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Game: **STAR WARS: ARMADA**

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STAR WARS ARMADA

SETUP

Clear a 3' x 6' **play area** and define a 3' x 4' **setup area** in the center with the setup area markers. Each player sits at a long edge with his ships, squadrons, and cards.

Set each **shield dial** and **squadron disk** to its maximum appropriate values, and each squadron's **activation slider** to blue. Assign the appropriate **defense tokens** to each ship and unique squadron. Take enough command dials and speed dials for your fleet. Assign ID tokens to ships and squadrons as necessary.

The player with the **lowest total fleet point cost** chooses the **first player** (on a tie, flip a coin to decide who chooses). The first player places the **initiative token** next to his edge, blue side up.

The first player looks at all 3 of his opponent's **objectives cards** and chooses one to be the **objective** for the game.

Starting with the second player, players take turns choosing and placing 6 **obstacles** into the setup area, beyond distance 3 of the play area edges and beyond distance 1 of each other.

Starting with the first player, players take turns deploying forces. **A deployment turn consists of placing 1 ship or 2 squadrons**.

Your ships must be placed within your **deployment zone**: within the setup area and at distance 1-3 of your edge. When you place a ship, set its speed dial to a speed available on the speed chart. Your squadrons must be placed within distance 1-2 of a friendly ship. If you have only 1 squadron remaining when you must place 2, you cannot place it until you have placed all of your ships.

Shuffle the **damage deck** and place it next to the play area along with the **command tokens**, **maneuver tool**, **range ruler**, and the **round token** marked 1. Finally, remove the setup area markers.

During the first Command phase, players must assign command dials to their ships so that each ship has a number of command dials equal to its COMMAND value.

THE GAME ROUND

The game is played over 6 **rounds**, each made up of 4 **phases**. The first player retains initiative for the entire game.

1. COMMAND PHASE

On every round except the first, players secretly and simultaneously choose a command on 1 command dial for each of their ships. Then place each dial facedown next to the ship's ship card, *under* any other dials already assigned to that ship.

2. SHIP PHASE

Starting with the player with initiative, players take turns choosing one of their ships and activating it by following these steps:

1. REVEAL COMMAND DIAL

Reveal the top command dial on your chosen ship's stack of dials and place it faceup next to the ship.

If you want to resolve the revealed command for its full effect this round, you may spend the dial at the appropriate time to do so.

If you want to reserve it for a later round, spend the dial by placing it faceup on its ship card and place the matching **command token** next to the ship.

You can spend both a command dial and a command token to combine their effects, and you can resolve numerous commands in the same round.

The maximum number of command tokens that a ship can have is equal to its COMMAND value, and a ship cannot have more than 1 of each type of command token. A token can be spent in the same round it was gained.

2. ATTACK

The ship can perform up to 2 attacks. Each attack must originate from a different hull zone, and the target must be inside that hull zone's firing arc.

The target of the attack can be either 1 hull zone of an enemy ship or 1 or more enemy squadrons.

3. EXECUTE MANEUVER

The ship must execute a maneuver using the maneuver tool. The distance moved corresponds to its current speed on its speed dial.

1. Determine Course

Reset the maneuver tool so it is straight. Each column on the ship's **speed chart** corresponds to the speed number at the bottom of the column. A column shows the number of times each joint can be clicked while going at that speed.

Each row corresponds to a joint on the maneuver tool; the row above the speed number relates to the first joint, the second row relates to the second joint, etc. **I** means the joint can be clicked once in either direction, **II** means it can be clicked twice and **-** means it must remain straight.

You may place the maneuver tool on the table to determine possible ship positions before committing to the move.

2. Move Ship

Place the maneuver tool on one side of your ship with the plastic guides of its flat end sliding into the notches on the side of the ship's base. Ensure the front of the ship is parallel with the raised line above the guides.

Pick up the ship and place it at the joint below the number that corresponds to the ship's current speed. The notches on the ship's base slide over that joint's plastic guides.

The ship's starting and final positions must be on the same side of the tool. The tool cannot be placed so that the ship overlaps the tool when placed in its final position (if so, place the tool on the other side of the ship's base before the move).

