

The background of the cover is a dynamic space battle scene. A large, dark, angular ship with several glowing blue circular lights on its side is the central focus, moving towards the viewer. To its left, a large, reddish, winged vessel is engaged in combat, with orange energy blasts and fire. Various other smaller ships, including a large, multi-tiered structure, are scattered throughout the scene. The Earth's horizon is visible in the upper right corner, showing blue oceans and green landmasses against the blackness of space.

**STAR WARS**<sup>TM</sup>

# ARMADA<sup>TM</sup>

**THE CORELLIAN CONFLICT**  
CAMPAIGN GUIDE

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# WELCOME TO THE CORELLIAN CONFLICT

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*Even as the Galactic Empire tightens its grip across the galaxy, the Rebel Alliance fights back. Amid the turmoil of the Galactic Civil War, the fiercely independent Corellian Sector is like a primed thermal detonator, needing but a nudge to explode. The Empire seeks to maintain its hold on vital shipyards and hyperspace lanes, while the Rebellion hopes to sway the sector to its side. Now, both sides dispatch their fleets to these embattled worlds, looking for a decisive naval victory...*

The Corellian Conflict is an asymmetrical struggle for supremacy between the Rebel Alliance and the Galactic Empire. It is designed for four to six players, organized into two competing teams. Each player commands a single fleet in an effort to bend the Corellian Sector to his will. However, only by working together can each team hope to claim ultimate victory.

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## COMPONENT LIST

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- This Rulebook
  - 1 Corellian Conflict Campaign Map
  - 6 Corellian Conflict Fleet Rosters
  - 2 Corellian Conflict Team Rosters (Rebel and Imperial)
  - 10 Main Ship ID Tokens
  - 10 Ship ID Tokens
  - 2 Main Flagship ID Tokens
  - 2 Flagship ID Tokens
  - 10 Scarred Ship ID Tokens
  - 14 Squadron ID Tokens
  - 12 Scarred Squadron ID Tokens
  - 18 Veteran Tokens
  - 3 Diplomats Tokens
  - 6 Skilled Spacer Tokens
  - 3 Spynet Tokens
  - 3 Asteroid Obstacle Tokens
  - 1 Station Obstacle Token
  - 2 Dust Field Obstacle Tokens
  - 1 Sticker Sheet
  - 16 Squadron Cards and Squadron Disks
  - 12 Objective Cards
  - 8 Campaign Objective Cards
  - 3 Station Cards
- 

## NEW RULES

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The Corellian Conflict Campaign Expansion introduces new rules for all modes of play (including campaigns and standard play). These rules are presented here.

### NEW SQUADRON CARDS AND OBJECTIVE CARDS

The Corellian Conflict 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 *Armada Core Set* and *Rebel Fighter Squadrons* and *Imperial Fighter Squadrons* expansion packs. When selecting objectives for a fleet, players may choose from the objective cards in the *Armada Core Set* and these objectives.

### SHORT PLAYER EDGES SETUP

Several objective cards introduced in this expansion refer to the 3' edges of the play area becoming the player edges. Place the setup area markers at the corners of the play area when playing with these objectives. The setup area is the entire play area. Each player's deployment zone is within the distance measured by the length of two range rulers from that player's edge (see page 3).

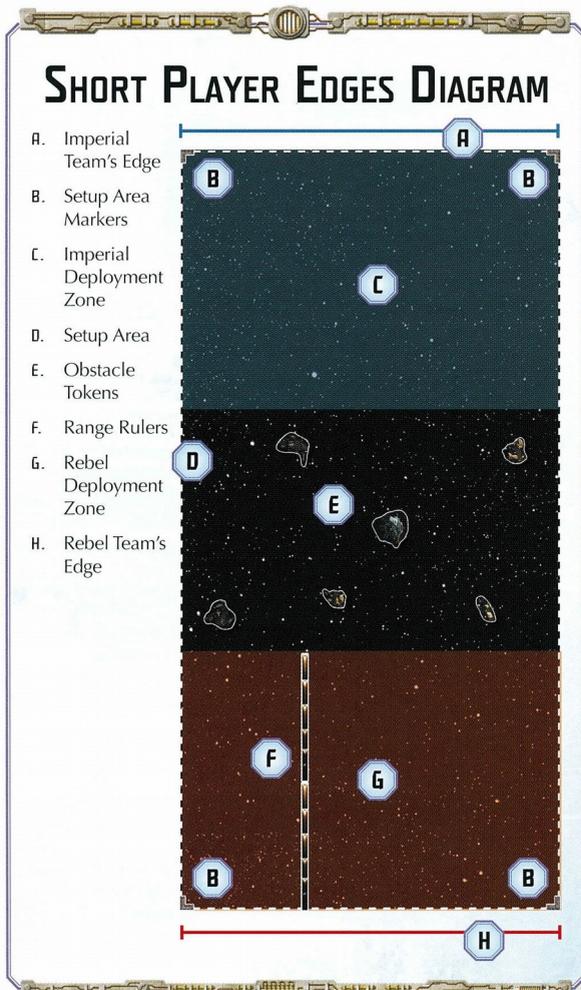
### DUST FIELDS

Several objective cards introduced in this expansion refer to dust fields, a new type of obstacle. A dust field is represented by a token that is placed in the play area and is used when playing with specific objectives.



*Dust Field Tokens*

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.



## “-” ARMAMENT

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

## ATTACKING STATIONS

Several objective cards introduced in this expansion refer to attacking the station obstacle token, or to stations performing attacks. Either the Armed Station, or Unarmed Station cards are used when playing with these objectives to track damage to the stations and indicate their armament (if any).

