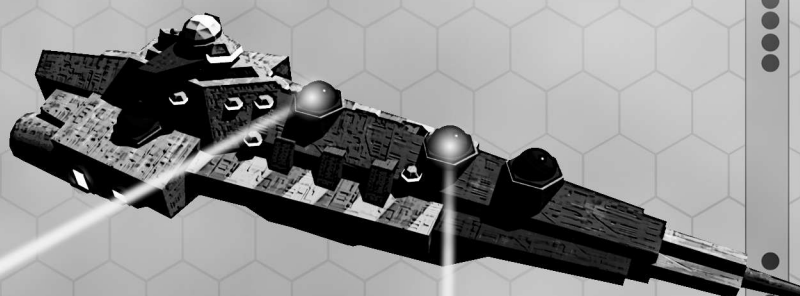


SCARNADA

THE UNIVERSAL GAME OF STARSHIP COMBAT



CAPTAIN'S COMPANION



**GAME DESIGN BY
DANIEL KAST**



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WELCOME!

The **Starmada Captain's Companion** is a supplement for the Universal Game of Starship Combat, detailing the universe of the Imperial Starmada and its major adversaries.

- **The Terran Empire:** Recently celebrating its centennial year, the Terran Empire is the largest of the factions in terms of territory controlled (if in many cases only nominally). The Imperial Starmada, while powerful and well-trained, often finds itself stretched to the breaking point—a fact of which its enemies take careful note.
- **The Arcturan Federation:** The Arcturan Federation was founded on “revolutionary” democratic principles by Terran ex-Colonies, under the leadership of exiled Imperial Houses. While the Federation is predominantly Human, several alien races have joined in recent years. Outmatched by the Empire in terms of access to raw materials, economically the Arcturans are the most energetic faction.
- **The Kalaedinese Expanse:** Little is known about the Kalaedinese, only that their navy has so far proven more than a match for the best the Imperial Starmada can throw against it. For now, the economic strength of the Empire and its recently created Commonwealth is holding them back; but for how long?
- **The Negali Coalition:** Technologically superior to the other factions, the Negali are a dying race. They have been able to stem the tide of death through the generous application of cybernetics and genetic manipulation—but they cannot hope to avoid the inevitable without more extreme (and dangerous) measures.

- **The S'ssk Nesting:** The S'ssk are a unique faction, existing within Imperial borders. Due to their fractured social structure, the S'ssk can be considered both allies and enemies of the Terran Empire, depending on the individual Nesting and the current political climate. Only the tireless efforts of the Imperial Guardians keep the snake-men from wholesale rebellion.

In addition to background information and 35 starship status displays (SSDs) this book introduces several new rules, weapon traits, and starship systems. Errata and clarifications are provided which update the **Starmada Core Rulebook** to version 1.2 (p.21). Finally, we present some initial thoughts on tactics (p.24) that hopefully will inspire more such discussion in future publications.

The **Captain's Companion** is not a stand-alone product; you will need a copy of the **Starmada Core Rulebook** (MJG-0160). The items required to play the game are described on pp.3-5 of that book.

Two new sets of starship counters have been released alongside this product. A digital copy can be downloaded from our web site:

mj12.games/starmada/mjg0161-counters.zip

Instructions for assembling the digital counters are provided on p.70 of the **Core Rulebook**.

What is Starmada?

Starmada™ is a miniatures board game of starship combat. At its most basic level, players take command of space 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 players might imagine.

Novices shouldn't fret; the core set of rules has been designed with 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. **Starmada** allows players to concentrate on the finer points of squashing their opponent rather than arguing over rules interpretations, without sacrificing any of the flavor or excitement of more complex games.

Simple, but not simplistic, is the guiding principle.

