XII
MAJESTIC TWELVE GAMES

ALIEN ARMADA

UNITY EDITION
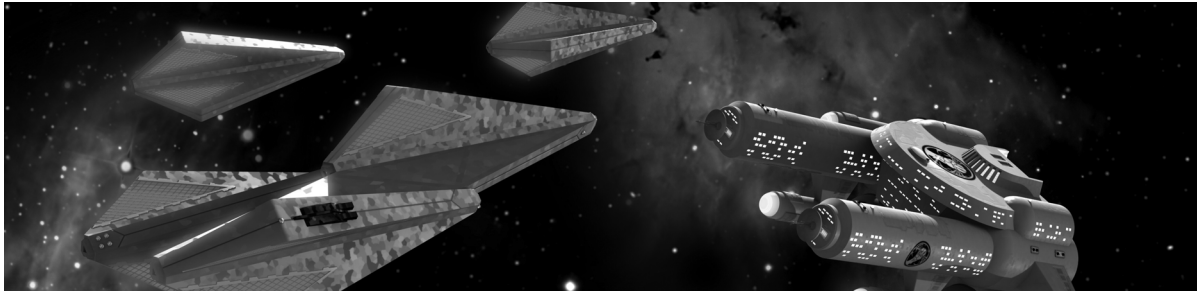
ADAM TURNER
2010

STAR FLEET UNIVERSE
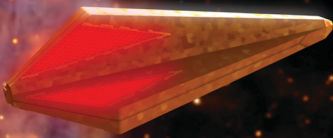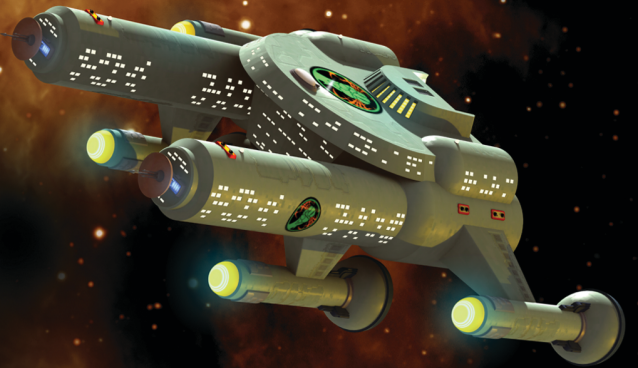
FLEET BATTLES IN DEEP SPACE

AMARILLO DESIGN BUREAU, INC.

ALIEN ARMADA

Welcome

Alien 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 a trio of powerful and dangerous adversaries: the Tholian Holdfast, Neo-Tholians, and Seltorian Tribunal. In addition, the Orion Pirates are given the attention many believe they deserve, and supplemental ships are provided for some of the other empires.

Starmada's modular design means players can hand-pick 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 the Tholians, Seltorians, and Orions have to offer.

Alien 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 not required.

A War of Two Galaxies!

The Tholians were the overlords of the M81 Galaxy for centuries. Needing loyal troops to enforce the Tholian Will, they genetically engineered the Seltorians, a race of insects with an inbred disposition to loyalty. The Seltorians provided the ground troops, and eighty percent of the starships, needed to keep a hundred thousand worlds in chains.

But over the generations, a few (and then more and more) Seltorians were born without the "loyalty gene" and began to plot to overthrow the Tholian Will. In time, Seltorian scientists turned the Shield Cracker (a weapon given to them by the Tholians) into the Web Breaker, which countered the main Tholian weapon (webs) and provided the key to destroy the Tholian Will.

In a short and incredibly destructive war, the Seltorians not only overthrew the Tholians, but drove them to the point of extinction. The last of the Tholians fled the M81 Galaxy, some of them to the neighboring M82 Galaxy, and more of them to other galaxies. Those who reached the Andromeda Galaxy were presumably exterminated by the Andromedans, but those who reached the Milky Way Galaxy took over an almost empty sector of Klingon Space. Despite their small numbers, they were able to build the Tholian Holdfast due to their then-superior technology.

This superiority did not last, and the Holdfast was on the verge of destruction in the General War when the 312th Battle Squadron, known as "Neo-Tholians", arrived.

But the Seltorians eventually found the Tholians, and sent an expedition to destroy the Tholian Holdfast.

INTRODUCTION

ALIEN ARMADA

Dangerous new enemies on scanners!

NEW FACTIONS COME TO STARMADA This book includes the Tholians (with their deadly webs), the Neo-Tholians (you thought the Tholians were bad?), Seltorians (the faction that threw the Tholians out of the M81Galaxy, and now they're HERE), and many more ships for the Orion Pirates.

STAR FLEET COMES TO STARMADA At last, players of the *Starmada* game system can experience the most popular universe ever created.

INCLUDES TERRAIN RULES: asteroids, planets, black holes, dust clouds, nebulas.

INCLUDES NEW WEAPONS: Web casters, webs, web breakers, shield crackers.

OVER FORTY STARSHIPS

Tholians: Dreadnought, War Cruiser, Web Tender, Command Cruiser, Heavy Web Cruiser.

Neo-Tholians: Dreadnought, Heavy Cruiser, Light Cruiser, Destroyer, Frigate.

Seltorians: Dreadnought, Heavy Battlecruiser, Heavy Cruiser, Destroyer, Frigate, New Heavy Cruiser, Light Dreadnought.

Orions: Battle Raider, War Destroyer, Battlecruiser, Heavy Battlecruiser, Double Raider, Slaver, Free Traitor, Heavy Cruiser, Dreadnought, OK6.

General Units: Base Station, Free Trader, Commercial Platform, Q-Ships, Planetary Defense Monitor, Defense Satillites.

Police Ships: Gorn, Romulan, Kzinti.

Surprise Bonus Ships: More ships from several factions.

This book is an expansion of the Starmada game system. You must have *Klingon Unity* or *Romulan Unity* to use this book. Play will be enhanced with the Starmada Unity Edition Core Rules.
www.StarFleetGames.com