

# 1. Converting Ships, Flights, Bases, and Convoys Between Starmada and VBAM

## 1.1 Converting a Unit Designed in Starmada to a VBAM Unit

### 1.1.1 Flights

- 1.1.1.1 Both Starmada fighter flights and Starmada drone flights act as öflightsö for VBAM Campaign purposes. However, their basing is covered in 3.2 and 1.5 below.
- 1.1.1.2 In a Starmada battle, for any flights to be deployed, ships must use the Carrier trait below in -Special VBAM Traits of a Starmada Ship (1.5.1.6). The only flights which may be deployed in a battle or exist in a system without a friendly planet must have enough Carrier space to hold them.
- 1.1.1.3 A flight's -classö for VBAM purposes is related to its total SU cost per flight. Use the following table to convert a Starmada Drone or Fighter flight to a VBAM flight.

Starmada Drone or Fighter Flight SU Cost	Type of Flight in VBAM Campaign
>20 per flight, Drone Only	Ultralight (Drone Only)
20-23 per flight	Light
24-28 per flight	Medium
28-32 per flight	Heavy
32+ per flight	Superheavy

### 1.1.2 Bases

- 1.1.2.1 Bases are designed just like Ships in the Starmada ship design system. However, they may never have a Thrust value of more than 1 or the Hyperdrive special equipment.
- 1.1.2.2 A base's -classö for VBAM purposes is related to its hull size. This is useful for abbreviations and classifications, but has no other purpose. Use the following table to convert a Starmada ship designed as a Base (no Hyperdrive, no Thrust greater than 1) to a VBAM base.

Starmada Design Hull Size	Type of Base in VBAM Campaign
3	Light Defsat
4	Medium Defsat
5	Heavy Defsat
6-9	Small Base
10-13	Large Base
14-16	Starbase
17-19	Battlestation
20+	Star Fortress

### 1.1.3 Ships

- 1.1.3.1 Ships are designed as normal in the Starmada design system. All Ships must have a Thrust of at least 2 and must be equipped with the Hyperdrive special equipment.

1.1.3.2 A ship's class for VBAM purposes is related to its hull size.

Starmada Design Hull Size	Class in VBAM Campaign
3	GB (Gunboat)
4	CT (Corvette)
5	FF (Frigate)
6-7	DD (Destroyer)
8-10	CL (Cruiser)
11-13	CA (Cruiser)
14-15	CB (Battlecruiser)
16-18	BB (Battleship)
19-20	DN (Dreadnaught)
21-25	SDN (Superdreadnaught)

## 1.2 EP Cost, Maintenance Cost, and Maintenance Groups

### 1.2.1 Determining the EP Cost, Maintenance, and Construction Time

1.2.1.1 The EP cost, construction time, and maintenance of a fighter, ship or drone flight is determined solely according to its type.

VBAM Flight Type	VBAM EP Cost	Maintenance	Turns To Build
Ultralight (Drone)	1 / 12 flights.	1 / 24 flights	1
Light Fighter	1 / 4 flights	1 / 12 flights	2
Medium Fighter	1 / 3 flights	1 / 8 flights	2
Heavy Fighter	1 / 2 flights	1 / 6 flights	3
Superheavy Fighter	1 / 1 flights	1 / 4 flights	4

Starmada Hull Size	VBAM Cost	VBAM Maint	Starmada CR-based Adj.	Turns to Build
3	1 + Adj.	1/12 + Adj.	+1 per 50 CR or part	1 + Adjustment
4	2 + Adj.	1/8 + Adj.	+1 per 75 CR or part	2 + Adjustment
5	3 + Adj.	1/6 + Adj.	+1 per 100 CR or part	3 + Adjustment
6-7	4 + Adj.	2/6 + Adj.	+1 per 125 CR or part	4 + Adjustment
8-10	5 + Adj.	2/4 + Adj.	+1 per 150 CR or part	5 + Adjustment
11-12	6 + Adj.	2/3 + Adj.	+1 per 175 CR or part	6 + Adjustment
13-15	8 + Adj.	2/2 + Adj.	+1 per 200 CR or part	8 + Adjustment
16-18	10 + Adj.	3/2 + Adj.	+1 per 225 CR or part	10 + Adjustment
19-20	12 + Adj.	4/2 + Adj.	+1 per 275 CR or part	12 + Adjustment
21-24	14 + Adj.	5/2 + Adj.	+1 per 325 CR or part	14 + Adjustment