After a ship finishes its activation, place the revealed dial faceup on its ship card to indicate the ship has activated.

The opposing player then activates one of his own unactivated ships. A player who does not have any unactivated ships must pass his turn. Repeat until both players have activated all of their ships.

3. SQUADRON PHASE

Starting with the player with initiative, players take turns activating any squadrons that were not activated by a 🌀 command during the Ship phase.

Each squadron that activates during this phase may either **move** or **attack**, but not both.

Choose 1 of your unactivated squadrons and activate it. Then you must activate a second unactivated squadron, if able.

When you activate a squadron, push its activation slider to the other side.

Then your opponent activates 2 of his own squadrons in the same way. Repeat until all squadrons are activated.

Squadron Movement

To move a squadron, place the range ruler on the table, distance side faceup, with the distance 1 end of the ruler in contact with any part of the squadron's base. Then place the squadron at any point along the ruler. It cannot be placed with any portion of its base beyond the distance band matching the squadron's speed.

A squadron cannot be placed with any part of its base overlapping another squadron or ship.

Squadron Attacks

A squadron can attack either 1 enemy squadron *or* 1 hull zone of an enemy ship. Squadrons have a 360° firing arc; a squadron can attack any target at distance 1.

Engagement

While a squadron's starting or final position is at distance 1 of an enemy squadron, those squadrons are **engaged**. An engaged squadron cannot move. When an engaged squadron attacks, it must attack a squadron instead of attacking a ship.

If LOS between the squadrons is obstructed, they are not engaged even if at distance 1 of each other, though they can still attack each other.

4. STATUS PHASE

Players **ready** their exhausted defense tokens by flipping them to their readied side.

The player with initiative flips the initiative token over. The color and icon on the token matches that of unactivated squadrons in the next round.

Reveal the round token with the next highest number to indicate the round number for the next round.

COMMANDS

🌀 NAVIGATE

Spend this command dial to **increase or decrease the ship's movement speed by 1**. Also, it may adjust 1 joint by 1 click more than the speed chart normally allows.

The minimum speed for all ships is 0; the maximum speed is shown on the speed chart.

A ship with a 🌀 **command token** may spend the token when determining its move to increase or decrease its speed by 1.

🌀 SQUADRON

Spend this command dial to **activate a number of friendly squadrons** at close-medium range up to the ship's SQUADRON value. Each activated squadron can attack *and* move in either order. Choose and activate squadrons one at a time.

A ship with a 🌀 **command token** may spend the token after revealing its command dial to activate 1 squadron as above.

⚙ REPAIR

Spend this command dial to **gain engineering points** equal to the ship's ENGINEERING value. It may spend these points as follows in any combination and number:

1 pt: Move 1 shield from one of the ship's hull zones to another of its hull zones (without exceeding the hull zone's maximum shield value).

2 pts: Recover 1 shield in any of the ship's hull zones.

3 pts: Discard any 1 of the ship's faceup or facedown damage cards.

Engineering points do not persist from round to round.

A ship with a ⚙ **command token** may spend the token after revealing its command dial to gain engineering points equal to *half* of its ENGINEERING value, rounded up, to spend on the above effects.

☀ CONCENTRATE FIRE

Spend this command dial to **roll 1 additional attack die** after the ship rolls dice during an attack. The die must be of a color that it already rolled.

A ship with a ☀ **command token** may spend the token after it rolls dice during an attack to reroll 1 attack die.

ATTACKING

1. Declare Target Choose 1 of your ship's hull zones to attack from, then declare the defending hull zone on the target ship (it must be within the zone's firing arc and in range).

2. Roll Attack Dice Determine your **attack dice**, as shown on the attacking hull zone and allowed by the range, then roll them.

3. Resolve Attack Effects Resolve effects that modify the dice. For each **accuracy** ⊙ icon rolled, you may choose 1 of the defender's **defense tokens**; the chosen token cannot be spent during this attack.

4. Spend Defense Tokens The defender can spend 1 or more of his defense tokens.

5. Resolve Damage The attacker can resolve 1 of its critical effects. The defender then suffers damage equal to the number of hit ✹ and critical ✸ icons remaining.

