

The background of the cover is a dynamic space battle scene. Two massive Imperial Star Destroyers are the central focus, both engulfed in bright orange and yellow flames from multiple impact points. They are surrounded by a chaotic swarm of Rebel ships, including X-wings, Y-wings, and larger vessels like the Millennium Falcon. The scene is set against a backdrop of a dark, star-filled space with a large, reddish-brown planet visible in the upper left. The overall tone is one of intense action and conflict.

**STAR WARS™**

# ARMADA™

**REBELLION IN THE RIM**  
CAMPAIGN GUIDE



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# WAR IN THE RIM

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*The Galactic Civil War rages across the stars, perhaps nowhere more fiercely than in the lawless Mid and Outer Rim. Newly promoted commanders lead their fleets, gaining combat skills as they vie for resources, allies, and control of systems. As they grow in power, all suspect that a final battle is approaching in the Rim to determine if the growing Rebellion will be crushed or may still have hope....*

**Rebellion in the Rim** is an escalating struggle for supremacy as Rebel Alliance and Galactic Empire fleets clash in remote regions of the galaxy. It is designed for four to six players, organized into two competing teams. Each player commands a single fleet and can gain new abilities as their ships do battle. Teamwork, however, will determine which team succeeds in controlling the Rim.

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## COMPONENT LIST

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- |                                                                          |                                 |                                       |
|--------------------------------------------------------------------------|---------------------------------|---------------------------------------|
| ▪ This Rulebook                                                          | ▪ 10 Scarred Squadron ID Tokens | ▪ 2 Exogorth Obstacle Tokens          |
| ▪ 1 <b>Rebellion in the Rim</b> Campaign Map                             | ▪ 4 Raid Tokens                 | ▪ 1 Gravity Rift Obstacle Token       |
| ▪ 6 <b>Rebellion in the Rim</b> Fleet Rosters                            | ▪ 16 Veteran Tokens             | ▪ 2 Purgil Obstacle Tokens            |
| ▪ 2 <b>Rebellion in the Rim</b> Team Rosters<br>(1 Rebel and 1 Imperial) | ▪ 2 Ally Tokens                 | ▪ 8 Proximity Mine Tokens             |
| ▪ 8 Main Ship ID Tokens                                                  | ▪ 4 Destiny Tokens              | ▪ 1 Sticker Sheet                     |
| ▪ 8 Ship ID Tokens                                                       | ▪ 2 Diplomats Tokens            | ▪ 8 Squadron Cards and Squadron Disks |
| ▪ 2 Main Flagship ID Tokens                                              | ▪ 4 Repair Yards Tokens         | ▪ 12 Objective Cards                  |
| ▪ 2 Flagship ID Tokens                                                   | ▪ 7 Resources Tokens            | ▪ 11 Campaign Objective Cards         |
| ▪ 8 Scarred Ship ID Tokens                                               | ▪ 6 Skilled Spacers Tokens      | ▪ 6 Fleet Condition Cards             |
| ▪ 8 Squadron ID Tokens                                                   | ▪ 4 Spynet Tokens               | ▪ 1 Station Card                      |
|                                                                          | ▪ 2 Dust Field Obstacle Tokens  | ▪ 28 Upgrade Cards                    |
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## NEW RULES

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The **Rebellion in the Rim** Campaign Expansion introduces new rules for all modes of play (including campaigns and standard play). These rules are presented here.

### NEW SQUADRON AND OBJECTIVE CARDS

**Rebellion in the Rim** includes new versions of existing squadrons and new objective cards that can be used with all modes of play. To use the new squadrons, combine the punchboard provided in this expansion with the bases and models in the **Rogues and Villains** expansion pack. When selecting objectives for a fleet, players may choose from the objective cards in the **Armada Core Set**, these objectives, and standard objectives published in other expansions.

### CONTROLLING ADDITIONAL FORCES

Several objective cards introduced in this expansion refer to players adding ships or squadrons to their fleet for that game. When a player is instructed to do so, the indicated player (or team) takes exclusive control of those ships or squadrons and makes all decisions for them. This includes choosing commands, attacking, spending tokens, etc. Unless otherwise instructed, those ships or squadrons are activated like other ships and squadrons that are part of that player's fleet.

After a campaign game, additional forces are removed from that player's fleet and not added to their roster.





## CHOOSING ADDITIONAL FORCES

When a player is instructed to choose additional ships, squadrons, or upgrades, they can choose any specified forces that are not aligned with the opposing faction. After choosing additional forces, players must assign ID tokens with a different color to distinguish these forces from ships or squadrons of the same faction that are a permanent part of a player's fleet (see "ID Tokens" on page 19).

## SCORING ADDITIONAL FORCES

When determining scores at the end of the game, the fleet point value of destroyed ships (and their equipped upgrades) and squadrons that were added to a player's fleet are counted as enemy ships or squadrons by that player's opponent.

## MOVING OBSTACLES AND TOKENS

Several objective cards and obstacle types in this expansion refer to moving obstacles. To move an obstacle, the player moving that obstacle proceeds through the following steps:

1. **Determine Direction:** Place the range ruler flat on the table with the distance side faceup. The center of the distance 1 end of the ruler must be in contact with the obstacle's edge.

If the range ruler cannot be placed in the play area due to other ships and squadrons being in the way, hold the range ruler above the play area and estimate the object's final position.

2. **Move Obstacle:** Pick up the obstacle and position it anywhere along the center of the ruler up to the line that marks the end of the distance band matching the specified maximum movement. The obstacle cannot be placed beyond that line. Then remove the range ruler and place the obstacle in its final position.
- The obstacle, at its final position, cannot overlap ships, squadrons, other obstacles, or tokens in the play area.
  - The obstacle can be rotated as long as no part of that obstacle is beyond the specified maximum distance of its move from that object's original position.
  - An obstacle can move through ships, squadrons, and obstacles without issue. Only its starting and final positions matter.
  - If an obstacle with a token placed on it due to an objective card or other effect is moved, that token remains on that obstacle.
  - If an obstacle that is overlapped by a ship or squadron is moved, that ship or squadron remains in its current position after the obstacle is moved.
  - When an obstacle moves, the player moving that obstacle can choose for it to remain in its current position, unless a minimum movement distance is specified.



## TOWARD

Some effects direct players to move an obstacle or token toward a ship, squadron, obstacle, other token, or portion of the play area. When this is specified, the player moving the obstacle must also follow these restrictions:

- This movement must be measured directly toward the other component, along a line from the closest point on the obstacle to the closest point on the other component.
- That obstacle or token must be moved from its current position to at least the line that marks the end of the distance band matching the specified minimum movement.
- If that object cannot be moved its specified minimum distance, it must be moved from its current position as close as possible to the line that marks the end of the specified minimum distance's band.

## NEW OBSTACLES

Several objective cards introduced in this expansion refer to obstacle types not included in the **Armada Core Set**. These obstacles are each represented by a token that is placed in the play area and is used when playing with specific objectives. Each of these obstacles uses the rules described for its type below.

### DUST FIELDS

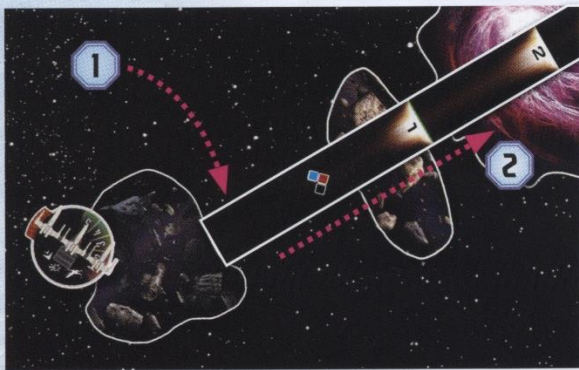
A ship that traces line of sight across a dust field while attacking a ship or squadron cannot perform that attack (but may declare another target). If a squadron traces line of sight across a dust field while attacking, that attack is obstructed.



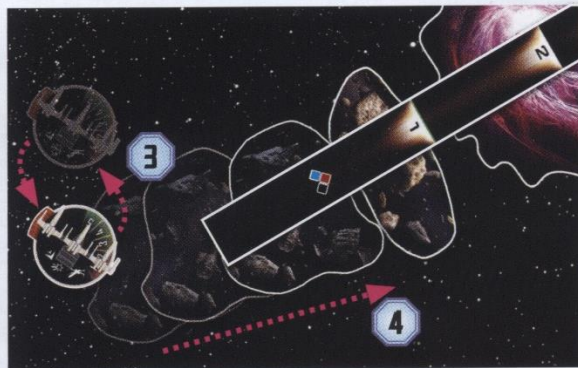
*Dust Field Tokens*

## MOVING OBSTACLES EXAMPLE

While playing with the “Doomed Station” objective, the Imperial player moves a debris field obstacle toward the gravity rift obstacle.



1. The Imperial player places the range ruler on the table with the distance 1 end in contact with edge of the debris field.
2. The Imperial player points the range ruler at the closest point on the gravity rift along a line from the closest point on the debris field.
3. The Imperial player removes the X-wing squadron from the debris field, then moves the debris field toward the distance 2



- band. After the debris field is out of the way, the Imperial player replaces the X-wing in its original position.
4. The debris field cannot overlap the asteroid field at its final position, so the Imperial player moves as close as possible to the edge of the distance 1 band and places it touching the edge of the asteroid field.



## EXOORTH

Exogorths have specific placement rules. Exogorths also resolve different effects on ships and squadrons.

### Placing Exogorths

An exogorth obstacle is placed touching other obstacles. When an exogorth is placed, it cannot overlap ships, other obstacles, or tokens in the play area. If an exogorth overlaps squadrons when it is placed, move any overlapped squadrons out of the way and place that exogorth. Then the player who did not place that exogorth places the overlapped squadrons, regardless of who owns them, in any position around that exogorth so that they touch it. They can place those squadrons in any order but cannot place them outside the play area.

### Exogorth Effects

When a ship overlaps an exogorth, that ship suffers one damage.

At the start of each Squadron Phase, starting with the second player and alternating, each player chooses one exogorth. Each player must choose a different exogorth. The player that chose that exogorth performs an anti-squadron attack against each squadron at **distance 1**. An exogorth uses the following rules when it performs attacks:

**Armament:** An exogorth is treated as if it is a ship with an anti-squadron armament of three blue dice and is not friendly to any ship or squadron.

If a squadron suffers at least one damage from the exogorth's attack, its activation slider is toggled to the activated side (if able).

**Hull Zone:** An exogorth is treated as a ship with one hull zone while it is attacking.

**Firing Arc:** Each exogorth has a 360° firing arc.

**Line of Sight:** When tracing line of sight to or from an exogorth, trace the line using the point of the token that is closest to the opposing squadron. Attacks that draw line of sight through the exogorth itself or through an obstacle that the exogorth is touching are not obstructed.



*Exogorth Tokens*

## GRAVITY RIFT

Gravity rifts resolve several effects depending on a ship or squadron's distance to the obstacle:

- When a ship deploys at distance 1–2 of a gravity rift, its speed dial must be set to speed "0".
- When a ship overlaps a gravity rift, its speed dial must be reduced to "0".
- When a ship at distance 1–2 of a gravity rift resolves the "Determine Course" step, its speed is temporarily reduced by one to a minimum of speed "0" until the end of that maneuver.



*Gravity Rift Token*





## PURRGILS

When a ship overlaps a purrgil obstacle, that ship suffers an amount of damage equal to its speed. When a squadron overlaps a purrgil, that squadron suffers one damage.

