STAR WARS
ARMADA

This document contains frequently asked questions, rule clarifications, and errata for *Star Wars: Armada*.

ERRATA

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."

LEARN TO PLAY

FLEET-BUILDING RESTRICTIONS, P.21

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."

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."

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."

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."

FAQ

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

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 ship's speed to "0"?

A: No.

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

A: No.

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.

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 thumbnail where the ruler reaches the overlapped ship). Retaining that measurement, he 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.

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.

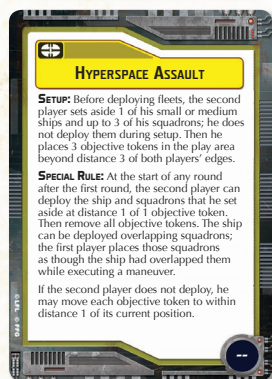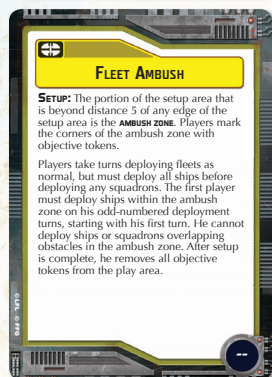**Q: How does the squadron keyword BOMBER work?**

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.

CARD CLARIFICATIONS

This section clarifies individual cards and explains various card interactions.

OBJECTIVE CARDS

FIRE LANES

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

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

HYPERSPACE ASSAULT

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 has no ships in the play area, his squadrons that are not set aside are destroyed.

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

UPGRADE CARDS

ADMIRAL CHIRANEAU

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

ASSAULT CONCUSSION MISSILES

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

DOMINATOR

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

ENGINE TECHS

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.

INSIDIOUS

A ship with this card equipped 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.

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.