A station consists of a station token 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. 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.

# PLAYING THE CAMPAIGN

The Corellian Conflict is played over several campaign turns during which players participate in games of *Star Wars: Armada* called **BATTLES**. This campaign includes a map of the Corellian Sector 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. Unlike a typical *Star Wars: Armada* game, battles are not always contests between fleets of equal size. Sometimes, beleaguered defenders must confront a superior assaulting force attempting to make their enemies pay dearly for any

victory they hope to achieve. Battles also allow ships to retreat rather than risk their destruction by staying in a hopeless fight.

The campaign is played to a set number of **CAMPAIGN POINTS** (see “Fighting Battles” on page 20). As the campaign progresses, each faction struggles for control in epic clashes across the Corellian Sector. When a team has scored enough campaign points, it controls the Corellian Sector and wins the campaign!

The Corellian Conflict is designed to be played over multiple play sessions. Players are encouraged to schedule regular sessions to gather and strategize with their team as well as organize and play the battles for each campaign turn.



## IMPERIAL ADMIRALS!

The flames of open revolt have engulfed your sector! The Rebel Alliance has seeded rebellion up and down the hyperlanes. By interrogating local dissidents, the Imperial Security Bureau has determined that at least one or more planets now play host to hidden military bases. From these refuges, the cowardly Rebels launch their fleets to conquer the sector one planet at a time. Only you stand in their way!

We control Corellia, the heart of the sector, and have bases on several vital worlds. Protect these locations at all costs! Meanwhile, you must establish new bases on several uncommitted worlds to bring them to heel. Each of these worlds can provide resources to help further our cause. Some of them offer unique benefits, such as repair yards to fix our damaged vessels. Study the map of the sector carefully to determine which worlds you must control.

Then take the fight to the Rebels. The ISB has identified several worlds with a Rebel presence, but we don't know which ones may house a full-fledged military base. When you attack those locations, be prepared for a fight.

If you perform well, the Rebel fleet may mass for a single, desperate assault, so be prepared! If, however, you fail in this task, it is likely better that you die in glorious battle. Otherwise, you may face Lord Vader's displeasure in person.



## ALLIANCE COMMANDERS!

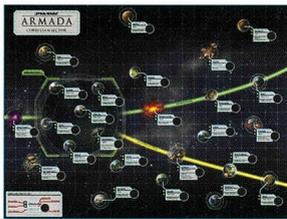
Our long-awaited push into the Corellian Sector is finally at hand! Though the Empire controls Corellia and other major planets, we have made contacts with sympathetic allies on many worlds. More importantly, we have established several hidden fleet bases on allied worlds. From these bases, we can strike where the Empire least expects. Now the tides of liberation sweep across the sector, and it is up to you to ride this wave to victory!

The Empire must spend valuable time searching for our bases. Use this time well! Each world where we establish a new base or outpost will provide resources to build our fleets, and may offer additional benefits, such as diplomats, to help protect worlds from Imperial reprisals. Study the map of the sector carefully before you make your decisions. Once you have built up your fleets, attack the major Imperial bases. Be warned, these worlds are likely to be heavily fortified, so be sure you're ready. But if you win, you'll cripple the Empire's military power.

Success may force the Imperial fleet to mass for a single, desperate assault. If they do, we can finally crush them in one decisive engagement. Victory means freedom for the entire Corellian Sector!

# SETUP

To begin playing the Corellian Conflict, players must first organize themselves into opposing teams. Then each player selects a commander for his fleet and builds that fleet. Finally, teams take turns placing bases on the campaign map.



*Corellian Conflict Campaign Map*

## CREATE TEAMS

The Corellian Conflict is designed to be played with either four or six players, divided into two teams of opposing factions—the Galactic Empire or the Rebel Alliance. Each team must consist of the same number of players, ideally with at least two players per team and a maximum of three players per team. If an even number of players is not available or there are only two or three players, see the “Gaming Group Management” sidebar on page 7.

Each team selects one player to be its **GRAND ADMIRAL**. The Grand Admiral serves as team leader, and resolves team disputes. Players should coordinate team assignments to ensure that team skill levels are as balanced as possible; for example, pitting a team of experienced players against a team of new players will likely result in a short and brutal campaign!

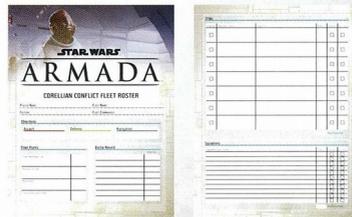
## BUILD FLEETS

Each player has a Fleet Value of 400 fleet points with which to build a single fleet to command at the start of the campaign. Players can discuss strategies and must coordinate the building of their fleets with teammates to follow the team restrictions below.

To build a fleet, each player chooses a commander to lead it. A team cannot have more than one copy of each commander. After choosing commanders, players build their fleets. They must follow the fleet-building rules found on page 6 of the **Armada** Rules Reference, with the following exceptions:

- A team cannot have more than one copy of a card with a unique name. For example, if a player chooses the “Darth Vader” commander upgrade for his fleet, no other player on that team can include a “Darth Vader” card in his fleet, even if that card is of a different type (such as the “Darth Vader” squadron card). This rule applies for the duration of the campaign (see “Refit and Expand Fleets” on page 11). If players within a team cannot agree on fleet-building choices, the Grand Admiral makes the final decisions.
- Players may 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 his flagship and equip his commander to that ship.