At the end of each round, starting with the second player and alternating, each player chooses one purrgil obstacle and moves it to within distance 1–2 of its current location. Each player must choose a different purrgil obstacle to move.



*Purrgil Tokens*

## "-" ARMAMENT

A battery armament or anti-squadron armament with a "-" value has no dice.

## ATTACKING STATIONS

Some objective cards introduced in this expansion refer to attacking the station, or to stations performing attacks. The "Armed Station" card is used when playing with those objectives to track damage to the stations and indicate their armament.

## STATIONS

A station consists of a station token (from the *Armada Core Set*) and station card. A station card is similar to a squadron card, but it only has a hull value, anti-squadron armament, battery armament, and rules reminder text. Stations are treated as ships when resolving effects. Stations use the following rules when they are attacked or perform an attack:



*Station Card*

**Hull Zone:** A station is treated as a ship with one hull zone while it is attacking or defending.

**Damage:** When a station suffers damage, deal a facedown damage card to the station for each point of damage suffered. A station cannot have faceup damage cards. When a station has damage cards equal to or greater than its hull value, it is immediately destroyed. Ships and squadrons cannot resolve critical effects while attacking a station.

**Destroyed Stations:** When a station is destroyed, **do not** remove it from the play area. The station continues to obstruct line of sight, but counts as destroyed for the objective. A destroyed station cannot perform attacks and does not have the ability to discard damage cards or recover hull points for ships and squadrons that overlap it.

**Firing Arc:** Each station has a 360° firing arc.

**Line of Sight:** When tracing line of sight to or from a station, trace the line using the point of the token that is closest to the opposing squadron or hull zone. The armed station cannot obstruct its own attacks. Attacks that draw line of sight through a station are obstructed. A ship or squadron that is overlapping a station cannot declare an attack against that station.





## NEW TOKENS

This expansion introduces several new types of tokens.

### PROXIMITY MINE TOKENS

Some upgrade cards in this expansion refer to proximity mine tokens. When proximity mine tokens are placed, they must be placed beyond distance 1 of any other proximity mine tokens.

When a ship ends its movement at distance 1 of a proximity mine token, remove that token from the play area and roll two blue dice. That ship is dealt one facedown damage card for each  or  icon rolled.



*Proximity Mine Token*

### Attacking Proximity Mine Tokens

When a ship performs an attack, it can declare one proximity mine token as a target instead of attacking a ship or squadrons. The defending mine token is treated as a squadron with one hull point that is not friendly to any ship or squadron and has no keywords or defense tokens. If that token suffers at least one point of damage, remove that token from the play area.

### RAID TOKENS


Some upgrade cards in this expansion refer to raid tokens. While a ship has a raid token, it cannot resolve the command matching that raid token. When a ship with a raid token reveals a command dial, it may discard that dial to discard all of its raid tokens, or it may discard a command token to discard that matching raid token. A ship cannot have more than one raid token of each type.



*Raid Token*

### NEW UPGRADE CARD ICONS

Several upgrade cards introduced in this expansion use new icons to indicate which ships they can be equipped to. Their rules are described below:

 **Upgrade Icon:** This upgrade icon is named Fleet Command.

### ITALICIZED SQUADRON TYPES

Some squadron cards introduced in this expansion have different unique names but share the same italicized name for their squadron type with cards released in other expansions. A fleet cannot contain more than one card with the same italicized squadron type, even if those cards have different unique names.






### IRREGULAR SQUADRONS


Some cards in this expansion refer to irregular squadrons. Squadrons of this type feature a single plastic fighter model (instead of three). Despite this difference in appearance, irregular squadrons follow all of the rules for normal squadrons.


### NEW SQUADRON KEYWORDS

Several squadron cards introduced in this expansion use new keywords. Each keyword produces the following effect for that squadron:

 **Assault:** While attacking a ship, you may spend one die with a  icon. If you do, the defender gains one raid token of your choice.

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

 **Grit:** You are not prevented from moving while you are engaged by only one squadron.

 **Rogue:** You can move and attack during the Squadron Phase.



# TASK FORCE BATTLES

Task Force battles are an additional format for playing *Star Wars: Armada*. When used as part of the *Rebellion in the Rim* campaign, task forces are built following additional restrictions on page 12.

## FLEET BUILDING

Task Force fleets are built with a fleet value of 200 fleet points. They must follow the fleet-building rules found on page 6 of the *Armada* Rules Reference, with the following exceptions:

- Players must have at least one non-flotilla ship in each fleet and can have a maximum of two flotilla ships, but can otherwise spend any amount of fleet points on squadrons.
- Players must choose a flagship. Players may equip up to one commander upgrade card to their flagship but are not required to choose a commander card for their fleet.
- Players must still choose three objective cards, one from each category. It is recommended that players avoid picking objectives from the list in this section.

## PLAY AREA

Task Force battles are played on a 3' x 3' play area. Some objective cards do not function or have a significantly different play experience on this size play area and are not recommended for Task Force play (see below).

## SETUP AREA

As mentioned on page 10 of the *Armada* Rules Reference, the entire play area is the setup area.

## PLAY AREA EDGES

Some objectives that refer to the 3' edges of the play area can be played with Task Force battles. When players are instructed to choose a 3' edge of the play area, they must choose a non-player edge.

## Recommended Objectives

The following objectives are **not** recommended for Task Force play (including the *Rebellion in the Rim* campaign). This list includes objectives released in *The Corellian Conflict* campaign expansion:

### Assault:

- Targeting Beacons
- Blockade Run

This objective cannot be played on a 3' x 3' play area. It uses additional setup rules described in *The Corellian Conflict*.

### Defense:

- Fire Lanes
- Fleet Ambush
- Planetary Ion Cannon

### Navigation:

- Intel Sweep





# CAMPAIGN INTRODUCTION

The ***Rebellion in the Rim*** campaign allows four to six players to participate in a ***Star Wars: Armada*** campaign that is played over the course of several games. This campaign occurs throughout the Mid and Outer Rim as the Rebel Alliance and Galactic

Empire seek to control this remote, but vital, region of the galaxy. It is recommended that players read this book in its entirety before beginning the campaign, as decisions made at the start affect the campaign experience.

## CAMPAIGN BASICS

This section provides players with the basic concepts that they need to understand before beginning the ***Rebellion in the Rim*** campaign.

### CAMPAIGN STRUCTURE

***Rebellion in the Rim*** is played over one to three acts during which players attempt to gain **CAMPAIGN POINTS** by participating in games of ***Star Wars: Armada*** called **BATTLES**.

Each act consists of several campaign turns that are divided into phases. During these turns, teams gather to strategize and declare which locations they are attacking. Then each player is paired off with one opponent for a battle. After playing their battles, players finish the turn by managing their fleets and the locations their team controls. These phases are described in “The Campaign Turn” on page 14.

Unlike a typical ***Star Wars: Armada*** game, battles may contain fleets of unequal power, and they can range in size, consisting of skirmishes between small fleets—also called **TASK FORCES**—or encounters that include large team fleets. During battles, in addition to earning campaign points, players also gain experience and rewards to upgrade their task forces’ capabilities.

When one team has earned enough points, the current act ends and the players gather for a special team game, called a **PIVOTAL BATTLE**. After the pivotal battle, either a new act begins or the players determine victory for the campaign by comparing each team's campaign point total. Completing the campaign is described in “Final Victory!” on page 23.

### PLAYERS OF THE CORELLIAN CONFLICT

Veteran players of ***Armada*** may be familiar with the campaign expansion ***The Corellian Conflict***. These players should familiarize themselves with the complete rules for this campaign, which provides new challenges and a different experience.

Some concepts and terms are shared between the two products but are significantly different in this campaign. For example, strategic effects are resolved differently than their counterparts in ***The Corellian Conflict*** (see page 22).





## CAMPAIGN MAP

This campaign includes a map of the Mid and Outer Rim of the galaxy that shows the locations where battles can occur. Players use the campaign map to determine both the location of each battle and the objectives that are available.

The campaign map is divided into areas by colored border lines. Each area includes several locations and is marked with a roman numeral. Areas that share a border line are **ADJACENT**. Locations that overlap a border line and are outlined in white are **BORDER LOCATIONS**. Border locations are treated as being in both areas that share that line (this is also indicated by arrows that point to each of those areas).



*Rebellion in the Rim  
Campaign Map*

The map has two sub-areas that have a different color background than the rest of the map. Each of these sub-areas is part of a larger area of the map. The two sub-areas are:

- **The Mandalorian Sector (Area I):** Includes Concord Dawn and Mandalore.
- **Hutt Space (Area III):** Includes Nal Hutta and Nar Shaddaa.

## BASES

Bases represent a location with military support facilities constructed by a faction, including permanent defense forces (see "Create Defenses" on page 11). Teams can build additional bases during the course of the campaign.

## PRESENCE

Presence represents a location at which a faction has significant influence or sympathy. Teams place presence by winning battles during the campaign.

Base and presence locations are marked on the map using stickers and are also recorded on each team's *Rebellion in the Rim* Team Roster sheet. All locations with a faction's base or presence stickers are **friendly** to each other and to fleets of that faction. All locations with the opposing faction's base or presence stickers are **enemy** locations.

## USING STICKERS

The campaign map used in *Rebellion in the Rim* and the stickers provided are meant to create a living record of the ongoing campaign in the Mid and Outer Rim. As each faction seeks victory, base and presence stickers are removed and new stickers are added to the map. However, the primary means of tracking which locations are controlled by which team should be the two Team Rosters.

The stickers used in this expansion are made to be removable without damaging the map or leaving residue. However, stickers will show wear after being repeatedly removed and reapplied. For this reason, the campaign removes stickers from the map infrequently and extra copies of essential stickers are provided. If players prefer to eschew using stickers entirely and keep the map as simply a fun visual aid, they are welcome to do so.

*Rebel Presence  
Sticker*



*Rebel Base  
Sticker*



*Imperial  
Presence Sticker*



*Imperial Base  
Sticker*



*Base Sticker*



*Campaign Map Location*



# STARTING THE CAMPAIGN

To begin playing *Rebellion in the Rim*, players must perform the following setup steps:

1. **Create Teams:** Players divide themselves into two teams of opposing factions—the Galactic Empire or the Rebel Alliance. Each team must consist of the same number of players—two players per team for a four-person campaign or three players per team for a six-player campaign. If an even number of players is not available or there are only two or three players, see the “Gaming Group Management” on page 15. For a better campaign experience, the skill level of each team should be as balanced as possible.



*Rebellion in the Rim* Team Rosters  
(Imperial and Rebel)

2. **Select Grand Admirals:** Each team selects one player to be its **GRAND ADMIRAL**. The Grand Admiral serves as team leader and resolves team disputes, should they arise.
3. **Create Task Force Commanders:** Each player must create a task force commander. The rules for creating a commander are described in “Creating Commanders and Task Forces” on page 12.
4. **Build Task Forces:** Each player builds a starting task force using 200 fleet points. The rules for building a task force are described on page 12.
5. **Choose Objectives:** Battles between two task forces are played on a 3' x 3' play area with some setup adjustments. As in the standard *Armada* fleet-building rules, players must choose three objective cards when building fleets, one from each category. For setup rules and a list of objectives that function on this smaller play area, see “Task Force Battles” on page 8.

## A NOTE ON SECRECY

Since the defenses of each team's bases are recorded secretly on their team rosters, there is no way for the opposing team to double-check to make sure their opponents aren't cheating in some way, such as changing the defenses of a base after determining a battle matchup. However, since all other information is public knowledge, such behavior will eventually be noticed after other team members attack the same base. If a team is caught cheating, they immediately lose the campaign. Of course, such cheating is unnecessary for a truly skilled commander and is also the height of being a poor sport.

