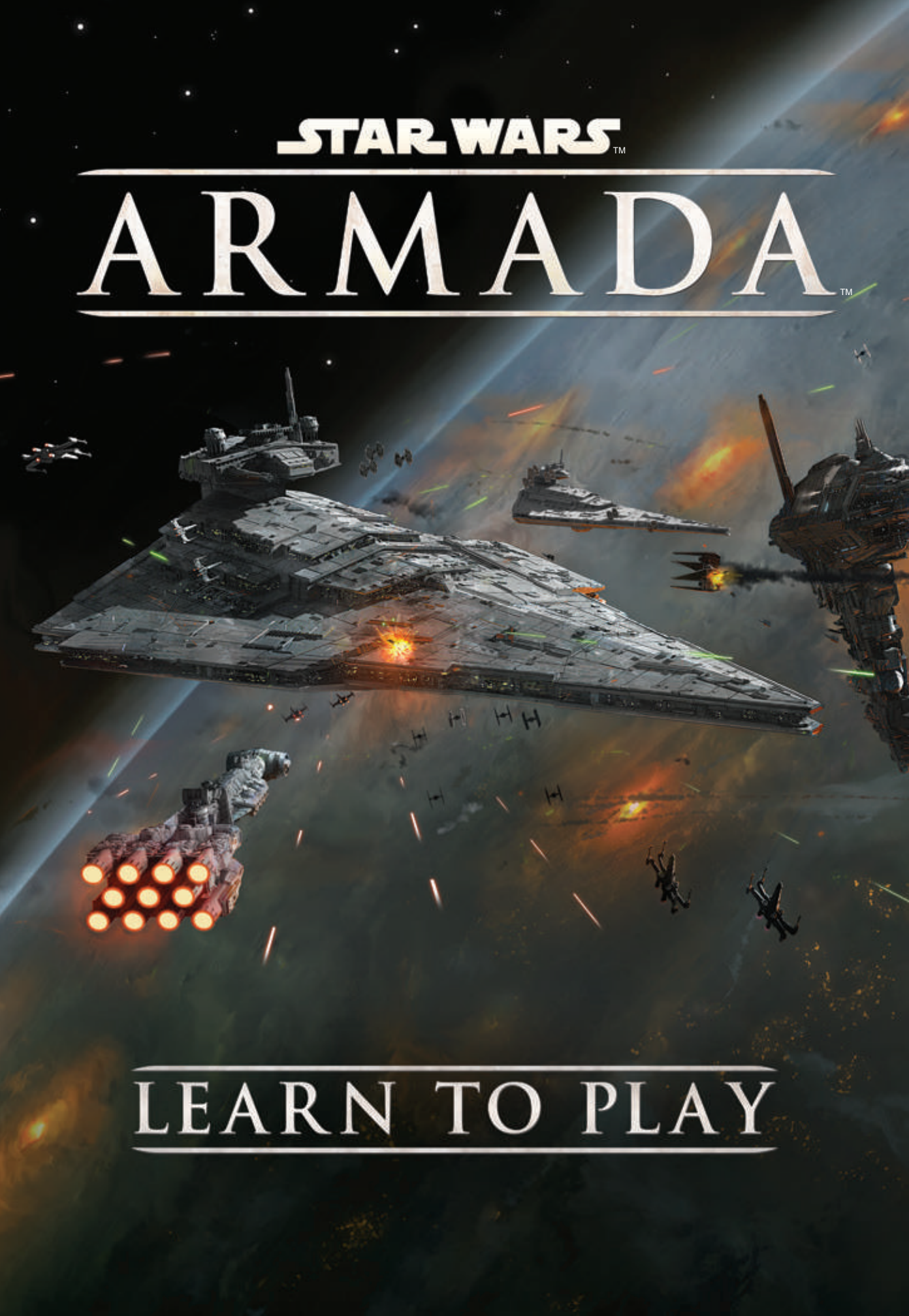

STAR WARS™
ARMADA™
LEARN TO PLAY

STAR WARS™

ARMADA™

It is a period of civil war. The galaxy's star systems are dominated by the crushing might of the Galactic Empire. Its dreaded Star Destroyers have terrified countless worlds into submission. Despite this threat, a small but determined Rebel Alliance has formed to oppose the Empire. From hidden bases, Rebel commanders lead fleets on daring raids to defend against the threats of bombardment and blockade. Massive starships and swarming fighter squadrons clash in fearsome battles across the galaxy.

