

Copyright ©2007-2008 Majestic Twelve Games

[illegible]

MANTIS-class VITORAN ATTACK CRUISER									
464									

HULL						
12	11	10	9	8	7	
6	5	4	3	2	1	

ENGINES					
6	6	5	5	4	4
3	3	2	2	1	1

SHIELDS					
3	3	3	3	2	2
2	2	1	1	1	1

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

STARMADA
THE ADMIRALTY EDITION
©2008 Majestic Twelve Games

	RNG	ROF	ACC	IMP	DMG
X	24	1	5+	4	2
	R.L.F.W. Spinal Mount				
	Area Effect; Slow-Firing				
	[G] [G]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	Plasma Pulse Cannon Mk II				
	Increased Hits; Inv. Range-Based ROF; Slow-Firing				
	[HGI] [HGI] [CE] [DB]				

	RNG	ROF	ACC	IMP	DMG
Z	9	3	5+	2	1
	Railgun; 4" Triple Mount Mk II				
	Anti-Fighter; Piercing				
	[ACE] [ACE] [BDF] [BDF]				

SPECIAL	Hyperdrive; Marines (4); Countermeasures; Fire Control
---------	--

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

MANTIS-class VITORAN ATTACK CRUISER									
464									

HULL						
12	11	10	9	8	7	
6	5	4	3	2	1	

ENGINES					
6	6	5	5	4	4
3	3	2	2	1	1

SHIELDS					
3	3	3	3	2	2
2	2	1	1	1	1

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

STARMADA
THE ADMIRALTY EDITION
©2008 Majestic Twelve Games

	RNG	ROF	ACC	IMP	DMG
X	24	1	5+	4	2
	R.L.F.W. Spinal Mount				
	Area Effect; Slow-Firing				
	[G] [G]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	Plasma Pulse Cannon Mk II				
	Increased Hits; Inv. Range-Based ROF; Slow-Firing				
	[HGI] [HGI] [CE] [DB]				

	RNG	ROF	ACC	IMP	DMG
Z	9	3	5+	2	1
	Railgun; 4" Triple Mount Mk II				
	Anti-Fighter; Piercing				
	[ACE] [ACE] [BDF] [BDF]				

SPECIAL	Hyperdrive; Marines (4); Countermeasures; Fire Control
---------	--

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

(464) Mantis-class Vitoran Attack Cruiser

Hull: 12 11 10 9 8 7 6 5 4 3 2 1

Engines: 6 6 5 5 4 4 3 3 2 2 1 1

Shields: 3 3 3 3 2 2 2 2 1 1 1 1

Weapons:

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

X: R.L.F.W. Spinal Mount: 8/16/24, 1/5+/4/2

Area Effect; Slow-Firing

[G][G]

Y: Plasma Pulse Cannon Mk II: 4/8/12, 2/4+/1/1

Increased Hits; Inv. Range-Based ROF; Slow-Firing

[HGI][HGI][CE][DB]

Z: Railgun; 4" Triple Mount Mk II: 3/6/9, 3/5+/2/1

Anti-Fighter; Piercing

[ACE][ACE][BDF][BDF]

Special: Hyperdrive; Marines (4); Countermeasures; Fire Control