6. **Place Bases:** Each player takes the appropriate base stickers for their faction—each Imperial player takes one Imperial Base sticker, and each Rebel player takes one Rebel Base sticker. Then players take turns placing their stickers at locations on the map and recording their locations on their Team Rosters. No more than one sticker can be placed on each location, and players cannot place stickers on border locations or locations in sub-areas.

To place stickers, first an Imperial player places their Imperial Base sticker on one of the locations on the campaign map. Then one Rebel player places one of their Rebel Base stickers on one of the locations on the campaign map. The teams take turns placing Imperial Base or Rebel Base stickers until each player has placed exactly one sticker.

7. **Create Defenses:** Each team selects one “Base Defense” campaign objective for each of that team's bases (“Ion Cannon,” “Fighter Wing,” or “Armed Station”) and secretly records that objective with that base on their team roster. When a team defends that base during a battle, the chosen campaign objective is used to provide additional defenses for that base (see “Choose Objective” on page 15).

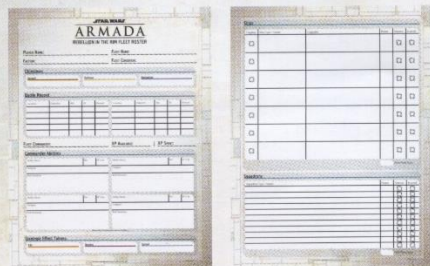


## CREATING COMMANDERS AND TASK FORCES

Task forces are led by aspiring commanders who gain **EXPERIENCE** and develop new **ABILITIES** over the course of the campaign (instead of a commander upgrade card equipped to that task force's flagship). Each player must create a commander by choosing one ability for that commander. That ability must be a tier-1 ability. For a complete list of abilities, see "Commander Abilities" on page 28.

After choosing their commander's first ability, each player records that ability on their fleet roster and creates a name for their commander. Then players build their task forces. Players can discuss strategies and must coordinate the building of their task forces with teammates, and they must follow the fleet-building rules found on page 6 of the *Armada* Rules Reference (including choosing objective cards), with the following exceptions:

- Players must have at least one non-flotilla ship in each fleet and can have a maximum of two flotilla ships, but can otherwise spend any amount of fleet points on squadrons.
- Players can equip only one upgrade card to each small, medium, or large ship. Each player's commander does not count against these limits. Each player must choose one ship to be their flagship. A task force commander is treated as a Ⓢ upgrade card with a fleet point value of "0" that is equipped to the flagship. Each player records their fleet information on a copy of the *Rebellion in the Rim* Fleet Roster.



*Rebellion in the Rim* Fleet Rosters  
(Front and Back)

## CAMPAIGNS WITH LARGER FLEET SIZES

*Rebellion in the Rim* is designed to be played with task force fleets of 200–250 total fleet points. Players who want a campaign experience with larger-sized fleets can make the following rules adjustments:

**Initial Fleet Value:** Players can begin the campaign with an initial fleet size of 400 total fleet points (or another total that they choose). They must follow all other fleet-building restrictions on this page.

**Play Area Size:** All games are played on a 6' x 3' play area in a campaign with larger initial fleet values. When six fleets are used in pivotal battles (see page 24), games use a 3' x 6' setup area (the setup area becomes the entirety of the play area).

**Maximum Fleet Value:** Each fleet can add up to 100 additional total fleet points worth of upgrades and squadrons over its initial fleet value during the campaign.

Playing *Rebellion in the Rim* with larger fleets requires more time than the standard campaign. Players should discuss the additional complexity involved in this option before committing to a campaign with larger fleets.

- Players cannot equip upgrade cards with unique names. Each player can have up to two squadron cards with unique names in each fleet. A team cannot have more than one copy of a card with a unique name. For example, if a player later chooses the "Darth Vader" officer upgrade for their fleet (see "Location Rewards" on page 21), no other player on that team can include a "Darth Vader" card in their fleet, even if that card is of a different type (such as the "Darth Vader" squadron card). If players within a team cannot agree on fleet-building choices, the Grand Admiral makes all final decisions.





## ASPIRING COMMANDERS!

The Rim may be a lawless backwater compared to the glittering Core Worlds, but it is the largest region of the known galaxy. Your task force is part of a struggle to control this region and shape the course of the wider war.

Support is scarce this far from the inner regions. Place your initial bases wisely, so that your task forces can assault key systems across several different areas without running low on fuel. Consider the strategic effects available at a location when establishing a base there. These represent the assets that a base can generate and determine its usefulness throughout your campaign. Also consider the rewards available at your bases. You can fall back on these to build up your task force even if forced to fight at a system that has little to offer you.

Plan your advance across the Rim carefully. Border systems grant control over vital hyper-routes. Capturing them extends your task force's range and can be used to choke off supplies to the enemy in an entire area! Also pay attention to diplomatic efforts. Attacking a neutral system in an area courted by opposing diplomats can inflict a heavy morale cost on your fleet.

Finally, choose your missions well. Fight on your terms whenever possible to keep your fleet in fighting shape, hone its crews, and sharpen your skills as its commander. Learn to work with your fellow commanders to divide and conquer and also to team up against the enemy. Remember that defeat is often the best teacher. Setbacks now may lead to later opportunities to reset the balance of the war in pivotal battles!



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# THE CAMPAIGN TURN

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After constructing fleets and building bases, players are ready to begin *Rebellion in the Rim*. The campaign is composed of campaign turns. Typically, players complete one campaign turn per gaming session. During each campaign turn, players declare assaults, fight battles, and manage the repercussions of the conflict. Some campaign turns mark the end of an act or even the end of the campaign with a pivotal battle (see “Check Current Act” on page 17). Each campaign turn consists of three phases, resolved in the following order:

- **Strategy Phase:** Teams meet to discuss their strategy and determine battle pairings for the campaign turn.
- **Battle Phase:** Players play battles. After each battle, the players record their results, noting conditions or losses sustained and experience gained.
- **Management Phase:** Players update the status of their commanders and fleets. Players also mark the locations of battles with presence stickers and resolve other effects that allow them to build new bases or otherwise expand their presence.

## STRATEGY PHASE

During the Strategy Phase, both teams gather around the campaign map to determine the battles for the campaign turn. Each player can participate in one battle. Teams should first discuss their strategy and decide who will be assaulting or defending before determining battles.

To determine the battles for the campaign turn, players must perform the following steps:

1. **Determine Initiative:** The team with the fewest total campaign points has **INITIATIVE** and chooses one of its players to declare an assault first. If both teams have equal numbers of campaign points, the Rebel team has initiative and declares an assault first.
2. **Declare Assault:** Starting with the team that has initiative, one player chooses a target location on the campaign map to attack. This is an **ASSAULT**, and results in a battle. The rules for choosing a location are described in “Declaring an Assault” later in this section.

3. **Declare Defender:** One unpaired player from the opposing team must choose to defend against the declared assault. This commits the paired assaulting and defending players to that battle.

After the first two players are paired for a battle, the team that declared a defender (and does not have initiative) chooses one of its unpaired players to declare an assault and the teams repeat steps 2–3. The teams alternate declaring assaults until all players are paired for a battle. A player cannot declare an assault or defense if they have previously declared an assault or defense this Strategy Phase.

## DECLARING AN ASSAULT

When declaring an assault, a player cannot declare a location that has previously been declared as a target during that Strategy Phase. That player must specify one of the following target locations:

- **Unoccupied:** If a location does not have a sticker on it, then the location is **UNOCCUPIED**.
- **Enemy Location:** Each team can declare only one assault against an enemy location during each campaign turn, unless there are no unoccupied locations remaining on the map. If this occurs, a team must declare at least one of its assaults against a location with an enemy presence sticker.

*Example: Sam is a Rebel player and it is his turn to declare an assault. The Rebel team has already declared an assault at Sullust, which has an Imperial Base sticker. The Empire has already declared an assault at Mon Cala, which is unoccupied. Sam can only declare an assault at a different, unoccupied location.*

## GAINING A CONDITION

Depending on the area of the map that they are in, some target locations cause the assaulting or defending player's fleet to gain a condition (see “Fleet Condition Cards” on page 19). If a fleet gains a condition, it gains that condition after all players are paired for a battle.





## GAMING GROUP MANAGEMENT

A gaming group that schedules regular sessions can complete *Rebellion in the Rim* with little difficulty. However, life might throw a hydrospanner into your campaign's workings. Below are suggestions for dealing with common real-world issues:

**Player Absences:** If a player cannot attend the Strategy Phase during a campaign turn, one of their teammates can take temporary control of the absent player's fleet for that phase. Then the absent player can play their assigned battle at another time before the next campaign turn.

**Player Dropout:** Occasionally a player may need to withdraw from the campaign. If this happens, the gaming group can recruit a new player. The new player either takes over the departing player's fleet or builds a new task force fleet following the fleet-building rules found on page 12. If the group cannot find a replacement player, see "Not Enough Players" below.

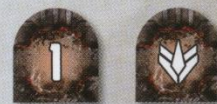
**Not Enough Players:** If the number of players in the gaming group is not sufficient to create two teams with an equal number of players, one player may control an extra fleet. A player controlling two fleets is treated as two different players and plays multiple battles over the course of each campaign turn. That player must track the status of each fleet separately. If two players wish to play a full campaign against each other, each player builds and commands two fleets.

## BATTLE PHASE

After determining battle pairings, players may engage in their battles immediately or schedule them for another time, provided all battles are resolved prior to the group's next scheduled Strategy Phase meeting.

To complete their battle, each pair of players must perform the following steps:

1. **Choose Objective:** The players reference the location of their battle on the campaign map to determine which objective cards to play with, as described in "Choose Objective" later in this section. The player that declared the assault always has the initiative in a campaign battle and chooses the objective.
2. **Fight Battle:** The players complete their campaign game, following the rules in this expansion and the *Armada* Rules Reference Guide.
3. **Score Battle:** After their game, players determine their scores as described on page 9 of the *Armada* Rules Reference. The player (or team) who wins the battle earns at least one campaign point for their team (see "Determine Battle Effects" on page 17). Players record these results on their fleet rosters.
4. **Determine Experience:** Based on their score, each player's task force commander gains experience (see "Determine Experience" on page 16).
5. **Determine Scarred Forces:** Each ship or squadron that was destroyed during the battle becomes **SCARRED**. The player who controls a ship or squadron that has been scarred records this on their fleet roster and assigns that ship or squadron a scar ID token (see "Scarred Ships and Squadrons" on page 20).
6. **Determine Veteran Forces:** Each player can assign a veteran token to **one** eligible ship or squadron in their task force (see "Veteran Ships and Squadrons" on page 20).



Scar ID Tokens

## CHOOSE OBJECTIVE


Depending on the location of the battle, the assaulting player chooses from a pool made up of the defender's fleet objective cards, specific campaign objective cards (see "Campaign Objectives" on page 19), or a combination of the two. Players create the objective pool based on the assault type and the location as described in this section.

**Base:** The defender selects the "Base Defense" campaign objective recorded for that location on the team roster ("Ion Cannon," "Fighter Wing," or "Armed Station") and the game is played with that objective card.

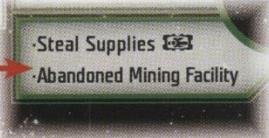




**Unoccupied or Presence:** Refer to the location objectives box on the map. The cards listed here by name are added to or replace the defender's standard objectives to make up the pool of objectives as described below.