Using this Learn to Play Booklet

This Learn to Play booklet teaches new players how to play ***Star Wars: Armada***. To make your first game easier, this booklet omits some rules exceptions and card interactions. The Rules Reference booklet, also included in this product, addresses rules questions and special exceptions that are not included here and should be consulted as questions arise.

GAME OVERVIEW

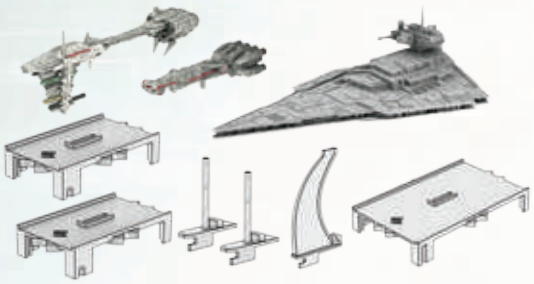
Star Wars: Armada is a competitive game of space warfare for two players. In each game, players take on the roles of Rebel and Imperial admirals, directing their fleets and countless weapons into explosive conflict. The victorious admiral will send the fiery remnants of his opponent's fleet limping into hyperspace to beg forgiveness for their failure.

Ship and Squadron Scale

The ship models in ***Star Wars: Armada*** are produced at a relative scale, not at a true scale. This decision allows the beloved, iconic ships of the *Star Wars* universe to appear as feasible game components while still representing the relative size of all ships in relation to each other.

The plastic fighters are produced at the smallest size possible while still retaining their distinctive silhouettes and details.

COMPONENTS



3 Ships (3 Ship Models, 3 Plastic Bases, 2 Plastic Support Poles, 1 Plastic Support Fin)

10 Squadrons (30 Plastic Fighters, 10 Plastic Bases, 10 Plastic Support Pegs, 10 Plastic Tree Pegs)

3 Ship Tokens

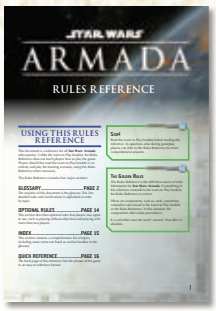
10 Squadron Disks (4 X-wings, 6 TIE Fighters)

