

STAR WARS™

ARMADA™



TOURNAMENT FAQ

SUMMARY OF CHANGES IN THIS VERSION

VERSION 2.2.1 / EFFECTIVE 10/24/2016

- Errata, Page 2
- Rule Clarifications, Page 3
- FAQ, Page 4
- Card Clarifications, Pages 5, 7–9

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

STAR WARS™ ARMADA

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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.”

JAMMING FIELD

This upgrade card’s effect should read:

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

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:

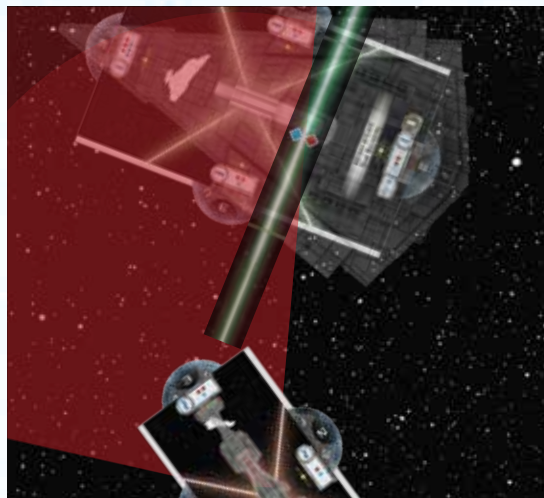
“Treat each repetition of steps 2 through 6 as a new attack for the purposes of resolving card effects.”

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.”

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.

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.”

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.

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 maneuver 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.

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

A: Yes.

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

A: No.

Q: Which parts of a ship's base block line of sight?

A: The ship's entire plastic base blocks line of sight, excluding the plastic portions that frame shield dials. The shield dials also do not block or obstruct line of sight.

Q: Can a ship attack an engaged squadron?

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, Howrunner'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.

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."

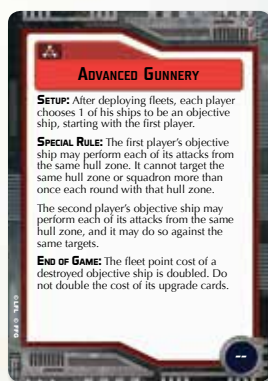


THRUST-CONTROL MALFUNCTION

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.

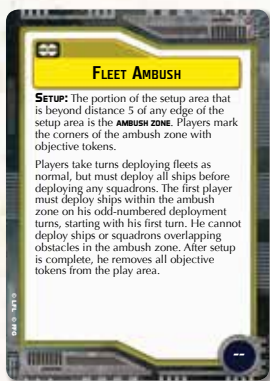
A ship's fleet point cost includes the costs of all upgrade cards equipped to that ship.



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 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.

SQUADRON CARDS



JAN ORS

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



MAJOR RHYMER

Friendly squadrons that are at distance 1 of Major Rhymer can attack ships at close-medium 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).



UPGRADE CARDS



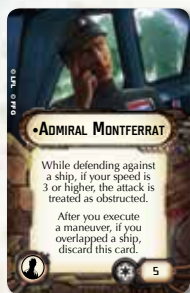
ADMIRAL ACKBAR

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

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



ADMIRAL MONTFERRAT

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

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

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

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.



ASSAULT CONCUSSION MISSILES

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



COMMS NET

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



DEMOLISHER

If *Demolisher* is equipped with Engine Techs, it can 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

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

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



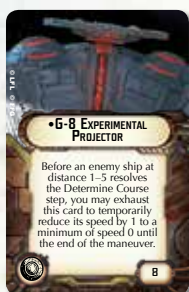
ENGINE TECHS

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.



FIRE CONTROL TEAM

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.



G-8 EXPERIMENTAL PROJECTOR

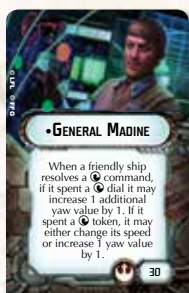
When this effect is resolved on an enemy ship and that ship changes its speed dial during the Determine Course step, the ship's speed is temporarily reduced by 1 from the current speed on its dial.

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

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).

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.



SLAVED TURRETS

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



INTEL OFFICER

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



WALEX BLISSEX

Defense tokens recovered by this ability are readied.



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.



WARLORD

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



MS-1 ION CANNONS

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



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.



PHYLON Q7 TRACTOR BEAMS

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



X17 TURBOLASERS

Even if the defender is equipped with Advanced Projectors, X17 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.



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.

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