Each player records his fleet information on a copy of the Corellian Conflict Fleet Roster.



*Corellian Conflict Fleet Roster  
(Front and Back)*



## PLACE BASES

Bases are represented by stickers that are applied next to planets and mark each team's control over the Corellian Sector. The location of a base on the campaign map determines the amount of resources each team earns at the end of each campaign turn that can be spent on their fleets (see "Management Phase" on page 10). A base also affects the outcome of a battle fought at its location.

Base locations are marked on the map using stickers (allowing the map to be put up in a public location or taken down and transported without losing the base locations) and are also recorded on each team's Corellian Conflict Team Roster.

Before placing bases, each player should take the appropriate base or presence stickers for his faction. Each Imperial player takes one Imperial Base sticker, and each Rebel player takes two Rebel Presence stickers. **No more than one sticker can be placed on each location.**

To begin, the Imperial team places an additional Imperial Base sticker on Corellia. Both teams record the presence of an Imperial base on their Team Roster. Then, one Imperial player places his Imperial Base sticker on one of the locations on the campaign map. Both teams record the presence of an Imperial base on their Team Roster. Then one Rebel player places one of his Rebel Presence stickers on one of the locations on the campaign map. The Imperial team records the Rebel presence



at that location on their Team Roster. The Rebel team, however, records whether this location is a Rebel outpost or a Rebel base. Each Rebel player must place one outpost and one base but may do so in whichever order they choose. Whether the Rebel Presence sticker denotes the location of an outpost or a base is only recorded on the Rebel Team Roster and kept secret from the Imperial team.



*Corellian Conflict Team Rosters  
(Imperial and Rebel)*

The teams take turns placing Imperial Base or Rebel Presence stickers until each Imperial player has placed one Imperial Base sticker, and each Rebel player has placed two Rebel Presence stickers.

Once all stickers have been placed, the Empire should have placed a number of Imperial Base stickers equal to the number of players plus the Imperial Base sticker on Corellia. The Rebel Alliance should have placed a number of Rebel Presence stickers equal to twice the number of players. Half of these should represent outposts and half bases.

## USING STICKERS

The Corellian Conflict campaign map and the stickers provided are meant to create a living record of the ongoing Corellian Conflict. As the Empire finds Rebel bases, new Rebel Base stickers are added to the map. When the Alliance liberates an Imperial world, they can place Base Destroyed stickers over the Imperial presence.

However, the primary means of tracking which locations are controlled by which team should be the two Team Rosters. If players prefer to eschew using stickers entirely and keep the map as a fun visual aid, they are welcome to do so.

# THE CAMPAIGN TURN

After constructing fleets and building bases, players are ready to begin the Corellian Conflict. 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.

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 losses sustained and experience gained.
- **Management Phase:** Players earn resources, which they can use to build new bases and to refit and expand their fleets.

## STRATEGY PHASE

During the Strategy Phase, both teams gather around the campaign map to determine the battles for the campaign turn by declaring **ASSAULTS**. An assault is an attack on a specific location on the campaign map that results in a battle. For this process to function smoothly, teams should discuss their strategy ahead of time and decide who will be assaulting and where. If teammates cannot agree, the Grand Admiral makes the final decisions.

Teams take turns declaring assaults and the order in which this is done is determined by the number of campaign points each team has: the team with the fewest campaign points chooses one of its players to declare an assault first. If both teams have equal numbers of campaign points, the Rebel team declares an assault first.

After a team has declared an assault, the opposing team must choose one of its players to defend against that assault. This commits the paired assaulting and defending players to play a battle. After the first two players are paired for a battle, the team that declared a defender chooses one of its unpaired players to declare an assault. The team that declared the first assault must choose one of its unpaired players to defend against the opposing team's assault. The teams alternate declaring assaults until all players are paired for a battle.

When declaring an assault, the assaulting player must specify both a target location and whether this is a **SPECIAL ASSAULT** (see "Special Assaults" on page 8). Players cannot declare an assault against a location that has previously been declared as a target during that Strategy Phase.



## GAMING GROUP MANAGEMENT

A gaming group that schedules regular sessions can complete the Corellian Conflict 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 his teammates can take temporary control of his fleet for that phase. Then, the absent player can play his 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 400-point fleet following the fleet-building rules found in "Setup." If the group cannot find a replacement player, see the "Not Enough Players" section 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. He 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.



## IMPERIAL ADMIRALS!

Grand Moff Tarkin once said that fear will keep the local systems in line. Remember his words! If you are low on resources, one of you should attack a world in a show of force. Once that world is properly cowed, the rest of the sector should send more resources to your cause.

## SPECIAL ASSAULTS

Each team can declare a special assault that is unique to its faction and has a corresponding objective card. Special assaults reward the assaulting team with resources instead of campaign points (see “Strategic Effects” on page 12). A team can declare only one special assault each campaign turn. A team cannot declare a special assault against a target location that has a base, outpost, or presence sticker on it.

- **Hyperlane Raid:** Only the Rebel team can declare this special assault. When declaring this assault, the target location must be in the Corellian System box or on one of the two hyperlanes.
- **Show of Force:** Only the Imperial team can declare this special assault. When declaring this assault, the target location cannot be in the Corellian System or on one of the two hyperlanes.



## ALLIANCE COMMANDERS!

We may not have the resources of the Empire, but we have twice their resourcefulness! The Empire runs convoys of supplies up and down the hyperlanes. If you are ever low on resources, one of you should ambush one of those convoys. The resources you obtain from it can help you continue the fight.