1. Add all listed campaign objectives to the pool. Campaign objectives are followed by a  icon.
2. Add all listed standard objectives to the pool.
3. Remove each standard objective listed on the defender's fleet roster that is of the same category as an objective card listed for that location.

*Location  
Objectives*



*Sullust Map Location*

Then the assaulting player chooses the objective from the final pool. If the assaulting player chooses a campaign objective, the players must record which objective is chosen on their team rosters. That campaign objective cannot be chosen again if this location is the site of other battles.

## DETERMINE EXPERIENCE

Task force commanders that participated in the battle gain experience as described below. Depending on the difference in score or total fleet value, commanders can gain additional experience. Commanders can spend experience during the Management Phase (see "Commander Abilities" on page 28).

- Each commander that participated in the battle gains one experience (even if that commander's flagship was destroyed).
- Each commander from the losing team gains one additional experience.
- The winning team subtracts the losing team's score from their score. For each full 75 points in the resulting value, each commander from the winning team gains one additional experience.
- If one team's fleet's total fleet point value is greater than the other, the team with fewer total fleet points subtracts their fleet value from their opponent. For each full 25 points difference in the resulting value, the team with a lower fleet point value gains one additional experience.



## MANAGEMENT PHASE

During the Management Phase, players address the long-term effects of the campaign turn. Teams must discuss steps that affect their strategy or exclude other team members' choices, but players can otherwise make decisions that affect their task force on their own.

To resolve the Management Phase, players perform the following steps:

1. **Determine Battle Effects:** Players update the map based on battle results and the winning team from each battle gains campaign points as described in "Determine Battle Effects" on page 17.  
  
After updating the map, teams can construct new bases at a location with their presence stickers during this step (see "Constructing New Bases" on page 21).
2. **Gain Strategic Effect Tokens:** Teams can gain one token matching a strategic effect at each location with a friendly base or that they placed a presence sticker at this turn. If a location has more than one strategic effect, that team must choose one strategic effect from which to gain a token. For complete rules on each effect, see "Strategic Effects" on page 22.
3. **Gain Rewards:** Players may choose new upgrade cards or squadrons to add to their fleets based on the location of their battles, as per "Location Rewards" on page 21.
4. **Spend Commander Experience:** Players may spend experience to gain new abilities or replace current abilities for their task force commanders (see "Commander Abilities" on page 28).
5. **Refit and Expand Fleets:** Players update their fleets, including removing scar tokens and conditions, adding or removing forces, and equipping upgrades (see "Refit and Expand Fleets" on page 18).
6. **Check Current Act:** Teams compare their campaign points scored during the current act. If a team has scored enough campaign points to complete the current act, that act ends. This number varies depending on the number of fleets in the campaign:

◇ **Four fleets:** four campaign points.

◇ **Six fleets:** five campaign points.

After an act ends, the team with fewer total campaign points chooses that act's **PIVOTAL BATTLE** (see "Pivotal Battles" on page 24). If both teams have the same number of campaign points, the team that controls fewer total areas chooses. The team with more stickers in an area controls that area.

After all players have completed the Management Phase, both teams record the current act and campaign turn number on their team rosters and a new turn begins.

## DETERMINE BATTLE EFFECTS

The winning team of each battle updates the map and gains campaign points depending on the location of that battle:

**Unoccupied:** The winning team places one of their presence stickers at that location. Then the winning team gains one campaign point.

**Presence Sticker:** If the assaulting team won, that team replaces the presence sticker with one of their presence stickers. Then the winning team gains one campaign point.

**Base:** The winning team gains a number of campaign points as described below.

- If the assaulting team won, that base is destroyed. The assaulting team replaces the base sticker with one of their presence stickers. Then the assaulting team gains campaign points equal to one plus that location's victory bonus value.



*Concord Dawn Map Location*

- If the defending team won, that team gains two campaign points.



## REFIT AND EXPAND FLEETS

Players update the condition of their fleets during this step, including removing conditions, adding or removing forces, and equipping upgrades. A fleet's total value cannot exceed 250 points.

### Remove Scar Tokens and Discard Conditions

Scar ID tokens can be removed using bases or strategic effects. Each player can remove up to one scar ID token for each base that their team has on the campaign map. When a player removes a scar ID token from a ship or squadron, that player records that ship or squadron is no longer scarred on their fleet roster.

Some conditions specify that they can be discarded during this step. If a condition can be discarded, it will instruct that player how to do so.

### Add or Remove Forces

After removing scar ID tokens, each player updates their fleet roster for any ships, squadrons, or upgrades that player has added to or removed from their fleet.

If a player decides that some of their squadrons or upgrades are no longer useful for their fleet, they can remove them during this step. Each player can remove up to one type of squadron or upgrade card for each base that their team has on the campaign map, as described below.

1. That player chooses one type of squadron or upgrade card (by icon) to remove from their fleet. That player may then remove a number of squadrons or upgrade cards of each chosen type.
2. That player may then purchase other squadrons of a different type, or additional upgrade cards of the chosen type. Players may choose only non-unique upgrade cards or squadrons. The squadrons or upgrades can have a total fleet point value that is up to half of the total fleet point value of the cards that were removed, rounded up. Unspent fleet points are lost.

*Example: Melissa decides to remove some squadrons and upgrade cards from her forces. She chooses to remove TIE Fighter squadrons and Ⓢ (officer) upgrade cards. Melissa removes two TIE Fighter squadrons (worth 16 total fleet points) and Wulff Yularen (worth 7 fleet points). Melissa may then purchase other non-unique squadrons or Ⓢ upgrade cards with a total value up to 12 fleet points.*

If a player decides that their fleet has reached a point that it can no longer compete against enemy fleets, they may choose to retire that fleet and construct a new one with a new commander (see "Retire the Fleet").

### Equip Upgrades

Each player may equip upgrade cards that have been added to their fleet. Players may re-equip upgrade cards to different ships within their own fleet or un-equip upgrade cards entirely. However, a player cannot re-equip or un-equip Ⓢ (title) upgrade cards. Upgrade cards that are not equipped are set aside and can be equipped during a later campaign turn, but still count toward a player's fleet-value total.

Although task force commanders are not represented by an upgrade card, a player can equip their commander to a different ship. That ship then becomes that fleet's flagship.

Each player records all changes made to their fleet on their fleet roster.



### RETIRE THE FLEET

In some campaigns, a player's fleet can fall behind so that it is no longer an effective part of that player's team. That player may choose to retire their fleet during the Refit and Expand Fleets step of the Management Phase.

If a player retires their fleet, all strategic effect tokens distributed to that fleet are returned to the team. Any unique upgrades or squadrons in that fleet are eliminated and cannot be added to a fleet again by any player during the campaign.

Then that player constructs a new 200-point fleet according to the fleet-building rules on page 8. The new fleet's task force commander chooses one tier-1 ability, and begins with a number of additional experience points that is equal to **half** the total experience of that player's previous task force commander, rounded up.



# ADDITIONAL CAMPAIGN RULES

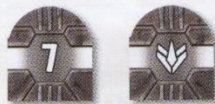
The following section describes additional rules that are used when playing *Rebellion in the Rim*.

## ID TOKENS

Teams are divided by faction, so matches between the same faction cannot occur in campaign games. Players must still use ID tokens to identify their own ships or squadrons that are otherwise identical. In addition to using scar ID tokens (see page 15), players must use ID tokens with a different color when they need to identify friendly ships or squadrons that are not a permanent part of their fleets (see “Choosing Additional Forces” on page 3). This occurs when playing with some objectives or resolving the ally strategic effect token.

## GRAY ID TOKENS

During pivotal battles (see page 24), each team's players must use ID tokens to identify player ownership, identify their flagships, and to differentiate multiple copies of the same ship. This is important for tracking which upgrade cards, damage cards, and command dials are assigned to each ship.



Gray ID Tokens

Each player within a team must use ID tokens with a differently colored background than any other player on the same team. If there are three players on a team, one player should use the small ship and squadron ID tokens with gray backgrounds that are provided in this expansion and the matching main ship ID tokens.

## FLEET CONDITION CARDS

As fleets fight their way throughout the Rim their experiences and logistics can affect their performance. Fleet condition cards represent these long-term effects. Each condition card describes how the ships or squadrons of that fleet are affected and how long that condition remains with that fleet. Fleets gain condition cards if they declared an assault or defense at one of the locations described below during the Strategy Phase (see page 14).

**Area With Enemy Diplomats Token:** If the target location is **unoccupied** and in an area that has a diplomats token of the opposing faction, the assaulting fleet gains the “Low Morale” condition card.

**Area With No Friendly Base:** If the target location is in area that does not contain a friendly base for the assaulting fleet (or defending fleet), those fleets gain the “Low Fuel” condition card.

- If the target location is in an area adjacent to an area with a friendly base, and the border location on that shared division line is friendly, that fleet does not gain this card.

**Area With Enemy Border Locations:** If all border locations in the target location's area are enemy occupied, the defending fleet gains the “Low Supplies” condition card.

*Example: Sam is a Rebel player. There are Rebel bases only in areas II and V. During the Strategy Phase, Sam declared an assault against Saleucami, in area III. During the “Gaining a Condition” step, Sam's fleet gains the “Low Fuel” condition card.*

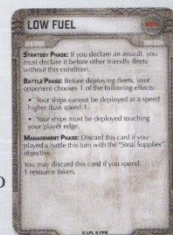
If a fleet with a condition card gains another card, that fleet ignores the new condition card and keeps its current card. If a fleet gains two condition cards during this step, that fleet's player chooses which card it gains.

## CAMPAIGN OBJECTIVES

*Rebellion in the Rim* adds a fourth category of objectives to the three categories from the core set. These objectives are used only when playing campaign games.

**Campaign:** Campaign objectives represent aspects of the location at which a battle is taking place and vary widely in effect. In *Rebellion in the Rim*, campaign objectives can be played on play areas of different sizes, depending on the number of fleets involved.

- **Two Fleets:** Games between two players' task forces are played on a 3' x 3' play area.
- **4-6 Fleets:** Games between the task forces of two teams are played on a 6' x 3' play area. These games occur during pivotal battles.



Sample Condition Card





## HYPERSPACE RETREAT

During a battle, one or more ships may attempt to retreat to hyperspace using the following rules:

During round four and subsequent rounds, when a ship activates and reveals its command dial, it may immediately declare a retreat and discard that dial. If that ship remains in the play area at the start of the Status Phase, remove that ship from the play area. It will count as destroyed when determining score, but does not become scarred after the battle has been resolved (see “Determine Scarred Forces” on page 15).

## GRAV WELL INTERDICTION

A ship cannot discard its dial to retreat to hyperspace if there is at least one enemy ship with the ☉ (experimental retrofit) upgrade icon in its upgrade bar at distance 5.

## SCARRED SHIPS AND SQUADRONS

When a ship or squadron is destroyed in battle it becomes scarred. That ship or squadron is assigned a scar ID token that has following detrimental effects:

- **Ships:** When a scarred ship is deployed, it must choose and discard one defense token.
- **Squadrons:** When a scarred squadron is deployed, it suffers one damage.

A player can remove scar tokens from ships or squadrons during the Management Phase using a combination of bases and other effects (see “Refit and Expand Fleets” on page 18).

**Note:** In *Rebellion in the Rim*, ships and squadrons with scar tokens that are destroyed in a battle are not permanently destroyed as they are in *The Corellian Conflict*.

## VETERAN SHIPS AND SQUADRONS

Players give veteran tokens to their eligible ships or squadrons after a battle. A **non-veteran** ship or squadron that destroyed enemy forces and survived its battle is eligible as described below.

