STAR WARS
ARMADA

TOURNAMENT FAQ

SUMMARY OF CHANGES IN THIS VERSION

VERSION 3.2.1 / EFFECTIVE 06/26/2017

- Errata, Page 2–3
- Card Clarifications, Pages 10, 12, 14

All changes and additions made to this document since the previous version are marked in red.

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ARMADA

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ERRATA

UPGRADE CARDS

BOMBER COMMAND CENTER

This upgrade card's effect should be followed by this paragraph:

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

Updated Card

DEMOLISHER

This upgrade card's effect should read:

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

Updated Card

GENERAL RIEEKAN

This upgrade card's effect should read:

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.

Updated Card

TURBOLASER REROUTE CIRCUITS

This card's effect should read:

"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."

Updated Card

SQUADRON CARDS

MAJOR RHYMER

This squadron's effect should read:

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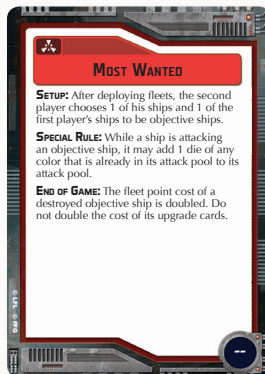
Updated Card

STATION CARDS

ARMED STATION

This card's anti-squadron armament should be 1 blue die. This card's battery armament should be 2 red dice and 2 blue dice.

Updated Card

OBJECTIVE CARDS

MOST WANTED

The Special Rule for the "Most Wanted" objective card should read:

"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."

Updated Card

CAMPAIGN OBJECTIVE CARDS

HYPERLANE RAID

Updated Card

The End of Game section of this campaign objective card should be followed by this sentence:

"If scores are equal, the first player wins."

NEBULA OUTSKIRTS

Updated Card

The last sentence of the Special Rule section of this campaign objective card should read:

"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."

CORELLIAN CONFLICT CAMPAIGN GUIDE

PLAYING THE CAMPAIGN, P.4

The CAMPAIGN POINTS cross-reference should read:

"(see "Final Victory" on page 9)."

PLACE BASES, P.4

- The last three sentences of this section's fourth paragraph should read:

"Each Rebel player must place two Rebel Presence stickers. These stickers can represent outposts or bases. However, only half of the total Rebel stickers can represent bases, the other half must represent outposts. 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."

- The last paragraph of this section should read:

"Once all stickers have been placed, the Empire should have placed a number of Imperial Base stickers equal to the number of Imperial 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 Rebel players. Half of these should represent outposts and half bases."

DETERMINE BATTLE EFFECTS, P.10

The second paragraph of this section should read:

"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 Destroyed sticker over the existing sticker. Then the assaulting player's team gains campaign points equal to one plus that location's VICTORY BONUS value."

BASE AND OUTPOST LIMITS, P.11

The second bullet of this section should read:

"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 Rebel players."

CORELLIAN SECTOR LOCATIONS, P.17

The Victory Bonus value for Corfai should be +2:

The Victory Bonus value for Talfaglio should be +0:

FLOTILLAS

The rules for flotillas should read:

"The ship included in this expansion is a flotilla. Ships of this type feature two plastic ship models (instead of one). Flotillas follow the same rules as other ships with the following exceptions:

- When a flotilla would overlap another ship (or be overlapped by another ship), deal one facedown damage card to the flotilla. Do not deal a facedown damage card to the closest ship the flotilla overlapped (or that overlapped it) unless that ship is also a flotilla.

- A flotilla cannot equip a ⬤ (commander) upgrade card."

LEARN TO PLAY

FLEET-BUILDING RESTRICTIONS, P.22

This section should include the following bullet point:

"A ship cannot equip more than one copy of the same upgrade card."

RULES REFERENCE

ATTACK, P.2

The second sentence of step 6, "Declare Additional Squadron Target," should read:

"The new defender must be inside the firing arc and at attack range of the same attacking hull zone, and the attacker must measure line of sight to it as normal."

ATTACK, P.2

Step 6, "Declare Additional Squadron Target," should include the following bullet point:

"Treat each repetition of steps 2 through 6 as a new attack for the purposes of resolving card effects."

Commands, p.4

This entry should include the following bullet point:

"A ship can resolve a command and choose not to produce its effect. It still counts as resolving that command, such as for the purpose of triggering upgrade cards."

Fleet Building, p.6

This entry should include the following bullet point:

"A ship cannot equip more than one copy of the same upgrade card."

Line of Sight, p.7

The fourth bullet point of this entry should read:

"If line of sight or attack range is traced through a hull zone on the defender that is not the defending zone, the attacker does not have line of sight and must choose another target."

Measuring Firing Arc and Range, p.7

This entry should include the following paragraph:

"When measuring attack range for a ship, ignore any portion of the defender that is outside the attacking hull zone's firing arc, even if that portion is at a closer range."

Range Example

The CR90 Corvette's front hull zone attempts to attack the *Victory*'s rear hull zone. The Rebel player must measure range to the closest point of the *Victory*'s rear hull zone that is within the attacking firing arc. This measurement passes through the *Victory*'s left hull zone, so the CR-90's front hull zone does not have line of sight on the *Victory*'s rear hull zone.