### 1.3 VBAM Command Rating (CR) and Command Cost (CC) of Starmada Ship

1.3.1 The Command Rating and Command Cost of Ships is based on their Starmada hull size

Starmada Hull Size	VBAM Command Rating	VBAM Command Cost
Squadron/Flight	None	None
3	1	1
4	2	1
5	3	2
6-7	4	3
8-10	6	4
11-12	8	5
13-15	10	6
16-18	12	8
19-20	14	10
21-24	16	12

## 1.4 Orbital Bombardment Value of Starmada Ship or Flight

1.4.1 The Orbital Bombardment Value of a ship or flight is based on their type. *To determine type, see 1.1, 1.2, and 1.3.* Use the following chart.

VBAM Type/Class	Bombardment Value
Ultralight, Drone Only	Cannot bombard.
Light	1 for every 5 flights.
Medium	1 for every 4 flights.
Heavy	1 for every 3 flights.
Superheavy	1 for every 2 flights.
GB (Gunboat)	1 per four GB
CT (Corvette)	1 per three CT
FF (Frigate)	1 per two FF
DD (Destroyer)	1
CL (Cruiser)	3
CA (Heavy Cruiser)	4
CB (Battlecruiser)	5
BB ( Battleship)	6
DN (Dreadnaught)	7
SDN (Superdreadnaught)	8

## 1.5 Special VBAM Traits and Starmada Ships

1.5.1 **Which Traits Should Be Included?** Not all VBAM traits need to exist in a VBAM-Starmada Nova game. In particular, traits which primarily effect the Campaign Combat System are not needed, since combat takes place in Starmada.

1.5.1.1 Most special traits require ships spend SU to obtain them in VBAM on a sliding scale, where the percentage of SU depends on the size of the ship. This is because 20% of the SU on a Hull 20 ship is a much larger sacrifice than 20% of the SU on a Hull 5 ship. Some traits have a reverse sliding scale, since some should be easier for small ships to buy (like Atmospheric) but some should be harder for Small Ships (like Gunship).

1.5.1.2 When determining the costs for traits, use common sense. Round to the 10s or the 5s consistently, and give ships some wiggle room; for example, if a trait requires 10% of SU for a level but a ship can only afford 9%, let it slide.

1.5.2 **The Traits:** See 1.6 for a complete list of traits and their requirements.

1.5.2.1 There are some traits which are included here which are not included in the VBAM traits. Where this is the case, the trait's effect on the VBAM cost and maintenance of the ship are described.

## 1.6 VBAM Traits to Starmada design requirements.

- 1.6.1 *Assault Ship*: For each level of the VBAM quality *Assault* it wants, a Starmada ship spend SU on the auxiliary service *Planetary Assault (Type)*'. The type is for flavor purposes only, but indicates how this ship supports landings.

Ship Hull Size	SU Spent Per Level of Assault
3-4	18%
6-11	15%
12-15	10%
16-20	8%
20+	6%

- 1.6.1.1 *Assault Flight*: To qualify as Assault, a flight must take the Slow and Tough traits in Starmada, then choose to take the *Assault* VBAM quality.

- 1.6.1.2 *Atmospheric*: To qualify as Atmospheric, a Starmada ship must spend a percentage of its SU on the Auxiliary Service *Atmospheric Fuel*.

Ship Hull Size	SU Spent to be considered Atmospheric
3-4	10%
6-11	12%
12-15	15%
16-20	18%
20+	20%

- 1.6.1.3 *Auto-Repair*: To qualify as Auto-Repair, a Starmada ship or base has two options. First, if it takes the Starmada special trait Regenerating it is considered to have the VBAM trait Auto-Repair. It may also spend SUs on the Auxiliary Service *Damage Control Teams*.

Ship Hull Size	SU Spent to be considered Auto-Repair
3-4	10%
6-11	12%
12-15	14%
16-20	15%
20+	15%

- 1.6.1.4 *Blockade Runner*: To qualify as Blockade Runner, a Starmada ship must spend SU on the Auxiliary Service *Blockade Suite*.