9 Attack Dice (3 Blue, 3 Red, 3 Black)

10 Activation Sliders

6 Command Dials (6 Plastic Dial Covers, 6 Punchboard Dials, 6 Gray Plastic Fasteners)

3 Speed Dials (3 Punchboard Dials, 3 Punchboard Faceplates, 3 Plastic Connector Pairs)



1 Rules Reference Booklet

6 Ship Cards

4 Squadron Cards

12 Objective Cards

4 Reference Cards

52 Damage Cards

18 Upgrade Cards

1 Initiative Token

6 Obstacle Tokens
(3 Asteroid Fields, 2 Debris Fields, 1 Station)

4 Setup Area Markers

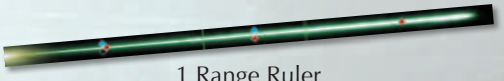
13 Defense Tokens

12 Shield Dials with 12 Plastic Connectors

12 Command Tokens (3 of each)

10 Victory Tokens (Rebel on front, Imperial on back)

1 Maneuver Tool
(5 Punchboard Numbers, 5 Plastic Segments; see assembly on page 4)



1 Range Ruler
(double-sided)

6 Round Tokens

7 Objective Tokens

6 Ship ID Tokens

3 Main Ship ID Tokens

2 Main Flagship ID Tokens (Rebel on front, Imperial on back)

4 Flagship ID Tokens

20 Squadron ID Tokens

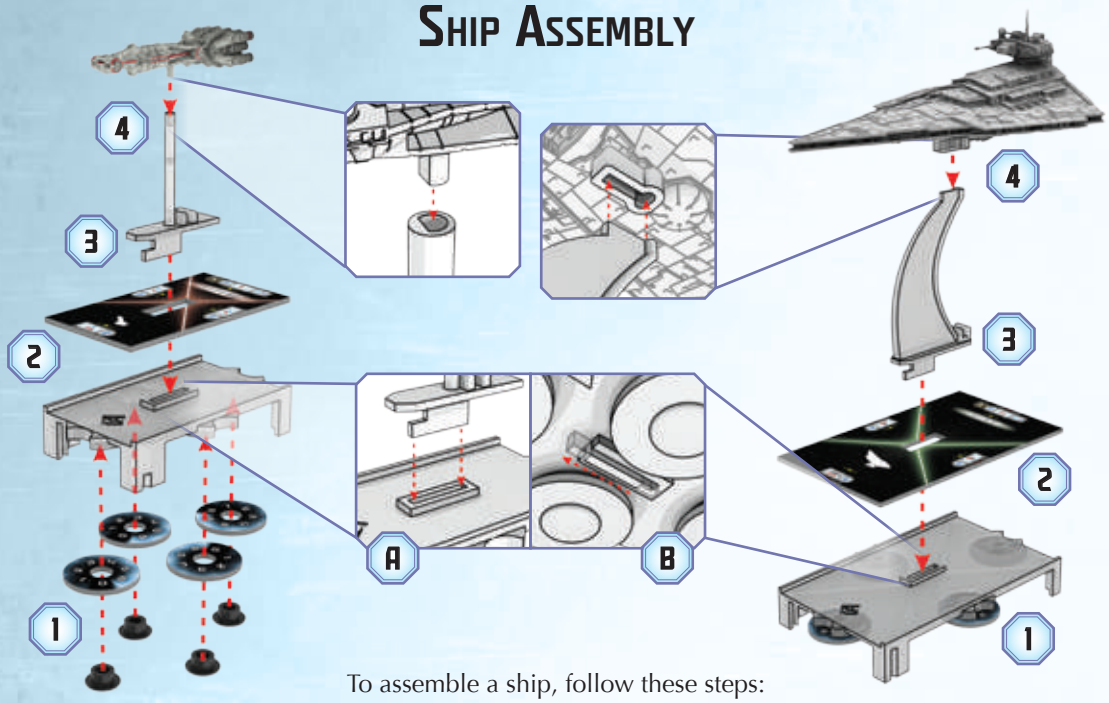
For Your First Game

For the first game of ***Star Wars: Armada***, players are encouraged to play the learning scenario. This scenario is designed for new players to quickly set up and play a game using only the essential components and rules.

Before players begin the learning scenario, they must understand the basic rules presented on pages 5–18 of this booklet. To play the learning scenario, set up the game by following the "Learning Scenario Setup" instructions on page 5.

After players have a better understanding of the gameplay concepts in ***Star Wars: Armada***, they will be ready to build their own fleets and incorporate the additional game concepts described in "Expanded Rules" beginning on page 19.

Ship Assembly



To assemble a ship, follow these steps:

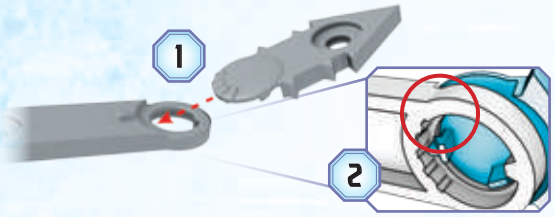
1. Using plastic connectors, attach the shield dials to the bottom of the base so the numbers face upward as shown above.
2. Place the ship token on the base so that the illustrated ship icon is placed over the FFG logo, which indicates the front of the base.
3. Insert the support pole (or support fin) into the center slot of the base (A) and slide it forward (B) until it locks in place underneath the base.
4. Insert the support pole (or support fin) into the ship peg on the bottom of the ship corresponding to the ship token.