Measuring Firing Arc and Range, p.7

This entry should include the following paragraph:

"If attack range is measured through a hull zone on the defender that is not the defending hull zone, the attacker does not have line of sight and must choose another target."

Overlapping, p.8

The last sentence of the first paragraph should read:

"He can place those squadrons in any order, but he cannot place them outside the play area."

Size Class, p.11

The size of a small ship should read "43mm x 71mm." The size of a medium ship should read "63mm x 102mm." The size of a large ship should read "77.5mm x 129mm."

RULE CLARIFICATIONS

OPEN, DERIVED, AND HIDDEN INFORMATION

OPEN INFORMATION

Open information is any information about the game, game state, or ships that is available to all players. This includes faceup damage cards, any relevant tokens, the chosen objective, discarded upgrade cards, and any other information continuously available to all players.

All players are entitled access to open information and cannot hide open information from an opponent or omit specific details. A player must allow his or her opponent to discover the information themselves if they attempt to do so.

DERIVED INFORMATION

Derived information is any information about the game, game state, or ships all players have had the opportunity to learn through card/game effects or through the process of deduction using open information. This includes each player's current score, how many of a particular damage card might remain in a damage deck, which ship a dial belongs to, etc.

Derived information may be marked with the use of a token or other indicator so that players remember the information. A player cannot misrepresent derived information or hide the open information necessary to discover derived information.

If derived information is dependent on a player's previous decision or action, he or she must answer truthfully when asked about that decision or action. For example, Steph chooses two ships for the objective Most Wanted. During a round later in the game, Bryan forgets which ships were chosen and asks Steph. Steph must answer honestly which two ships she chose for the objective.

Hidden Information

Hidden information is any information about the game, game state, or ships unavailable to one or more players. This includes facedown damage cards (even if they were previously faceup), facedown maneuver dials, cards within the damage deck, etc.

A player cannot learn hidden information without the aid of a game effect, rule, or another player verbally communicating the information. However, if a player that has access to hidden information about the game or a card and chooses to verbally share it with his or her opponent, that player is not required to tell the truth.

FAQ

This section answers frequently asked questions about *Star Wars: Armada*.

ATTACKS

Q: When a ship resolves an ability that allows it to add dice to the attack pool, can it add those dice if their color is not normally appropriate for the range of the attack?

A: Yes. The range restriction on dice color applies only when dice are gathered during the "Roll Attack Dice" step of an attack.

Q: If a ship's attack would not include any dice, but the ship can add dice through a card effect, can it perform the attack?

A: No. If a ship does not gather any dice during the "Roll Attack Dice" step of an attack, the attack is canceled.

Q: When measuring line of sight, do the attacker's hull zones block line of sight?

A: No.

Q: While measuring line of sight, if a ship is in the way, do its shield dials and their plastic frames affect line of sight in any way?

A: No. However, when determining line of sight, all of the other parts of a ship's plastic base can obstruct line of sight.

Q: Can a ship attack an engaged squadron?

A: Yes.

COMMANDS

Q: When a ship spends a command dial and token of the same type, does that count as one resolution of that command?

A: Yes.

Q: If a ship wants to spend a command dial and token of the same type, does it have to spend them simultaneously?

A: Yes. It must already have both the dial and token, and must spend them together.

Q: Can a ship spend its command dial to gain a command token of the same type at any point during its activation?

A: No. It can only do this when it reveals its command dial.

Q: If a ship spends its command dial to gain a command token of the same type, can it spend that token later in that round?

A: Yes.

Q: If a ship has a ⊗ dial and a ⊗ token, can it spend those tokens against different targets during the same round?

A: No. A ship cannot resolve each command more than once each round.

Q: If a ship spends a ⊗ dial and a ⊗ token together, can it reroll the die that it adds? Is it required to reroll a die?

A: It can reroll the die that it adds, and it can choose not to reroll any dice.

DAMAGE CARDS

Q: Can players look at facedown damage cards assigned to ships?

A: No.

FLOTILLAS

Q: What ship size are flotillas for the purposes of resolving card effects?

A: A flotilla ship is of the ship size defined by its ship token and base. For example, a flotilla ship on a small base is a small ship for all rules and effects interactions. Flotillas are only treated differently when they are overlapped or overlapping other ships.

MOVEMENT

Q: When a ship executes a maneuver, does it move along the maneuver tool?

A: No. The ship is picked up from its starting position and placed in its final position. It ignores any obstacles, ships, and squadrons that its base does not overlap in its final position.

Q: When a ship executes a maneuver, is it destroyed if part of the maneuver tool is outside the play area but the ship itself is entirely inside the play area?

A: No.

Q: When a ship overlaps more than one ship, how does a player determine which of those ships is closest?

A: The player measures range to the overlapped ship that appears to be closer and temporarily marks that measurement (such as by holding his or her thumbnail where the ruler reaches the overlapped ship). Retaining that measurement, he or she measures range to the other overlapped ship. If the second range measurement is beyond the marked measurement, the first ship is closer; otherwise, the second ship is closer.

Q: When can a player premeasure with the maneuver tool?