Ship Hull Size	SU Spent to be considered Blockade Runner
3-4	10%
6-11	12%
12-15	15%
16-20	18%
20+	20%

1.6.1.5 *Carrier (Drone or Fighter)*: A Sarmada ship may devote any number of SU to either *Carrier* or *Drone Carrier*, at which point they gain the VBAM trait *Carrier*. These are not interchangeable. Carriers also follow the following rules:

1.6.1.5.1 Sarmada ships may carry an SU cost of fighter or drone flights equal to the number of SU they take in this trait. Ships and bases with this trait are the only way large numbers of fighters can enter a battle where planet-based fighter flights cannot participate.

1.6.1.5.2 After a battle, all flights based on a ship with *Carrier* which ended the flight in the damaged state may return to their full strength state.

1.6.1.6 *Diplomatic*: To qualify as Diplomatic, a Sarmada ship must take 20% of its total SU in the Auxiliary Service *Diplomatic Suite*. Ships with a Hull Size greater 12 or greater must spend 15%, and ships with a Hull Size 20 or greater must spend 12%.

Ship Hull Size	SU Spent to be considered Diplomatic
3-4	20%
6-11	18%
12-15	16%
16-20	15%
20+	12%

1.6.1.7 *Explorer*: To qualify as Explorer, a Sarmada ship must spend SU on the auxiliary service *Exploration Science*.

Ship Hull Size	SU Spent to be considered Explorer
3-4	20%
6-11	15%
12-15	14%
16-20	11%
20+	11%

1.6.1.8 *Fast*: To qualify as Fast, a Sarmada ship must have a Thrust rating of 6 or higher and choose to take the VBAM quality *Fast*.

1.6.1.9 *Gunship*: For each level of the VBAM quality *Gunship* it wants, a Sarmada ship spend SU on the auxiliary service *Bombardment Targeting*.

Ship Hull Size	SU Spent per level of Gunship
3-4	16%
6-11	12%
12-15	9%
16-20	6%
20+	5%

1.6.1.10 *Hospital*: For each level of the VBAM quality *Hospital* it wants, a Starmada ship spend SU on the auxiliary service *Medical and Support Facilities*

Ship Hull Size	SU Spent per level of Hospital
3-4	25%
6-11	15%
12-15	12%
16-20	10%
20+	9%

1.6.1.11 *Jammer*: For each level of the VBAM quality *Jammer* it wants, a Starmada ship spends SU on the auxiliary service *Jamming Equipment*

Ship Hull Size	SU Spent per level of Jammer
3-4	15%
6-11	13%
12-15	11%
16-20	9%
20+	8%

1.6.1.12 *Mass Driver*: For each level of the VBAM quality *Mass Driver* it wants, a Starmada ship spends SU on the auxiliary service *Mass Driver*

Ship Hull Size	SU Spent per level of Mass Driver
3-4	Cannot Purchase
6-11	25%
12-15	20%
16-20	20%
20+	15%

1.6.1.13 *Missile*: To qualify as *Missile*, a Starmada ship must have at least one weapons bank with the *expendable* quality. Any ship with such batteries must take *Missile*.

1.6.1.14 *Mobile Shipyard*: For each level of the VBAM quality *Mobile Shipyard* it wants, a Starmada ship spends SU on the auxiliary service *Slipways*

Ship Hull Size	SU Spent per level of Mass Driver
3-4	Cannot Purchase
6-11	Cannot Purchase
12-15	28%
16-20	22%
20+	17%

1.6.1.15 *Police*: For each level of the VBAM quality *Police* it wants, a Starmada ship spends SU on the auxiliary service *Police*.

Ship Hull Size	SU Spent per level of Police
3-4	15%
6-11	12%
12-15	10%
16-20	Cannot Purchase
20+	Cannot Purchase

1.6.1.16 *Q-Ship*: To qualify as *Q-Ship* a Starmada ship must spend a certain percentage of its SU in the Starmada auxiliary service *Q-Ship*.

Ship Hull Size	SU Spent to qualify as Q-Ship
3-4	12%
6-11	10%
12-15	Cannot Purchase
16-20	Cannot Purchase
20+	Cannot Purchase

1.6.1.17 *Scout*: In order to qualify as a *Scout* a ship must take the Starmada special system *Scout*. For each additional Scout function for VBAM purposes a ship wishes to take, it must spend SU on the Starmada auxiliary service *Scout*.

