

# STAR WARS<sup>™</sup>

# ARMADA

These printouts are intended to be used as a reference for the errata during gameplay and are not tournament legal without the original card.



•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.

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•ADMIRAL OZZEL

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

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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



•ADMONITION

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

6



ASSAULT CONCUSSION MISSILES

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

5



ASSAULT PROTON TORPEDOES

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

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**RESERVE HANGAR DECK**

When a friendly non-unique squadron with **SWARM** at distance 1–5 is destroyed, you may discard this card. If you do, you may set that squadron's hull points to "2" and place that squadron, unengaged, at distance 1 with its activation slider toggled to the activated side.

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**LINKED TURBOLASER TOWERS**

While attacking, you may reroll 1 red die in your attack pool.

While attacking the first squadron during your activation, you may add 2 dice of any color to your attack pool. If you do, you cannot declare additional squadron targets for this attack.

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**DUAL TURBOLASER TURRETS**

*Modification.*

While attacking, you may exhaust this card to add 1 red die to your attack pool. If you do, choose and cancel 1 attack die.

5



**HEAVY ION EMPLACEMENTS**

**BLUE** ⚡: Exhaust this card. The defending hull zone and each adjacent hull zone loses 1 shield.

9



**NK-7 ION CANNONS**

**BLUE** ⚡: Exhaust this card to force the defender to choose and discard 1 of its defense tokens.

10



**AUXILIARY SHIELDS TEAM**

Ⓞ: You may treat the maximum shield values of your right and left hull zones as increased by 1 when you recover or move shields to those zones. If you do, the number of shields in each of those zones cannot exceed a maximum of "4".

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• COLONEL JENDON  
LAMBDA-CLASS SHUTTLE

3 6

During your activation, instead of attacking, you may choose 1 friendly squadron at distance 1–2. That squadron may perform an attack (even if it has already activated).

HEAVY.

RELAY 2. (When a friendly ship resolves a command, if you are in range to be activated, up to 2 of the squadrons it activates can be at distance 1–3 of you.)

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• LAMBDA-CLASS SHUTTLE

3 6

HEAVY.

RELAY 2. (When a friendly ship resolves a command, if you are in range to be activated, up to 2 of the squadrons it activates can be at distance 1–3 of you.)

STRATEGIC. (When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.)

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• MAJOR RHYMER  
TIE Bomber Squadron

4 5

Friendly squadrons at distance 1 can attack enemy ships at close range using all dice in their battery armament.

BOMBER. (While attacking a ship, each of your icons adds 1 damage to the damage total and you can resolve a critical effect.)

HEAVY. (You do not prevent engaged squadrons from attacking ships or moving.)

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VCX-100 FREIGHTER

3 8

HEAVY.

RELAY 1. (When a friendly ship resolves a command, if you are in range to be activated, up to 1 of the squadrons it activates can be at distance 1–3 of you.)

STRATEGIC. (When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.)

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ARMED STATION

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This station cannot suffer critical effects.

To determine line of sight to or from this station, trace to the point of its token that is closest to the squadron or hull zone that is attacking or defending.



• HERA SYNDULLA  
X-WING SQUADRON

3 5

While a friendly squadron that has ESCORT is at distance 1–2, it has ADEPT 1.

DODGE 1. (While you are defending against a squadron, during the Spend Defense Tokens step, you may choose 1 die to be rerolled.)

BOMBER.

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**JAMMING BARRIER**

**SETUP:** Place obstacles as normal, excluding the station and replacing the 2 debris fields with the 2 dust fields.

After deploying fleets, the second player places 2 objective tokens in the setup area at distance 1–5 of each other.

**SPECIAL RULE:** While attacking, if neither the attacker or defender are overlapping an objective token and line of sight is traced across an objective token or the line between the two objective tokens, the attacker must choose and remove half of the dice from the attack pool, rounded down, before rolling.

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**MOST WANTED**

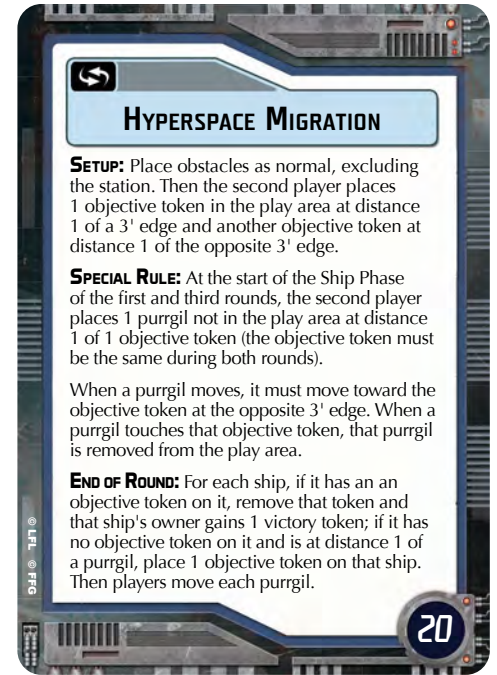
**SETUP:** After deploying fleets, the second player chooses 1 of his ships and 1 of the first player's ships to be objective ships.

**SPECIAL RULE:** While a ship is attacking an objective ship, it may add 1 die of any color that is already in its attack pool to its attack pool.

**END OF GAME:** The fleet point cost of a destroyed objective ship is doubled. Do not double the cost of its upgrade cards.

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**HYPERSPACE MIGRATION**

**SETUP:** Place obstacles as normal, excluding the station. Then the second player places 1 objective token in the play area at distance 1 of a 3' edge and another objective token at distance 1 of the opposite 3' edge.


**SPECIAL RULE:** At the start of the Ship Phase of the first and third rounds, the second player places 1 purrgil not in the play area at distance 1 of 1 objective token (the objective token must be the same during both rounds).

When a purrgil moves, it must move toward the objective token at the opposite 3' edge. When a purrgil touches that objective token, that purrgil is removed from the play area.

**END OF ROUND:** For each ship, if it has an objective token on it, remove that token and that ship's owner gains 1 victory token; if it has no objective token on it and is at distance 1 of a purrgil, place 1 objective token on that ship. Then players move each purrgil.

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**HYPERLANE RAID**

**SETUP:** The 3' edges of the play area become the player edges. The second player places all obstacles. Obstacles must be placed beyond 2 range ruler lengths of both player edges, and beyond distance 1 of other obstacles.

**SPECIAL RULE:** The second player assigns a total of 4 objective tokens to his ships or squadrons. He must assign them to ships, if able, and no ship or squadron can have more than 1. The first player gains 1 victory token for each objective token that cannot be assigned.

When a ship or squadron with an objective token is destroyed, the first player gains 1 victory token.

**END OF GAME:** The second player gains 1 victory token for each ship (not squadron) with an objective token within 2 range ruler lengths of the first player's edge. The first player's team gains 20 resource points per victory token he gained. The winner's team also gains 40 resource points. If scores are equal, the first player wins.

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**NEBULA OUTSKIRTS**

**SETUP:** Place obstacles as normal, replacing the 3 asteroid fields with 2 dust fields.

**SPECIAL RULE:** The total number of command dials that must be assigned to each of the first player's ships during each Command Phase is increased by 1.

The total number of command dials that must be assigned to each of the second player's ships during each Command Phase is decreased by 1 to a minimum of 1.

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