A: A player can only premeasure with the maneuver tool during his ship's "Determine Course" step and only for that ship.

Q: If a ship executes its manuever so that it is exactly touching another ship or squadron at its final position, did the ship that moved overlap the ships or squadrons that it is touching?

A: No.

Q: If a ship overlaps another ship and suffers damage so that it has damage cards equal to its hull value but its final position is overlapping the station obstacle, is that ship destroyed?

A: Yes. The station's effect is not resolved until after the ship executes its maneuver.

Q: When a ship executes a maneuver such that a portion of the ship would be outside the play area at its final plotted position, but the ship overlaps another ship at that position and finishes its move entirely inside the play area, is the ship that is moving destroyed?

A: No.

Q: When an effect instructs a ship to execute a maneuver outside of its usual Execute Maneuver step, what is that ship's speed?

A: While executing that additional maneuver, the ship's speed is temporarily set to the speed indicated by the effect that is resolved. The ship executes the maneuver by completing the Determine Course and Move Ship steps. The ship's current speed is still tracked by its speed dial, and the ship does not count as having changed its speed.

OBSTRUCTED

Q: While a ship is overlapping an obstacle and the attacking hull zone's traced line of sight does not pass over a visible portion of that obstacle, or another obstacle or ship, is that attack obstructed?

A: No.

SETUP AND FLEET-BUILDING

Q: During fleet-building, how many fleet points can a player spend on squadrons?

A: A player can spend up to one third of the fleet point total, rounded up. For example, if playing a 200-point game, a fleet could contain 67 points of squadrons, even if the total cost of that fleet was only 190.

Q: During the "Place Obstacles" step of setup, can the players place any combination of six obstacles?

A: No. The players place three asteroid fields, two debris fields, and one station.

Q: During the "Deploy Ships" step of setup, can a player set his or her ship's speed to "0"?

A: No.

Q: Can a ship be placed so that it overlaps another ship?

A: No.

Q: Can a ship spend a defense token even if it would have no effect?

A: Yes. For example, a ship can spend a ⟲ token and choose an adjacent hull zone with no shields remaining.

Q: Can a ship spend an evade token to reroll a die and wait to see the result before spending another defense token?

A: Yes.

SQUADRONS

Q: When a squadron activates, is it required to move and/or attack?

A: No. A squadron can activate and end its activation without moving and/or attacking.

Q: During setup, can a squadron be placed outside the setup area as long as it is within distance 1–2 of a friendly ship?

A: No. It may be placed outside of the deployment zone, but not outside the setup area.

Q: When a squadron with COUNTER performs its COUNTER attack, can it resolve abilities that affect an attack?

A: Yes. A COUNTER attack functions just like a normal attack except that the dice gathered for the attack are indicated by the squadron's COUNTER value instead of its anti-squadron armament. They can be affected by the SWARM keyword, Howlrunner's ability, etc.

Q: How does the squadron keyword BOMBER work?

A: When a squadron with bomber attacks a ship, it can resolve the standard critical effect before totaling damage if it has at least one ✷ result. To determine the total damage of an attack against a ship, it sums the number of ✷ and ✷ results instead of only the ✷ results.

Q: If a ship overlaps a large number of squadrons, can the opposing player place the squadrons in a way that makes it impossible for all of them to touch the ship?

A: No. The player must place as many as possible touching the ship. He or she cannot space them out in order to prevent some squadrons from touching the ship.

Q: If a ship overlaps a large number of squadrons and it is impossible to place all of them touching the ship, where should the remaining squadrons be placed?

A: A squadron that cannot be placed touching the ship must be placed touching another squadron that is touching the ship.

Q: When a ship executes a maneuver, if its shield dial or the plastic portion framing that dial is overlapping a squadron's base, does that count as overlapping?

A: Yes. Similarly, a squadron cannot move under or be placed under a ship's shield dial, as this would count as overlapping

Q: Can a squadron with ROGUE move and attack in either order when it activates during the Squadron Phase?

A: Yes.

Q: Is a squadron with GRIT prevented from moving while engaged with two squadrons, one with HEAVY and one without HEAVY?

A: Yes

Q: If a squadron is at distance 1 of two enemy squadrons, one that it is engaged with and one that it is not engaged with because it is separated by an obstacle, does the original squadron have to attack the engaged squadron?

A: No. A squadron can attack another squadron at distance 1 regardless of whether it is technically engaged with that squadron.

Q: Can a squadron with STRATEGIC move objective tokens that are assigned to a ship?

A: No.

Q: If a squadron with SNIPE is engaged and another squadron is at distance 2, can it attack the squadron at distance 2?

A: Yes. However, if the squadron with SNIPE is engaged with a squadron with ESCORT, it cannot attack another squadron that lacks ESCORT.

Q: Does a squadron with RELAY need to be close–medium range of the ship that is activating squadrons so that those squadrons can activate?

A: No.

CORELLIAN CONFLICT FAQ

This section answers frequently asked questions about *The Corellian Conflict* campaign expansion.

BUILD FLEETS

Q: After constructing their starting 400-point fleet, do players keep any leftover points as resources?

A: No.

