


STAR WARS[™]

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.



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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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ENGINE TECHS

⌚: After you execute a maneuver in which you did not overlap a ship, you may exhaust this card to execute a speed-1 maneuver.

8



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EXTERNAL RACKS

While attacking at close range, you may discard this card to add 2 black dice to your attack pool.

4



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FLIGHT CONTROLLERS

⌚: When a squadron you activate attacks, before gathering dice, increase its anti-squadron armament by 1 blue die until the end of the attack.

6



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•GALLANT HAVEN

Before a friendly squadron at distance 1 suffers damage from an attack, reduce the total damage by 1, to a minimum of 1.

8



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•GARM BEL IBLIS

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 gain a number of command tokens equal to its command value.

25



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•GENERAL RIEEKAN

Once per round, when a friendly ship or friendly unique squadron is destroyed, it remains in the play area and is treated as if it was not destroyed until the end of the Status Phase.

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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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LEADING SHOTS

While attacking, you may spend 1 blue die to reroll any number of dice in your attack pool.

6



•LEIA ORGANA

When a friendly ship resolves a command by spending a command dial, if it has not resolved another command this round, it may resolve that command as if it also spent a matching command token. If it does, that ship cannot resolve additional commands this round.

28



•MOFF JERJERROD

While a friendly ship executes a maneuver, during the Determine Course step, that ship may suffer 1 damage to change the first yaw value of that maneuver to "II".

23



•MON KARREN

⊙: While attacking a ship, the defender cannot spend more than 1 defense token during this attack.

6



•MON MOTHMA

When a friendly ship resolves the ⚡ token effect, it can cancel 1 die at medium range or reroll 1 additional die at close range or distance 1.

27



ORDNANCE EXPERTS

While attacking, you may reroll up to 2 black dice.

4

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QUAD TURBOLASER CANNONS

Modification.

While attacking, if at least 1 red die face has an  icon, add 1 red die set to the  icon to your attack pool.

10



RAPID LAUNCH BAYS

Before deploying fleets, you may set aside a number of friendly squadrons up to your squadron value next to your ship card.

: For each squadron you would activate with this command, you may instead place 1 of your set-aside squadrons within distance 1. It cannot move this activation.

6



SLICER TOOLS

This card begins the game exhausted.

After you execute a maneuver, you may exhaust this card to choose an enemy ship at distance 1–3. You may choose a new command on its top command dial.

7



TURBOLASER REROUTE CIRCUITS

While attacking, you may exhaust this card and spend 1  defense token to change 1 red die to a face with a  icon or 2  icons.

7



X17 TURBOLASERS

While attacking, if the defender spends a  token, it cannot suffer more than 1 damage on each hull zone other than the defending hull zone when it resolves the  defense effect.

6



•YAVARIS

: Each squadron you activate may choose to only attack during your activation. If it does, while attacking, it may add 1 die to its attack pool of a color already in its attack pool.

5

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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.

3



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.

7



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".

3

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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.)

20



• 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.)

15



• 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.)

16



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.)

15



ARMED STATION

13

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.

23

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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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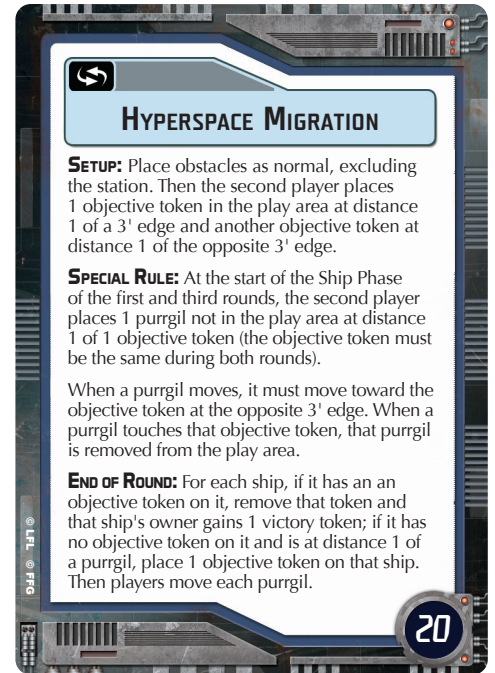
MOST WANTED

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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20



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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15



NEBULA OUTSKIRTS

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

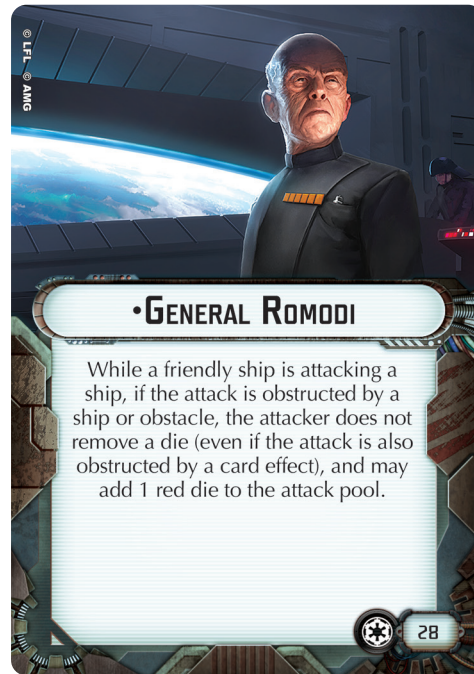
SPECIAL RULE: The total number of command dials that must be assigned to each of the first player's ships during each Command Phase is increased by 1.

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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