# 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.

## •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

## •Admiral Ozzel

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

20

## •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

## •Admiral Screed

Once per activation, while a friendly ship is attacking, it may spend 1 die to change a die to a face with a ⚡ icon.

24

## •Admiral Trench

At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when a friendly ship spends only a matching command token to resolve a command, that ship resolves that command as if it had spent a dial and token of the same type instead.

4

32

## •Admonition

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

10

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## •Anakin Skywalker

While a friendly ship is attacking a ship, if the defender is at distance 1-5 of at least 2 other friendly ships, 1 other friendly ship at distance 1-5 of the defender may spend 1 defense token. If it does, the attacker may reroll up to 3 dice.

Francisco Miyara · © LFL © AMG · 27 · 2.1

## •Asajj Ventress

During the activation of a friendly ship at distance 1-5 of you, you may exhaust this card to discard 1 raid token from an enemy ship at distance 1-5 of you. If you do that friendly ship may gain 1 command token of any type.

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## 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.

4

## 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

## 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

# STAR WARS

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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

## •CHAM SYNDULLA

When you reveal a command, you may discard a 🌀 dial or token and this card to choose 1 enemy ship at close range. If you do, you may look at all command dials assigned to that ship. Then you may choose a new command for each of those command dials to be set to.

5

## •CLONE COMMANDER WOLFFE

🌀: You may exhaust this card. If you do:

- Each of up to 3 squadrons that you activate without ADEPT gain ASSAULT until the end of its activation.
- Each squadron that you activate with the ASSAULT keyword can spend a die with a ✳ or ⬦ icon to resolve the ASSAULT effect.

You can spend tokens from this card to ready it.

1  🌀  1  🌀

6

## CLONE GUNNERS

*Clone only.*

🌀: You may discard 1 🌀 token assigned to another friendly ship at distance 1–5 of the defender. If you do, add 1 blue die set to the ⬦ icon to your attack pool.

4

## •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

## •CORRUPTER

🌀: The speed of each squadron with BOMBER you activate is increased by 1 until the end of its activation.

3

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## DAMAGE CONTROL OFFICER

When you resolve the 🛡 defense effect, you can prevent the attacker from resolving any critical effects.

3

## •COUNT DOOKU

**3**
**✹**

You must choose at least 2 types of command tokens for this card.

At the start of each Ship Phase, you may discard 1 command token from this card. If you do, each enemy ship gains a raid token matching that command token.

27

## •DARTH VADER

While a friendly ship is attacking a ship, it may spend 1 defense token to reroll any number of dice in its attack pool.

34

## •DARTH VADER

While a friendly ship at distance 1–5 is attacking a ship, it may discard 1 of its 👤 or 🎖 cards (other than Darth Vader) to reroll any number of dice in its attack pool.

4

## •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

## •DODONNA'S PRIDE

**BLUE ✹:** Cancel all attack dice to deal 1 faceup damage card to the defender.

4

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## •Dominator

While attacking at close–medium range, you may spend up to 2 shields from any of your hull zones to add that number of blue dice to your attack pool.

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.

4

## Electronic Countermeasures

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

7

## Engine Techs

🕐: After you execute a maneuver, you may exhaust this card to execute a 1-speed maneuver.

After you execute a maneuver, if you overlapped a ship, exhaust this card.

8

## Engineering Team

☾: Gain 1 additional engineering point.

3

## Expanded Launchers

*Modification.*
The battery armament for your front hull zone is increased by 2 black dice.

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

## FLIGHT CONTROLLERS

⟳: The anti-squadron armament of each squadron that you activate is increased by 1 blue die until the end of its activation.

6

## •FOREMAN'S LABOR

Before you suffer damage from an attack, if the defending hull zone has at least 1 shield remaining, you may exhaust this card to reduce the total damage by 1.

5

## •FORESIGHT

When you resolve the ⟋ defense effect, you can affect 1 additional die.

When you resolve the ⟲ defense effect, you can choose 1 additional adjacent hull zone to suffer damage.

10

## •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

## •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 Draven

At the end of each Command Phase, you may look at all command dials assigned to 1 enemy ship. Then you may place 2 command tokens, each of a different type, on this card.

After an enemy ship resolves a command, you may discard a matching command token from this card. If you do, that enemy ship gains 1 matching raid token.