PLACE BASES

Q: When it is a Rebel player's turn to place Rebel Presence stickers, is he required to record the location of a base and outpost as a pair?

A: No. However, the Rebel team must plan so that half of the Rebel Presence stickers represent outposts and half bases after all stickers have been placed.

DETERMINE INITIATIVE

Q: Can the player who declared the assault choose to be first or second player?

A: No. The player who declared the assault has initiative and is the first player.

SCORING BATTLES

Q: What happens to a player's squadrons if all of his ships are destroyed or all of his ships retreat to hyperspace?

A: The game immediately ends when a player has no ships remaining in the play area. The player with ships remaining in the play area wins that battle. Any of the losing player's squadrons remaining in the play area are treated as not destroyed and do not become scarred.

TRACKING FLEET CONDITION

Q: If a ship is destroyed during a battle by moving outside the play area, does it become scarred?

A: Yes.

Q: Can a scarred ship recover its discarded defense token or a scarred squadron recover its hull point during a battle by resolving an effect?

A: Yes. However, the scar ID token can only be removed during the Refit and Expand Fleets step. If that ship or squadron remains scarred at the start of the next battle, the appropriate effect must be resolved.

Q: Can a ship or squadron permanently lose its veteran token other than by being eliminated from the campaign?

A: No.

REFIT AND EXPAND FLEETS

Q: When do changes to fleet rosters become public knowledge?

A: Players are not required to discuss their decisions during the Refit and Expand Fleets step. At the beginning of the Strategy Phase, fleet rosters are public knowledge and players can ask to look at the other teams' rosters before declaring assaults and defenders.

Q: Can a player voluntarily remove ships or squadrons from his fleet to reduce his fleet-point value?

A: Yes. However, ships or squadrons removed in this manner are treated as destroyed. The player does not recover resource points from their fleet-point value. Cards with unique names (such as title upgrade cards) that have been eliminated in this way cannot be purchased again by any player during the campaign.

Q: Do upgrades that are not equipped and are set aside count as part of that fleet's total value?

A: All purchased upgrades count toward the fleet's total value, whether they are equipped or unequipped.

Q: What is the limit on adding squadrons to a fleet?

A: A fleet's squadron fleet-point value cannot exceed one-third of that fleet's total value (rounded up). A player can add additional squadrons as long as the final squadron total does not exceed one third of the fleet's total final value.

GRAV WELL INTERDICTION

Q: If a ship with a ◎ (experimental retrofit) upgrade equipped moves so that it is at distance 1–5 of an enemy ship that has already discarded its dial to retreat to hyperspace, does that enemy ship still retreat?

A: Yes.

STRATEGIC EFFECTS

Q: Can the second player use a Skilled Spacers token to replace a campaign objective card with another campaign objective card or a standard objective card?

A: No.

CARD CLARIFICATIONS

This section clarifies individual cards and explains various card interactions.

DAMAGE CARDS

Power Failure

If a ship has two Power Failure damage cards, it fully applies one, then applies the other. For example, a ship with an Engineering value of "5" would be reduced to "2" and then reduced again to "1."

Thrust-Control Malfunction

An adjustable joint is a joint with a yaw value of "I" or "II"; a joint with a yaw value of "-" is not affected. This card affects the yaw value printed on the speed chart; that value can still be increased by the ◷ command or other card effects.

This card only affects maneuvers executed at the ship's current speed (the number on its speed dial).

OBJECTIVE CARDS

Advanced Gunnery

If either player's objective ship is equipped with Gunnery Team and attacks from the same hull zone during its activation, that ship cannot target the same ship or squadron more than once during its activation.

If either player's objective ship is equipped with Slaved Turrets, that ship cannot attack more than once per round.

Opening Salvo

The dice added by this card effect are added to the attack pool after the attack pool is rolled. The second player's added dice can be of any color regardless of the range of the attack.

A ship's fleet point cost includes the costs of all upgrade cards equipped to that ship.

CONTESTED OUTPOST

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SETUP: Place obstacles as normal, excluding the station. Then the second player places the station in the setup area beyond distance 1 of all obstacles and beyond distance 5 of both players' edges.

SPECIAL RULE: The station does not obstruct attacks and does not have the ability to discard damage cards or recover hull points.

END OF ROUND: Each player sums the command values of his ships at distance 1 of the station. The player with the highest total gains 1 victory token.

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The station does not obstruct attacks or line of sight for ships or squadrons.

FIRE LANES

FIRE LANES

SETUP: After placing obstacles, the second player places 3 objective tokens in the setup area beyond distance 4 of both players' edges. Then the first player may move each objective token to within distance 1–2 of its current position.

END OF ROUND: Each player gains 1 victory token for each objective token he controls. To determine control of each token, players measure attack range and line of sight from each of their ships' hull zones as if performing attacks with battery armament targeting that objective token. The player with the highest total number of dice in his combined attack pools controls that token. If a player's ship or squadron overlaps an objective token, his opponent controls that token; if both players' ships or squadrons overlap the same token, neither player controls it.

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If only a portion of a hull zone's armament is at attack range of an objective token, only that portion is added to the sum.