**Ship:** If a ship destroyed at least one enemy ship it is eligible to become a veteran.

**Unique Squadron:** If a unique squadron destroyed at least one enemy ship or squadron it is eligible to become a veteran.

A ship or squadron destroys an enemy ship or squadron if it performs an attack and the defender is destroyed after resolving damage. At the end of the battle, the owning player can assign a veteran token to **one** eligible ship or squadron (as long as they survived). Then that player records this on their fleet roster. A player can assign additional veteran tokens if their team spent a skilled spacers token this campaign turn (see “Strategic Effects” on page 22).

**Using Veteran Tokens:** Veteran tokens grant a benefit to a unit’s performance in battle. Unless an effect removes them, veteran ships and squadrons keep these tokens for the duration of the campaign and are never assigned additional veteran tokens. Veteran tokens have the following effects:

- **Ships:** When a ship reveals a command, it may spend its veteran token to gain one command token of its choice.
- **Unique Squadrons:** While attacking, a unique squadron can spend its veteran token to reroll any number of dice in its attack pool.

A veteran token is placed on that ship or unique squadron’s card with its readied side up before the start of a battle. When a readied veteran token is spent, it is flipped to its exhausted side. When an exhausted veteran token is spent, it is discarded for the rest of that game.

A veteran token cannot be spent more than once during a ship or squadron’s activation. Players do not ready exhausted veteran tokens during the Status Phase.



Veteran Token  
(Readied and Exhausted)





## CONSTRUCTING NEW BASES

Teams may have the opportunity to expand their faction's power during this step by constructing new bases. Teams can construct new bases by spending resource tokens (see "Resources" on page 22) or can be instructed to construct new bases by other effects. To construct a base, that team places their base sticker on that location, then selects a "Base Defense" campaign objective for that base and records that objective. Both teams must note the location of an additional Imperial or Rebel Base on their Team Roster.

## BASE LIMITS

Each team can only have a limited number of bases on the map at one time. This limit is equal to twice the number of that team's players plus one.

## BASE ELIMINATION

If a team has no remaining friendly bases on the campaign map, that team may construct one new base during this step without spending resource tokens. That team chooses a location that is unoccupied or that has a friendly presence sticker and places a base sticker on it.

## RELOCATE

Some pivotal battle objectives allow players to relocate bases. When this occurs, that player's team follows this procedure:

1. Remove the specified number of that faction's base stickers from the map.
2. Place an equal number of base stickers at locations that are unoccupied, or that have a presence sticker matching that faction.

## LOCATION REWARDS

Locations have one or more **REWARD** icons that allow both players to add new upgrade cards or squadrons to their fleets after a battle. Each player may choose one of those icons and purchase cards of the specified type for their fleet.

- **Upgrades:** That player may purchase upgrade cards of the chosen type.
- **Squadrons (Ⓢ):** That player may purchase squadrons.

Each icon (or group of icons) is listed with numerical reward values separated by a slash. The winner of the battle at that

location may purchase one or more cards of the chosen type with a total fleet point value that is up to the greater reward value listed. The loser may purchase one or more cards of the chosen type with a fleet point value that is up to the smaller reward value listed. Unspent fleet points are lost.



*Concord Dawn Map Location*

**Base Rewards:** Each campaign round, one player from each team may choose its reward from one of that team's base locations instead of the location that player's fleet assaulted or defended. That player uses the appropriate reward value based on the outcome of their battle.

**Understrength Bonus:** If the total fleet point value of the winning team's fleet is greater than the other team's, the losing team subtracts their fleet value from their opponent. For each full 25 points difference in the resulting value, the losing team may choose one additional reward or spend five additional fleet points on a chosen reward.

**Unique Names:** Players may choose cards with unique names based on that battle's objective.

- **Standard Objectives:** If the battle was played with a standard objective card, players may choose only non-unique upgrade cards or squadrons.
- **Campaign Objectives:** If the battle was played with a campaign objective card, players may choose unique or non-unique upgrade or squadron cards.

*Example: Sam and Max played a battle at Mandalore, which has an ⓐ (officer) icon with a value of 10/5 and an Ⓢ (ordnance) icon with a value of 10/5. They played with one of that location's campaign objectives. Sam won and is a Rebel player. He chooses the ⓐ reward and adds Adar Tallon to his fleet. Max is an Imperial player. He chooses the Ⓢ reward and adds one "External Racks" card to his fleet. Sam's total fleet value was 26 fleet points greater than Max's. Max chooses the ⓐ reward and adds Captain Brunson to his fleet.*

Upgrades are equipped or squadrons added to the fleet during the Management Phase's "Refit and Expand Fleets" step, described on page 18.



## STRATEGIC EFFECTS

Many locations on the campaign map have a strategic effect. A team can gain one token matching one of a friendly location's strategic effects during the Management Phase, as described on page 17. After a strategic effect token is spent, it is discarded and removed from that team or fleet roster. The following section explains each strategic effect in the campaign.

Strategic  
Effect



Lothal Map Location

**Ally:** One player from each team may spend an ally token as described below.

- During the Strategy Phase, after a player declares that they are assaulting or defending at a location.
- At the end of each act, after a team chooses a pivotal battle (see "Pivotal Battles" on page 24). The assaulting team chooses whether to spend an ally token, then the defending team chooses.



Ally Token

After a player spends an ally token, they choose one of the following options worth up to 45 fleet points and adds it to their fleet for that game (even if the fleet's total value then exceeds 250 fleet points):

- One additional ship with no upgrade cards equipped.
- Up to three non-unique, irregular squadrons.

Assign ID tokens of a different color to these forces. After the winner of the resulting battle is determined, that player (or team) removes the additional forces from their fleet.

**Destiny:** These tokens can be distributed among the team's players in any manner that is mutually agreeable to the team.



Destiny Token

During a battle, a player may spend a destiny token to resolve one of the following effects:

- While a friendly ship or squadron is attacking or defending, during the "Resolve Attack Effects" step it may change one die to a face with any icon.

- When a friendly ship reveals a command dial, it may gain one additional dial set to any command.

Any unused destiny tokens remain with the players they were distributed to.

**Diplomats:** At the start of the Strategy Phase, starting with the team that does not have initiative, each team can spend up to one diplomats token to choose an area on the campaign map. While a team's diplomats token is on an area, if the opposing team declares an assault at an unoccupied location in that area, that player's fleet gains the "Low Morale" condition card during the "Gaining a Condition" step of the Strategy Phase (see "Gaining a Condition" on page 14). (If the map is placed in such a way that makes it difficult to place tokens on it—such as being hung on a wall—it is sufficient for the team to announce which area has been targeted by the diplomats token's effect).



Diplomats Token  
(Imperial and Rebel)

At the end of the Strategy Phase, remove all diplomats tokens from the map and return them to the supply. Diplomats tokens in this expansion are marked with a faction's symbol so that both teams can place diplomats tokens during the same campaign turn.

**Repair Yards:** During the Management Phase's "Refit and Expand Fleets" step (see page 18), for each repair yards token the team spends, each player on that team can do the following:



Repair Yards  
Token

- Remove up to one additional scar ID token from their ships or squadrons.
- Choose up to one additional squadron or type of upgrade card to remove from their fleet.

**Resources:** During the Management Phase's "Refit and Expand Fleets" step (see page 18), for each resources token the team spends, one player on that team can remove the "Low Fuel" or "Low Supplies" condition cards from their fleet (see "Fleet Condition Cards" on page 19).



Resources  
Token

During the "Determine Battle Effects" step, for each two resources tokens the team spends, the team can construct a base on a location with one of that team's presence stickers.



**Skilled Spacers:** At the end of the Strategy Phase, for each skilled spacers token the team spends, each player on that team can choose one additional eligible ship or squadron of their fleet to become a veteran during the “Determine Veteran Forces” step of the Battle Phase (see “Veteran Ships and Squadrons” on page 20).



*Skilled Spacers  
Token*

**Spynet:** These tokens can be distributed among the team’s players in any manner that is mutually agreeable to the team. During a battle, after both sides have deployed their fleets, a player may spend one or more spynet tokens. For each token spent, that player can remove one friendly ship or up to two friendly squadrons from the play area and redeploy them in any place allowed by the game’s objective card. If both players have spynet tokens, the first player (or team) must spend their tokens first. At the end of the Battle Phase any unused Spynet tokens remain with the players they were distributed to.



*Spynet Token*

## FINAL VICTORY!

When players win battles, they gain campaign points for their team. Each win is typically worth one campaign point, but destroying or defending a base can be worth substantially more (see “Determine Battle Effects” on page 17).



## PIVOTAL BATTLES

After each act, the teams fight a **PIVOTAL BATTLE** at a location chosen by the team with fewer total campaign points, which is the sum of a team’s scores for each act. Pivotal battles can earn teams additional campaign points and affect control of locations on the map (see “Pivotal Battles” on page 24). If both teams have the same total, the team that controls fewer total areas chooses. The team with more stickers in an area controls that area. If both teams have the same number of stickers, the team with the higher campaign point total controls that area.

## CLIMACTIC BATTLE

When a team ends an act with a campaign point total that is five or more points less than the opposing team, the team with fewer points may declare that act’s pivotal battle is the **CLIMACTIC BATTLE**. The team that wins the climactic battle earns an additional number of campaign points equal to the victory bonus of the chosen pivotal battle (whether that team was the assaulting or defending team). The campaign ends after this climactic battle.

## ENDING THE CAMPAIGN:

After the pivotal battle at the end of the third act, or the climactic battle, the team with more total campaign points subtracts the other team’s total. Then the teams reference the resulting difference in campaign points in the list below:

- **0–1 points: Stalemate.** *The outcome of the wider war will be decided in a different theater than the Mid and Outer Rim. The seasoned commanders of each side prepare for greater challenges.*
- **2–3 points: Minor Victory.** *The winning faction has achieved superiority in the Rim. Its commanders know that their efforts have pleased their superiors. The losing faction’s commanders must regroup, but defeat is often a greater teacher than victory.*
- **4–5 points: Major Victory!** *The winning faction has scattered the enemy from the Mid and Outer Rim and gained the upper hand in the Galactic Civil War. Its commanders have earned lasting fame (or infamy) for their actions. The losing faction withdraws to rebuild, its commanders summoned to headquarters for a tense meeting with command... or an audience with Lord Vader.*



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# PIVOTAL BATTLES

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After each act in a *Rebellion in the Rim* campaign, players must fight a pivotal battle. These battles are team games that follow the rules described below (which supersede the team play rules on page 14 of the *Armada* Rules Reference).

Pivotal battles occur outside of the normal campaign turn structure. After the end of each pivotal battle, teams resolve only the following steps of the Battle Phase and Management Phase:

- **Score Battle:** Pivotal battles are scored as described in “Scoring” on page 25.
- **Determine Experience:** See page 16.
- **Determine Scarred Forces:** See page 20.
- **Determine Veteran Forces:** See page 20.
- **Determine Battle Effects:** Specific campaign points, strategic effect tokens, and location rewards are described in each pivotal battle objective, beginning on page 26. If a pivotal battle includes upgrade or squadron rewards, that objective is treated as a campaign objective.

Some pivotal battle objectives instruct players to add or remove base or presence stickers on the map.

- **Refit and Expand Fleets:** See page 18.

After the pivotal battle, if the campaign does not end, the new act begins at the start of the next campaign turn.

