

HARRIGAN'S STARMADA CAMPAIGN SYSTEM

CAMPAIGN BASIS

Use the Starmada "Simplest Campaign System" on p.37 of the Starmada Rules Annex as a basis for these campaign rules.

VICTORY CONDITIONS

Overall victory is achieved when one side reaches 2500 VP. Automatic victories are worth 250 VP.

TERRAIN

Terrain is randomized for each battle. Roll 1d6:

1. Open Space
2. Asteroid Belt – roll a d6
 - On a 1-2: 1-6 asteroids
 - On a 3-4: 1-6 asteroid fields each d5 in size
 - On a 5: 1-6 asteroids and 1-6 asteroid fields each d5 in size
 - On a 6: 2-12 asteroids and 1-6 asteroid fields each d3+2 in size
3. Minefield – 1d6 minefields each d5 in size (heavily defended border areas or mines leftover from previous battles / wars)
4. Planetary System – planet is d5 in size and has (size + d3) moons (use asteroid or planet marker as appropriate, place each in orbit d3 hexes from planet surface)
5. Nebula
6. Dust Cloud

STRANDED FIGHTERS

If the losing side in a battle has a carrier destroyed, captured or its *Carrier (x)* auxiliary services knocked out during the battle, any fighters, strikers and seekers launched from that ship will not be recovered at the end of the battle – they are considered lost.

RESUPPLY, REPLENISHMENT AND REPAIR

Starting with the second battle, ships that do not participate in the battle are able to take any and all of the following actions in the areas of Resupply, Replenishment and Repair:

- Spend Replenishment Points (RPs) to repair the hull at the rate of ship value / hull per hull point. For example, a 250pt ship with 10 hull costs 25 RPs per hull point to repair.
- Spend RPs to replace destroyed fighters at the rate of 2 fighter points per RP. For example, a 50pt fighter will cost 25 RP to replace. (The average fighter is worth 50 fighter points.)
- Spend RPs to repair ship auxiliary services at the rate of 5 auxiliary service points per RP.
- Fully resupply ammunition stores for each weapon.
- Replace destroyed/expended striker and seeker flights.
- Fully replenish damaged fighter, striker and seeker flights. For example, if three fighters are shot down out of a flight of six, this action will bring the flight back up to six fighters.
- Repair all ship systems (engines, shields, weapons).

Likewise, also starting with the second battle, ships that participate in successive scenarios may take any and all of the following actions between said battles:

- Resupply up to 50% of the ammunition expended in the last battle for each weapon, rounding down.
- Replace up to 50% of the destroyed/expended striker and seeker flights, rounding down.
- Replenish damaged fighter, striker and seeker flights up to 50% of the number expended or otherwise lost. For example, if two fighters are shot down out of a flight of five, this action will add one back, bringing the flight to four fighters.
- Repair 50% of the damage inflicted to each of the ship systems (engines, shields, weapons), rounding down. For example, if a ship suffers five engine hits in the previous battle, two may be repaired.

ADDITIONAL SCENARIOS

Two additional scenarios are added to the six covered in the Starmada: AE rulebook. The attacker rolls 1d8 rather than 1d6 to determine the scenario played.

1	Breakout
2	Fleet Action
3	Hit & Run
4	The Patrol
5	To the Rescue
6	The Trap
7	Skirmish
8	Supply Raid

SKIRMISH

FORCES

Attacker: The lead elements of your attack force have discovered enemy picket ships and have moved to engage.

Combat Rating Limit: 600

Defender: The enemy's scouts are now approaching your lines. Destroy them before their line ships are brought to bear!

Combat Rating Limit: 600

SETUP

Set up as for a standard scenario.

SPECIAL RULES

Attackers and Defenders must use light ships for this engagement – each vessel must have a minimum engine rating of 5.

VICTORY

Both sides receive victory points as normal. The first to reach 300 victory points is the victor.

SUPPLY RAID

FORCES

Attacker: While probing your enemy's flanks, you have discovered a number of vulnerable, lightly guarded supply ships. Destroy as much tonnage as possible before enemy reinforcements arrive!

Combat Rating Limit: 900

Defender: The enemy has somehow stumbled into your supply line! Get the four supply ships to safety as soon as possible, then crush your bold opponent with the forces that are now vectoring to the rescue.

Combat Rating Limit: 1200

SETUP

The four supply ships (detailed under SPECIAL RULES, below) must start in the area marked "Supply Ships." The attacker starts along the top edge of the map while defender reinforcements will eventually arrive along the bottom edge. Initial defending forces should set up with the supply ships.

SPECIAL RULES

The defender may only set up 300pts of ships on turn 1. At the conclusion of the End Phase of turn 2, the Defender should roll a die; a result of 4+ results in the arrival of the rest of the fleet (900pts) in the "Reinforcement" zone. Should the Defender fail the roll, +1 should be added to the roll at the end of the next End Phase (meaning reinforcements will arrive on 3+ for turn 3, and 2+ for the rest of the game) – and so on, until the reinforcements arrive.

Each supply ship lost by the Defender results in a -50 RP penalty at the end of the scenario. Note that a player's RP "balance" may go *negative* in this fashion.

(17) Mule-class Supply Ship x 4

Hull: 5 4 3 2 1

Engines: 2 2 2 1 1

Shields: 1 1 1 1 1

Weapons:

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

X: Close Defense Gun: 1/2/3, 1/5+/1/1

Anti-Fighter

[ABCDEF]

Special: Cargo (500)

VICTORY

Both sides score victory points as normal. Additionally, supply ships are worth 100 VP each rather than their book value; the Attacker gets the points upon destroying one of the ships, the Defender if the ship makes it to safety (off the edge of the map). Either side may claim victory when they have 400 VP.