## BATTLE PHASE

After determining battle pairings, each pair of players references the location of their battle on the campaign map to determine which objective cards to play with.

Each pair of players may engage in their battle immediately or schedule it for another time, provided the battle is resolved prior to the group’s next scheduled Strategy Phase meeting.

## DETERMINE INITIATIVE

The player that declared the assault always has the initiative in a campaign game battle.

## CHOOSE OBJECTIVES

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 Objective Cards” to the right), or a combination of the two. Players create the objective pool based on the assault type and the location as described below.

**Special Assault:** If the assaulting player declared a special assault, the game is played with the corresponding objective card (“Hyperlane Raid” or “Show of Force”).

**If the battle is not a special assault:** If the location has a Rebel Presence sticker, the Rebel team must tell the attacker whether the location is a base or an outpost. If the location is an outpost, treat the location as unoccupied.

**Base:** If the location is a Rebel or Imperial base, the defender selects one of the three “Base Defense” campaign objectives (“Ion Cannon,” “Fighter Wing,” or “Armed Station”) and the game is played with that objective card.

**Unoccupied:** If a location does not have a base sticker, it is **UNOCCUPIED**. Refer to the **LOCATION OBJECTIVES** box on the map; the cards listed here make up the pool of objectives. Campaign objectives may be listed by name. Standard objectives are indicated with a number preceded by “+.” If standard objectives are listed, the defender must choose the indicated number of cards from the three cards listed on his fleet roster and add them to the pool. The assaulting player chooses the objective from the final pool.



Talflaglio Campaign Map Location

## SCORING BATTLES

At the end of each battle, players determine their scores as described on page 9 of the *Armada* Rules Reference. The player who wins the battle earns at least one campaign point for his team (see “Determine Battle Effects” on page 10).

A player may choose to **RETREAT** some or all of his ships from a battle (see “Hyperspace Retreat” on page 12). Ships that retreat are counted as destroyed when determining score. Players should also record the results of the battle on their Fleet Rosters.

## CAMPAIGN OBJECTIVE CARDS

The Corellian Conflict 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.



## TRACKING FLEET CONDITION

After each battle, players track the condition of ships and squadrons in their fleets. Ships and squadrons that were destroyed during the battle become **SCARRED**, and ships and unique squadrons that destroy their enemies and survive become battle-hardened **VETERANS**.



## FINAL VICTORY

When players win battles, they gain campaign points for their team. Each win is typically worth one campaign point, but destroying an enemy base can be worth substantially more (see “Determine Battle Effects” on page 10).

The first team to gain the required number of campaign points wins the campaign. This number varies depending on the number of fleets in the campaign:

- **Four fleets:** Nine campaign points.
- **Six fleets:** Twelve campaign points.

If both teams gain enough campaign points to win during the same campaign turn, the team with the higher number of points wins. If both teams have the same number of points, the Imperial team wins.

**Scarred Ships and Squadrons:** 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 his fleet roster and assigns that ship or squadron a scar ID token.



Scar ID Tokens

When a ship or squadron is scarred, it has the 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.

If a scarred ship or squadron is destroyed, it and any upgrade cards equipped to it are eliminated from that player’s fleet and he removes them from his fleet roster. Cards with unique names that have been eliminated in this way cannot be purchased again by any player during the campaign.

If a scarred flagship is destroyed, that fleet's commander is not eliminated—the commander makes it to an escape pod and lives to fight another day! The player must equip that commander to a new flagship in the Management Phase.

A player can spend resource or refit points so that a ship or squadron is no longer scarred (see “Refit and Expand Fleets” on page 11).

**Veteran Ships and Squadrons:** Each non-veteran ship that was not destroyed during the battle and that destroyed at least one enemy ship becomes a veteran. Each unique non-veteran squadron that was not destroyed during the battle and that destroyed at least one enemy ship or squadron also becomes 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 assigns a veteran token to these ships or squadrons (as long as they survived) and records this on his fleet roster.

Veteran tokens grant a benefit to a unit's performance in battle. Unless they are eliminated, 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)

## MANAGEMENT PHASE

During the Management Phase, players address the long-term effects of the campaign turn. As the campaign progresses, teams gain campaign points and resource points, bases may be destroyed and rebuilt, and the fleets fighting over the Coreellian Sector suffer casualties and receive reinforcements.

## DETERMINE BATTLE EFFECTS

After each battle, the opposing players need to determine which team gains campaign points. Depending on the location of the battle, the winning player may also gain access to new strategic effects.

After an assaulting player wins a battle at a location with a base or an outpost sticker, that base or outpost is destroyed, and the opposing team places a Destroyer sticker over the existing sticker. Then the assaulting player's team gains campaign points equal to that location's **VICTORY BONUS** value.



*Coreellia Campaign Map Location*

After a player wins a battle as the defender at a location with a base or outpost sticker, or as the assaulting or defending player at an unoccupied location, that player's team gains one campaign point. If a Rebel base or outpost was revealed, the Rebel team should place a Rebel Base or Rebel Outpost sticker over the existing Rebel Presence sticker. If the battle was a special assault (see page 8), the winning player **does not** gain one campaign point.

## GAIN RESOURCES

Locations with bases and outposts generate **RESOURCES** each Management Phase. Each team gains resources for each location that has an outpost or base on it. Each base provides 25 resource points plus the **RESOURCE BONUS** value of that location. Each Rebel outpost provides 5 resource points plus the resource bonus value of its location.