## SETUP

Setup follows the rules on page 10 of the *Armada* Rules Reference, with the following exceptions:

**Determine Initiative:** The assaulting team has initiative. The team that chooses the pivotal battle objective follows the directions for that battle in determining which team is the assaulting team. The opposing team must defend against the pivotal battle and is the defending team.

**Define Play Area and Setup Area, and Place Obstacles:** The size of the play area and number of obstacles are determined by the total number of fleets in play. Each team sits across from each other on the long edges of the play area.

- **4 Fleets (2 per team):** Use a 3' x 6' play area with a 3' x 4' standard setup area. Use the standard core set obstacles, adding or removing obstacles as directed by the objective card. Then place obstacles as normal.
- **6 total fleets (3 per team):** Use a 3' x 6' play area with a 3' x 6' setup area (the setup area becomes the entirety of the play area). Add the two dust field obstacles to the available obstacles. Then place obstacles as normal.

**Deploy Ships:** Starting with the assaulting team, each team takes turns deploying its remaining forces into the setup area. When a team takes its deployment turn, one of its players must place one ship or two squadrons, following the standard rules for deploying ships and squadrons.

**Assign Targets:** After setup is complete, each player whose task force commander does not have a “friendly” effect must choose one opponent. The “enemy” effect of that player’s commander can only be resolved against ships or squadrons controlled by the chosen opponent.

## SPECIAL RULES

**Game Length:** The game ends after six rounds. Some pivotal battle objectives may specify additional rounds (see “Pivotal Battle Objectives” on page 26).

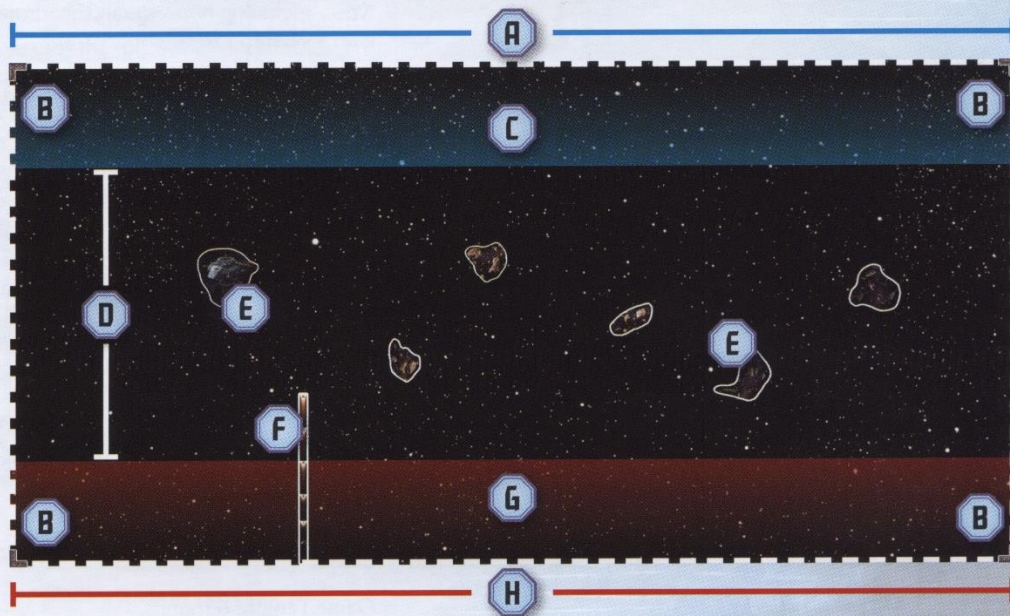
**Allied Fleets:** Each team’s total forces consist of multiple individual fleets, each with its own commander. Each fleet is exclusively controlled by its player as an individual fleet. Ships and squadrons from a player’s fleet count ships and squadrons from other players’ fleets on the same team as friendly, with one exception: a commander’s “friendly” effect can only be resolved by the ships and squadrons of that player’s fleet.

**Ship Phase:** During the Ship Phase, each team takes turns activating a single ship until all ships are activated. When it is a team’s turn to activate a ship, that team’s players must agree on which ship to activate. During the Squadron Phase, each team takes turns activating squadrons, until all squadrons are activated. When it is a team’s turn to activate a pair of squadrons that team’s players must agree on which squadrons to activate. Players move and roll dice for their own ships and squadrons. If teammates cannot come to an agreement on a choice, the Grand



## SIX-FLEET SETUP DIAGRAM

- A. Imperial Team's Edge
- B. Setup Area Markers
- C. Imperial Deployment Zone
- D. Setup Area
- E. Obstacle Tokens
- F. Range Ruler
- G. Rebel Deployment Zone
- H. Rebel Team's Edge



Admiral makes the final decision. When a ship resolves the @ command, that ship may activate a teammate's squadrons if the teammate agrees. The owning player moves and rolls dice for that squadron. The owning player makes the final decision in this case rather than the team's Grand Admiral.

**Player Elimination:** If all of a player's ships are destroyed, that player continues to play and can activate their remaining squadrons during the squadron phase or when a teammate's ship resolves a @ command. If all of that player's squadrons are also destroyed, that player's team continues to play without that player.

**Scoring:** The teams determine their scores at the end of the game following any additional rules for that objective. A team's score is the total fleet point cost of destroyed enemy ships and squadrons plus the fleet point value of any victory tokens that team's players collected.

**Winning and Losing:** The team with the highest score wins. If all of a team's ships are destroyed, ignoring squadrons, the game ends at the end of the current round. Then the team with one or more ships remaining in the play area is the winner.

### FINAL PIVOTAL BATTLE UPGRADES

After the location of the final pivotal battle of the campaign is chosen, each team has the opportunity to resolve the following special rules. This occurs after the end of the third act or when a team declares the chosen pivotal battle is the climactic battle, as described in "Final Victory!" on page 23.





## COMMAND SHIP UPGRADE

Each team can replace some of their forces with more awe-inspiring warships worthy of the final battle by resolving **one** of the following effects:

- **Huge Ship:** The team may spend one repair yards token and two resource tokens. Then one of this team's players may choose to remove a number of their ships, squadrons, and upgrade cards from their fleet and replace those forces with one huge ship worth a number of fleet points up to the value of the ships and squadrons that player removed.
- **Large Ships:** The team may spend one repair yards token and one resource token. Then up to two of that team's players may choose to remove a number of their ships, squadrons, and upgrade cards from their fleet and replace those forces with one large ship worth a number of fleet points up to the value of the ships and squadrons those players removed.

When a player resolves either effect, that player's team may spend **one** ally token to add 45 fleet points to that player's available total. If they do, that player's total fleet value can exceed 250 fleet points. After resolving either effect, the new total value of each player's fleet must be recorded on their fleet roster.

Any title cards or veteran tokens on ships or squadrons that are removed are lost. A ship added to a player's fleet does not receive a veteran token. Upgrade cards that player has not removed can be equipped to the added ship, if able.

## PROTOTYPE RECOVERY

Each team that won this campaign objective may spend one repair yards token and one resource token to upgrade one type of non-irregular squadron in their fleet. All squadrons of that type—including non-veteran squadrons with unique names—gain a veteran token.

## PIVOTAL BATTLE OBJECTIVES

Each pivotal battle played during the campaign is a unique scenario with a different objective, which is chosen by the team that declared that pivotal battle's location. Some pivotal battle objectives allow that team to choose whether they are the assaulting or defending team. The assaulting team has initiative.

## CONQUEST

*Whether out of confidence or desperation, the time has come for the assaulting faction to mount a serious offensive against an enemy stronghold.*

**Initiative:** The team that chose this objective is the assaulting team.

**Location:** The assaulting team chooses a location with an enemy base.

**Game Length:** 6 rounds.

**Determine Battle Effects:** This battle is treated as a base location with the following exceptions.

- **If the Assaulting Team Won:** Replace this location's enemy base with a friendly base sticker. The assaulting team gains two campaign points plus that location's victory bonus value.
- **If the Defending Team Won:** The defending team gains one campaign point. They may choose one skilled spacer token or one repair yards token.

## DEMONSTRATION OF FORCE

*In an attempt to shift the support of sympathetic systems, the assaulting faction corners the enemy and seeks to demonstrate its superiority.*

**Initiative:** The team that chose this objective is the assaulting team.

**Location:** The assaulting team chooses any campaign map area.



### Victory Token Fleet Point Value: 10

**Setup:** Place obstacles as normal. The station is an armed station; place the “Armed Station” card near the defending team’s ship cards.

**Special Rules:** This objective uses the following special rules.

- If a ship or armed station is destroyed after an attack and the attacker was a squadron, the team of that squadron’s owner gains one victory token.
- Independent Station:
  - ◊ The armed station does not have the ability to discard damage cards or recover hull points for ships and squadrons that overlap it.
  - ◊ After the Command Phase of each round, the armed station performs one attack against the assaulting team’s closest ship. If there are no ships at attack range, the station performs attacks against all of the assaulting team’s squadrons that are at attack range.

**Determine Battle Effects:** The winner of this battle gains the following.

- **If the Assaulting Team Won:**
  - ◊ The assaulting team may place a friendly presence sticker on up to two locations in this area that are unoccupied or have an enemy presence (including border locations). Then the assaulting team gains two campaign points plus the victory bonus value of each location they placed a presence sticker on.
  - ◊ Each of the assaulting and defending team’s players may choose one reward from either of these locations.
- **If the Defending Team Won:**
  - ◊ The defending team gains one campaign point. They also gain one diplomats token.
  - ◊ Each of the assaulting and defending team’s players may choose one reward from any friendly location in the chosen area.

## EVACUATION

*The defending forces are trapped at a critical base and must attempt to break through the siege and escape to regroup.*

**Initiative:** The team that chose this objective is the defending team.

**Campaign Points Requirement:** This objective can be chosen only if the difference between both teams’ campaign point totals is greater than or equal to three.

**Location:** The defending team must choose a location with a friendly base.

**Victory Token Fleet Point Value: 10**

**Game Length:** The game lasts 7 rounds.

**Setup:** This objective uses the following special setup rules in addition to those on that location’s “Base Defense” objective.

- The assaulting team’s ships must be deployed so that their rear hull zones are at distance 3 of that team’s player edge, and may extend beyond that team’s deployment zone.
- The defending team deploys all obstacles, excluding the station. If this location has the “Base Defense: Armed Station” objective, the defending team adds the station.

**Special Rules:** This objective uses the following special rules.

- **Hyperspace Retreat:** Ships belonging to the defending team may declare a hyperspace retreat during **Rounds 3–7**. If a ship that retreats is at distance 1–2 of the assaulting team’s player edge when it is removed from the play area, the defending team gains a number of victory tokens equal to that ship’s command value. That ship does **not** count as destroyed when determining score.

**End of Game:** The assaulting team gains a number of victory tokens for each of the defending team’s ships remaining in the play area that is equal to that ship’s command value.

**Determine Battle Effects:** This battle is treated as a base location with the following exceptions.

- **If the Assaulting Team Won:** Destroy this location’s enemy base. The assaulting team gains one campaign point. That team gains one resource token and one skilled spacers token.
- **If the Defending Team Won:** Relocate this location’s base to any location on the campaign map that is unoccupied or that has a friendly presence sticker. The defending team gains two campaign points plus the new location’s victory bonus value. That team gains one strategic effect token chosen from the new location.



# COMMANDER ABILITIES

As task force commanders progress through the campaign, they learn from victory and defeat. Players spend experience during the Management Phase (see page 17) to gain new abilities, which allow them to resolve effects during battles as well as other phases of the campaign turn.