Candice Dailey    © LFL  © AMG    2.1    **20**

## •General Madine

While a friendly ship is executing its first maneuver during its activation, during the Determine Course step, it may increase 1 yaw value by 1.
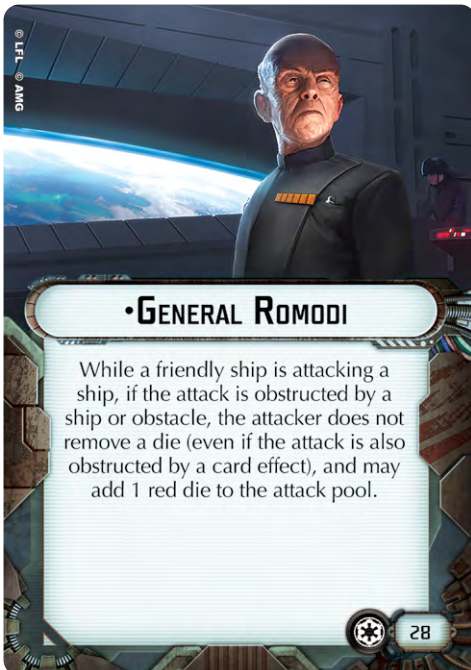
**30**

## •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.

**34**

## •General Romodi

While a friendly ship is attacking a ship, if the attack is obstructed by a ship or obstacle, the attacker does not remove a die (even if the attack is also obstructed by a card effect), and may add 1 red die to the attack pool.

**28**

## •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**

## •Governor Pryce

Once per activation, while attacking a ship, you may spend 1 shield from the attacking hull zone to change 1 die to any face without an ♺ icon.

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## •GRAND ADMIRAL THRAWN

**3**
**⚙**

Choose command dials for this card
after deploying fleets.

At the start of each Ship Phase, you
may reveal and discard 1 dial from
this card. If you do, until the end of
the round, when each friendly ship
activates, it gains 1 additional dial
matching that discarded dial.

32

## •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

## •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 2 of that
obstacle's current location. Obstacles
cannot overlap tokens, obstacles,
or ships.

2

## 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

## H9 TURBOLASERS

*Modification.*
While attacking, you may change
1 die face with a ✷ or ✸ icon to a
face with an ⬡ icon.

8

## •HAND OF JUSTICE

Before you reveal a command, you
may exhaust this card to choose
another friendly ship at distance 1–5
and ready 1 of its defense tokens.

2

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## HEAVY FIRE ZONE

While attacking a squadron, before you gather dice, if the defender is not engaged with a friendly squadron, you may replace all of the blue dice in your anti-squadron armament with red dice.

2

## HEAVY ION EMPLACEMENTS

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

9

## HEAVY TURBOLASER TURRETS

While attacking, the ✹ defense effect cannot reduce the damage total by more than 1 unless it is the only defense token spent by the defender during the attack.

4

## HIGH-CAPACITY ION TURBINES

*Modification.*
The battery armaments for your left and right hull zones are increased by 1 blue die.

6

## •HOME ONE

While another friendly ship at distance 1–5 is attacking, it may change 1 die to a face with an ⚓ icon.

5

## •INVISIBLE HAND

While deploying fleets, if you are in the play area, when you would deploy a squadron with **SWARM**, you may set that squadron aside next to your ship card instead. You may set aside up to 5 squadrons in this way.

🌀: Choose any number of squadrons set aside with this card. Then place them within distance 1-3 of you. During your activation, those squadrons cannot move and, if they have **AI**, may increase their **AI** value by 1.

8

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## •Jaina's Light

You can ignore the effects of overlapping obstacles.
Your attacks cannot be obstructed.

5

## 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

## •Kyrsta Agate

After you deploy, gain 1 non-⬡ defense token.

During your Spend Defense Tokens step, if your speed is not 0, you may discard 1 defense token to resolve the effect of that defense token. You cannot resolve the effect of each type of defense token more than once per attack.

25

## Leading Shots

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

5

## •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

## Linked Turbolaser Towers ↻

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

While attacking a ship, if you have the bombard tag, you may reroll 1 red die in your attack pool.

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

7

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## •Lucid Voice

Treat your rear hull zone's printed battery armament as 3 red dice.

The battery armament of your left and right hull zones are each increased by 1 black die and decreased by 1 blue die.

6

## •Mercy Mission

Before deploying fleets, un-equip this card and choose 1 friendly small ship that is not your flagship. Equip this card to the chosen ship (even if it does not have a ◎ icon in its upgrade bar).

At the end of the game, if you are within the enemy deployment zone, increase your score by 40 points; if you were destroyed, increase your opponent's score by 15 points.