Maneuver Tool Assembly

Proceed through the following steps to assemble the maneuver tool as depicted below.

Assembled Maneuver Tool

1. Align the three hooks of the arrow-shaped segment over the ring of a middle segment.



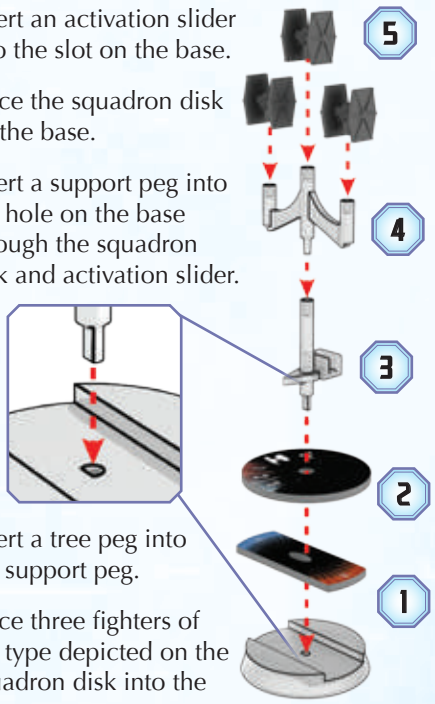
2. Insert the hook with the arm (the hook closest to the end of the segment) through the ring so that the arm rests gently in the ring's center groove.
3. Press downward to push the remaining two hooks through the ring.

4. Repeat steps 1 through 3 to attach the remaining segments to the tool. Then, press the punchboard numbers into the sockets of each segment in sequence from "0" to "4."

Squadron Assembly

To assemble a squadron, follow these steps:

1. Insert an activation slider into the slot on the base.
2. Place the squadron disk on the base.
3. Insert a support peg into the hole on the base through the squadron disk and activation slider.
4. Insert a tree peg into the support peg.
5. Place three fighters of the type depicted on the squadron disk into the tree peg.



Ships and Squadrons

Throughout this booklet, the term "ship" refers to a fully assembled ship, complete with plastic ship model, pegs or fins, base, and ship token. The term "squadron" refers to a fully assembled fighter squadron, complete with plastic fighters, tree and support pegs, base, activation slider, and squadron disk.

Ships and squadrons are controlled by a player; therefore, when a ship or squadron is instructed to move, discard tokens, roll dice, etc., the player who controls that ship or squadron resolves those actions on its behalf.

Learning Scenario Setup

1. **Establish Play Area:** On a flat, stable surface such as a table, establish a 3' x 3' play area. Use the setup area markers to denote the corners of this area. Players will set up on opposite edges of this play area.
2. **Choose Faction:** Each player chooses a faction, either the Rebels or the Imperials. If both players wish to control the same faction, assign factions randomly.
3. **Place Initiative Token:** The Rebel player has initiative. He places the initiative token next to his edge of the play area with the blue side faceup displaying the ✕ icon.
4. **Prepare Ship and Squadron Cards:** The Rebel player gathers the following ship and squadron cards and places them next to his edge of the play area: CR90 Corvette A, Nebulon-B Escort Frigate, X-wing Squadron. The Imperial player does the same with these cards: *Victory II*-class Star Destroyer, TIE Fighter Squadron.
5. **Construct Ships and Squadrons:** Each player gathers the ship tokens that match his ship cards and constructs his ships as shown in the "Ship Assembly" diagram on page 4. Then each player constructs his squadrons as shown in the "Squadron Assembly" diagram.
6. **Prepare Ships:** For each ship, place a speed dial set to "2" near that ship's card. Then set all four of its shield dials to the maximum values shown on its ship card. Then place one command dial near the CR90 Corvette A ship card, two command dials near the Nebulon-B Escort Frigate ship card, and three command dials near the *Victory II*-class ship card.