Abilities are divided by **CATEGORY** and into three **TIERS**, based on the power and experience cost of those effects. When each task force commander is created, that commander gains one tier-1 ability, which is recorded on that player's fleet roster.

Each ability has an **EXPERIENCE COST** listed in its upper right corner. Players must purchase additional abilities for commanders by spending an amount of experience points equal to that ability's experience cost. Then that player removes those points from the available experience total on their fleet roster and adds them to their total experience spent. Commander abilities have the following rules:

- The total of the tiers of a commander's abilities cannot exceed four.
- Some abilities are **RANKED** with a roman numeral in their name and are linked by an arrow to higher-tier abilities with the same name.
  - ◊ A commander must have the lower-tier version of a ranked ability to purchase the next rank of that ability.
  - ◊ When a player purchases the next tier of a ranked ability, the higher-tier version replaces the lower-tier version.
- A player can choose to replace a commander's ability with a different ability they purchase (that does not require a lower-tier version to be purchased).
  - ◊ When a player replaces their commander's ability with another ability, they remove the previous ability from their fleet roster.
- A commander can have multiple abilities from the same or different categories, but a player cannot purchase an ability more than once at the same tier.
- On commander ability effects, the term "you" refers to the flagship of that commander's task force (to which the commander is equipped).
- On commander ability effects, the term "friendly" refers to the ships and squadrons of that commander's task force (including additional forces added to that fleet during a battle).
- When a commander's flagship is destroyed, that commander's ability effects cannot be resolved for the remainder of that battle.

*Example: Sarah's commander has one tier-1 Logistics ability, "Independent Raider." Sarah's commander also has one tier-2 ranked Gunnery ability, "Master Gunner II." Depending on how much experience Sarah's commander has, she has several options. Sarah can add another tier-1 ability of any category. Sarah can replace "Master Gunner II" with "Master Gunner III." Finally, Sarah can replace "Independent Raider" with another ability that does not require a lower-tier version to be purchased.*





## ENGINEERING

### TIER 1

#### Master Engineer I

After fleets are deployed, you may gain 1 ⚙ token.

When you resolve a ⚙ command, if you spent a ⚙ token you gain 1 additional engineering point. If you spent a ⚙ dial, the first Repair Hull effect you resolve costs 2 engineering points.

3

#### Repair Expert

During the Refit and Expand Fleets step of the Management Phase, you may remove 1 additional scar token from a ship or squadron in your fleet.

2

### TIER 2

#### Master Engineer II

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, if it spent a ⚙ token, it gains 1 additional engineering point. If it spent a ⚙ dial, the first Repair Hull effect it resolves costs 2 engineering points.

3

### TIER 3

#### Master Engineer III

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, if it spent a ⚙ token, it gains 1 additional engineering point. If it spent a ⚙ dial, the first Repair Hull effect it resolves costs 2 engineering points and for each Recover Shields effect it resolves, it may also move 1 shield.

4

## ESPIONAGE

### TIER 1

#### Infiltrator I

After deploying fleets, if your flagship's size class is small, you may pick your flagship up and redeploy it within your deployment zone.

2

### TIER 2

#### Infiltrator II

After deploying fleets, you may pick 1 friendly ship up with a size class of medium or small and redeploy it within your deployment zone.

3

### TIER 3

#### Infiltrator III

After deploying fleets, you may pick 1 friendly, non-huge ship up and redeploy it within your deployment zone. At the start of the first round, up to 2 friendly ships may perform a speed-1 maneuver.

4

#### Concealment I

While you are defending at distance 1 of an obstacle, during the Spend Defense Tokens step, you may discard a defense token to cancel 1 die.

2

#### Concealment II

While a friendly ship is defending at distance 1 of an obstacle, during the Spend Defense Tokens step, it may discard a defense token to cancel 1 die.

3

#### Concealment III

While a friendly ship is defending at distance 1 of an obstacle, during the Spend Defense Tokens step, it may discard up to 2 defense tokens. For each token it discards, cancel 1 die.

3



## GUNNERY

### TIER 1

#### Master Gunner I

After fleets are deployed, you may gain 1 ☉ token.

When you resolve a command by spending a ☉ token only, you may treat that command as if you spent a command dial.

3

#### Ambush Gunner I

While you are attacking at distance 1–2 of an obstacle or friendly ship, your attacks cannot be obstructed.

3

### TIER 2

#### Master Gunner II

After fleets are deployed, each friendly ship may gain 1 ☉ token.

When a friendly ship resolves a ☉ command by spending a ☉ token only, that ship may treat that command as if it spent a command dial.

3

#### Ambush Gunner II

While a friendly ship is attacking at distance 1–2 of an obstacle or friendly ship, its attacks cannot be obstructed.

3

#### Ion Technician

While a friendly ship is attacking, it may add 1 blue die to its attack pool. If it does, remove 1 die from the attack pool.

3

#### Ordnance Expert

While a friendly ship is attacking at short range, it may add 1 black die to its attack pool. If it does, remove 1 die from the attack pool.

3

### TIER 3

#### Master Gunner III

After fleets are deployed, each friendly ship may gain 1 ☉ token.

When a friendly ship resolves a ☉ command by spending a ☉ token only, that ship may treat that command as if it spent a command dial.

When a friendly ship resolves the ☉ command, if it spent a ☉ dial, the die it adds to the attack pool may be of any color.

4

## LOGISTICS

### TIER 1

#### Ready Defender

You do not gain the “Low Fuel” condition card after you declare you will defend at a location in an area with no friendly base sticker.

2

#### Independent Raider

You do not gain the “Low Fuel” condition card after you declare an assault at a location in an area with no friendly base sticker that is adjacent to an area with a friendly base sticker.

2

### TIER 2

#### Additional Support

One of your fleet’s ships with a ☉ icon in its upgrade bar gains 1 additional ☉ icon in its upgrade bar.

3

#### Command Staff

You gain 1 additional ☉ icon in your upgrade bar.

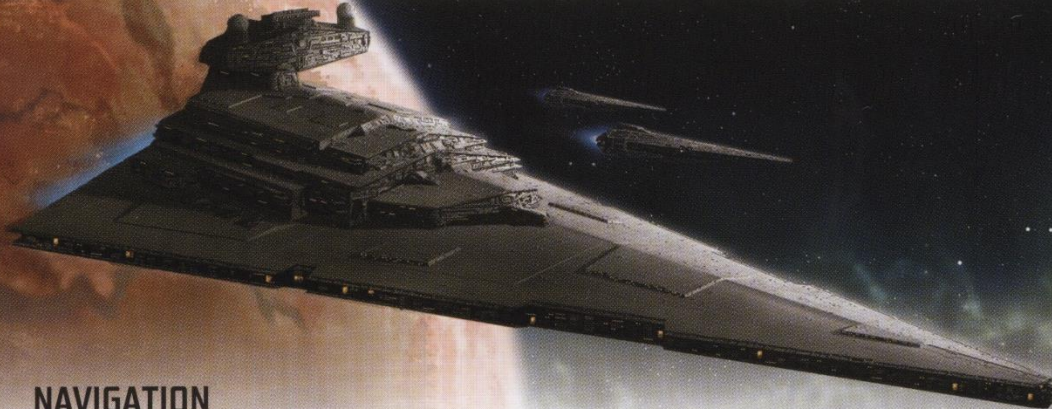
3

#### Command Bridge

One medium or large ship in your fleet that does not have a ☉ icon in its upgrade bar gains 1 additional ☉ icon in its upgrade bar.

4





## NAVIGATION

### TIER 1

#### Master Navigator I

After fleets are deployed, you may gain 1 ⚙ token.

When you resolve a ⚙ command, you may increase the last yaw value at your current speed by 1 or change your speed by an additional 1.

3

### TIER 2

#### Master Navigator II

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, it may increase the last yaw value at its current speed by 1 or change its speed by an additional 1.

4

### TIER 3

#### Master Navigator III

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, it may increase 1 additional yaw value by 1 or change its speed by an additional 1.

4

#### Rockhopper I

Once per game, you can ignore the effects of overlapping an obstacle.

2

#### Rockhopper II

Once per game, 1 friendly ship can ignore the effects of overlapping an obstacle.

3

## SQUADRON TACTICS

### TIER 1

#### Master Coordinator I

After fleets are deployed, you may gain 1 ⚙ token.

When you resolve a ⚙ command, if you spent a ⚙ token you may activate 1 additional squadron.

3

### TIER 2

#### Master Coordinator II

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, if it spent a ⚙ token it may activate 1 additional squadron.

3

### TIER 3

#### Master Coordinator III

After fleets are deployed, each friendly ship may gain 1 ⚙ token.

When a friendly ship resolves a ⚙ command, the squadron it activates can be at close-long range. If that ship spent a ⚙ token, it may activate 1 additional squadron.

4

#### Rapid Deployment

While deploying fleets, your fleet's squadrons can be placed at distance 1-3 of a friendly ship.

2

#### Fighter Group Leader




When a friendly ship resolves a ⚙ command, each squadron that ship activates may reroll 1 die while attacking until the end of its activation.

4







# LOCATIONS IN THE RIM




## V/I | ORD MANTELL

 10/5 **Strategic Effects:** Repair Yards  
 10/5 **Standard Objectives:** Advanced Gunnery  
 +1





## I | DANTOINE

 10/5 **Strategic Effects:** Spynet  
 8/4 **Campaign Objectives** : Double Agent, HoloNet Override  
 +1





## I | DATHOMIR

 10/5 **Strategic Effects:** Destiny  
 +0 **Campaign Objectives** : Hired Scum

## I | MANDALORE

 10/5 **Strategic Effects:** Ally, Repair Yards  
 10/5 **Campaign Objectives** : Recruit Allies  
 +2



## I | MYGEETO

 8/4 **Strategic Effects:** Diplomats, Resources  
 8/4 **Campaign Objectives** : Volatile Cargo  
 +1




## I/II | CONCORD DAWN

 30/15 **Strategic Effects:** Skilled Spacers  
 +1 **Campaign Objectives** : Pilot Defection, Hired Scum





## II | ATOLLON

 10/5 **Strategic Effects:** Destiny  
 +0 **Standard Objectives:** Hyperspace Migration, Marked for Destruction

## II | FELUCIA

 10/5 **Strategic Effects:** Resources  
 +1 **Campaign Objectives** : Steal Supplies




## II | MON CALA

 10/5 **Strategic Effects:** Skilled Spacers, Repair Yards  
 10/5 **Campaign Objectives** : Recruit Allies  
 +2




## II | RAXUS PRIME

 10/5 **Campaign Objectives** : Volatile Cargo  
 8/4 **Standard Objectives:** Dangerous Territory  
 +0




## II | YAVIN

 10/5 **Standard Objectives:** Precision Strike  
 14/6  
 +0





## II/III | LOTHAL

 30/15 **Strategic Effects:** Resources  
 +1 **Campaign Objectives** : HoloNet Override, Prototype Recovery




## III | KESSEL

 12/6 **Strategic Effects:** Resources  
 +1 **Campaign Objectives** : Volatile Cargo  
**Standard Objectives:** Rift Ambush, Rift Assault

## III | MONTROSS

 30/15 **Strategic Effects:** Skilled Spacers  
 10/5 **Campaign Objectives** : Pilot Defection  
 +1 **Standard Objectives:** Minefields, Precision Strike

## III | NAL HUTTA

 24/12 **Strategic Effects:** Ally, Spynet  
 +1 **Campaign Objectives** : Recruit Allies  
**Standard Objectives:** Most Wanted



### III | RODIA

10/5 **Strategic Effects:** Skilled Spacers, Diplomats  
 +2 **Standard Objectives:** Superior Positions