5

## •Moff Jerjerrod

During a friendly ship's Determine Course step, it may suffer 1 damage to change the first yaw value of its current speed to "II" until the end of its activation.

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

## Nav Team

◷: If you spent a ◷ Token, once during this maneuver, when you would change your speed, you may instead increase 1 yaw value by 1.

4

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### NK-7 Ion Cannons

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

6

### •Obi-Wan Kenobi

While a friendly ship is defending, when it spends a readied ⤴ token, it may reduce the total damage by 1 before it suffers damage.

22

### Ordnance Experts

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

4

### Overload Pulse

**BLUE ☼:** Exhaust all of the defender's defense tokens.

6

### Point Defense Ion Cannons

*Non-huge ship only.*
While defending at close range or distance 1, during the Spend Defense Tokens step, you may force the attacker to reroll 1 die of your choice.

6

### 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

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## 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.

When you reveal a command, you may discard this card. If you do, place each squadron set aside with this card within distance 1-2 of you. Those squadrons cannot move during your activation.

**6**

## RAPID RELOAD

*Modification.*
The battery armaments for your left and right hull zones are increased by 1 black die.

**4**

## •REDEMPTION

When a friendly ship at distance 1–5 resolves a ◑ command, it gains 1 additional engineering point.

**5**

## REPAIR CREWS

◑: Instead of spending engineering points, you may discard 1 damage card from 1 friendly ship at distance 1–2.

**3**

## RESERVE HANGAR DECK

When a 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.

**4**

## •RESOLUTE

You must choose at least 2 types of command tokens for this card.

After you resolve a command by spending a dial, you may discard 1 matching command token from this card to gain that token.

**4**

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## •San Hill

**2**

When a friendly ship at distance 1-5 resolves a ⊘ command, you may discard 1 ⊘ token from this card. If you do, that friendly ship may activate 1 additional squadron during that command.

3

## •Shriv Surgaav

When you reveal a command, you may discard a ⊘ dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 ⬡, ⬡, ⬡, ⬡, ⬡, or ⬡ upgrade card equipped to that ship.

4

## Slicer Tools

**1**

After you execute a maneuver, you may exhaust this card to choose an enemy ship at distance 1-3. Look at the top command dial assigned to that ship. Then you may either choose a new command on its top command dial or that ship gains 1 raid token of your choice that does not match its top command dial. If the chosen ship has no top command dial, it gains 1 raid token of your choice.

7

## •Squall

When you activate, you may choose up to 3 unengaged, friendly squadrons at close–medium range. Those squadrons may move up to distance 2. If they do, they cannot end their movement engaged.

7

## •Stronghold

While a friendly squadron with **SWARM** at distance 1–2 is defending, the attack is treated as obstructed.

3

## Support Officer

At the start of the Command Phase, you may discard this card to discard all of your command dials.

2

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## •TASKMASTER GRINT

Choose the command token for this card after deploying fleets.

When you reveal a command matching the token on this card, you may gain 1 matching command token without spending the command dial.

**5**

## 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**

## •TRANQUILITY

While defending, after the Spend Defense Tokens step, if you spent fewer than 2 defense tokens, you may move up to 2 shields from 1 of your hull zones to the defending hull zone. If you do, the number of shields in that zone cannot exceed a maximum of "6." You cannot recover shields while any zone is greater than its maximum shield value.

**7**

## VETERAN CAPTAIN

When you reveal a command, you may discard this card to gain 1 command token of your choice.

**2**

## •WAT TAMBOR

☾: You may spend up to 2 shields from any of your hull zones or any 1 hull zone on another friendly ship at distance 1–5 to gain twice that many additional engineering points.

**9**

## WEAPONS BATTERY TECHS

While attacking a ship, you may change 1 die face with an ♣ icon to a face with a ✹ icon.

**4**

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## XI7 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

## XX-9 TURBOLASERS

✴: The first 2 damage cards dealt to the defender by this attack are dealt faceup.

2

## •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

## •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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## AGGRESSOR ASSAULT FIGHTER

**3  5**

↖ **COUNTER 1.** *(After a squadron performs a non-COUNTER attack against you, you may attack that squadron with an anti-squadron armament of 1 blue die, even if you are destroyed.)*

⚡ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

15

## •ANAKIN SKYWALKER
### BTL-B Y-WING SQUADRON

**3  6**

During your activation, you may spend 1 defense token to ignore engagement until the end of your activation.