For each hit ✹ rolled, the defender suffers 1 damage. For each critical ✸ rolled, **if the attacker and defender are both ships**, the defender suffers 1 damage and the first damage card dealt is dealt faceup.

Firing Arc and Range

To measure a hull zone's **firing arc**, use the range ruler to extend the zone's firing arc lines on the ship token. If a portion of the target is inside the area between those extended firing arc lines, the target is inside the firing arc.

Use the range side of the range ruler to determine the **range** to the target. Measure between the closest points of the appropriate hull zone(s) or squadron base(s). **Each range band shows which colors of attack dice you can roll.**

Line of Sight (LOS)

An attacking ship or squadron must trace LOS to its target.

When tracing LOS to or from a squadron, trace the line using the point on the squadron's base that is closest to the opposing squadron or hull zone.

When tracing LOS to or from a hull zone, trace the line using the yellow targeting point in that hull zone.

If LOS is traced through any hull zone on the defending ship that is not the defending hull zone, the attacker does not have LOS and he must declare another target. If there is no valid target, he cannot perform an attack.

If LOS is traced through obstacles or ships that are not the attacker or defender, the attack is obstructed. If LOS is drawn over an obstacle, the attack is obstructed even if the bases of the attacker and defender are touching.

Squadrons do not block or obstruct LOS, and the attacker's hull zones do not block his LOS.

When an attack is obstructed, the attacker rolls 1 less die of his choice.

Defense Tokens

Redirect: Choose 1 of your hull zones *adjacent* to the defending hull zone. Any amount of damage may be suffered on the chosen zone's remaining shields before the remaining damage must be suffered on the defending hull zone.

Evade: If the attack occurs at long range, the defender chooses and cancels 1 attack die. At medium range, choose 1 attack die to be rerolled. At close range and distance 1, the token has no effect.

Brace: After damage is totaled, reduce the total to half, rounded up.

Scatter: Cancel all attack dice.

Contain: Prevent the attacker from resolving the standard critical effect. The attacker can still resolve a non-standard critical effect (eg Upgrade card).

When you spend a readied defense token, flip it over to its **exhausted** (red) side. When you spend an exhausted defense token, return it to the supply. All exhausted defense tokens are readied during the Status phase.

You cannot spend any single defense token more than once per attack, and you cannot spend more than 1 defense token of each type per attack. **If your speed is 0, you cannot spend any defense tokens**.

Ship Damage

Suffer each point of damage separately by reducing the **shields** in the defending hull zone by 1 (rotate the shield dial to the next lowest number).

If you do not have any shields remaining, instead draw 1 card from the damage deck and place it facedown near your ship card.

If a ship ever has a number of damage cards equal to its **hull value**, it is **destroyed**. Remove the model and any associated components.

A ship or squadron is destroyed if a portion of its base is outside the play area.

Critical Effect

Before the defender determines the total damage amount from an attack, the attacker can resolve a **critical effect**. If the attacker rolled at least 1 critical ✳, the first damage card that the defender receives is dealt faceup.

The attacker can resolve only 1 critical effect per attack.

Faceup damage cards count as damage against the ship's hull and also inflict the effect on the card. They remain faceup until an effect flips them facedown or discards them.

Attacking Squadrons with a Ship

A ship attacking a squadron can perform 1 attack against *each* squadron inside the firing arc and at attack range of the attacking hull zone. Each attack is resolved separately.

Squadron Attacks

 Squadrons do not declare an attacking hull zone. The attack dice a squadron uses when attacking ships are shown on its squadron card.

An attacking squadron can target 1 enemy squadron or ship hull zone at distance 1 using the distance side of the range ruler. Squadrons have a firing arc of 360°. They can use all dice colors, but they ignore ✳ icons when attacking.

Squadron Defense

Attacking a squadron follows the same rules for attacking a ship, but the attacker does not declare a defending hull zone.

 When attacking a squadron, the attacker uses the **anti-squadron** section of his card to determine his attack dice (this is the same for all hull zones).

Squadron Damage

When a squadron suffers damage, reduce its remaining **hull points** by the damage amount by rotating the squadron's disk so that the pointer points to the remaining hull points.