CREDITS & COPYRIGHT

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Captain's Companion

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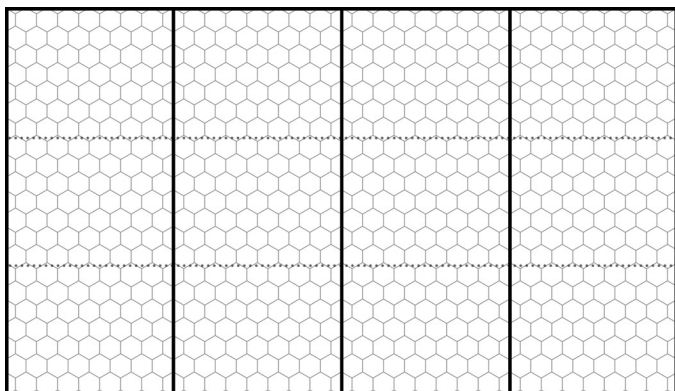
B PLAYING THE GAME

B1 SETTING UP

► Extended Game Board (Optional)

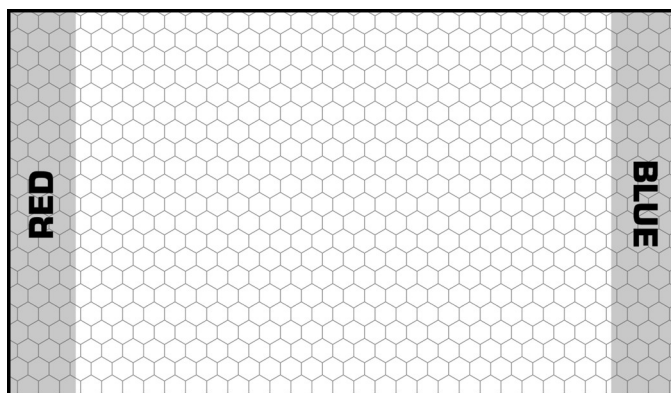
Some have found the size of the standard game board a bit confining, particularly when using starships with weapons that can fire out to 18 hexes (or further). Although this has the benefit of getting players into the action more quickly, it has the drawback of reducing the opportunity for opposing fleets to jockey for position prior to reaching weapons range.

To account for this, a fourth game board section can be added to the game board, as shown below:

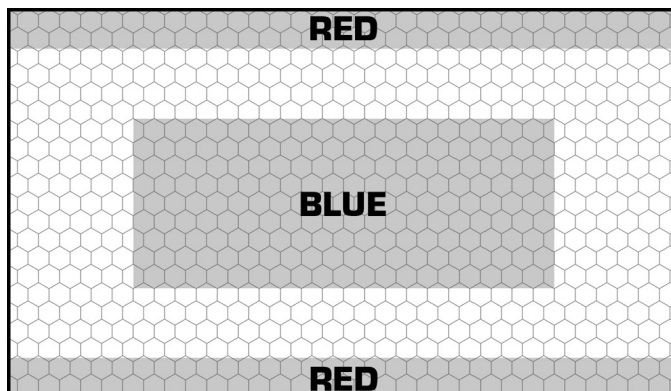


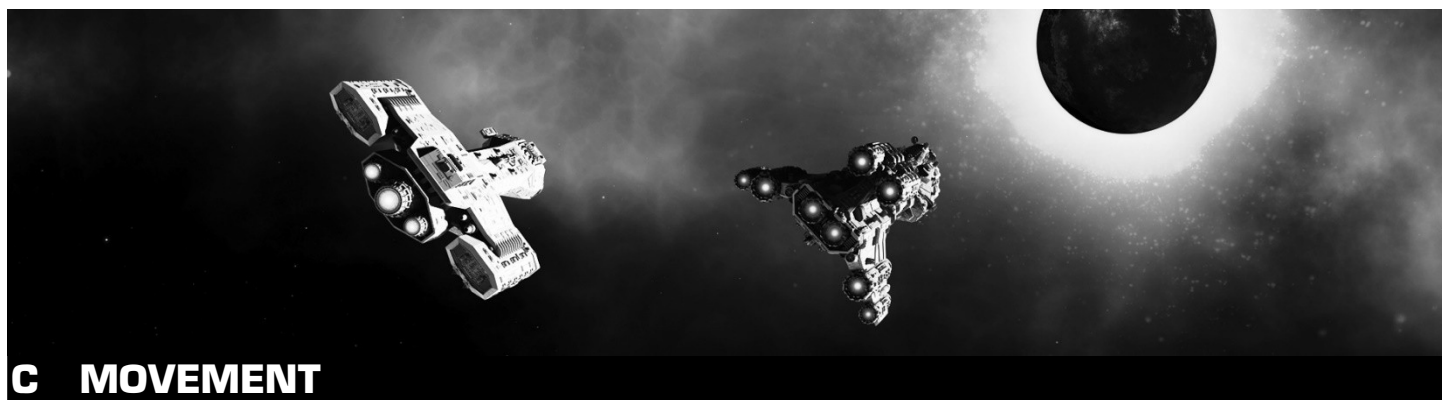
The result is longer and narrower than the standard game board, but provides additional space for maneuver during the “approach” stage of the battle.

