STAR WARS
ARMADA

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

•Admiral Raddus

Before deploying fleets, you may set aside 1 other friendly ship with a command value of 3 or less. At the start of any round, you may deploy that ship at distance 1–2 of you. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.

26

•Avenger

While attacking, you may exhaust this card. If you do, the defender cannot spend exhausted defense tokens during this attack.

5

Bomber Command Center

While a friendly squadron with **BOMBER** at distance 1–5 is attacking a ship, it may reroll 1 die.

A squadron cannot resolve more than 1 "Bomber Command Center" card per attack.

8

•Demolisher

During your activation, you can perform 1 of your attacks after you execute your first maneuver.

10

•Gallant Haven

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

8

•General Rieekan

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

30

Jamming Field

While a squadron at distance 1–2 is attacking a squadron or defending against a squadron, the attack must be treated as obstructed.

2

Rapid Launch Bays

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

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

6

Turbolaser Reroute Circuits

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

7

•Yavaris

⌖: Each squadron can attack twice if it does not move during your activation.

5

Engine Techs

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

8

Flight Controllers

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

6

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•Colonel Jendon
LAMBDA-class SHUTTLE

3 | **6** | ◆◆ | ◆

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

HEAVY.

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

20

LAMBDA-class SHUTTLE

3 | **6** | ◆◆ | ◆

HEAVY.

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

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

15

•Major Rhymer
TIE BOMBER SQUADRON

4 | **5** | ◆◆ | ◆

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

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

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

16

VCX-100 FREIGHTER

3 | **8** | ◆◆ | ◆

HEAVY.

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

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

15

ARMED STATION

13 | ◆ | ◆◆

This station cannot suffer critical effects.

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

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JAMMING BARRIER

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

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

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

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MOST WANTED

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

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

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

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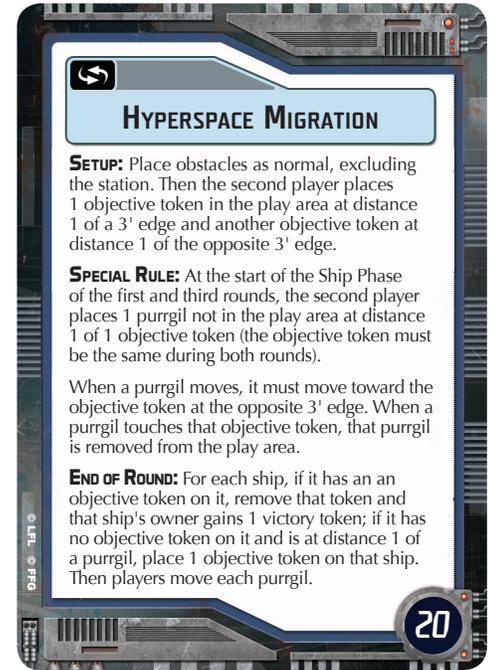
HYPERSPACE MIGRATION

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

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

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

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

20

HYPERLANE RAID

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

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

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

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

15

NEBULA OUTSKIRTS

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

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

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

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