If a squadron ever has 0 or fewer hull points, it is destroyed. Remove the model and any associated components.

Squadrons suffer damage equal to the number of hits ✸ only; they ignore criticals ✳.

OVERLAPPING

Squadrons cannot be placed to overlap other ships or squadrons. Ships and squadrons can move *through* other ships and squadrons without issue.

If a moving ship's **final position** overlaps 1 or more squadrons, the ship finishes its movement normally and any overlapped squadrons are moved out of the way.

The player who is *not* moving the ship places *all* of the overlapped squadrons, regardless of who owns them, next to the ship so their bases are touching the ship's base.

If a moving ship's final position would overlap another ship, it cannot finish its movement normally. Instead, its speed is temporarily reduced by 1 and it attempts to move at this speed.

This process continues until the moving ship can finish a movement or until its speed is temporarily reduced to 0, in which case it remains in its current position.

After moving, **the moving ship and the closest ship that it overlapped both receive 1 facedown damage card**.

OBSTACLES

Ships and squadrons can move through obstacles without issue; only the final position of the ship or squadron matters.

If a ship overlaps more than 1 obstacle, resolve the effects in any order.

Asteroid Field

A ship that overlaps this obstacle receives 1 faceup damage card. Squadrons are unaffected.

Debris Field

A ship that overlaps this obstacle suffers 2 damage on any hull zone. Squadrons are unaffected.

Station

A ship that overlaps this obstacle may discard 1 of its faceup or facedown damage cards. A squadron that overlaps this obstacle may recover 1 hull point.

FLEET–BUILDING

The number in the lower right corner of ship, squadron, or upgrade card is its **fleet point cost**.

You cannot field more than 1 card that has the same unique name (identified by a bullet • to the left of the name).

Build a standard fleet by choosing any number of ship, squadron, and upgrade cards with a combined fleet point cost not exceeding 300 fleet points, and without any foreknowledge of your opponent's fleet.

Squadrons of the same type share a single **squadron card**. The cost is for 1 squadron of that type. A unique squadron uses its own squadron card instead of the shared card for that type, and you can field only 1 copy of each unique squadron. Unique squadrons use the reverse side of the squadron disk of their type (with the portrait on the unique squadron card).

FLEET RESTRICTIONS

A fleet must be either Rebel-aligned or Imperial-aligned, and cannot contain any ships, squadrons, or upgrades that are aligned with the opposing faction.

A fleet must have 1 and only 1 flagship (a ship equipped with a commander card). Assign a flagship ID token pair of the appropriate faction to the flagship.

A fleet cannot spend more than one third of its fleet points on squadrons.

A fleet must include 3 objective cards, one from each category.

UPGRADE CARDS

For each icon shown in on a ship's **upgrade bar** at the bottom of its ship card, the ship can equip 1 **upgrade card** with the matching icon. Upgrade cards can be used by ships of any faction unless they have a faction symbol next to the card's cost. A card with a Rebel symbol can only be equipped in a Rebel fleet, and one with an Imperial symbol can only be equipped in an Imperial fleet.

A ship cannot equip more than 1 upgrade with the *Modification* trait.

A **title card** can only be equipped to a ship with the matching ship icon. A ship cannot equip more than 1 title card.

A ship with a **commander card** equipped is a **flagship**. Any ship can equip a commander card regardless of the icons on its upgrade bar, but it cannot equip more than one.

Upgrade card effects may indicate a specific time when they occur. Effects that modify attack dice may be resolved after the attack dice are rolled. Effects with the icon of a command may resolve while the ship is resolving the matching command.

Critical effects on upgrade cards are indicated by the ✳: header. The attacker must have at least 1 ✳ in his attack pool, and can resolve only 1 critical effect per attack. If a color is specified the icon must be on a die of that color.

The standard critical effect is:

✳: *If the defender is dealt at least 1 damage card by this attack, deal the first damage card faceup.*

Squadrons cannot resolve or suffer critical effects unless otherwise specified.

To *exhaust* a readied card, rotate it 90° clockwise; while exhausted it cannot be exhausted again. During the Status phase, all upgrade cards are readied by rotating them 90° counterclockwise.