*Coreellia Campaign Map Location*

Then each team divides this total resource income as evenly as possible between its players. If there is an odd number of resources, the Grand Admiral decides which player (or players) should receive the additional resource points. Each player records resources on his individual fleet roster in the Campaign Turn Income box.

## CONSTRUCT NEW BASES AND OUTPOSTS

Players who won a battle during the Battle Phase have the opportunity to construct a new base or outpost at the location of that battle. To do so, that player spends 15 resource points for a base or 0 points for an outpost then places either an Imperial Base sticker (if an Imperial player) or a Rebel Presence sticker (if a Rebel player) on that location. In both cases, both teams should note the presence of an Imperial Base or Rebel Presence on their Team Roster. The Rebel team should also note whether the location is a base or an outpost.

## BASE AND OUTPOST LIMITS

Each team can only have a limited number of bases and outposts on the map at one time.

- The Empire can only have a number of bases equal to twice the number of Imperial players plus one.
- The Rebels can only have a number of bases equal to the number of Rebel players plus one. They can only have a number of outposts equal to twice the number of players.

## REFIT AND EXPAND FLEETS

Scar ID tokens can be removed using refit points, resource points, or a combination thereof. To remove a scar ID token from a ship or squadron, a player spends refit points or resource points equal to half the fleet point cost of that ship or squadron rounded up. Then that ship or squadron is no longer scarred.

Do not include the cost of any equipped upgrade cards. Each player gains 30 **REFIT POINTS** each campaign turn that can only be spent for this purpose. Any refit points that are not spent during a campaign turn are lost.

After removing scar ID tokens, each player may spend resource points (not refit points) to add new ships, squadrons, and upgrade cards to his fleet. A fleet's total value may drop below 400 fleet points but cannot exceed 500 points. A player may



## A NOTE ON SECRECY

Since the locations of Rebel bases and outposts are recorded secretly on the Rebel team's Team Roster, there is no way for the Imperial team to double-check to make sure the Rebels aren't cheating in some way, such as changing the location of their bases and outposts. However, since all other information (including resource income) is public knowledge, such behavior will eventually be noticed. If the Rebel team is ever caught cheating, they immediately lose the campaign.

Of course, such cheating violates the spirit of the entire Corellian Conflict, and is also the height of being a poor sport.

re-equip upgrade cards to different ships within his own fleet (without spending additional resource points) 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. If a player equips his commander to a different ship, that ship becomes his fleet's flagship.

If a player decides that his fleet has suffered losses so devastating that it can no longer compete against enemy fleets, he may choose to retire his fleet and construct a new one (see "Retire the Fleet" on page 13).

Each player records all changes made to his fleet on his fleet roster, including any resource points that are not spent (these are recorded in the Banked Resource Points). These resource points can be spent during later campaign turns. After all players have completed the Management Phase, both teams record the current campaign turn number on their team rosters and a new turn begins.

# ADDITIONAL CAMPAIGN RULES

The following section describes additional rules that are used when playing the Corellian Conflict.

## 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 distinguish between their own ships or squadrons.

In addition to using scar ID tokens (see page 9), it is suggested that players use ID tokens with a different color when they need to distinguish friendly ships or squadrons that are not a permanent part of their fleets. This occurs when playing with the “Base Defense: Fighter Wing” campaign objective.

## GRAY ID TOKENS

During All-Out Offensive games (see page 14), 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.



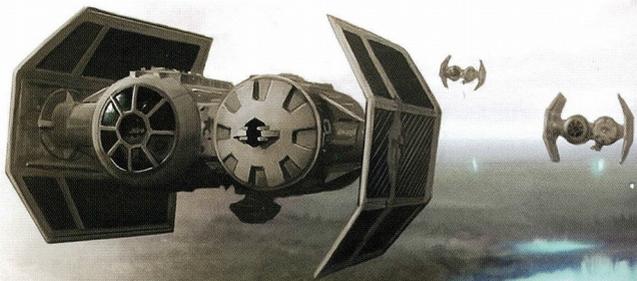
Gray ID Tokens

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.

## HYPERSPACE RETREAT

During a battle, one or more ships may attempt to retreat to hyperspace.

During the fourth and fifth 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 “Tracking Fleet Condition” on page 9).



## 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.

## STRATEGIC EFFECTS

Some locations on the campaign map have a strategic effect. If a team has a base or an outpost at that location, the team is said to **control** that location, and they gain the benefits of that location’s strategic effect. There are four different strategic effects in the campaign.

- **Diplomats:** At the beginning of the Strategy Phase, each team gains a number of Diplomat tokens equal to the number of locations that team controls with the Diplomats strategic effect. Then, starting with the team that does  *Diplomat Token* not have initiative, each team alternates placing one Diplomat token on one unoccupied location on the map. Assaults may not be declared against these locations. At the end of the Strategy Phase, remove all Diplomat tokens from the map and return them to the supply. *(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 locations have been targeted by the Diplomat token's effect).

- **Repair Yards:** During the Management Phase, each player gains an additional +5 refit points for each location with the Repair Yards strategic effect that his team controls (see "Refit and Expand Fleets" on page 11).

- **Spynet:** At the beginning of the Battle Phase, each team gains a number of Spynet tokens equal to the number of locations that team controls with the Spynet strategic effect. 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 a Spynet token to remove one friendly ship or two friendly squadrons from the play area and redeploy them in any place allowed by the game's objective card (and may do this multiple times by spending multiple tokens). If both players have Spynet tokens, the first player must spend all of his tokens first. At the end of the Battle Phase, any unused Spynet tokens are returned to the supply.