Speed Dial

Victory II-*class Ship Card*

Maximum Shield Value

Victory II-*class Ship Token and Shield Dial*

7. **Prepare Squadrons:** Rotate each squadron's disk to point to the maximum number on the disk and set each activation slider to display the blue side.

8. **Place Defense Tokens:** Place the defense tokens indicated on each ship card next to that ship card.

Victory II-*class* *Ship Card*

Victory II-*class* *Defense Tokens*

9. **Place Ships and Squadrons:** Each player places all of his ships and squadrons in the play area as close as possible to the positions shown in the diagram below, using the range ruler to guide their placement.

10. **Prepare Shared Components:** Place the range ruler, dice, and the round token marked "1" next to the play area. Shuffle the damage cards and place them facedown next to the play area.

11. **Create the Supply:** Place the command tokens to the side of the play area.

Learning Scenario Setup Diagram

A. *Victory II*-class Ship Card with Speed Dial, Command Dials, and Defense Tokens

B. TIE Fighter Squadron Card

C. Setup Area Markers

D. Imperial Deployment Zone

E. Play Area

F. Range Ruler (distance side up)

G. Rebel Deployment Zone

H. Initiative Token

I. Nebulon-B Escort Frigate Ship Card with Speed Dial, Command Dials, and Defense Tokens

J. X-wing Squadron Card

K. CR90 Corvette A Ship Card with Speed Dial, Command Dial, and Defense Tokens

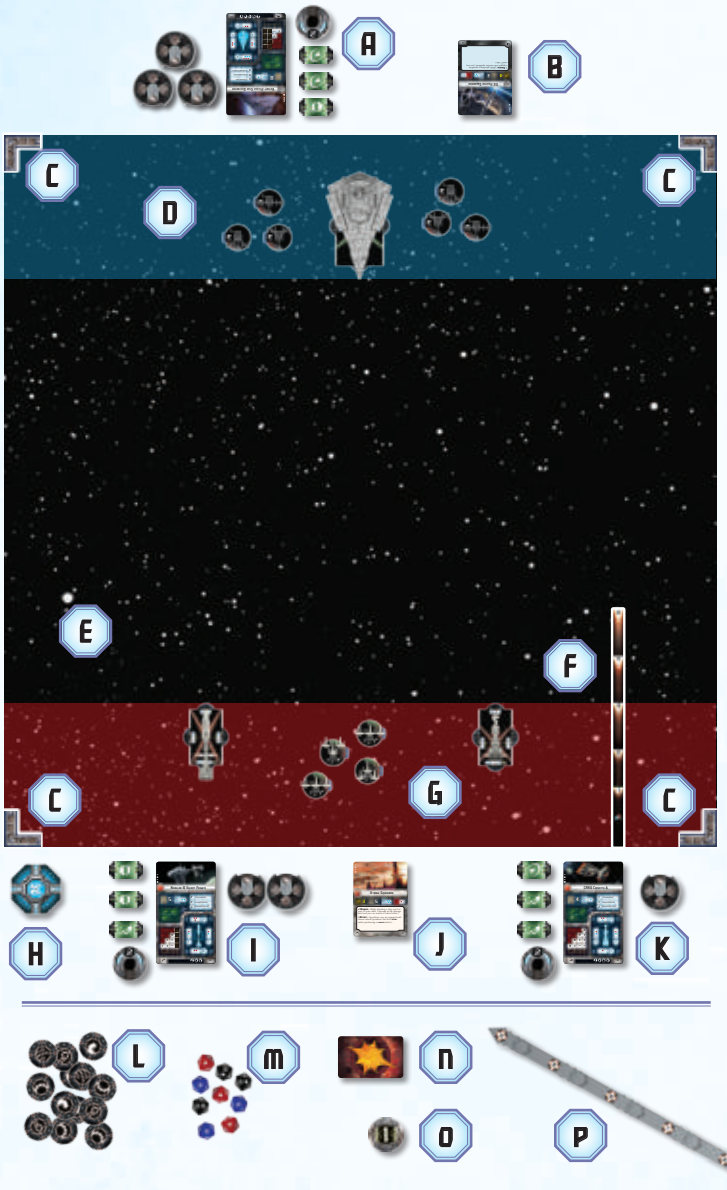
L. Command Tokens

M. Dice

N. Damage Deck

O. Round Token

P. Maneuver Tool



OBJECT OF THE GAME

Star Wars: Armada is a competitive game in which each player controls a fleet of ships and squadrons. By commanding, attacking, and maneuvering with their ships and squadrons, they damage and destroy each other's fleet. The goal is to destroy as much of the opposing fleet's force as possible by the end of the sixth round. The game ends immediately if all of one player's ships are destroyed.

PLAYING THE GAME

Star Wars: Armada is played over six rounds. Each round consists of the following phases:

1. **Command Phase:** Players assign command dials to each of their ships.
2. **Ship Phase:** Players take turns attacking with **and** moving each of their ships.
3. **Squadron Phase:** Players take turns attacking with **or** moving their squadrons.
4. **Status Phase:** Players ready all of their defense tokens and flip over the initiative token.

At the end of the Status Phase, the player with the initiative token places the next highest round token next to the play area. Then the next round begins. Players continue playing the game until either one fleet destroys all of the other fleet's ships or the sixth round ends.

PHASE 1: COMMAND PHASE

During this phase, players secretly and simultaneously use their command dials to choose commands for each of their ships. When revealed, each command provides that ship with a powerful bonus.

To choose a command, rotate the command dial so that the desired command icon is framed by the dial's fastener. Then place that command dial **facedown** next to the ship's ship card, placing it **under** any other command dials already assigned to that ship.