⚔ **ADEPT 2.** *(While attacking, you may reroll up to 2 dice.)*

✦ **BOMBER.**

▭ **HEAVY.**

18

## 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.

## •BOBA FETT
### SLAVE I

**3  6**

When you activate, choose 1 enemy ship or squadron at distance 1. That ship or squadron suffers 1 damage.

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

⚡ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

24

## •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, up to 2 of the squadrons it activates can be at distance 1–3 of you.)*

23

## •DFS-311
### VULTURE-CLASS DROID FIGHTER SQUADRON

**4  3**

While you are defending, if the attack is obstructed, you may force the attacker to reroll 1 die of your choice.

⟐ **AI: ANTI-SQUADRON 1.**

◎ **INTEL.**

⟩ **SWARM.**

16

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## E-WING SQUADRON

**4** **5**

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

❂ **SNIPE 3.** *(You can attack squadrons at distance 2 with an anti-squadron armament of 3 blue dice. This attack ignores the COUNTER keyword.)*

14

## •GAR SAXON
### MANDALORIAN GAUNTLET FIGHTER

**4** **7**

When an enemy squadron with **INTEL** or **RELAY** at distance 1 activates, it suffers 1 damage.

➤ **ASSAULT.** *(While attacking a ship, you may spend 1 die with a ☀ icon. If you do, the defender gains 1 raid token of your choice.)*

♯ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

20

## •HAN SOLO
### MILLENNIUM FALCON

**3** **7**

At the start of the Ship Phase, you may activate as if you were activated by a ⏺ command.

✾ **GRIT.** *(You are not prevented from moving while you are engaged by only 1 squadron.)*

♯ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

26

## •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.**

~ Audrey Hotte       © LFL © AMG      2.0

23

## •IG-88
### IG-2000

**5** **5**

You ignore the **ESCORT** and **COUNTER** keywords on enemy squadrons.

↶ **COUNTER 2.** *(After a squadron performs a non-COUNTER attack against you, you may attack that squadron with an anti-squadron armament of 2 blue dice, even if you are destroyed.)*

♯ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

19

## •IG-88B
### IG-2000ᴮ

**5** **5**

At the start of the Squadron Phase, you may toggle your activation slider to the activated side. If you do, you may perform an anti-squadron attack against each enemy squadron at distance 1. Treat these attacks as obstructed.

↶ **COUNTER 1.**

♯ **ROGUE.** *(You can move and attack during the Squadron Phase.)*

19

# STAR WARS
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## •Keyan Farlander
### B-wing Squadron

**2** | **5**

While attacking a ship, if the defending hull zone has no shields, you may reroll any number of dice in your attack pool.

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

18

## •Kit Fisto
### Delta-7 Aethersprite Squadron

**4** | **4**

When you spend a defense token, you may discard it. If you do, reduce the total damage by 3 instead of resolving that token's effect.

⚔ **Adept 2.** *(While attacking, you may reroll up to 2 dice.)*

⤙ **Counter 2.**

◉ **Intel.**

24

## 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

## •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, up to 2 of the squadrons it activates can be at distance 1–3 of you.)*

23

## Lancer-class Pursuit Craft

**4** | **4**

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

☼ **Grit.** *(You are not prevented from moving while you are engaged by only 1 squadron.)*

⤣ **Rogue.** *(You can move and attack during the Squadron Phase.)*

14

## •Lando Calrissian
### Millennium Falcon

**3** | **7**

While attacking, you may discard a defense token to set 1 die to any face. That die cannot be modified again.

While defending, you may spend 1 of your defense tokens to force the attacker to re-roll 1 or more dice of your choice.
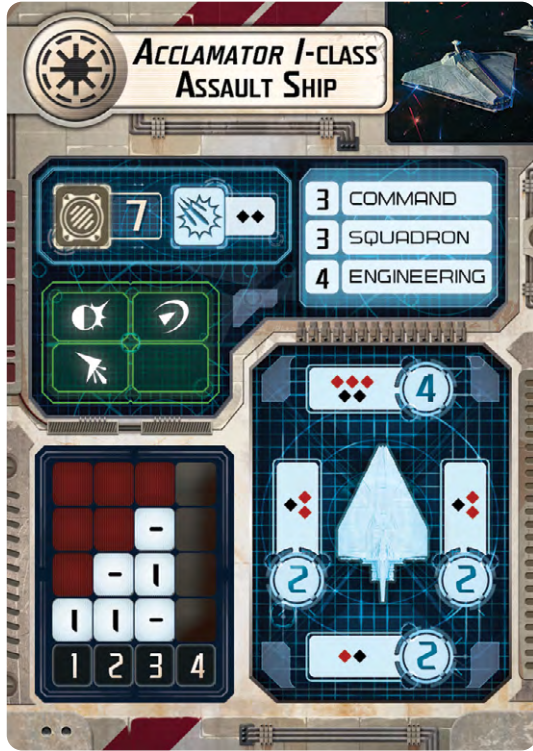
☼ **Grit.**