A hull zone can add only its current battery armament to the sum, including increases and decreases due to cards like "Enhanced Armament." Do not include dice granted after an attack would be rolled, such as from the Concentrate Fire command or the "Dominator" title.

FLEET AMBUSH

FLEET AMBUSH

SETUP: The portion of the setup area that is beyond distance 5 of any edge of the setup area is the **AMBUSH ZONE**. Players mark the corners of the ambush zone with objective tokens.

Players take turns deploying fleets as normal, but must deploy all ships before deploying any squadrons. The first player must deploy ships within the ambush zone on his odd-numbered deployment turns, starting with his first turn. He cannot deploy ships or squadrons overlapping obstacles in the ambush zone. After setup is complete, he removes all objective tokens from the play area.

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The first player can deploy squadrons within distance 1–2 of a ship inside the ambush zone.

After a player has placed all of his ships he begins placing squadrons on his next deployment turn. The other player continues placing ships until all of his ships have been placed, then he begins placing squadrons.

PLANETARY ION CANNON

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SETUP: After placing obstacles, the second player places 3 objective tokens in the play area beyond distance 5 of both players' edges.

SPECIAL RULE: At the end of the Command Phase, the second player may choose 1 objective token at distance 1–3 of an objective token and remove that token from the play area to perform an attack against that ship. The attacker is treated as if it is a ship with a battery armament of 4 blue dice, but is not friendly to any ship or squadron. The attack is treated as being at medium range, cannot be obstructed, can target any of the defender's hull zones, and has the following critical effect:

BLUE ⬡: The defender must choose and exhaust 1 of his defense tokens.

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This card's Special Rule effect can only be used to attack 1 enemy ship per round.

While attacking with this card's Special Rule effect, if the defending hull zone has no shields, the attacker can choose to resolve the standard critical effect instead of the card's critical effect.

HYPERSPACE ASSAULT

HYPERSPACE ASSAULT

SETUP: Before deploying fleets, the second player sets aside 1 of his small or medium ships and up to 3 of his squadrons; he does not deploy them during setup. Then he places 3 objective tokens in the play area beyond distance 3 of both players' edges.

SPECIAL RULE: At the start of any round after the first round, the second player can deploy the ship and squadrons that he set aside at distance 1 of 1 objective token. Then remove all objective tokens. The ship can be deployed overlapping squadrons; the first player places those squadrons as though the ship had overlapped them while executing a maneuver.
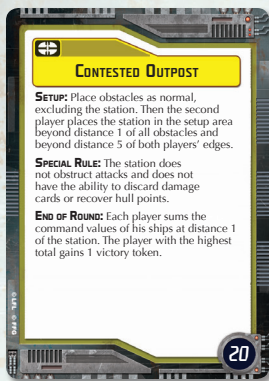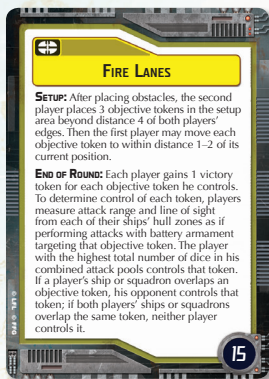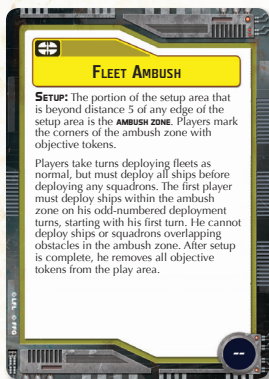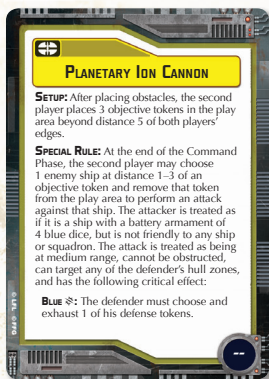
If the second player does not deploy, he may move each objective token to within distance 1 of its current position.

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Ships and squadrons set aside are not in play. Their abilities and upgrades are inactive and they cannot be affected by any abilities.

When a squadron that was set aside is deployed, set its activation slider to display the same color as the initiative token.

During setup, if the second player must deploy a squadron but cannot because he or she has no ships in the play area, his or her squadrons that are not set aside are destroyed.

The second player cannot move objective tokens at the start of the first round.

If all of a player's ships in the play area are destroyed, his ships and squadrons that are set aside are also destroyed. If the game goes to time, or the end of the sixth round, his ships and squadrons that are set aside are destroyed.

DANGEROUS TERRITORY

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SETUP: Obstacles must be placed in the setup area beyond distance 5 of both players' edges. After placing obstacles, place 1 objective token on each obstacle.

SPECIAL RULE: When a ship overlaps an obstacle, the ship's owner may remove the objective token on that obstacle to gain 1 victory token.

When 1 of the second player's ships overlaps an asteroid field or debris field, that obstacle has no effect.

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A squadron with **STRATEGIC** can move objective tokens off of or onto obstacles. An objective token can only be removed to gain 1 victory token if it is overlapping an obstacle. If multiple objective tokens are overlapping an obstacle, only 1 can be removed when a ship overlaps that obstacle.