Ship Hull Size	SU Spent for additional Scout levels.
3-4	10%
6-11	10%
12-15	8%
16-20	8%
20+	8%

1.6.1.18 *Slow*: To qualify as *Slow* a Starmada ship must take a thrust value of 2, 3, or 4 and choose to take the VBAM campaign map quality *Slow*.

1.6.1.19 *Stealth*. Each level of the Starmada quality *Stealth* a ship purchases also counts as a level of the VBAM quality *Stealth*.

1.6.1.20 *Supply*: For each level of the VBAM quality *Supply* it wants, a Starmada ship spends SU on the auxiliary service *Supply*.

Ship Hull Size	SU Spent per level of Supply
3-4	30%
6-11	25%
12-15	15%
16-20	10%
20+	8%

1.6.1.21 *Supply Depot*: To qualify as a Supply Depot, a Starmada ship must devote a certain percentage of its SU to the Special Quality Depot Facilities.

Ship Hull Size	SU Spent to qualify as Supply Depot
3-4	Cannot Purchase
6-11	Cannot Purchase
12-15	30%
16-20	22%
20+	18%

1.6.1.22 *Trade*: To qualify as a Trade, a Starmada ship must devote a certain percentage of its SU to the Special Quality Trade.

Ship Hull Size	SU Spent per level of Supply
3-4	20%
6-11	20%
12-15	18%
16-20	Cannot Purchase
20+	Cannot Purchase

1.6.1.23 *Towing*: For each level of the VBAM quality Towing it wants, a Starmada ship spends SU on the auxiliary service Hyperspace Tug.

Ship Hull Size	SU Spent per level of Supply
3-4	25%
6-11	18%
12-15	13%
16-20	12%
20+	11%

## 1.7 Designing VBAM Convoys, Raiders and Civilian Ships

1.7.1 **Convoys**: In VBAM, Convoys represent groups of civilian ships conducting trade, establishing colonies, and transporting soldiers or ground forces. Each convoy is an independent squadron, which can be attacked, escorted by combat ships, and moved on its own. In VBAM Starmada, when attacked, a Convoy is a group of ten civilian ships designed as according to the following guidelines:

1.7.1.1 They must have a Starmada CR of no better than 60

1.7.1.2 They must have a Starmada Hull Size of between 4 and 7.

1.7.1.3 They must devote 66% of their total Starmada SU to an appropriate auxiliary system to represent their civilian function.

1.7.2 During the battle, escorts are deployed with the ten ships which represent the Convoy.

## 1.8 Designing VBAM Raiders.

1.8.1 Raiders are designed one Starmada TL below the average of the player's TL, but otherwise as normal according to the standard design rules in 1.1 through 1.6.

## 2. VBAM Campaign System Technology Advancements and Starmada

### 2.1 Technology Advancements

- 2.1.1 In VBAM, the player gets access to new ship designed and designed new ships based on their Tech Year. This needs to be adjusted for a Starmada-VBAM system
- 2.1.2 Players invest in tech points normally as per VBAM. When a new tech advance is reached in a VBAM-Starmada setting, however, it has two distinct effects: allowing the player to replace old ship designs and unlocking higher Starmada Tech Levels.

### 2.2 Increasing Starmada Technology Level due to a VBAM Tech Advance

- 2.2.1 When players have certain numbers of tech advances, the Starmada tech level they may use to design their ships and number of special qualities they may give their flights increases. This is the best way to simulate the increase in power of VBAM units from different Tech Years. Use the following table.

<i>Total Tech Advances</i>	<i>Equiv. VBAM "Tech Year"</i>	<i>Starmada TL Used</i>	<i>Number of Special Qualities For Starmada Drone/Fighter Flights</i>
0-4	3000-3004	-2	One
5-10	3005-3010	-1	Two
11-17	3011-3017	0	Three
18-22	3018-3022	+1	Four
23-25	3023-3025	+2	Four

### 2.3 Designing New Ships due to a VBAM Tech Advance

#### 2.3.1 Initial Unit Designs

- 2.3.1.1 The player begins with design slots in ISD 3000 to fill with ships, bases, flights, or ground units according to the 2.2 Tech advances guidelines.
  - 2.3.1.1.1 The player has ten such slots to be filled with any combination of player designed ships, ground units, bases, or flights. They are listed on the Empire's Unit Roster. Note that in a Starmada-VBAM campaign, players do *not* have access to the Universal List for Ships and Bases. Ships and qualities they want like Scouts, explorers, troop ships, and so on must be designed into their initial ten total designs.