⤣ **Rogue.**

24

# 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.

## •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

## •Malee Hurra
### Scurrg H-6 Bomber

**3** **6**

Once per activation, while a friendly ship is
attacking a ship at distance 1 of you and you
are engaged by 1 or fewer squadrons, the
attacker may spend 1 die to change 1 die to a
face with a ✦ icon.

✦ **Bomber.**

✿ **Grit.** *(You are not prevented from moving
while you are engaged by only 1 squadron.)*

21

## Mandalorian Gauntlet Fighter

**4** **7**

➤ **Assault.** *(While attacking a ship, you may
spend 1 die with a ✴ icon. If you do, the
defender gains 1 raid token of your choice.)*

⚹ **Rogue.** *(You can move and attack during
the Squadron Phase.)*

18

## •"Odd Ball"
### ARC-170 Starfighter Squadron

**2** **7**

While attacking, if you moved during this
activation, you may reroll up to 2 dice.

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

⌐ **Counter 1.**

20

## •Phlac-Arphocc Prototypes
### Droid Tri-Fighter Squadron

**5** **3**

After an enemy squadron ends its activation at
distance 1, that squadron suffers 1 damage.

◐ **AI: Anti-Squadron 1.**

⌐ **Counter 2.**

➢ **Swarm.**

18

## 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,
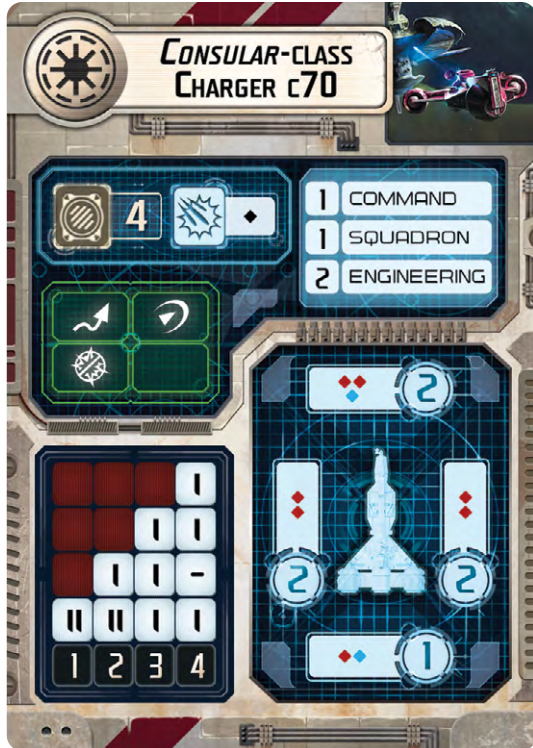you may move 1 of those tokens so that it is at
distance 1 of you.)*

15

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and are not tournament legal without the original card.

## •"WHISPER"

### TIE PHANTOM SQUADRON

**4** **4**

After defending against an attack, if you spent a defense token, you may move up to distance 1, even if you are engaged.