*Spynet Token*

- **Skilled Spacers:** At the beginning of the Battle Phase, each team gains a number of Skilled Spacers tokens equal to the number of locations that team controls with the Skilled Spacers strategic effect. These tokens can be



*Skilled Spacers Token*

distributed amongst the team's players in any manner that is mutually agreeable to the team. During a battle, before the first player chooses objectives, the second player may spend a Skilled Spacers token to temporarily replace one of his fleet's objective cards with one other objective card of the same category (and may do so multiple times by spending multiple tokens). At the end of the Battle Phase, any unused Skilled Spacers tokens are returned to the supply.

## RETIRE THE FLEET

In some campaigns, a player's fleet can drop so low below its initial fleet point value that it is no longer an effective part of that player's team. That player may choose to retire his fleet during the Refit and Expand Fleets step of the Management Phase.

If a player retires his fleet, his fleet immediately loses all resource points (including current turn income) and the opposing team receives one campaign point. That player's commander and any other unique upgrades or squadrons in his fleet are eliminated and cannot be purchased again by any player during the campaign.

Then that player constructs a new 400-point fleet according to the fleet-building rules on page 5.



# ALL-OUT OFFENSIVE

Near the end of the campaign, either team may have the chance to risk everything on one final battle, assaulting their opponents with everything they can muster. If they win this battle, the assaulting force wins the entire campaign. If they lose, however, they suffer ruinous defeat.

When a team begins the Strategy Phase with a campaign point total that is within four points of the total needed to win the campaign, they may declare an All-Out Offensive instead of declaring any other assaults. If a team chooses to launch an All-Out Offensive, the Strategy Phase immediately ends, and the campaign culminates in an epic battle!

The All-Out Offensive is a team game where each team fields all of its players' fleets as a single, combined force. This game does not use an objective card; the special rules governing the battle are covered below.

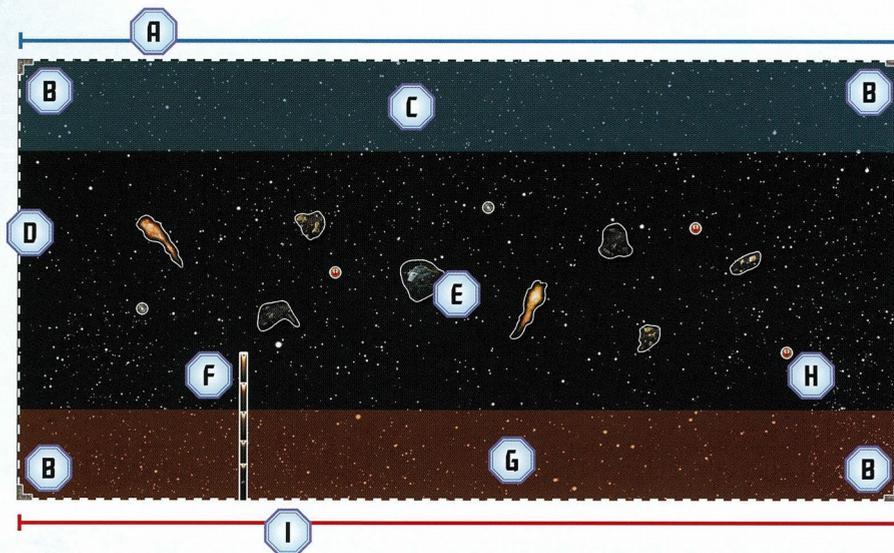
## SETUP

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

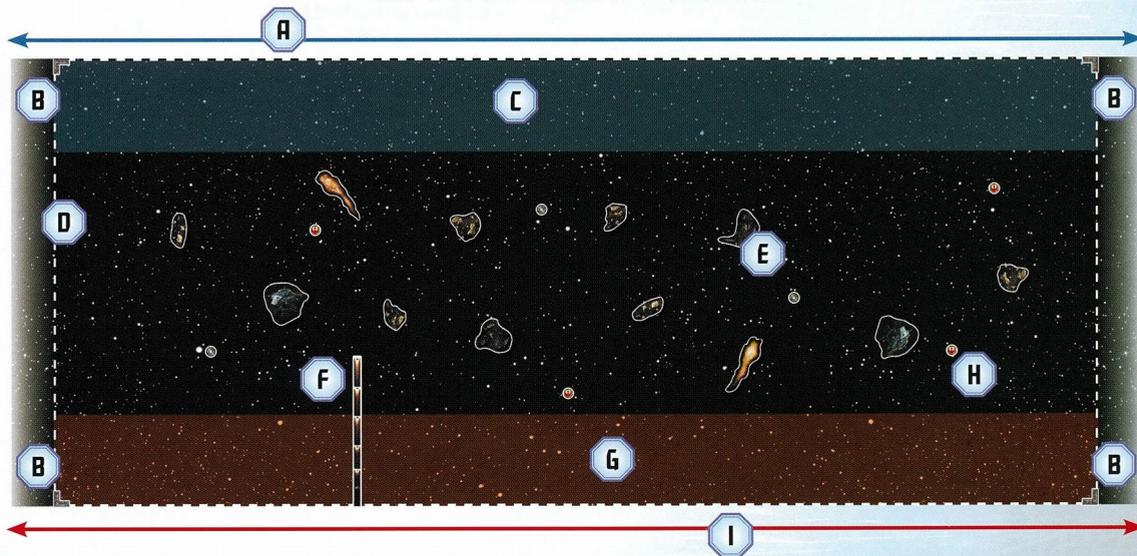
**Assaulting Team:** The team that declared the All-Out Offensive is the assaulting team and has initiative.