The extended game board option can be used with any of the scenarios provided in the **Core Rulebook** (p.CR43); in most cases the distance from one edge of the game board to the other will merely be extended.



One exception is Scenario 12, “Into the Trap” (p.CR47), in which the setup area for the Blue fleet is also extended, as shown below:





C MOVEMENT

C5 CINEMATIC MOVEMENT

Further playtesting has revealed starship captains like to go fast. This shocking development requires clarification: the thrust required to pivot while conducting Cinematic movement (p.CR15¹) continues to increase with speed:

PIVOT CLASS	THRUST REQUIRED
A	Current Speed ÷ 3
B	Current Speed ÷ 2.5
C	Current Speed ÷ 2
D	Current Speed ÷ 1.5
F	Current Speed ÷ 1

Round all fractions up. For example, a starship with Pivot Class B and current speed 7 adds +3 per pivot ($7 \div 2.5 = 2.8$, rounded up). An expanded table is provided below.

PIVOT CLASS & SPEED					THRUST REQ'D
A	B	C	D	F	
1-3	1-2	1-2	1	1	+1
4-6	3-5	3-4	2-3	2	+2
7-9	6-7	5-6	4	3	+3
9-12	8-10	7-8	5-6	4	+4
13-15	11-12	9-10	7	5	+5
16-18	13-15	11-12	8-9	6	+6

C6 REACTIONLESS MOVEMENT

Likewise, the intent behind the Reactionless movement system (p.CR15) is that the amount of forward movement between pivots continues to increase with the starship's speed:

PIVOT CLASS	REQUIRED MOVEMENT
A	Current Speed ÷ 3
B	Current Speed ÷ 2.5
C	Current Speed ÷ 2
D	Current Speed ÷ 1.5
F	Current Speed ÷ 1

Round all fractions up. For example, a starship with Pivot Class D and current speed 5 is required to move four hexes between pivots ($5 \div 1.5 = 3.33$, rounded up). An expanded table is provided below.

PIVOT CLASS & SPEED					REQ'D MOVE
A	B	C	D	F	
1-3	1-2	1-2	1	1	1 hex
4-6	3-5	3-4	2-3	2	2 hexes
7-9	6-7	5-6	4	3	3 hexes
9-12	8-10	7-8	5-6	4	4 hexes
13-15	11-12	9-10	7	5	5 hexes
16-18	13-15	11-12	8-9	6	6 hexes

C7a VECTOR MOVEMENT (ALTERNATE)

This alternate Vector movement option does away with the need for an "end of move" (EOM) marker for each starship.

This system requires use of the "A-F" rosette printed on the game board (p.CR3). If using a third-party hexgrid, or an open tabletop, players will need to find another means of specifying directions.

C7a.1 Movement Orders

A starship's movement orders consist of up to two letter/number combinations: these indicate the direction(s) in which the ship is applying thrust. For example, "2A" indicates a thrust of two hexes/turn in direction A; "3B" indicates a thrust of three hexes/turn in direction B; "2C+1D" indicates a thrust of two hexes/turn in direction C and one hex/turn in direction D. The total amount of thrust applied cannot exceed the ship's current engine rating.

A starship will end its move pointing in the direction in which it applied the most thrust: e.g., if a ship's movement orders are "3A+2B" the ship faces in direction A. If the ship applied equal thrust in two directions, the ship points in either direction. If the ship applied no thrust, the ship

¹ Page references prefaced with "CR" refer to the **Starmada Core Rulebook** (MJG-0160).

faces in any direction. The choice is up to the controlling player, but must be recorded in the movement orders.

C7a.2 Moving the Starship

Moving a starship on the game board first requires consolidation with the ship's existing vectors (if any). Unless otherwise noted by scenario rules, in the first game turn a ship is assumed to have no existing vectors.

