

# STARMADA DRYDOCK 24 INSTRUCTIONS

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This document describes how to use the **Starmada Drydock** to create your own starships for use in the game. General familiarity with the use of spreadsheets is assumed. Any questions can be brought up in our discussion forums ([mj12.games/forum](https://www.mj12.games/forum)) and/or our Discord channel ([mj12.games/discord](https://www.mj12.games/discord)).

## FOLDER STRUCTURE

In addition to this document, the [Drydock24.zip](#) archive includes the following files/folders:

- Three versions of the **Drydock** are provided: a macro-enabled Excel spreadsheet ([Drydock24.xlsm](#)), an Excel template ([Drydock24.xltx](#)), and a LibreOffice Calc template ([Drydock24.ots](#)).<sup>1</sup>
- The [css](#) folder contains the cascading style sheet ([Starmada-SSD.css](#)) required to properly format starship status displays (SSDs). Three typefaces are also included; there is no need to install them on your computer.  
[FiringArcs.ttf](#)  
[RobotoCondensed-Regular.ttf](#)  
[Xolonium-Bold.otf](#)
- The [html](#) folder houses the exported SSD files for printing. See discussion of the “Export” tab, below.
- Starship illustrations must be placed in the [images](#) folder to be displayed on the SSDs. Files should have a resolution of at least 750×750 pixels and must be saved in a browser-readable format (e.g., JPEG, PNG, WEBP, etc.).

## DESIGN TABS

Each **Drydock** spreadsheet may contain up to ten separate starship designs, one in each of the Design tabs (numbered 0-9).

### Class Information

The “Class,” “Type,” and “Faction” entries are used to create the heading at the top of the SSD. For example, if the class is “Constitution,” the type is “Heavy Cruiser,” and the faction is “Federation,” the SSD will read “CONSTITUTION-class Federation Heavy Cruiser.”

The faction and class can be omitted for brevity, if desired. If the type is omitted, the SSD will read “Starship.” A starship type of three characters or less will be rendered in all caps (e.g., “CVE” rather than “Escort Carrier”).

## Hull Size & Engine Rating

The starship’s hull size is limited to a maximum of 48. There is no upper limit to a ship’s engine rating, aside from space considerations.

## Weapons

A starship may have up to 12 weapon banks (i.e., a group of weapons of the same type and identical firing arcs).

Several sample weapon types have been pre-loaded into the spreadsheet; additional weapons may be created using the “Weapons” tab (see below).

Firing arcs are entered using the A through L nomenclature from the **Starmada** rulebook; however, they will be displayed graphically on the final SSD.

A weapon bank’s quantity must be between 1 and 9. A value after the decimal point is used to indicate limited ammunition (to a maximum of 4): e.g., a quantity of “2.1” indicates a bank of two weapons with one “shot” each. If the quantity is omitted, the spreadsheet assumes there is one weapon in the bank.

A bank may be assigned a single action point (AP) by entering “1” in the indicated column; if omitted, the spreadsheet assumes no AP cost.

A maximum of 16 weapons can be displayed in a single battery.

## Systems

A starship may carry up to 12 systems. Only the first instance of each system is applied; any duplicates are ignored.

Systems without an explicit maximum in the rules have an upper quantity limit of 99; if omitted, the spreadsheet assumes a quantity of 1.

Each system may be assigned up to 3 APs; if omitted, the spreadsheet assumes no AP cost.

For Screens and/or Shields, there are four separate options in the dropdown menu:

- **Screen/F** and **Shields/F** refer to forward-facing defenses.
- **Screen/PS** and **Shields/PS** refer to port/starboard-facing defenses. (The assumption is that starships have the same level of protection to either side.)
- **Screen/A** and **Shields/A** refer to aft-facing defenses.

<sup>1</sup> LibreOffice can be downloaded for free by visiting [www.libreoffice.org](https://www.libreoffice.org).

- **Screen/0** and **Shields/0** refer to omni-directional defenses.

For example, if you want your design to have three forward-facing Screens, two Screens to port/starboard, and one aft-facing Screen, select “Screen/F” with a quantity of 3, “Screen/PS” with a quantity of 2, and “Screen/A” with a quantity of 1.

### Space Units

As each of the above components are selected, the amount of space units used is computed automatically. If the space remaining goes negative (i.e., more space is used than is available) the cells in the “Remain” column will turn red.

### Image

If desired, an illustration of the starship (usually a top-down view) can be displayed on the SSD. Enter the relevant filename in the space provided. Filenames may not contain spaces or slashes.