#### 2.3.2 Adding New Unit Designs

- 2.3.2.1 Each time the player achieves a tech advance, they may design up to two new ships, bases, flights, or ground units in any combination and add them to his or her roster.
- 2.3.2.2 When a player achieves a tech advance, they may retire any one old design.
- 2.3.2.3 Gaining tech advances is the only time a player may add new units to their unit roster for future building, or remove old units from the unit roster.

# 3. Out of Supply and Flight Basing

## 3.1 Out of Supply

- 3.1.1 When VBAM ships are out of supply, they lose combat effectiveness. This is tricky to simulate in Starmada. When a Starmada battle is fought by ships which have Out Of Supply levels in the VBAM Campaign, they take penalties in the ensuing Starmada battle as follows.
  - 3.1.1.1 For each ship which is Out of Supply, make a Starmada Damage Check to its Weapons, Thrust, Shields, each piece of Special Equipment, and each type of Munitions. Make one check for each Out of Supply level the ship is afflicted by.
  - 3.1.1.2 If a Starmada design is a Base or Defsat (see 1.1.2, 1.1.3), it is treated as having the Starmada special trait Reinforced Systems for the purposes of its Starmada Damage Checks caused by being Out of Supply. It also must only take a Starmada Damage Check for every two out of supply levels it is afflicted by.
  - 3.1.1.3 For each ship with the Missile VBAM special quality (see 1.5.1.13) which is Out Of Supply, mark off half of its Expendable weapons banks as expended when the battle starts.

## 3.2 Fighter and Drone Basing in Starmada-VBAM

- 3.2.1 In VBAM, fighter flight basing is complex. It must be completely replaced to interface with a Starmada system. Fighter basing works as follows in Starmada ó VBAM.
  - 3.2.1.1 Whenever you complete a Fighter or Drone flight in the Construction phase, it must be assigned a base within two jumps of the location it was built. It then stays and moves with that base.
  - 3.2.1.2 Fighters transferred to a new base with a move order in the move orders phase. They may not be moved normally, just to transfer them to a new base.
  - 3.2.1.3 To determine whether there is room to base a fighter or drone flight where you want to base it, use the following table

<i>Basing Location</i>	<i>Number of Fighters or Drones Based</i>
Ship or Base without the -Carrierø trait.	None
Ship or Base with the -Carrierø or -Drone Carrierø trait.	Number of SUs of the trait = number of SUs of Fighters or Drones based.
Planet	150 SU of Fighter or Drone flights per level of Utilized Productivity.

# 4. Scenarios, Squadrons, and Task Forces

## VBAM – Starmada Nova

### 4.1 Squadrons in VBAM – Starmada Nova

- 4.1.1 Players set up squadrons as normal. However, when an encounter occurs, the Task Forces assembled from your squadrons will be smaller than in a normal VBAM game, since Starmada battles are not designed to include dozens of ships.

### 4.2 Scenarios and Hyperspace In Starmada

- 4.2.1 In VBAM, scenarios have a set turn length. This makes less sense in Starmada, where ending with two ships about to engage on broadsides because the artificial turn limit is up would be a real let down. Instead, a ship can leave the scenario at any time by activating its hyperspace drive similarly to the normal Starmada rules. There are two changes to the normal Starmada rules for Hyperspace.

- 4.2.1.1 When can ships go to hyperspace?

- 4.2.1.1.1 A ship can only declare it is going to hyperspace a certain number of turns into a scenario. How many Starmada turns each ship must wait before declaring their intent to jump is defined by the scenario.

- 4.2.1.2 What can ships do while preparing for hyperspace?

- 4.2.1.2.1 In normal Starmada, ships may only issue straight ahead orders after they have declared they are jumping to Hyperspace. In Starmada-VBAM, ships may issue any move orders they like, including Evasive Action, but still may not fire after declaring they are jumping to hyperspace.

