

# STAR WARS™ ARMADA™

## TAKE THE STATION

In the chaos of the galactic Civil War, a number of small flotillas find themselves with the same conflicting mission. They must deliver their elite teams of commandos and technicians to a waystation on the edge of the Outer Rim to recover vital intelligence. The first team there will be able to get the most information, but as long as each flotilla acts fast it is guaranteed to get a piece of the action! This scenario is designed as a free-for-all fight between 3-4 players in *Star Wars: Armada*. Some rules have been changed to accommodate the larger number of players.

### FLEET BUILDING

In this scenario, each player builds a 150-point fleet, following the rules for fleet building in the rules reference with the following exceptions:

- A fleet cannot have a flagship. Commander upgrades cannot be equipped.
- Fleets do not use objective cards. This scenario takes the place of objectives.

### SETUP

To set up this scenario, follow the steps in the rules reference with the following exceptions:

**Define Play Area and Setup Area:** The setup area is the entire play area. Each player selects a corner of the setup area.

**Gather Components:** Each player positions himself and his components to be able to easily access his corner.

**Determine Initiative:** Initiative passes between players over the course of this scenario (see "End of Round" on page 2). The player with the lowest fleet point total in his fleet selects which player is the first player during the first round.

The first player takes the initiative token. In clockwise order from the first player, the other players are the second, third, and fourth players. Players use this initiative order when taking turns during the ship and squadron phases and when resolving conflicts in effect timing.



**Choose Objective:** Players skip this step.

**Place Obstacles:** Players place the Station obstacle in the center of the play area. Then, starting with the first player, players take turns placing the remaining obstacles in initiative order.

**Deploy Ships:** Each player's deployment zone is within distance 5 of his chosen corner.

After all fleets are deployed, each player places one objective token on one of his ships, starting with the first player and proceeding clockwise around the play area.

## SPECIAL RULES

While a ship with an objective token is attacking a ship, the attacker may add 1 red die to its attack pool.

When a ship at distance 1 of the station reveals its command dial, it may place its objective token on the station. If there are no tokens already on the station, that player gains 50 fleet points for his final score. If there is one token already on the station, that player gains 40 points. If there are two or more tokens on the station, that player gains 30 points. Record these points for determining the winner at the end of the game.

When a ship with an objective token is destroyed, discard that objective token.

When a player's ship overlaps squadrons, the next player in initiative order of the player moving the ship places those squadrons (the first player places the last player's squadrons).

If all of a player's ships are destroyed, that player is eliminated at the end of the current round. Then, any of that player's squadrons remaining in the play area are destroyed. If all ships are destroyed in all but one of the fleets, the game ends at the end of the current round.

## END OF ROUND

The first player must pass the initiative token to the next player in clockwise order. That player becomes the first player, and initiative order is determined in clockwise order from the first player.

## END OF GAME

At the end of the game, each player's score is equal to the fleet points cost of his ships and squadrons remaining in the play area, plus any points he gained by placing an objective token on the station. The player with the highest score wins. If two or more players have the same score, the player who is last in initiative order wins.

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