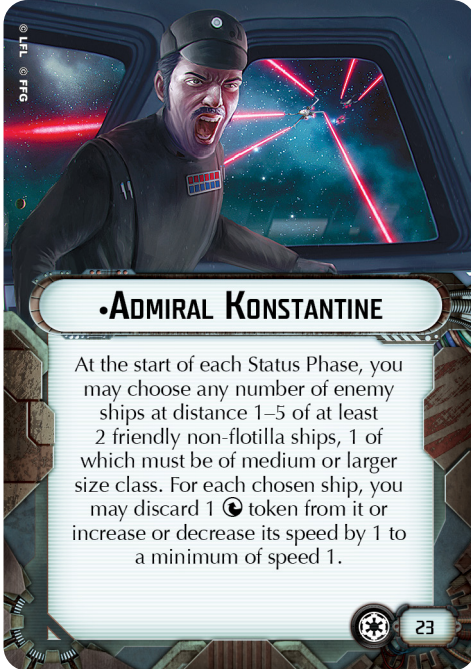


# STAR WARS<sup>™</sup>

# ARMADA

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**•ADMIRAL KONSTANTINE**

At the start of each Status Phase, you may choose any number of enemy ships at distance 1–5 of at least 2 friendly non-flotilla ships, 1 of which must be of medium or larger size class. For each chosen ship, you may discard 1 ☉ token from it or increase or decrease its speed by 1 to a minimum of speed 1.

23



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**•ADMIRAL OZZEL**

During each friendly ship's Determine Course step, it may change its speed by 1.

20



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**•ADMIRAL RADDUS**

Before deploying fleets, you may set aside 1 other friendly ship with a command value of 3 or less. At the start of any round, you may deploy that ship at distance 1–2 of you. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.

26



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**•ADMONITION**

While defending, during the Spend Defense Tokens step, you may discard a readied defense token to cancel 1 attack die.

6



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**ASSAULT CONCUSSION MISSILES** 

**BLACK** : Exhaust this card. Each hull zone adjacent to the defending hull zone suffers 1 damage.

5



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**ASSAULT PROTON TORPEDOES** 

**BLACK** : Exhaust this card to deal 1 faceup damage card to the defender.

4



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**•AVENGER**

While attacking, you may exhaust this card. If you do, the defender cannot spend more than 1 exhausted defense token during this attack.

5



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**BOMBER COMMAND CENTER**

While a friendly squadron with **BOMBER** at distance 1–5 is attacking a ship, it may reroll 1 die.

A squadron cannot resolve more than 1 “Bomber Command Center” card per attack.

8



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**•CAPTAIN BRUNSON**

While defending at distance 1–2 of an obstacle, during the Spend Defense Tokens step, you may exhaust this card to choose and cancel 1 attack die.

9



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**•COMMANDER SATO**

While a friendly ship is attacking a ship at distance 1 of a friendly squadron, before rolling attack dice, the attacker may replace up to 2 dice in its attack pool with an equal number of dice of any color or colors.

27




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**•DEMOLISHER**

During your Attack step, you can perform only 1 attack.


You can perform 1 of your attacks after you execute your first maneuver during your activation.

10



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**ELECTRONIC COUNTERMEASURES**

While defending, you may exhaust this card to spend 1 defense token that your opponent targeted with an  result.

7



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## •GENERAL TAGGE

After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens, each friendly ship may recover 1 of its discarded defense tokens.

25



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## •GRAND MOFF TARKIN

At the start of each Ship Phase, you may choose 1 command. Each friendly ship gains a command token matching that command.

28



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## •GRAV SHIFT REROUTE

Before deploying fleets, place 1 grav shift token anywhere in the play area. After deploying fleets, you may move each obstacle at distance 1–3 of that token to within distance 1–2 of that obstacle's current location. Obstacles cannot overlap tokens, obstacles, or ships.

2



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## GUNNERY TEAM

⌚: The next attack you perform this activation can be performed from this hull zone.

Each of your hull zones cannot target the same ship or squadron more than once during your activation.

7



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## H9 TURBOLASERS

*Modification.*

While attacking, you may change 1 die face with a ✱ or ✨ icon to a face with an ⌚ icon.

8



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## JAMMING FIELD

While a squadron at distance 1–2 is attacking a squadron or defending against a squadron, the attack must be treated as obstructed.

2



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