CAMPAIGN OBJECTIVE CARDS

BASE DEFENSE: ION CANNON

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SETUP: The second player must deploy all of his ships and squadrons before the first player. After deploying fleets, the second player places 3 objective tokens anywhere in the play area.

SPECIAL RULE: At the end of the Command Phase, the second player may select 1 enemy ship at distance 1–3 of an objective token and perform an attack against that ship. The attacker is treated as if it is a ship with a battery armament of 4 blue dice, but is not friendly to any ship or squadron. The attack is treated as being at medium range, cannot be obstructed, can target any of the defender's hull zones, and has the following critical effect:

BLUE ⬡: The defender must choose and exhaust 1 of his defense tokens.

--

This card's Special Rule effect can only be used to attack 1 enemy ship per round.

While attacking with this card's Special Rule effect, if the defending hull zone has no shields, the attacker can choose to resolve the standard critical effect instead of the card's critical effect.

HYPERLANE RAID

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

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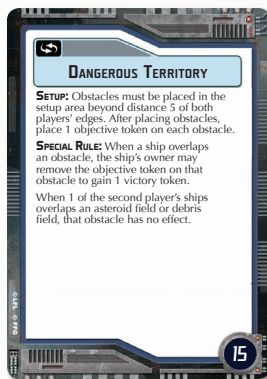
When a ship or squadron with an objective token is destroyed, the first player gains 1 victory token.

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

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The first player gains 1 victory token for each enemy ship that retreats to hyperspace.

The second player does not gain 1 victory token for each ship within 2 range ruler lengths of the first player's edge that retreats to hyperspace at the end of the game.

DUTCH VANDER

•"DUTCH" VANDER
Y-WING SQUADRON

When a squadron you attack suffers at least 1 damage, you may toggle its activation slider to the activated side. If it was already activated, it suffers 1 additional damage instead.

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

HEAVY.

16

If Dutch Vander is attacking and the defender does not suffer damage but another enemy squadron does (due to resolving an effect such as Biggs Darklighter), Dutch Vander's effect does not toggle the defender's activation slider.

SHOW OF FORCE

SETUP: Place obstacles as normal, excluding the station. Then, the second player places 2 stations in the setup area. Each station must be beyond distance 1 of all obstacles and beyond distance 3 of both players' edges. Both stations are unarmed stations; place both Unarmed Station cards near the second player's ship cards.

SPECIAL RULE: The first player's ships and squadrons cannot resolve an unarmed station's effect to discard damage cards or recover hull points when they overlap it.

END OF GAME: The second player gains 1 victory token for each unarmed station that is not destroyed. The first player gains 1 victory token for each station that is destroyed. The winner's team and his team gains 40 resource points for each station that is destroyed. The winner's team also gains 40 resource points.

20

If the second player retreats all of his remaining ships to hyperspace, treat any remaining station as destroyed when determining score at the end of game.

JAN ORS

•JAN ORS
MOLDY CROW

While a friendly squadron at distance 1–2 is defending, it can spend your defense tokens.

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

INTEL. *(While an enemy squadron is at distance 1 of you, it has HEAVY.)*

19

Unless Jan Ors herself is defending, her defense tokens cannot be targeted by an ♻ icon's effect.

SQUADRON CARDS

COLONEL JENDON

•COLONEL JENDON
LAMBDA-CLASS SHUTTLE

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

HEAVY.

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

20

Colonel Jendon can resolve his effect if he is not engaged or is unable to perform an attack due to some other effect.

MAJOR RHYMER

•MAJOR RHYMER
TIE BOMBER SQUADRON

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

Friendly squadrons that are at distance 1 of Major Rhymer can attack ships at close range instead of being restricted to distance 1. This includes Major Rhymer himself.
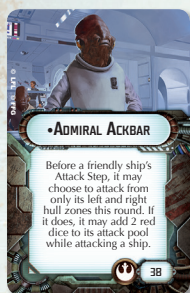
When a friendly squadron attacks in this way, it ignores the dice color restrictions on the range side of the ruler, rolling all dice in its battery armament (the rightmost armament on the squadron card).

VALEN RUDOR

•VALEN RUDOR
TIE FIGHTER SQUADRON

While an enemy squadron is engaged with another squadron, it cannot attack you.

SWARM. *(While attacking a squadron engaged with another squadron, you may reroll 1 die.)*

13

An enemy squadron engaged with another squadron cannot perform a COUNTER attack against Valen Rudor.

UPGRADE CARDS

ADMIRAL ACKBAR

•ADMIRAL ACKBAR

Before a friendly ship's Attack Step, it may choose to attack from only its left and right hull zones this round. If it does, it may add 2 red dice to its attack pool while attacking a ship.

38

If a ship is equipped with Gunnery Team, Admiral Ackbar's ability may apply to both attacks performed from the same hull zone.

ADMIRAL CHIRANEAU

•ADMIRAL CHIRANEAU

⚙: Squadrons that you activate can move even if they are engaged. When an engaged squadron moves in this way, treat it as having a printed speed of "2."

10

If a ship has *Corruptor* and Admiral Chiraneau equipped, engaged squadrons with **BOMBER** that it activates have a speed of "3."