### III | SALEUCAMI

10/5 **Standard Objectives:** Advanced Gunnery, Hyperspace Assault  
 +1

### III/IV | NAR SHADDAA

8/4 **Strategic Effects:** Repair Yards  
**Campaign Objectives** : Hired Scum  
 +1

### IV | GEONOSIS

10/5 **Campaign Objectives** : Prototype Recovery  
 8/4  
 +1

### IV | RYLOTH

10/5 **Strategic Effects:** Skilled Spacers, Diplomats  
 +2 **Campaign Objectives** : HoloNet Override  
**Standard Objectives:** Surprise Attack

### IV | SMUGGLER'S RUN

24/12 **Strategic Effects:** Spynet  
 +1 **Campaign Objectives** : Hired Scum  
**Standard Objectives:** Asteroid Tactics

### IV | SULLUST

10/5 **Strategic Effects:** Skilled Spacers, Resources  
 10/5 **Campaign Objectives** : Steal Supplies  
 +2 **Standard Objectives:** Abandoned Mining Facility

### IV | TATOOINE

10/4 **Strategic Effects:** Destiny  
**Standard Objectives:** Most Wanted  
 +0

### IV | UTAPAU

10/5 **Standard Objectives:** Opening Salvo  
 +1

### IV/V | RING OF KAFRENE

8/4 **Strategic Effects:** Spynet  
 10/5 **Campaign Objectives** : Double Agent  
 +1 **Standard Objectives:** Contested Outpost

### V | BESPIN

8/4 **Strategic Effects:** Resources  
 8/4 **Campaign Objectives** : Steal Supplies  
 +1 **Standard Objectives:** Volatile Deposits

### V | DAGOBAH

8/4 **Strategic Effects:** Destiny  
 +0 **Standard Objectives:** Superior Positions

### V | ENDOR

10/5 **Campaign Objectives** : Pilot Defection  
 8/4  
 +0

### V | HOTH

10/5 **Standard Objectives:** Asteroid Tactics, Infested Fields  
 +0

### V | MUSTAFAR

8/4 **Strategic Effects:** Resources  
 10/5 **Standard Objectives:** Hyperspace Assault  
 +1



# INDEX

## A

Additional Campaign Rules ..... 19  
 Ally ..... 22

## B

Bases ..... 10  
     Constructing New Bases ..... 21  
     Rewards ..... 21  
 Battle ..... 9  
     Climactic ..... 23  
     Pivotal ..... 23  
 Battle Phase ..... 15

## C

Campaign Basics ..... 9–10  
 Campaign Objectives ..... 19  
 Campaign Structure ..... 9  
 Campaigns with  
     Larger Fleet Sizes ..... 12  
 Campaign Turn ..... 14–16  
 Choosing Additional Forces ..... 3  
 Commander Abilities ..... 28  
     Engineering ..... 29  
     Espionage ..... 29  
     Gunnery ..... 30  
     Logistics ..... 30  
     Navigation ..... 31  
     Squadron Tactics ..... 31  
 Component List ..... 2  
 Controlling Additional Forces ..... 2  
 Creating Commanders  
     and Task Forces ..... 12

## D

Determine Battle Effects ..... 17  
 Determine Experience ..... 16  
 Determine Veteran Forces ..... 15  
 Diplomats ..... 22  
 Dust Fields ..... 4

## E

Ending the Campaign ..... 23  
 Exogorths ..... 5

## F

Final Victory! ..... 23  
 Fleet Building ..... 8, 12  
 Fleet Condition Cards ..... 19

## G

Gaming Group Management ..... 15  
 Gravity Rift ..... 5

## H

Hyperspace Retreat ..... 20

## I

ID Tokens ..... 19  
     Gray ID Tokens ..... 19  
     Scar ID Tokens ..... 15, 18, 20

## L

Location Rewards ..... 21  
 Locations in the Rim ..... 32–33

## M

Management Phase ..... 17–18  
 Moving Obstacles and Tokens ..... 3  
     Toward ..... 4

## N

New Rules ..... 2–7  
 New Squadron Cards  
     and Objective Cards ..... 2  
 New Upgrade Card Icons ..... 7  
 Null Armament ..... 6

## P

Pivotal Battle Objectives ..... 26–27  
     Conquest ..... 26  
     Demonstration of Force ..... 26–27  
     Evacuation ..... 27  
 Pivotal Battles ..... 24–27  
     Final Pivotal Battle  
         Upgrades ..... 25–26  
     Setup ..... 24  
     Special Rules ..... 24

Play Area ..... 8, 24  
 Presence ..... 10  
 Proximity Mine Tokens ..... 7  
 Purrgils ..... 6

## R

Raid Tokens ..... 7  
 Refit and Expand Fleets ..... 18  
 Repair Yards ..... 22  
 Resources ..... 22  
 Retire the Fleet ..... 18

## S

Scarred ..... 15, 20  
 Scarred Ships and Squadrons ..... 20  
 Scoring  
     Additional Forces ..... 3  
     Battles ..... 15, 25  
 Secrecy ..... 11  
 Skilled Spacers ..... 23  
 Spending Commander  
     Experience ..... 17, 28  
 Spynet ..... 23  
 Squadron Keywords (New) ..... 7  
 Starting the Campaign ..... 11–13  
 Stations (Attacking) ..... 6  
 Strategic Effects ..... 22–23  
 Strategy Phase ..... 14

## T

Task Force Battles ..... 8  
     Fleet Building ..... 8, 12  
     Play Area ..... 8

## U

Understrength Bonus ..... 21  
 Unique Names ..... 12, 21  
 Using Stickers ..... 10

## V

Veteran Ships  
     and Squadrons ..... 15, 20



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# CREDITS

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**Expansion Design and Development:** Michael Gernes and Tim Huckelbery, with Brooks Flugaur-Leavitt

**Producer:** John Franz-Wichlacz

**Editing:** Adam Baker and Richard A. Edwards

**Proofreading:** Sean O'Leary

**Miniatures Department Manager:** John Shaffer

**Expansion Graphic Design:** Nate Carnahan and Toujer Moua

**Graphic Design Manger:** Christopher Hosch

**Cover Art:** Ben Zweifel

**Interior Art:** BalanceSheet, Tiziano Baracchi, Ryan Barger, Colin Boyer, Matt Bradbury, Anthony Devine, Jose Mikhail Elloso, Michele Frigo, Stéphane Gantiez, Michele Giorgi, Sergey Glushakov, Nasrul Hakim, Suzanne Helmigh, Audrey Hotte, Joel Hustak, Jason Juta, Adam Lane, Robert Laskey, Mark Molnar, David Auden Nash, Emilio Rodriguez, Adam Schumpert, Stephen Somers, and Darren Tan

**Art Direction:** Jeff Lee Johnson

**Managing Art Director:** Tony Bradt

**Quality Assurance Coordination:**  
Zach Tewalthomas and Andrew Janeba

**Licensing Coordinators:** Sherry Anisi and Long Moua

**Licensing Manager:** Simone Elliott

**Production Management:** Justin Anger and Jason Glawe

**Visual Creative Director:** Brian Schomburg

**Senior Manager of Product Development:** Chris Gerber

**Executive Game Designer:** Corey Konieczka

**Head of Studio:** Andrew Navaro

## LUCASFILM LTD.

**Lucasfilm Approvals:** Brian Merten

*Special thanks to Alex Davy, Sam Gregor-Stewart, Nathan Karpinski, and Michael Sanfilippo!*

**Playtesters:** Matthew Ansley, Aaron Arnold, Matthew Blaisdell, Matt Bronson, Josiah Burkhardtsmeier, Ted Cincoski, Nathan Coda, Kevin Connors, Michael Cox, Ian Cross, Ben Edger, Gene Ferreira, Chris Fritz, Jeremy Gaudreau, Andy Graber, Lucas Hidden, Jeff Hincy, Paul Hrynyszyn, Dan Kinard, Ryan Kubryn, Matt Lalonde, Faith Larson, Dong Lee, Nick Litrenta, Colin Looney, Brendon MacLeod, Chuck Martinell, Dan McIntire, Matthew Moncrief, Ethan Mung, Spencer Mung, James Nasmyth, Joseph Nelligan, Shane O'Neill, Jack Otto, Rikki Porter, Josh Posey, Mike Ptak, Chris Roberts, CJ Shiflett, Sam Simon, Nathan Skadsen, Dave Stahl, Jarod Stec, Sean Sundberg, Eric Taylor, Alex Tornabene, Mark Vogl, Ryan Voigt, Luke Wennen, Andrew Wixon, Matt Wornardt, and John Zuidema

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Enigma Distribution Benelux B.V.  
Wethouder Den Oudenstraat 8  
5706 ST Helmond, Holland



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# QUICK REFERENCE

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## THE CAMPAIGN TURN

Each campaign turn consists of three phases, resolved in the following order:

### 1. STRATEGY PHASE

Both teams gather and declare assaults: attacks on specific locations on the campaign map.

1. **Determine Initiative:** The team with the fewest total campaign points has initiative (if both teams are tied, the Rebel team has initiative).
2. **Declaring an Assault:** The team declaring an assault chooses one of its players who is not already fighting in a battle this turn and chooses a location on the map. Each team can declare only one assault against an enemy location during each campaign turn.
3. **Choosing Defenders:** After the opposing team declares an assault, the other team selects one of its players who is not already fighting in a battle this turn to defend against the assault. The two players are now paired for battle.

Teams alternate declaring assaults until all players are paired for battle. Target locations in some areas can cause the assaulting or defending player's fleet to gain a **condition** after all players are paired (see page 19).

### 2. BATTLE PHASE

Each pair of opponents resolves their battle.

1. **Choose Objective:** The players reference the location of their battle to determine which objective cards to play with (see page 15). The player that declared the assault has initiative in that battle.
2. **Fight Battle:** The players setup and complete their campaign game, following the additional rules in this expansion.
3. **Score Battle:** The players determine their scores as described in the *Armada* Rules Reference.
4. **Determine Experience:** Each player's commander gains experience based on their score (see page 16).

5. **Determine Scarred Forces:** Each player records which of their ships and squadrons were destroyed. Those ships and squadrons become scarred (see page 20).
6. **Determine Veteran Forces:** Each player may choose one eligible ship or unique squadron to become veteran (see page 20).

### 3. MANAGEMENT PHASE

During the Management Phase, players perform the following steps in this order:

1. **Determine Battle Effects:** The players update the map based on battle results and the winning team from each battle gains campaign points (see page 17). Then teams can construct new bases (see page 21).
2. **Gain Strategic Effect Tokens:** Each team can gain **one** token matching a strategic effect chosen at each location with a friendly base or that they placed a presence sticker at this turn. Strategic effects are described on page 22.
3. **Gain Rewards:** Each player may choose new upgrade cards or squadrons to add to their fleets based on the location of their battle (see page 21).
4. **Spend Commander Experience:** Each player may spend experience to gain new abilities for their task force commander (see page 28).
5. **Refit and Expand Fleets:** Each player updates their fleet, including removing scar tokens and conditions, adding or removing forces, and equipping upgrades (see page 18).
6. **Check Current Act:** The teams compare their campaign points scored during the current act. If a team has scored enough points, that act ends (see page 17).

After an act ends, both teams gather to fight a **pivotal battle**, chosen by the team with fewer total campaign points. If that team is behind by five or more campaign points, they can choose for that pivotal battle to be the climax of the campaign (see page 23).

After all players have completed the Management Phase, both teams record the current act and campaign turn number on their team rosters and a new turn begins.