

XII
MAJESTIC
TWELVE
GAMES

DISTANT ARMADA

**UNITY
EDITION**



ADAM TURNER
2011



**ENEMIES FROM
DEEP SPACE**



DISTANT ARMADA



0.0 Introduction.....1	G.4 Nebulae..... 9	Hellbore Cannon..... 13
Welcome1	G.5 Planets..... 9	Hydran Stingers..... 13
Beyond the Klingon Empire1	G.6 Three-Dimensional Play..... 10	WYN Radiation Zone..... 14
0.1 Game Components.....2		
0.2 Glossary.....3	Appendix S: Scenarios 11	Fleet Lists 15
0.3 Copyright & Licensing.....5	S.22 The Last Stand..... 11	The Hydran Kingdom..... 16
0.4 Change Log.....5	S.23 Read & React..... 11	The Lyran Star Empire..... 18
0.5 Design Credits.....5	S.24 Sudden Death..... 11	The Lyran Democratic Republic..... 21
Appendix G: Terrain.....7	S.25 The Turncoat..... 12	The WYN Cluster..... 22
G.1 Asteroids.....7	The Star Fleet Universe .. 13	Starship Display Sheet
G.2 Black Holes.....8	Expanding Sphere	Index 24
G.3 Comets.....9	Generators..... 13	

Welcome

Distant Armada is a sourcebook for **Starmada: The Universal Game of Starship Combat**.

This book allows **Starmada** players to expand their enjoyment of the rich and vast playground of the *Star Fleet Universe*. It contains all of the rules, options, and starship designs needed to introduce two powerful and dangerous adversaries: the Lyran Empire and the Hydran Kingdom. In addition, two minor empires, the WYN Star Cluster and the Lyran Democratic Republic, are included.

Starmada's modular design means players can handpick from dozens of options, creating the type of game they want to play! In addition, the game's flexible and comprehensive starship construction system lets players build their own designs to test against the best these new enemies have to offer.

Distant Armada is not a stand-alone product; ownership of either *Klingon Armada* or *Romulan Armada* is required. The *Starmada Unity Rulebook* is also recommended, but is not required for play. *Alien Armada* provides additional starships from the *Star Fleet Universe*, but is not required to use this book.

Beyond the Klingon Empire

While the Federation focuses on the Klingon Empire along its western border, one must wonder what other empires are on the far side of the Klingons.

The Lyran Empire first met the Klingons in battle, but within decades was their closest ally. Lyrans look, more or less, like six-foot Terran lynxes, and have the snarling disposition to match. Although genetically related, the Lyrans and Kzintis hate each other more than any other two species in space. Lyran catamaran, trimaran, and even quadramaran ships are designed for close-in battle, with short-ranged expanding sphere weapons backing up their disruptors and phasers.

The Hydran Kingdom is also beyond the Klingon Empire, on the opposite end of the Lyran Empire from the Kzintis. The Hydrans border (and fight constant wars with) both the Lyrans and the Klingons. Hydrans are short creatures with three arms and three legs who live on gas planets where the methane atmosphere suits them just fine.

The small Lyran Democratic Republic is a rebellious county of the Lyran Empire, which broke away to form a neutral state on the Lyran-Klingon-Hydran border.

The WYN Cluster is the smallest of the "empires" seen to date, even smaller than the Tholian Holdfast. The highly-radioactive cluster is a fairly thin hollow shell, but it protects the incredibly wealthy planets inside from attack. The Cluster is populated by renegades from the Lyrans, Kzintis, Klingons, other empires, and even the Orion Pirates.