ADMIRAL MONTFERRAT

•ADMIRAL MONTFERRAT

While defending against a ship, if your speed is 3 or higher, the attack is treated as obstructed.

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

5

A ship with a faceup Disengaged Fire Control damage card cannot target a ship equipped with Admiral Montferrat that is at speed 3 or higher.

ADMIRAL MOTTI

•ADMIRAL MOTTI

The hull value of each friendly ship is increased according to its size class:
Small ship: 1
Medium ship: 2
Large ship: 3

24

If a ship's hull value becomes equal to the amount of damage cards it has as a result of losing Admiral Motti's effect, that ship is destroyed.

ADMIRAL KONSTANTINE

•ADMIRAL KONSTANTINE

At the start of each Status Phase, for each enemy ship at distance 1–5 of at least 2 friendly medium or large ships, you may increase or decrease that enemy ship's speed by 1 to a minimum of speed 1.

23

If Admiral Konstantine's effect changes the speed of a ship with a faceup Thruster Fissure damage card, that ship does not suffer 1 damage from Thruster Fissure's effect.

ADMIRAL OZZEL

•ADMIRAL OZZEL

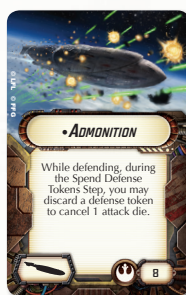When a friendly ship resolves a ⟳ command, it may change its speed by an additional 1.

20

A friendly ship equipped with Nav Team that resolves a ⟳ command using a ⟳ token to increase a yaw value may resolve Admiral Ozzel's effect to change its speed by 1.

ADMONITION

•ADMONITION

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

8

A ship equipped with Admonition can discard a single defense token while defending.

ALL FIGHTERS, FOLLOW ME!

•ALL FIGHTERS, FOLLOW ME!

At the start of the Ship Phase, you may discard this card or spend a ⚙ token. If you do, until the end of the round, the speed of each squadron that a friendly ship activates is increased by 1, to a maximum of 5, until the end of that squadron's activation.

5

If the ship with this upgrade equipped is destroyed after resolving this effect, squadrons activated by friendly ships are still affected until the end of the round.

This effect increases the speed of squadrons by an additional 1 that are activated by a ship with *Independence* equipped.

ASSAULT CONCUSSION MISSILES

ASSAULT CONCUSSION MISSILES

BLACK ✦: Each hull zone adjacent to the defending hull zone suffers 1 damage.

7

The damage caused by this card cannot be reduced by the α defense token.

COMMS NET

COMMS NET

After the Reveal Command Dial Step, you may remove 1 command token from this ship to assign a matching token to another friendly ship at distance 1–5.

2

This effect can only be resolved after the Reveal Command Dial step of the ship with this card equipped.

Demolisher

•Demolisher

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

10

If *Demolisher* is equipped with Engine Techs, it cannot perform one of its attacks after it executes the maneuver granted by Engine Techs.

Demolisher only affects one of the ship's attacks. It must perform its other attack during the Attack step of its activation or that attack is forfeited.

In the Minefields objective, if *Demolisher* is within range of a mine token after it executes a maneuver, it suffers the effect of that mine before it can perform its delayed attack. The attack is affected by any faceup damage cards dealt, and *Demolisher* cannot attack if it is destroyed.

Devastator

•Devastator

Once per round, while attacking from your front hull zone, you may add 1 blue die to your attack pool for each of your discarded defense tokens.

10

If this ship replaces one of its defense tokens (for example, using Captain Needa's ability), its replaced defense token does not count as discarded.

If this ship recovers a discarded defense token, that token no longer counts as discarded.

This ship cannot spend a defense token as part of the cost of resolving an upgrade card's effect unless that effect specifies that a defense token may be spent.

Dominator

•Dominator

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

12

If this ship spends two shields, it may take both from the same hull zone or one each from two different hull zones.

Engine Techs

Engine Techs

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

8

When the ship executes this maneuver, it can click the first joint of the maneuver tool using its usual yaw value for the first joint at speed 1.

Entrapment Formation

•Entrapment Formation!

At the start of the Ship Phase, you may discard this card or spend a ⟳ token. If you do, until the end of the round, each friendly ship may change its speed by 1 during its Determine Course step.

5

If the ship with this upgrade equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

Fire Control Team

Fire-Control Team

During the Resolve Damage Step, you may exhaust this card to resolve 1 additional critical effect. You cannot resolve the same critical effect twice.

2

If a ship with this card equipped resolves both the XX-9 Turbolasers critical effect and the standard critical effect, only the first 2 damage cards are dealt faceup.

If a ship with this card equipped resolves both the Assault Proton Torpeodes critical effect and the standard critical effect, only the damage card dealt by resolving Assault Proton Torpedoes is dealt faceup.

Flight Controllers

Flight Controllers

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

6

This effect also increases a squadron's armament while it is attacking with **snipe**.

G-8 Experimental Projector

•G-8 Experimental Projector

Before an enemy ship at distance 1–5 resolves the Determine Course step, you may exhaust this card to temporarily reduce its speed by 1 to a minimum of speed 0 until the end of the maneuver.