- Vectors in the same direction are added together. For example, "3A" combines with "2A" to become "5A."
- Vectors two hexsides (120°) apart combine to form a new vector in the intervening direction. The vector of lesser magnitude is eliminated, the remaining vector is reduced by an equivalent amount, and the intervening vector is increased by that same amount. For example, "3D" combines with "4F" to become "3E+1F."
- Vectors in opposing directions cancel each other out. The vector of lesser magnitude is eliminated and the remaining vector is reduced by an equivalent amount. For example, "4B" combines with "2E" to become "2B."

When this process is concluded, the starship should have no more than two remaining vectors in adjacent directions.

A starship with existing vectors of "4B+3C" applies new vectors of "2D+4F." Vectors B&D combine, leaving "2B+5C+4F." Vectors C&F cancel each other, leaving "2B+1C."

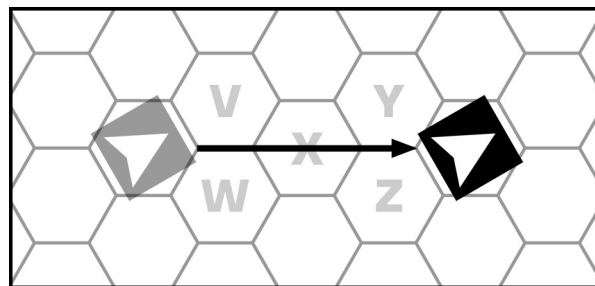
Write the combined vectors following the starship's movement orders. For example, in the above case the player would write "2D+4F = 2B+1C."

The starship is then moved according to its vectors during the Movement Phase.

C7a.3 The Movement Path

Generally, a starship's exact movement is irrelevant; all that matters is where it ends up. However, there may be times when it is necessary to know which specific hexes are entered; for example, in games where Mines (p.CR30) or Terrain (p.CR39) are present.

In such cases, before moving the starship counter, draw an imaginary line from the center of the ship's starting hex to the center of the hex containing its EOM marker. The ship enters every hex through which this line passes. If the line crosses between two hexes, the ship only enters one of them: the choice is up to the moving player.



A starship's starting and destination hexes are shown above. The ship moves through either hex V or W, hex X, and either hex Y or Z.

C8 NAVAL MOVEMENT

The Naval movement option simulates a universe in which starships maneuver in a manner similar to naval vessels. It also mimics the movement systems used in early versions of **Starmada**. Except as noted below, rules C1 through C4 remain unchanged.

C8.1 Movement Orders

Movement orders are written normally. A starship may only begin its move with a pivot if its previous movement orders ended with forward movement. A ship may pivot in opposing directions using this system. Sideslips are not used with Naval movement.²

C8.2 Thrust Requirement

Using the Naval movement option, a starship's speed is not tracked. Instead, the thrust requirement of a ship's movement orders is the sum of the requirement for each maneuver plotted:

MANEUVER	THRUST REQUIRED
(#)	1 per hex of forward movement
P / S	0
PP / SS	1
U	2
L / R	n/a

Note the first pivot after a forward move or sideslip may be performed without cost; each subsequent pivot in the same hex requires one point of thrust.

Ex.1: A starship plots a move of "3P3." The thrust requirement is 6 (3+0+3).

Ex.2: A starship plots a move of "2SS3." The thrust requirement is 6 (2+1+3).

² Sideslips are unnecessary in this system, as the same effect can be achieved by plotting "P1S" or "S1P."



D COMBAT

D1 DECLARING TARGETS

► Engagement Limit (Optional)

Concentration of force is a (mostly) universal solution to the mathematics of attrition. Removing an enemy's piece from the board is generally preferable to leaving it bloodied but still functional.

However, theory is easier than practice, and admirals can't count on being able to identify, isolate, and engage specific targets in the same way as players can at the gaming table. To simulate the difficulty in coordinating fire from multiple attackers, the following optional rule can be applied.

A single target may not be attacked by multiple enemy ships in a single Combat Phase whose combined combat rating is more than three times its own: e.g., a starship with a combat rating of 90 may only be attacked by enemy starships with a combined combat rating of 270 or less.

When it comes time for a starship to make its attacks, it may not declare any weapons fire against a target that has already reached this limit.

This restriction only applies during the Combat Phase, and thus does not include attacks from Mines (p.CR30), fighter flights (p.CR35), etc.