OBJECTIVES

There are 3 categories of objectives: **assault** (red), **defense** (yellow), and **navigation** (blue).

When a ship is chosen as an objective ship, indicate this by placing an **objective token** next to its ship card.

If an objective allows you to collect **victory tokens**, at the end of the game each victory token is worth the fleet point value listed in the lower right corner of the objective card.

WINNING THE GAME

The game immediately ends when all of one player's **ships** are destroyed. That player is eliminated, and his opponent wins.

If neither player is eliminated after 6 rounds, the game ends and the player with the highest score wins. Your score is equal to the total cost of each enemy ship (including upgrade card costs) and squadron that was destroyed, plus the fleet point value of any victory tokens you collected.

If both players have the same score after 6 rounds, the second player wins the game.

OPTIONAL RULES

Unlimited Rounds

The game does not end after the sixth round; instead, the game ends only when all of one player's ships are destroyed. Do not use objectives, but place obstacles as normal.

In addition, at the end of each round, the player with initiative gives initiative to his opponent by passing the initiative token to that player.

Team Play

Split the players as equally as possible into 2 teams. Each team controls 1 fleet, and must also nominate a Team Commander from among its members.

Each player takes exclusive control of 1 or more of his team's ship and squadron cards and makes all decisions for the corresponding ships and squadrons; including choosing commands, attacking, spending tokens, etc.

During the Command Phase, each player chooses commands for only the ships that he controls. He may discuss his choices with his teammates, but he must do so openly at the table and cannot show his command dials to another player.

During the Ship Phase, the players must agree on which ship to activate when it is their turn to activate a ship.

During the Squadron Phase, the team must agree on which squadrons to activate.

If teammates cannot come to an agreement on a choice, the Team Commander makes the final decision.

If all of one player's ships and squadrons are destroyed, his team continues to play and can win by destroying all of the opposing team's ships or by having the highest score after 6 rounds.

STAR WARS
ARMADA

THE GAME ROUND

1. COMMAND PHASE

Players secretly choose a command for each of their ships, placing the command dial facedown next to the ship card, *under* any other dials already assigned to that ship.

2. SHIP PHASE

Starting with the player with initiative, take turns activating one ship.

1. REVEAL COMMAND DIAL

Reveal the ship's top command dial. If you want to resolve the command for its full effect this round, spend the dial at the appropriate time.

If you want to reserve it for a later round, spend the dial and place the matching **command token** next to the ship.

The maximum number of command tokens a ship can have is equal to its **command value**, and a ship cannot have more than 1 of each type.

2. ATTACK

The ship can perform up to 2 attacks, each from a different hull zone. The target of the attack can be either 1 hull zone of an enemy ship or one or more enemy squadrons.

3. EXECUTE MANEUVER

The ship must execute a maneuver at its current speed as shown on its speed dial. Set the maneuver tool according to the restrictions on the ship's speed chart and move the ship.

3. SQUADRON PHASE

Starting with the player with initiative, players take turns activating any squadrons not activated by a (squadron) command during the Ship phase.

Each squadron that activates during this phase may either move *or* attack, but not both.

Choose one of your unactivated squadrons and activate it. Then you must activate a second unactivated squadron, if able. When you activate a squadron, push its activation slider.

A squadron may move up to its speed along the distance side of the range ruler.

A squadron can attack, at distance 1, either 1 enemy squadron or 1 hull zone of an enemy ship.

While a squadron is at distance 1 of an enemy squadron, those squadrons are **engaged**. They cannot move; and when they attack, they must attack a squadron instead of attacking a ship.

4. STATUS PHASE

Flip exhausted defense tokens to their readied side. Flip the initiative token over. Display the round token with the next highest number.

COMMANDS

NAVIGATE
Increase or decrease ship's speed by 1. May also adjust one joint by one click more than the speed chart normally allows.

Token: Spend when moving to increase or decrease speed by 1.

SQUADRON
Activate a number of friendly squadrons at close-medium range up to the ship's **squadron value**. Each squadron activated can attack *and* move in either order.

Token: Spend after revealing the ship's command dial to activate 1 squadron as above.