**CLOAK.** *(At the end of the Squadron Phase, you may move up to distance 1, even if you are engaged.)*

18

# STAR WARS
# ARMADA

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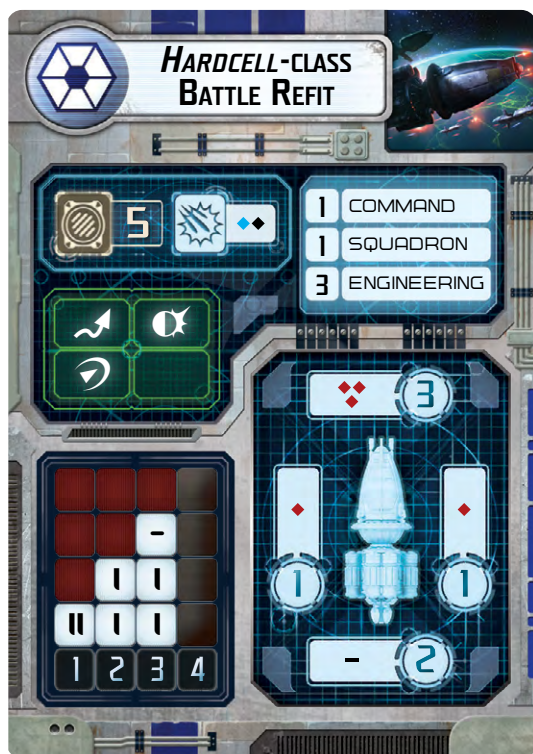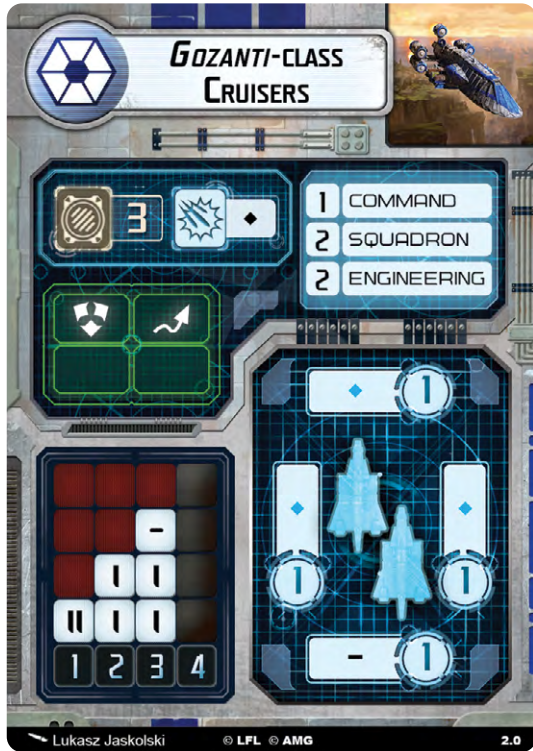and are not tournament legal without the original card.



ACCLAMATOR I-CLASS ASSAULT SHIP

7

3 COMMAND
3 SQUADRON
4 ENGINEERING

4

2    2

2

1 2 3 4



ACCLAMATOR I-CLASS ASSAULT SHIP

Clone. Transport.

64

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# STAR WARS
# ARMADA

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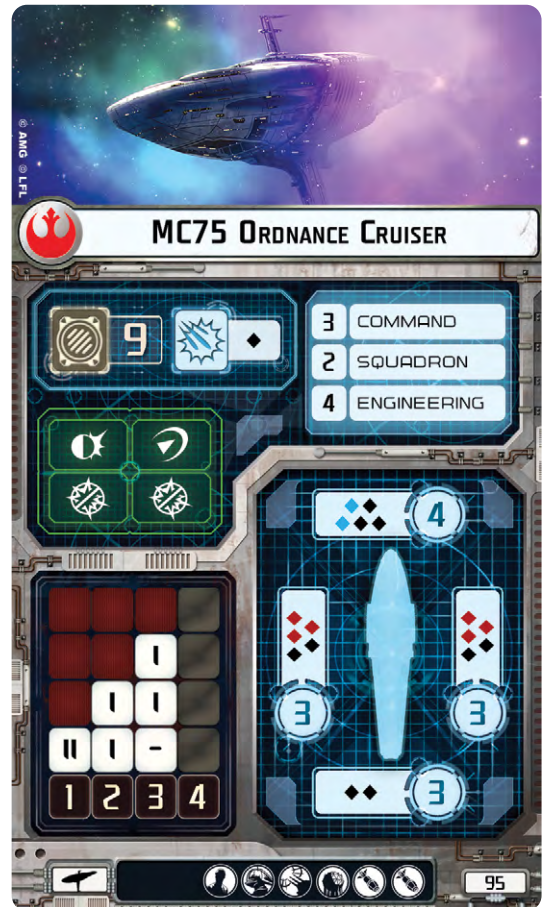and are not tournament legal without the original card.