D2 THE ATTACK ROLL

D2.1 Attack Modifiers

Several circumstances can modify the attack roll. These are summarized below.

ATTACK CONDITION	MODIFIER
Target's engine rating is zero (unless target is Immobile)	+1
Running Silent (attacker and/or target)	-1/-2
Cutting (optional)	-1
Incapacitating, Non-Phasing, Non-Piercing vs. fighter flight or minefield	-1
Seeker vs. Anti-Fighter Batteries	-1
Sustained firing at same target	+1/+2/&c.
Sweeping (optional)	+1

ATTACK CONDITION

MODIFIER

Defensive fire (local/area)	-1/-2
Target is cloaked & detected or has Countermeasures*	-1
Firing ship has Enhanced Fire Control (if negative modifiers apply)	+1
Flares or asteroid field in line of sight	-1 per hex
Target is a fighter flight or minefield (unless Accurate)	-1
Cometary coma/tail in line of sight	-1 per hex
Firing ship is Jammed or Target is defensively Jammed*	-1/-2/-3
Target painted by TDAR	+1/+2/+3
Firing ship is part of a valid command group	+1
Target has Bright Return	+1

*Apply only the greater penalty

D3 THE DAMAGE ROLL

► Alternate Damage Table (Optional)

The standard **Starmada** game presumes a starship will retain 33% of its "stuff" at the time of destruction: e.g., a ship that begins with nine weapons can expect to have three operational when it crosses its last hull box.

For players who prefer a game in which ships are stripped to the last rivet before falling apart, the following table can be used instead of the one on p.CR20:

ROLL	DAMAGE RESULT
1	Hull & Engine
2	Engine & Weapon
3	Hull & Weapon
4	Weapon & System
5	Hull & System
6	Engine & System

A volley of weapons with DMG 2 scores two hits. Four dice are rolled, coming up 2, 3, 5, and 6. As a result, two hull damage boxes (3,5), two engine boxes (2,6), two weapon boxes (2,3), and two system boxes (5,6) are crossed off the target's damage tracks.

D5 WEAPON TRAITS

The weapon design modifiers and prohibited combinations (p.CR62) for the new traits in this section are as follows:

TRAIT	MODIFIER	PROHIBITED
Deadly	×1.5	<i>Incapacitating</i>
Enveloping (0/1/2/3)	×1.2	
	×2.3	
	×3.2	
Persistent	×4.1	<i>Incapacitating</i>
	×1.6	
	×1.5	
Proximity (0/1/2/3)	×2.0	
	×3.0	
	×4.0	
Slag	×1.2	
Scattershot	×1.0	

D5.1 Fire Control Traits

Proximity (0/1/2/3): With this release, the Proximity trait has been expanded to allow area-effect weapons of varying size.

- Proximity 0 weapons make a separate attack against each element (friend or foe) in the target hex.
- Proximity 1 weapons (the “default” version, p.CR22) make a separate attack against each element within one hex of the target hex.
- Proximity 2 weapons make a separate attack against each element within two hexes of the target hex.
- Proximity 3 weapons make a separate attack against each element within three hexes of the target hex.

Determine the relevant defensive facing normally for starships located in a Proximity weapon’s target hex. Starships within the area of effect use the location of the target hex for this purpose.

D5.2 Counteraction Traits

Enveloping (0/1/2/3): With this release, the Enveloping trait has been expanded to allow everything from “smart” weapons that seek out defensive vulnerabilities to “fiery orbs of inevitable destruction.”

- For Enveloping 0 weapons (the “default” version, p.CR22) total the damage scored by the volley. Half of this total (rounded up) is applied to the normal defensive facing; the remainder is applied as evenly as possible to the other three facings.

If the target has Screens, determine the amount of damage applied to each defensive facing as described above, then make a separate penetration roll for each facing, using one die per point of damage.

- A volley of Enveloping 1 weapons scores full hits against the normal defensive facing and against one of the three remaining facings, as chosen by the attacking player. For example, if the volley scores three hits, a total of six hits are applied; three against the normal defensive facing and three against the chosen facing.
- A volley of Enveloping 2 weapons scores full hits against the normal defensive facing and against two of the three remaining facings, as chosen by the attacking player.
- A volley of Enveloping 3 weapons scores full hits against each of the target’s defensive facings.