#### 4.2.2 Breakout Scenarios

- 4.2.2.1 Forces divide into smaller groups and roll for surprise and preparedness as per the rules in the VBAM rulebook.

- 4.2.2.2 Once the Starmada scenario begins, no ship may declare it is jumping into hyperspace until turn six. Interdictors increase the length beyond this base number of turns.

- 4.2.2.3 Each ship on the blockaded side which jumps to hyperspace is considered to have escaped the blockade. The scenario ends when all ships on the blockaded side have been destroyed or jumped to hyperspace.

#### 4.2.3 Deep Space Scenarios

- 4.2.3.1 Forces roll for surprise and preparedness as per the rules in the VBAM rulebook.

- 4.2.3.2 Once the Starmada scenario begins, no ship may declare it is jumping into hyperspace until turn eight. Interdictors increase the length beyond this base number of turns.

- 4.2.3.3 The scenario is considered over when all ships on one side have jumped to hyperspace or been destroyed.

#### **4.2.4 Defensive Scenarios**

- 4.2.4.1 Forces roll for surprise and preparedness as per the rules in the VBAM rulebook.
- 4.2.4.2 Once the Starmada scenario begins, no ship may declare it is jumping into hyperspace until turn ten. Interdictors increase the length beyond this base number of turns.
- 4.2.4.3 The scenario is considered over when all ships on one side have jumped to hyperspace or been destroyed.

#### **4.2.5 Pursuit Scenarios.**

- 4.2.5.1 Forces divide into smaller groups and roll for surprise and preparedness as per the rules in the VBAM rulebook.
- 4.2.5.2 Once the Starmada scenario begins, no ship may declare it is jumping into hyperspace until turn six. Interdictors increase the length beyond this base number of turns.
- 4.2.5.3 Each ship on the pursued side which jumps to hyperspace is considered to have escaped the blockade. The scenario ends when all ships on the blockaded side have been destroyed or jumped to hyperspace.

#### **4.2.6 Fighter Flights and jumping to hyperspace**

- 4.2.6.1 Fighter flights in a Starmada scenario may jump to hyperspace if they are within five hexes of a friendly ship when that ship jumps to hyperspace.

### **4.3 Squadrons and Task Forces in Starmada:**

- 4.3.1 When Scenarios are generated, not all ships in a VBAM Task Force may always participate in the Starmada battle from the beginning. Only one Starmada Task Force may participate instead. Create the Starmada Task Force using the following procedure.
  - 4.3.1.1 Nominate one squadron in the system. That squadron's flagship is now the Starmada Task Force's flagship.
  - 4.3.1.2 A Starmada Task Force may include a number of additional Squadrons beyond the Task Force Flagship's squadron equal to  $(.333 * \text{Task Force Flagship's command rating})$  with a minimum of one additional squadron. Only these Squadrons may fight in your Starmada Task Force – that is, only those squadrons may be part of your Starmada fleet list on Turn 1 of the Starmada battle.
  - 4.3.1.3 Each squadron is headed by a Squadron Flagship which you designate. One of your squadrons must be headed by the Task Force Flagship, which doubles as the Squadron Flagship for that one squadron.
- 4.3.2 All Bases or Flights which would be included in an Encounter as part of a planet's defenses are automatically part of the Starmada Task Force, and are not considered part of a Squadron.
- 4.3.3 All other ships in the system or generated Encounter but not in the Starmada Task Force are designated Reinforcements, and may enter later (See 4.5).

### **4.4 How Squadrons and the Task Forces Affect Starmada**

- 4.4.1 All ships in a Squadron must be deployed within two hexes of their Squadron Flagship at the start of the Starmada tactical battle.

- 4.4.2 If a Ship (not a Flight) moves more than six hexes from their Squadron Flagship during the Starmada tactical battle, they get a -1 penalty on all firing and all enemy ships firing on them get a +1 bonus until they move back within six hexes of their squadron flagship.
- 4.4.3 If a ship's Squadron Flagship is destroyed, it takes penalties as if it was more than nine hexes from its flagship until the end of the battle.
- 4.4.4 If the Starmada Task Force's Task Force Flagship is destroyed, all ships on the board take an ongoing -1 penalty to their firing in the Starmada tactical battle.