Since command dials are placed facedown, each player can secretly plan his strategy and keep his commands hidden from his opponent. The effects of each command are briefly described in the "Commands" sidebar on page 8.

During the first Command Phase, the players must assign command dials to their ships so that each ship has a number of command dials equal to its command value. The Rebel player must choose one command for his CR90 and two commands for his Nebulon-B. The Imperial player must choose three commands for his *Victory*-class Star Destroyer.

Nebulon-B Escort Frigate Ship Card

During the Command Phase of each subsequent round, players choose only one command for each of their ships because each ship reveals only one dial during the Ship Phase. Since newly chosen commands are placed under existing commands, the players are often planning for future rounds.

When both players finish choosing commands for their ships, they proceed to the Ship Phase.

Choosing Commands

1. The Rebel player chooses a ☯ command for his Nebulon-B Escort Frigate by taking one of the ship's unassigned command dials and rotating the disk so that the fastener frames the ☯ icon.
2. Then the Rebel player assigns the command dial to the Nebulon-B Escort Frigate by placing it next to the Nebulon-B's ship card. Since the Nebulon-B already has one command assigned to it, he must place the new ☯ command **under** the command dial that is already there.

Commands

Commands assist ships in numerous ways. A brief overview is presented below:

Navigate: Change speed and increase maneuverability.

Squadron: Order nearby squadrons to move and attack early.

Repair: Recover shields and hull damage.

Concentrate Fire: Increase the power of one attack.

Each command is described in detail later in this booklet.

During the first round of the learning scenario, players might not know the game well enough to strategically choose commands. If this is the case, they can use the following suggested commands by assigning them in the order presented so that the last command listed for each ship is on the bottom of its stack.

- **CR90 Corvette:** Repair
- **Nebulon-B:** Navigate, Squadron
- ***Victory II*-class:** Repair, Navigate Concentrate Fire

PHASE 2: SHIP PHASE

During this phase, players take turns activating their ships.

The phase starts with the player who has initiative. He chooses one of his ships and activates it by performing the following steps in order:

1. Reveal Command Dial
2. Attack
3. Execute Maneuver

After the ship finishes its activation, the revealed dial is placed **faceup on the ship's ship card**; a faceup command dial on a ship card indicates that the ship has activated this round. Then the opposing player activates one of his own unactivated ships. If a player does not have any unactivated ships, he must pass his turn. This process repeats until both players have activated all of their ships.

