

STARMADA ADMIRALTY EDITION SHIPBUILDER

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CLASS	Wolfspider
RACE	Vitoran
TYPE	Destroyer

CORE EDITION

Version 2.2

24-Apr-08

HULL	7
ENGINES	8
SHIELDS	
Screens?	No

TECH RANGE	2
Engines Tech Level	+1
Fighter Tech Level	
General Tech Level	
Shields Tech Level	
Weapons Tech Level	+1

ORAT	2021.6
DRAT	41.8
CRAT	291

SPACE UNITS	
USED	REMAIN
	1255
466	789
0	789

BATTERY X		RNG	ROF	ACC	IMP	DMG
Plasma Pulse Cannon Mk III		12	2	4+	1	1
WEAPON TRAITS	Increased Hits	Inv. Range-Based ROF				
ARCS	HGI					AMMO
#	1					

12.00	
4.60	
4	
160	629

BATTERY Y		RNG	ROF	ACC	IMP	DMG
Pulse Laser		6	2	4+	1	1
WEAPON TRAITS	Increased Hits	Inv. Range-Based ROF		Anti-Fighter		
ARCS	CE DF					AMMO
#	2 2					

6.00	
5.98	
12	
312	317

BATTERY Z		RNG	ROF	ACC	IMP	DMG
Railgun 4" Triple Mount		9	3	5+	2	1
WEAPON TRAITS	Piercing					
ARCS	AB					AMMO
#	1					

16.20	
1.40	
3	
51	266

OPTIONS	#
Hyperdrive	
Armor Plating	
Countermeasures	
Fire Control	
Mines	2

63	203
63	140
63	77
63	14
10	4
0	4
0	4
0	4
0	4
0	4

291

WOLFSPIDER-class VITORAN DESTROYER

HULL	7	6	5	4	3	2
1						

ENGINES	8	7	6	5	4	3
2						

SHIELDS	0	0	0	0	0	0
0						

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

STARMADA

THE ADMIRALTY EDITION

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		RNG	ROF	ACC	IMP	DMG
X	Plasma Pulse Cannon Mk III	12	2	4+	1	1
	Increased Hits; Inv. Range-Based ROF					
	[HGI]					

Y	Pulse Laser	6	2	4+	1	1
	Increased Hits; Inv. Range-Based ROF; Anti-Fighter					
	[CE] [CE] [DF] [DF]					

Z	Railgun 4" Triple Mount	9	3	5+	2	1
	Piercing					
	[AB]					

SPECIAL	Hyperdrive; Armor Plating; Countermeasures; Fire Control; Mines (2)
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GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

291

WOLFSPIDER-class VITORAN DESTROYER

HULL	7	6	5	4	3	2
1						

ENGINES	8	7	6	5	4	3
2						

SHIELDS	0	0	0	0	0	0
0						

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

STARMADA

THE ADMIRALTY EDITION

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		RNG	ROF	ACC	IMP	DMG
X	Plasma Pulse Cannon Mk III	12	2	4+	1	1
	Increased Hits; Inv. Range-Based ROF					
	[HGI]					

Y	Pulse Laser	6	2	4+	1	1
	Increased Hits; Inv. Range-Based ROF; Anti-Fighter					
	[CE] [CE] [DF] [DF]					

Z	Railgun 4" Triple Mount	9	3	5+	2	1
	Piercing					
	[AB]					

SPECIAL	Hyperdrive; Armor Plating; Countermeasures; Fire Control; Mines (2)
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GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			☐	
2			☐	
3			☐	
4			☐	
5			☐	
6			☐	
7			☐	
8			☐	
9			☐	
10			☐	

(291) wolfspider-class Vitoran Destroyer

Hull: 7 6 5 4 3 2 1

Engines: 8 7 6 5 4 3 2

Shields: 0 0 0 0 0 0 0

Weapons:

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

X: Plasma Pulse Cannon Mk III: 4/8/12, 2/4+/1/1

Increased Hits; Inv. Range-Based ROF

[HGI]

Y: Pulse Laser: 2/4/6, 2/4+/1/1

Increased Hits; Inv. Range-Based ROF; Anti-Fighter

[CE][CE][DF][DF]

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

Piercing

[AB]

Special: Hyperdrive; Armor Plating; Countermeasures; Fire Control