## FOUR-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. Victory Tokens
- I. Rebel Team's Edge



## SIX-FLEET SETUP DIAGRAM



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

**Defending Team:** The opposing team must defend against the All-Out Offensive and is the defending team.

**Play Area, Setup Area, and 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 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.

- **6 total fleets (3 per team):** Use a 3' x 9' play area, with a 3' x 7' setup area. Establish the 3' x 7' setup area by using the length of the range ruler to place the setup area markers 1' from the short edges of the play area. Add the two dust field obstacles, three additional asteroid fields, and one additional station to the available obstacles. Then place obstacles as normal.

**Victory Tokens:** After deploying obstacles, each team takes turns placing victory tokens into the play area (instead of objective tokens). Each team must place victory tokens so that their own faction symbol is faceup. Victory tokens must be placed within the setup area, beyond distance 3 of both teams' edges, and

beyond distance 5 of all other victory tokens. First, each of the assaulting team's players places one victory token. Then each of the defending team's players places one token. Finally, the defending team's Grand Admiral places one additional token.

**Hyperspace Reserves:** Each player must set aside either two small or medium ships or one large ship instead of deploying them, if able. Each player may also choose to set aside up to two squadrons for each ship he sets aside, instead of deploying those squadrons. Each of the assaulting team's players sets aside his ships and squadrons first. Then each of the defending team's players sets aside his ships and squadrons.

**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, each of its players must place one ship or two squadrons, following the standard rules for deploying ships and squadrons.

## SPECIAL RULES

**Game Length:** The game ends after seven rounds.

**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 ships and squadrons of that player's fleet.

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 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 Grand Admiral.

If all of a player's ships are destroyed, that player continues to play and can activate his 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, his team continues to play without him.

**Hyperspace Reinforcements:** At the start of any round after the first round, each player may choose to deploy one of his ships and up to two of his squadrons that he set aside as hyperspace reserves. If he chooses to do so, he deploys the ship and squadrons at distance 1 of one of his team's victory tokens. If players from both teams want to deploy ships and squadrons during the same round, any players from the assaulting team must deploy their ships and squadrons first. Once the assaulting team has finished deploying, any players on the defending team may deploy their ships and squadrons.

A ship may be deployed overlapping squadrons; the opposing team places those squadrons as though the ship had overlapped them while executing a maneuver.

Each player who chooses not to deploy may instead move one of his faction's victory tokens to within distance 1 of its current position.

**Scoring:** The teams determine their scores at the end of the game. A team's score is the total fleet point cost of destroyed enemy ships and squadrons. Victory tokens are not scored in this scenario.

**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. The team with one or more ships remaining in the play area is the winner.

The team that wins the battle wins the campaign!



# CORELLIAN SECTOR LOCATIONS

## AUREA

- +9 Strategic Effect: Diplomats
- +1 Objective Cards: +3 Objective Cards

## CENTERPOINT

- +5 Strategic Effect: Spynet
- +0 Objective Cards: Independent Station, +1 Objective Card

## CORELLIA

- +20 Strategic Effect: Repair Yards
- +2 Objective Cards: +3 Objective Cards

## CORFAI

- +19 Strategic Effect: None
- +1 Objective Cards: +3 Objective Cards

## CRASH'S DRIFT

- +13 Strategic Effect: Skilled Spacers
- +1 Objective Cards: Nebula Outskirts, +3 Objective Cards

## DRALL

- +9 Strategic Effect: Diplomats
- +1 Objective Cards: +3 Objective Cards

## DURO

- +17 Strategic Effect: Skilled Spacers
- +2 Objective Cards: +3 Objective Cards

## FORVAND

- +2 Strategic Effect: Spynet
- +0 Objective Cards: Nebula Outskirts, Independent Station

## FROZ

- +0 Strategic Effect: Diplomats
- +1 Objective Cards: +3 Objective Cards

## NEW PLYMPTO

- +9 Strategic Effect: None
- +0 Objective Cards: +3 Objective Cards

## NUBIA

- +16 Strategic Effect: Repair Yards
- +2 Objective Cards: +3 Objective Cards

## PHEMIS

- +2 Strategic Effect: None
- +0 Objective Cards: +3 Objective Cards

## PLYMPTO

- +1 Strategic Effect: Skilled Spacers
- +0 Objective Cards: Asteroids, Independent Station, Nebula Outskirts

## POLANIS

- +15 Strategic Effect: None
- +1 Objective Cards: +3 Objective Cards

## RAIDER'S POINT

- +4 Strategic Effect: Spynet
- +0 Objective Cards: Nebula Outskirts

## SABERHING ASTEROID BELT

- +16 Strategic Effect: Repair Yards
- +2 Objective Cards: Asteroids

## SACORRIA

- +10 Strategic Effect: None
- +1 Objective Cards: +3 Objective Cards

## SELONIA

- +12 Strategic Effect: Repair Yards
- +1 Objective Cards: +3 Objective Cards

## SILERIA

- +7 Strategic Effect: Skilled Spacers
- +0 Objective Cards: Asteroids

## TALFAGLIO

- +6 Strategic Effect: None
- +1 Objective Cards: Asteroids, +2 Objective Cards

## TALUS

- +8 Strategic Effect: Skilled Spacers
- +1 Objective Cards: +3 Objective Cards

## TRALUS

- +8 Strategic Effect: Skilled Spacers
- +1 Objective Cards: +3 Objective Cards

## TRUUZDANN

- +8 Strategic Effect: None
- +0 Objective Cards: +3 Objective Cards

## VAGRAN

- +8 Strategic Effect: Repair Yards
- +1 Objective Cards: +3 Objective Cards

## XYQUINE II

- +11 Strategic Effect: Repair Yards
- +1 Objective Cards: +3 Objective Cards

# INDEX

## A

Additional Campaign Rules .. 12–13  
All-Out Offensive ..... 14–16  
assaults..... 7  
    Special Assaults ..... 8  
Attacking Stations..... 3