Reveal Command Dial

During this step, the player reveals the top command dial on his chosen ship's stack of command dials and places it **faceup next to the plastic ship**. If the player wants to resolve the revealed command for its full effect this round, he can spend the dial at the appropriate time to do so. If he wants to reserve it for a later round, he immediately spends the dial (placing it faceup on the ship's ship card) and places the matching command token next to the ship.

Command tokens provide players with flexibility, allowing them to use chosen commands in later rounds. However, command tokens produce a lesser effect than a command dial when spent.

Attack

During this step, the ship can perform up to two attacks. An attack originates from one **hull zone**, and the target must be inside that hull zone's **firing arc** (see "Firing Arcs and Hull Zones" on page 9).

The target of the attack can be either **one** hull zone of an enemy ship or one or more enemy squadrons. Then the attacker rolls attack dice in an attempt to damage the enemy target. The steps of attacking are described in detail on page 13.

After a ship performs its first attack, it can perform a second attack, but the second attack must originate from a **different hull zone**.

During the first round of the learning scenario, players can skip the "Attack" step because their ships and squadrons will not be in attack range.

Execute Maneuver

During this step, the ship must execute a maneuver; the player uses the maneuver tool to determine a precise position that the ship will move to. The distance the ship moves corresponds to its current **speed**, which is tracked on its speed dial.

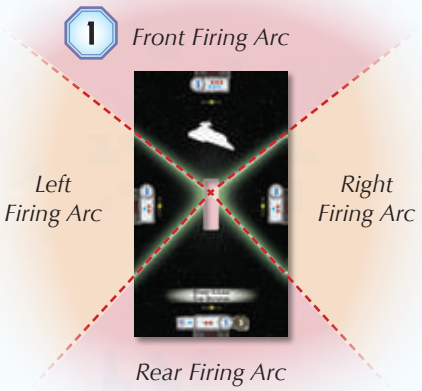
To execute a maneuver with a ship, the player performs the following substeps in order:

1. Determine Course
2. Move Ship

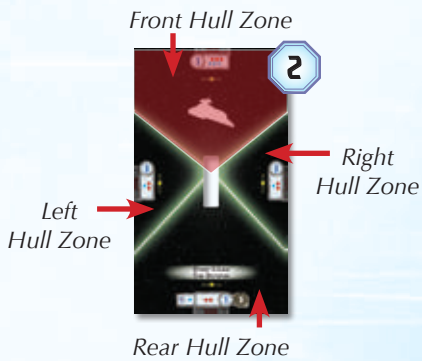
Determine Course

First, the player resets the maneuver tool so that all of its joints are straight. Then he may click the joints of the maneuver tool to the left or right to change the final position and facing of his ship. The **speed chart** on the ship's card indicates how far each joint can be clicked away from the center position

Firing Arcs and Hull Zones



1. Each ship has four firing arcs. Each arc is the area between its **FIRING ARC LINES**, which are printed on the ship token.



2. Each ship also has four **HULL ZONES**. Each hull zone is the area on the ship token between two firing arc lines.

(see "Determine Course Example" on the right). Each column on the speed chart corresponds to the speed number at the bottom of the column.

A column shows the number of times that each joint can be clicked while going at that speed. Each row corresponds to one of the joints on the maneuver tool; the row directly above the speed number relates to the first joint, the second row relates to the second joint, etc. "I" means the joint can be clicked once in either direction, while "II" means it can be clicked twice and "-" means it must remain straight.

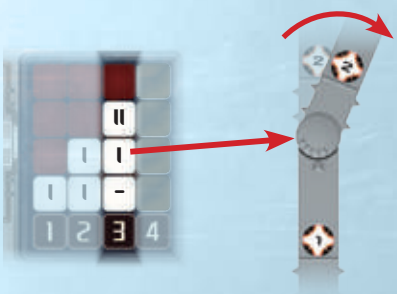
The player is allowed to place the maneuver tool on the play area to determine possible positions for his ship before committing to the move.