**Arquitens-class Command Cruiser**

2 COMMAND
2 SQUADRON
3 ENGINEERING

55



**Arquitens-class Light Cruiser**

2 COMMAND
1 SQUADRON
3 ENGINEERING

52

# STAR WARS
# ARMADA

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ASSAULT FRIGATE MARK II A

6

3 COMMAND
2 SQUADRON
4 ENGINEERING

4

3    3

2

1 2 3 4

77

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**CONSULAR-CLASS CHARGER c70**

4

1 COMMAND
1 SQUADRON
2 ENGINEERING

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |

2

2    2

1



**CONSULAR-CLASS CHARGER c70**

*Clone.*

42

# STAR WARS
# ARMADA
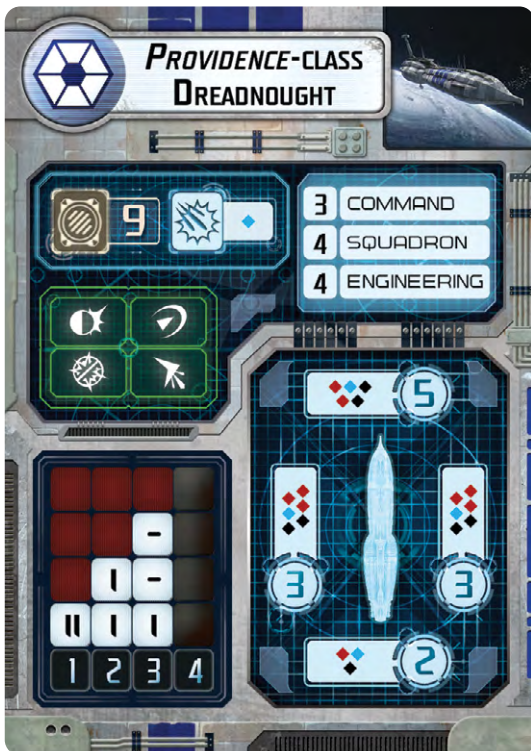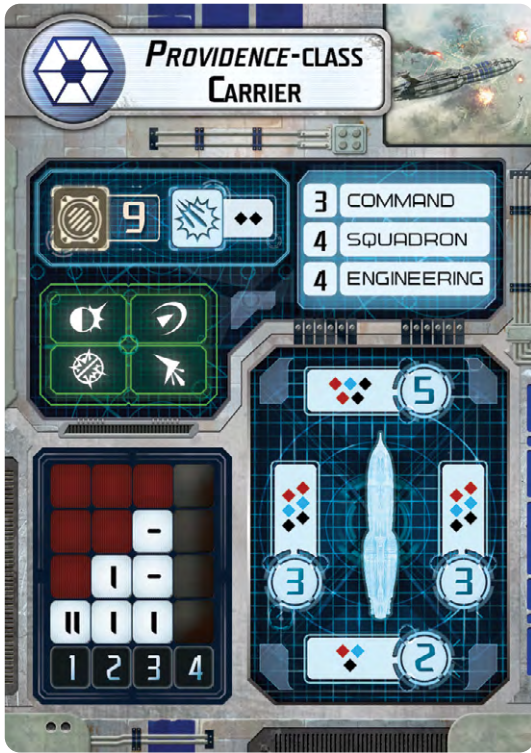
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GOZANTI-CLASS ASSAULT CARRIERS

| 1 | COMMAND |
| 2 | SQUADRON |
| 2 | ENGINEERING |

3

1 2 3 4

26

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# STAR WARS

# ARMADA

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GOZANTI-CLASS CRUISERS

1 COMMAND
2 SQUADRON
2 ENGINEERING

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GOZANTI-CLASS CRUISERS

*Droid.*

24



HARDCELL-CLASS BATTLE REFIT

1 COMMAND
1 SQUADRON
3 ENGINEERING



HARDCELL-CLASS BATTLE REFIT

*Droid. Transport.*

50

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# STAR WARS
# ARMADA

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**MC75 ARMORED CRUISER**

9

3 COMMAND
3 SQUADRON
4 ENGINEERING

1 1 1 1 - 
1 2 3 4

4
3
3
3

99



**MC75 ORDNANCE CRUISER**

9

3 COMMAND
2 SQUADRON
4 ENGINEERING

1 1 1 1 - 
1 2 3 4

4
3
3
3

95

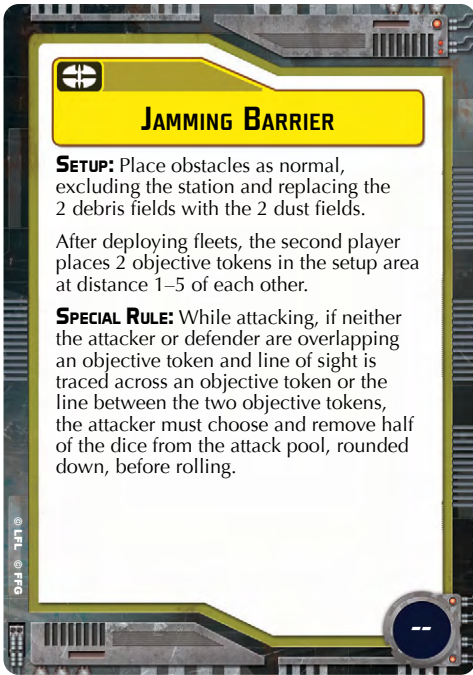Permission granted to print or photocopy for personal use.