#### **4.5 Ships Not Included In Starmada Task Force**

- 4.5.1 Any ships not included in the Task Force organizing the battle must also be organized into Squadrons. These Squadrons not deployed in the initial Task Force are called Reinforcement Squadrons.
- 4.5.2 Each Reinforcement Squadron must make an arrival roll in the End Phase of each Starmada turn in which there is no winner declared.
  - 4.5.2.1 Each of the first four Starmada turns, a Reinforcement Squadron must get a 6+ to arrive. On turns five through nine, they may enter on a 4+. After ten Starmada turns have elapsed, they may enter on a 3+. If there are still Reinforcements waiting after the End Phase of the fourteenth Starmada turn, they may enter on a 2+ each turn.
  - 4.5.2.2 When a Reinforcement Squadron succeeds at its arrival roll in the end phase, it may enter at that time and may be activated as normal during the next turn.

#### **4.6 Ships Which Never Enter Starmada Battle or Leave Starmada Battle**

- 4.6.1 Any ships in **Reinforcement Squadrons** which never entered the battle stay in the system until ordered to move.
- 4.6.2 Any ships which left the Starmada battle by jumping to hyperspace may stay in the system until ordered to move.

# 5. VBAM to Starmada Special Rules: Formations, Scouts, Jammers, Interdictors, Blockade Runners, Hyperspace, Stealth, Readiness and Surprise in Starmada

## 5.1 Formations, Readiness, and Hyperspace Jumping

- 5.1.1 **Formations:** Formation bonuses do not translate to Starmada.
- 5.1.2 **Readiness and Surprise:** Roll on the surprise table as normal for VBAM before each encounter. For each level of readiness, ships receive a modifier to the first attack they make in a battle. Thus, in a round where you rolled well on the Surprise table, every first attack you ships make could benefit from a +2 modifier, or if you rolled poorly, they could suffer from a -3 modifier.
- 5.1.3 **Hyperspace:** A ship can only declare it is going to hyperspace a certain number of turns after a scenario has begun. How many Starmada turns each ship must wait before declaring their intent to jump is defined by the scenario.
  - 5.1.3.1 In normal Starmada, ships may only issue straight ahead orders after they have declared they are jumping to Hyperspace. In Starmada-VBAM, ships may issue any move orders they like, including Evasive Action, but still may not fire after declaring they are jumping to hyperspace.

## 5.2 Scouts, Interdictors, Blockade Runners, and Stealth.

- 5.2.1 **Scouts:** *Scout* ships in VBAM are important and valuable at all times, but in Starmada they are only valuable if your opponent is using ECM or Escorts heavily. Replace the standard rules for Scouts in Starmada with the following rules.
  - 5.2.1.1 For each level of the *Scout* VBAM quality in a squadron, up to three other ships or flights in that squadron may add +1 to one attack and ignore one -1 penalty each time they are activated. These two modifiers may not be applied to the same attack.
  - 5.2.1.2 If a *Scout* function is used in VBAM to influence the Surprise table, only one ship may benefit from the Scout's modifiers in 4.6.2.1.
- 5.2.2 **Jammers:** Because *Scout* ships work differently in VBAM-Starmada, *Jammer* ships need a change in their rules to work correctly as well.
  - 5.2.2.1 For each ship with the *Jammer* VBAM quality in a task force, one enemy *Scout* in the opposing task force is negated ó that is, it does not provide the bonuses described in 4.6.2.1 to the other ships in its squadron.