Scattershot: This represents a weapon that distributes its potential damage across the target’s Screens, providing more opportunity to cause at least some damage, rather than focusing on an all-or-nothing result.

When making the penetration roll (p.CR27) for a Scattershot weapon, the number of dice rolled is multiplied by the weapon’s DMG. However, each die that equals or exceeds the target number inflicts a single point of damage.

This trait has no practical effect on weapons with DMG 1.

D5.3 Damage Effect Traits

Deadly: No damage rolls are made for Deadly weapons. Instead, for each point of damage inflicted, draw an “at” sign (“@”) in the first uncrossed box on the target’s hull track. The sample starship below has lost four boxes on its hull track: two from “normal” damage and two from Deadly weapons.

1,3,5 HULL - 7
XX@@ 3 2 1

Once all boxes on the hull track have either a cross or “@,” the starship is disabled. A disabled ship is considered destroyed for victory purposes but remains on the game board. It will continue moving per the movement rules in effect (without applying thrust). A disabled ship may not take any action: i.e., it may not attack, deploy mines, launch fighters, etc.

Any further hull damage suffered by a disabled ship will “overlap” Deadly damage. If all “@” boxes are crossed, the starship is destroyed rather than disabled. Remove its counter from the game board.

A disabled starship with any boarding parties on board is captured. In a campaign (p.CR52) captured vessels may have a different fate than those destroyed by weapons fire. If using the Shipboard Combat option (p.CR30) a ship is not captured until all defending Marine squads have been eliminated.

Persistent: Each time a Persistent weapon rolls an odd damage result, make a tally mark on the target's SSD. At the start of the following Combat Phase, roll one damage die per tally mark, indicating the results on the appropriate damage tracks with a slash ("/") to be applied at the end of the phase. Erase one tally mark for each even damage roll result. No other weapon traits apply to this continuing damage.

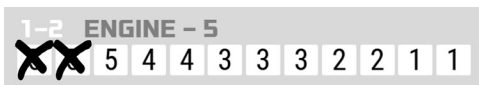
Repeat this process each game turn until no tally marks remain (or the target is destroyed). Against Armored targets (p.CR32) initial damage rolls of 1 do not add tally marks, and subsequent damage rolls of 1 erase existing tally marks.

In Game Turn 3, a starship is hit by three Persistent weapons with DMG 2. One hit is deflected by Screens. Four damage dice are rolled, coming up 2, 3, 3, and 6. Two tally marks are made on the ship's SSD.

At the start of the Combat Phase in Game Turn 4, two damage dice are rolled, coming up 1 and 4. One tally mark is erased. (If the target were Armored, both tally marks would be erased.) At the start of the next Combat Phase, one damage die will be rolled.

D5.4 Miscellaneous Traits

Slag: Boxes crossed off damage tracks by Slag weapons cannot be regained, either via Damage Control (p.CR21) or Regeneration (p.CR33). For each box crossed by a Slag weapon, blacken the first crossed box on that track to indicate the limited repair and/or regeneration.



In the example above, a starship has crossed two boxes on its Engine track. The ship is attacked by a volley of Slag weapons, crossing two additional boxes. The first two boxes are blackened, as shown below.



Slagged hull boxes do not contribute Regeneration dice: e.g., the starship below rolls three dice to regenerate, not five:



The specific weapons/systems selected for loss as the result of Slag damage may be repaired; the effect of this trait is to "cap" the number of boxes on the damage tracks which can be regained via damage control.

In a campaign (p.CR52) limitations may be placed on the circumstances and/or methods by which Slag damage can be repaired (if at all).

D7 RANDOM DAMAGE ALLOCATION

The standard **Starmada** damage resolution system allows players to select the individual items lost as boxes are crossed off the weapons and systems damage tracks. Although some restrictions are imposed (most notably weapon loss limits, p.CR20) this typically means a starship's most valuable "stuff" will remain operational until the bitter end.

With this alternate system, further randomness is introduced to the process. It should be stressed this is an optional system; there is nothing wrong with using the standard rules. However, some people just want more chaos in their lives: who are we to deny it to them?