## B

Base and Outpost Limits ..... 11  
bases ..... 6, 11  
    destroyed..... 6  
    Imperial..... 6  
    limits 11  
    outpost ..... 6  
    outposts..... 11  
    Place Bases..... 6  
    presence..... 6  
    Rebel 6  
    stickers ..... 6  
Battle Phase..... 7, 8  
battles..... 4  
Build Fleets..... 5

## C

Campaign Objective Cards..... 9  
campaign points..... 4, 9, 10  
Campaign Turn ..... 7–11  
Choose Objectives ..... 8–9  
Component List ..... 2  
Construct New Bases and Outposts 11

## D

Determine Battle Effects..... 10  
Determine Initiative..... 8  
Diplomats..... 12  
Dust Fields ..... 2

## F

fleets  
    Build Fleets..... 5  
    roster ..... 5  
    unique card names ..... 5  
    upgrade restrictions ..... 5

## G

Gain Resources ..... 10–11  
Gaming Group Management ..... 7  
Grand Admiral..... 5, 7, 11, 16  
Grav Well Interdiction ..... 12

## H

Hyperlane Raid ..... 8  
Hyperspace ..... 16  
    Reinforcements..... 16  
    reserves ..... 16  
    Retreats ..... 12

## I

ID Tokens ..... 12  
    Gray ID Tokens ..... 12  
    scar ID tokens..... 9, 11

## L

line of sight  
    dust fields ..... 2–3  
    stations ..... 3  
location ..... 4  
    assaults..... 7–8  
    battles..... 8  
    list of ..... 17  
    map ..... 6  
    objectives ..... 9  
    resource bonus ..... 10  
    strategic effect ..... 12–13  
    victory bonus..... 10

## M

Management Phase ..... 7–8, 10

## N

New Rules..... 2  
null armament..... 3

## O

objectives ..... 8–9  
    Campaign Objective Cards..... 8, 9  
    new objective cards..... 2

## P

Place Bases..... 6  
Playing the Campaign..... 4–6

## R

Refit and Expand Fleets..... 11  
    refit points ..... 11  
Repair Yards..... 13  
resources ..... 10  
Retire the Fleet ..... 13

## S

scarred ..... 9, 11  
Scoring Battles..... 9  
Setup  
    All-Out Offensive ..... 14–16  
    campaign ..... 5  
    short player edges..... 2  
Show of Force..... 8  
Skilled Spacers ..... 13  
Special Assaults ..... 8  
Special Rules (All-Out Offensive). 16  
Spynet ..... 13  
Strategic Effects..... 10, 12–13  
Strategy Phase ..... 7–8

## T

team roster ..... 6  
    secrecy..... 11  
teams..... 5  
    Create Teams ..... 5  
tips  
    Alliance Commanders ..... 4, 8  
    Imperial Admirals ..... 4, 8  
Tracking Fleet Condition..... 9–10

## U

Using Stickers..... 6

## V

veterans..... 9, 10  
    token ..... 10  
victory..... 9, 20

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# QUICK REFERENCE

## 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. Each team alternates declaring assaults, starting with the team that has initiative. The team with the lowest number of campaign points has initiative (if both teams are tied, the Rebel team has initiative).

1. **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.
2. **Choosing Defenders:** Once the opposing team has declared 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.

### 2. BATTLE PHASE

After all players are paired for battle, each pair of players references the location of their battle to determine what objective cards to play with (see page 17). The player that declared the assault has initiative in that battle.

At the end of the battle, each player records which ships and squadrons were destroyed on their campaign rosters. Those ships and squadrons become scarred (see page 9). Some ships and unique squadrons may also become veterans (see page 10).

### 3. MANAGEMENT PHASE

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

1. **Determine Battle Effects:** Winning a battle may earn additional campaign points for the team or resources to repair and improve fleets.

2. **Gain Resources:** The team counts how many locations have one of the team's bases or outposts on it. Each base generates 25 resource points for the team plus the resource bonus listed on the location. Each outpost generates 5 resource points for the team plus the resource bonus listed on the location.
3. **Construct New Bases and Outposts:** Players who won a battle at a location have an opportunity to construct a new base or outpost at that location (see page 11).
4. **Refit and Expand Fleets:** Each player gains a number of refit points and a number of resource points. Players can use refit points to repair scarred ships and squadrons (paying points equal to half of that ship or squadron's base cost). They can use resource points to repair ships in the same manner, or to purchase new ships, squadrons, and upgrade cards.



## FIGHTING BATTLES

When players fight battles, the details of the battle are determined by whether that location is occupied (has a base on it) or unoccupied.

When the Empire declares an assault against a location with a Rebel Presence sticker on it, before the battle begins the Rebel player informs the Imperial player whether that location is a base or an outpost.

- **Unoccupied:** If the location is unoccupied, refer to the location objectives box to determine what objectives will be used for the battle. Some locations have unique objectives to use, some use the defender's objectives, and some use a combination of both.
- **Occupied:** If the location contains a base, the defender chooses one of the three "Base Defense" campaign objectives. The game is played with that objective card.