REPAIR
Gain **engineering points** equal to the ship's **engineering value**. The ship may spend these points on the following effects:

1 pt: Move 1 shield from 1 hull zone to another hull zones.

2 pts: Recover 1 shield in any hull zone.

3 pts: Discard any 1 faceup/down damage card.

Token: Spend after revealing the ship's command dial to gain EPs equal to *half* its engineering value, rounded up.

CONCENTRATE FIRE
Roll 1 additional attack die after the ship rolls dice during an attack. The die must be of a color that it already rolled.

Token: Spend after the ship rolls attack dice to reroll 1 die.

ATTACKING

1. Declare target Choose one of your ship's hull zones to attack from, then declare the target ship's defending hull zone (within firing arc and range).

2. Roll attack dice Roll your **attack dice** (printed in the attacking hull zone).

3. Resolve attack effects For each **accuracy** ⟁ icon rolled, choose 1 of the defender's **defense tokens**; that token cannot be spent this attack.

4. Spend defense tokens The defender can spend 1 or more defense tokens to negate damage.

5. Resolve damage For each hit ☀, the defender suffers 1 damage. For each critical ⚡, **if the attacker and defender are both ships**, the defender suffers 1 damage and the first damage card dealt is dealt faceup.

Range & LOS Use the range side of the range ruler to determine the **range** to the chosen hull zone. **Each range band on the ruler shows which colors of attack dice you can roll**.

If LOS is traced through obstacles or ships that are not the attacker or defender, the attack is obstructed: **attacker rolls 1 less die of his choice**.

Squadron Attacks

Squadrons do not need to declare an attacking hull zone, and can target one enemy ship at distance 1 using the distance side of the range ruler. Squadrons can use all dice colors at distance 1, but ignore ⚡ icons when attacking.

Defense Tokens

If speed is 0, you cannot spend defense tokens.

↩ **Redirect:** Choose a hull zones *adjacent* to the defending hull zone. Any amount of damage may be suffered on the chosen zone's remaining shields before the rest of the damage is suffered on the defending hull zone.

↗ **Evade:** Long range attack: choose and cancel 1 attack die. Medium range: choose 1 attack die to be rerolled. Close range and distance 1: no effect.

⟨α⟩ **Brace:** After damage is totaled, reduce the total to half, rounded up.

⬨ **Scatter:** Cancel all attack dice.

⬕ **Contain:** Prevent attacker from resolving the standard critical effect (he can still resolve a non-standard critical effect).

When you spend a readied defense token, flip it over to its red **exhausted** side. When you spend an exhausted defense token, return it to the supply.

Ship Damage Reduce the shields in the defending hull zone by 1.

If you have no shields remaining, instead draw 1 card from the damage deck and place it facedown near your ship card.

If a ship ever has a number of damage cards equal to its **hull value**, it is **destroyed**.

Critical Effect Before the defender determines the total damage, the attacker can resolve a **critical effect**. The attacker must have rolled at least 1 critical ⚡. The attacker can resolve only 1 critical per attack.

The standard critical effect is: *If the defender is dealt at least 1 damage card by this attack, deal the first damage card faceup.*

Faceup damage cards count as damage against the ship's hull and also inflict their effect.

Squadron Defense The attacker does not need to declare a defending hull zone.

When attacking a squadron, the attacker uses the **anti-squadron** section of his card to determine his attack dice, which is the same for all hull zones.

Squadron Damage When a squadron suffers damage, reduce its remaining hull points by the damage amount. If a squadron ever has 0 or fewer hull points, it is destroyed.

Squadrons suffer damage equal to the number of hits ☀ only; they ignore criticals ⚡.

Attacking Squadrons with a Ship When a ship attacks a squadron, it can perform 1 attack against *each* squadron inside the firing arc and at attack range of the attacking hull zone. Each attack is resolved separately.

OBSTACLES

Asteroid Field: Ships overlapping receive 1 faceup damage card. Squadrons are unaffected.

Debris Field: Ships overlapping suffer 2 damage on any hull zone. Squadrons are unaffected.

Station: Ships overlapping may discard 1 faceup or facedown damage cards. A squadron that overlaps this obstacle may recover 1 hull point.

Ships and squadrons can move through obstacles; only the final position matters.