D7.1 Starship Status Display

With random damage allocation, a few changes are made to the SSD.³ As an example, consult the *Sycamore*-class heavy cruiser on the following page.

- 1) The weapons and systems damage tracks no longer provide a "countdown" of how many items remain operational. Instead, each box contains a "0" or "1" (ships of hull size 5 or less may have boxes with "2" or more).
- 2) Two damage allocation charts (DACs) are printed just above the movement orders. The one at left is the weapons DAC; the one at right is the systems DAC.
- 3) Weapon batteries have letter codes in place of their loss limits: e.g., for *Sycamore*, the Fusion Torpedoes are battery "A," the Shock Cannons are battery "B," and the Laser Cannons are battery "C."

³ The "Export" tab on the **Starmada Drydock** allows players to select this option when printing SSDs. It is possible for one side to use the standard rules and the other to use this option—the player using the standard system will have a minor, yet distinct, advantage.



ID:

1 3 5 HULL 8							
8	7	6	5	4	3	2	1

1-2 ENGINE 5

5	5	4	4	3	2	2	1
---	---	---	---	---	---	---	---

3-4 WEAPONS

0	1	1	1	0	1	1	1
---	---	---	---	---	---	---	---

5-6 SYSTEMS

0	1	1	1	0	1	1	1
---	---	---	---	---	---	---	---

1 AC 2 AC 3 BC 4 B 5 B 6 B

1	2	3	4
5	6	7	8

1 @@ 2 @@ 3 @X 4 @Y 5 @Z 6 @

FT-5b Fusion Torpedo ▲ (A)




SH-4b Shock Cannon ▲ (B)






LC-2a Laser Cannon ▲ (C)





1-5	1x 3+/1	<i>Catastrophic</i>
6-10	1x 4+/1	
11-15	1x 5+/1	

1-4	1x 4+/3	<i>Accurate</i>
5-8	1x 4+/2	
9-12	1x 4+/1	

1-2	1x 2+/1
3-4	1x 3+/1
5-6	1x 4+/1

Anti-Fighter Batteries (X) ☐

Hyperdrive (Y) ☐

Marines (Z) ◆◆◆

- ## D7.2 Applying Damage

For example, rolling a 3 on *Sycamore's* weapons DAC results in the loss of one Shock Cannon (B) and one Laser Cannon (C); rolling a 3 on the systems DAC results in the loss of one Screen (@) and the Anti-Fighter Batteries (X).

The specific weapons or Screens damaged are chosen by the controlling player.

Draw a line through the rolled location on the DAC. If the same result is rolled again, shift one location to the right: i.e., 1 shifts to 2, 2 shifts to 3, and so on. If a 6 is rolled a second time, shift back to location 1.

Damage control is conducted as described on p.CR22. Whenever a box on the weapons or systems track is regained, choose one location on the relevant DAC and erase the line previously drawn through it. The revealed letter(s) indicate which weapons or systems are repaired. For example, if *Sycamore* regains location 2 on the weapons DAC, repair one Fusion Torpedo (A) and one Shock Cannon (B); if location 2 is regained on the systems DAC, repair two Screens (@).

The specific weapons and/or Screens repaired are chosen by the controlling player. These need not match those selected when the DAC location was initially damaged.

DACs are laid out when completing the starship's SSD (see p.17).

For the weapons DAC, one letter is placed per weapon carried by the starship. For example, if there are two weapons in the first (A) battery, five weapons in the second (B) battery, and three weapons in the third (C) battery, the weapons DAC has two A's, five B's, and three C's.

These are placed into the six DAC locations one letter at a time, starting at 1 and proceeding to the right, wrapping back around to 1 as needed. Thus, the example above would yield the following weapons DAC:

1 AB 2 AB 3 AC 4 AC 5 A 6 B

For the systems DAC, one letter is placed per Screen, piece of additional equipment, and set of munitions carried by the starship. For example, if a starship has five Screens (@), a Hyperdrive (X), a complement of 5 Marine squads (Y), and three Point Defense Systems (Z), the systems DAC has five @'s, one X, one Y, and three Z's.

These are placed into the six DAC locations one letter at a time, starting at 1 and proceeding to the right, wrapping back around to 1 as needed. Thus, the example above would yield the following systems DAC:

1 @Y 2 @Z 3 @Z 4 @Z 5 @ 6 X