If the filename entered does not match that of a file in the images folder, the space on the SSD will be blank. If no filename is entered, a default image is displayed.

### Tech Levels

A starship may have a Tech Level (TL) between -2 and +2 in each of four categories: Engines, Defenses, Weapons, and Fighters. If no value is selected, the relevant TL defaults to zero.

### Fuel

If the starship consumes fuel, select “yes” from the drop-down menu. Otherwise, fuel will not be displayed on the SSD. The amount of mass dedicated to fuel and the resulting number of fuel points are calculated automatically.

### AP Costs

The bottom of the design tab contains a section allowing the starship’s engine rating to be distributed across up to three action point (AP) levels. Any unassigned rating has zero AP cost.

For example, a starship has an engine rating of 5. If “2” is entered into the “1 AP” column and “1” is entered into the “2 AP” column, the ship will be able to access an engine rating of 1 or 2 at a cost of zero APs. Spending 1 AP will allow the ship to access an engine rating of 3 or 4, while accessing the maximum rating of 5 would require 2 APs.

A similar distribution can be applied to the starship’s Screen values in each of the four defensive facings.

### Combat Rating & Missile Stats

The starship’s combat rating (CRAT) and any applicable missile stats are computed automatically and displayed at the top right of the design tab.

### WEAPONS TAB

The “Weapons” tab has space for up to two dozen customized weapons.

#### Weapon Name

The name of a weapon will be displayed on the SSD exactly as typed here. If a weapon is not given a name, it will not be selectable on the Design tabs. If two or more weapons have identical names, the duplicates are appended with “[2],” “[3],” etc.

#### Range Bands

A weapon must have between one and five range bands. Each is defined in the spreadsheet by its upper limit: e.g., entering “4” in the first row of the “RNG” column defines an initial range band of 1-4 hexes; entering “8” in the second row of that column defines a second range band of 5-8 hexes; and so on.

Each range band is given its own ROF, ACC, and DMG value. ROF and DMG must be between 1 and 5; ACC must be either 2+, 3+, 4+, 5+, or 6+. The stats for a weapon’s first range band may be left blank to represent a weapon with a minimum firing distance.

A range band may be assigned up to 3 Action Points (APs); if omitted, the spreadsheet assumes no AP cost.

#### Traits & Modes

A weapon may have up to five traits. Each trait may be assigned to a mode; if omitted, the spreadsheet assumes the trait is always in effect. Each trait may be assigned up to 3 APs; if omitted, the spreadsheet assumes no AP cost.

If an illegal combination of traits is added to a weapon, its BSR will be zero, and it will not appear in the selection list on the Design tabs.

#### Maximum Range & Base Space Requirement

The weapon’s maximum range and base space requirement (BSR), used for space and combat rating computations, are updated automatically. Weapons without a BSR will not be selectable on the Design tabs.

### EXPORT TAB

When your starships are ready for battle, go to the “Export” tab. You may select up to a dozen SSDs to export at once. To confirm the correct ships have been chosen, the class name for each selection is displayed to the right.

Once your starships have been selected, click the “Export SSDs” button. SSDs must be saved in the html

folder to display properly. If you attempt to open them from any other location, your web browser will be unable to access the .css file required to format the SSDs.

**IMPORTANT: The “Export SSDs” button only works in Excel with macros enabled.** When working in LibreOffice Calc (or Excel without macros) the data must be exported manually. In Windows:

- 1) Select the entire range of green cells on the “Export” tab and copy their contents (Ctrl+C).
- 2) Open Notepad (or other plain text editor) and paste the copied data (Ctrl+V) into a new file. Word processing software will not work for this purpose.
- 3) Select “File > Save As...” and change the “Save as type:” dropdown option to “All Files (\*.\*)”

- 4) Type the desired filename, using the .html extension, and save the file in the Drydock24/html folder.

Exported SSDs can be opened in any web browser (e.g., Chrome, Edge, Firefox, Opera, Safari, etc.) and printed with the following settings (these will vary depending upon the browser):

- Letter size (8.5”×11”), landscape format.
- Set to “Actual Size” or “Scale 100%.”
- No margins.
- Do not print headers or footers.
- Do print background colors and images.

#### **Pre-Loaded Weapons Selection**

The “Export” tab contains a dropdown menu to select whether the sample weapons pre-loaded into the spreadsheet are selectable on the “Design” tabs.