- 5.2.3 **Interdictors:** Interdictors in VBAM extend scenarios for additional rounds. This needs adjustment to work correctly in Starmada.
- 5.2.3.1 For each ship in a task force with the VBAM quality Interdictor, no ship in the opposing Starmada task force can declare that is jumping to hyperspace for the first four turns of the Starmada battle.
- 5.2.3.2 In addition, for each ship in a task force with the VBAM quality Interdictor, there is a chance that preparations for hyperspace jumps will fail. When a ship in the opposing task force would flip its Jump counter or leave the board for Hyperspace in Starmada, it fails to do so on a D6 roll of 1-2. For every ship in a task force with Interdictor beyond one, ships in the opposing task force take a -1 penalty on this roll to prepare for or enter hyperspace.
- 5.2.4 **Blockade Runners:** in VBAM reduce scenarios to fewer rounds. This needs adjustment to work correctly in Starmada.
- 5.2.4.1 Ships with the *Blockade Runner* special quality ignore the results of *Interdictors*. They may also declare a jump to hyperspace starting on turn three of any Starmada battle.
- 5.2.5 **Stealth:** Stealth ships work as normal in Starmada and VBAM, with one exception. In the first turn of a Starmada battle, Stealth ships which were undetected in VBAM treat their Readiness modifier as two levels higher than the rest of their fleet.
- 5.2.6 **Towing:** In VBAM, this lets you move bases from system to system and remove ships from battle. The VBAM uses of each level of towing are unchanged.
- 5.2.6.1 When a ship with *Towing* jumps to hyperspace in Starmada, it may take one ship within three hexes with it, as long as that ship has no more than twice its *Towing* level in Hull Points. If two Tugs are moving to hyperspace at once, they may combine their Towing rating for this purpose.
- 5.3 DV, AS, AF etc of Starmada Ships and Flights (for Misc. purposes).**
- 5.3.1 For flights, use the base of the type of flight they are in the -Standard Unitsølist.
- 5.3.2 For ships, use the base of the class of ship they are in the -Standard Unitsølist.

## **6. Damage Tracking, Crippling, and Repairs in Starmada and VBAM**

### **6.1 Crippled in Starmada to Crippled on VBAM Map**

- 6.1.1 Often, ships will be damaged in the Starmada battle, but may not be badly enough to be considered Crippled in the VBAM map. Use the following rules:
  - 6.1.1.1 When a ship in Starmada has lost all of the hull boxes in its first two columns of hull, it is considered -crippled.ø When a ship is damaged in this way in a Starmada battle, when it ðreturnsö to the VBAM campaign map in a crippled state.
  - 6.1.1.2 When a group of civilian ships in Starmada loses or has crippled more than half its ships, it returns to the VBAM campaign map in a crippled state.
  - 6.1.1.3 When a flight in Starmada is in its -damagedøstate at the end of a battle, it is considered crippled when it returns to the VBAM map after the battle.

### **6.2 Crippled on the VBAM Map to Crippled in Starmada.**

- 6.2.1 Often, ships, groups of civilian ships, or flights will be considered Crippled in VBAM terms, but should not be in the extremely dire state that Crippled entails in Starmada. Use the following procedure.
  - 6.2.1.1 When a ship is considered Crippled in VBAM, it enters a Starmada battle with all the armor and hull boxes in its first column marked off, and must take a damage check for each of its systems, pieces of equipment, and types of munitions.
  - 6.2.1.2 When a group of civilian ships is considered Crippled in VBAM, it enters a Starmada battle with 1d6 of its ships missing and 1d6 of its ships in the damaged state covered in 6.2.1.1.
  - 6.2.1.3 When a Starmada fighter flight ends the battle in a -damagedøstate, it is considered returned to full strength when it returns to the VBAM campaign map.

### **6.3 Alternative Method: Individual Ship Damage Tracking**

- 6.3.1 Instead of the method in 6.1 and 6.2, you may choose to keep track of individual ships.
  - 6.3.1.1 When a ship in Starmada has lost all of the hull boxes in its first two columns of hull, it is considered -crippled.ø When a ship is damaged in this way in a Starmada battle, when it ðreturnsö to the VBAM campaign map in a crippled state.
  - 6.3.1.2 Each player ship must maintain a separate Starmada data card, where it tracks damage. If a ship returns to a Starmada battle before it has been repaired, it keeps the same amount of damage it ended the previous battle with. Flights retain their damaged state.
  - 6.3.1.3 When a ship attempts repairs, its cost is 33% of its total cost for each column or part of a column of Starmada Hull boxes which has been damaged. Flights always cost 50% of their build cost to repair.

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### Ship & Base Templates

Unit Class	Abbr	Cost	Maint	CC	CP
Gunboat	GB	1	1/12	1/2	5
Corvette	CT	2	1/8	1	7
Frigate	FF	3	1/6	1	9
Destroyer	DD	4	2/6	2	14
Light Cruiser	CL	5	2/4	2	17
Heavy Cruiser	CA	6	2/3	3	21
Battlecruiser	CB	8	2/2	4	26
Battleship	BB	10	3/2	5	32
Dreadnought	DN	12	4/2	6	38
Superdreadnought	SD	14	5/2	7	44