8

When this effect is resolved on an enemy ship and that ship changes its speed dial during the Determine Course step, the ship's speed is temporarily reduced by 1 from the current speed on its dial.

This effect can be resolved on an enemy ship that is executing a maneuver from an effect such as Engine Techs. This effect is resolved before the Determine Course step of that maneuver and reduces the ship's temporary speed by 1 to a minimum of 0.

Garm Bel Iblis

•Garm Bel Iblis

At the start of the first round and the fifth round, each friendly ship may gain a number of command tokens equal to its command value.

25

A ship cannot have more than one copy of the same command token.

General Madine

When a friendly ship resolves the ⟳ command and spends a ⟳ dial, it can use this effect to increase a yaw value by an additional 1.

When a friendly ship equipped with Nav Team resolves the ⟳ command and spends a ⟳ token, Nav Team's effect is not cumulative with General Madine's effect.

General Rieekan

Ships and squadrons affected by this ability are destroyed at the end of the Status Phase regardless of the number of damage cards or hull points they have at that time. These ships or squadrons are removed before resolving any "end of round" or "end of game" effects.

Ships and squadrons affected by this ability are treated as undestroyed until the end of the Status Phase for all purposes (attacking, defending, resolving card abilities, etc). These ships and squadrons can suffer additional damage from resolving effects such as Ruthless Strategists.

If a ship or squadron would be destroyed by leaving the play area, it is destroyed immediately (regardless of Rieekan's ability).

If the ship that General Rieekan is equipped to leaves the play area, a ship or squadron already affected by this ability remains in the play area until the end of the Status Phase.

Rieekan's ability affects the ship he is equipped to. If this ability prevents the last ship in Rieekan's fleet from being destroyed, the game ends at the end of the game round.

Grav Shift Reroute

Obstacles moved with this effect are restricted from overlapping tokens, obstacles, and ships only at their final position.

If an obstacle overlaps one or more squadrons, move any overlapped squadron out of the way and place the obstacle. Then the player who is not moving the obstacle places the overlapped squadrons, regardless of who owns them, in any position touching or overlapping that obstacle.

An obstacle moved with this effect can be rotated as long as no part of that obstacle is beyond distance 2 of the object's original position.

If an obstacle with an objective token placed on it during the setup of Dangerous Territory is moved with this effect, that objective token remains on that obstacle.

Insidious

This ship can initiate an attack against the rear hull zone of an enemy ship at medium range even if it does not have red or blue dice in its armament.

Instigator

Squadrons can attack this ship if they are not engaged by an actual enemy squadron without **heavy** in the play area.

The **intel** keyword does not affect this ship's ability.
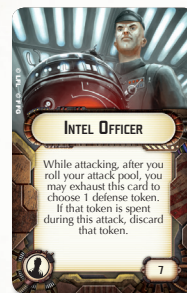
Intel Officer

A ship with this card equipped can choose 1 of its own defense tokens when resolving this card.

Mon Mothma

Mon Mothma's ability provides an alternative way to spend ⤢ defense tokens; an ⤢ defense token spent in this way does not also produce its normal effect.

MS-1 Ion Cannons

Upgrade card effects that do not have an "exhaust" requirement can still be resolved while that card is exhausted.

PHYLON Q7 TRACTOR BEAMS

A ship affected by this ability must discard a 🜂 token if it has one. Otherwise, it reduces its speed.

QUAD LASER TURRETS

A ship with this card equipped rolls 1 blue die when performing a COUNTER attack. It does not use its anti-squadron armament.

RAPID LAUNCH BAYS

When a ship with this card equipped resolves a 🜂 command, it can place its set-aside squadrons up to the number it would activate during that 🜂 command. After the squadrons are placed, they can be activated (one at a time) as part of that 🜂 command, but cannot move. Placing a set-aside squadron does not count as an activation.

Example: A ship equipped with Rapid Launch Bays has a squadron value of "4" and sets 4 B-wing squadrons aside. During a later round, the ship resolves a 🜂 command from its dial and first chooses to place all 4 of the B-wing squadrons. Then, the ship activates 3 of those B-wings and 1 X-wing that is at its squadron activation range. The B-wing squadrons can attack but cannot move as part of that activation.

SHIELDS TO MAXIMUM!

If the ship with this upgrade equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

SLAVED TURRETS

If a ship with this card equipped attacks a squadron, it can declare additional squadron targets during its attack.

VETERAN GUNNERS

While a ship equipped with this card is attacking, it can spend ♣ icons before resolving this effect. Those dice are removed from the attack pool and are not rerolled.

WALEX BLISSEX

Defense tokens recovered by this ability are readied.

WARLORD

This ship can change a red die to the face that contains two 🗲 icons.

WULFF YULAREN

If a ship spends a command token to resolve a command, it cannot spend the matching token gained by exhausting Wulff Yularen to resolve that command or its effect again this round.

XI7 TURBOLASERS

Even if the defender is equipped with Advanced Projectors, XI7 Turbolasers prevents the defender from suffering more than one damage in total on hull zones other than the defending hull zone.

For example, if an attack deals four damage, a defender with Advanced Projectors must suffer at least three damage on the defending hull zone; the fourth damage can be suffered on any hull zone.