# STAR WARS
# ARMADA

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## MC80 ASSAULT CRUISER

| | | |
|---|---|---|
| 3 | COMMAND | |
| 3 | SQUADRON | |
| 4 | ENGINEERING | |

1 2 3 4

4
4    4
3

110

## MC80 COMMAND CRUISER

| | | |
|---|---|---|
| 3 | COMMAND | |
| 4 | SQUADRON | |
| 4 | ENGINEERING | |

1 2 3 4

4
4    4
3

102

# STAR WARS
# ARMADA

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ONAGER-CLASS TESTBED

116



ONAGER-CLASS STAR DESTROYER

120

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# STAR WARS
# ARMADA

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## PROVIDENCE-CLASS CARRIER

3 COMMAND
4 SQUADRON
4 ENGINEERING

9

5

3   3

2

1 2 3 4

**PROVIDENCE-CLASS CARRIER**

Droid. Comms. Transport.

102

## PROVIDENCE-CLASS DREADNOUGHT

3 COMMAND
4 SQUADRON
4 ENGINEERING

9

5

3   3

2

1 2 3 4

**PROVIDENCE-CLASS DREADNOUGHT**

Droid. Bombard. Transport.

97

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and are not tournament legal without the original card.

**VICTORY II-CLASS STAR DESTROYER**

8

3 COMMAND
3 SQUADRON
4 ENGINEERING

1 2 3 4

80

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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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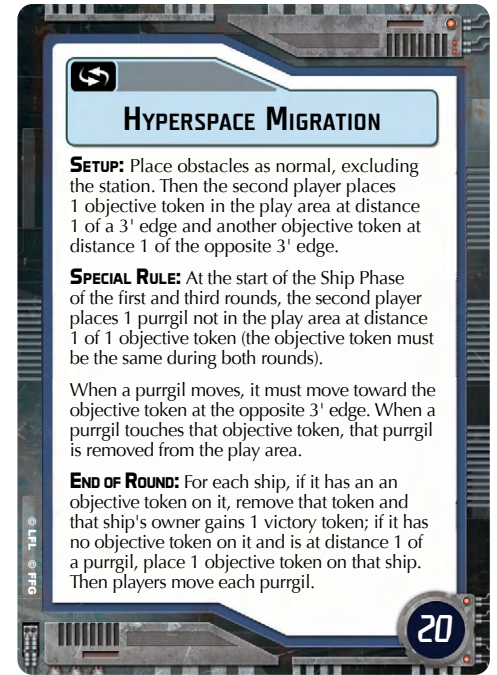
## MOST WANTED

**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.

--

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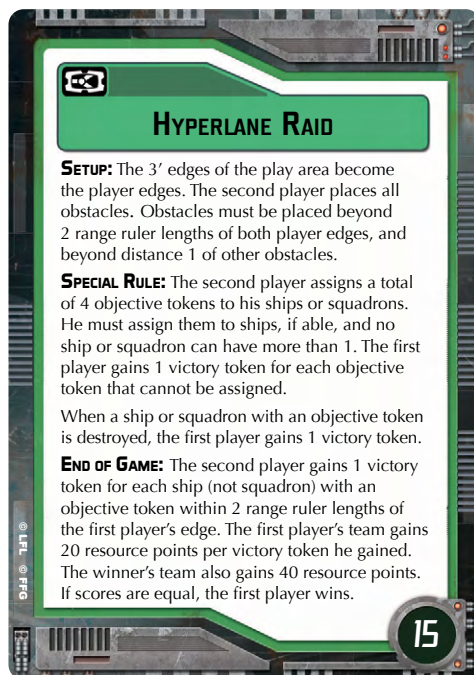
**SPECIAL RULE:** At the start of the Ship Phase of the first and third rounds, the second player places 1 purrgil not in the play area at distance 1 of 1 objective token (the objective token must be the same during both rounds).

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 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.

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.

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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