Determine Course Example

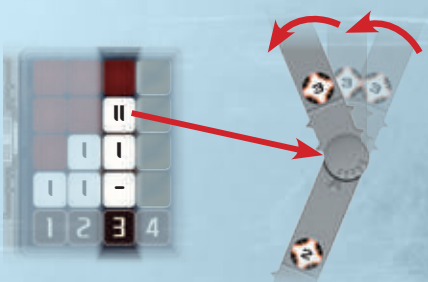
Speed Dial *Nebulon-B Escort Frigate Speed Chart*

1. The Nebulon-B Escort Frigate's speed dial is set to "3," which corresponds to the "3" column on the ship's speed chart.

2. The first row shows a "-," so the first joint must remain straight.



3. The second joint may be clicked once. The Rebel player clicks it once to the right.

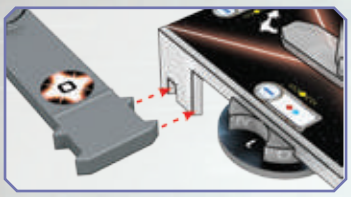


4. The third joint may be clicked up to two times. The Rebel player clicks it twice to the left.

Move Ship

The player places the maneuver tool on one side of his ship so that the plastic guides of the tool's flat end slide into the notches on the side of the ship's base. If properly inserted, the front of the ship should be parallel with the raised line above the guides.

The player presses the maneuver tool against the table and, without moving the tool, he picks up the ship. Then he places the ship at the joint below the punchboard number that corresponds to the ship's current speed. The notches on the ship's base slide over that joint's plastic guides.



Maneuver Tool Placement

The ship's starting position and final position must be on the same side of the maneuver tool. In addition, the maneuver tool cannot be placed in such a way that the ship would overlap the tool when placed in its final position. If the ship would overlap it, the tool must be placed on the other side of the ship's base before the ship is moved.

Sometimes a ship's movement causes it to overlap a squadron or another ship. If this situation arises, see "Overlapping" on page 17.

PHASE 3: SQUADRON PHASE

After all ships have been activated, players resolve the Squadron Phase. During this phase, players activate any squadrons that were not activated by a command during the previous phase. Each squadron that activates during this phase may either move or attack, but not both.

This phase starts with the player who has initiative. He chooses one of his unactivated squadrons and activates it. After that squadron finishes its activation, the player must activate a second unactivated squadron, if able. Then his opponent activates two of his own squadrons in the same way. This process continues until all squadrons are activated.

Squadron Movement

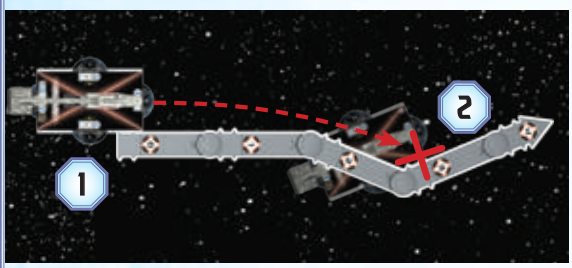
To move a squadron, the player places the range ruler on the table with the distance side faceup so that the distance 1 end of the ruler is in contact with any part of the squadron's base. Then he picks up the squadron and places it at any point along the range ruler. The squadron cannot be placed with any portion of its base beyond the distance band matching the squadron's speed.

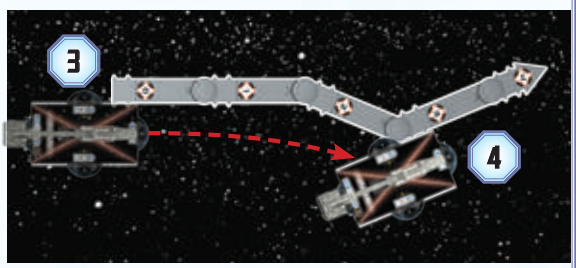
Range Ruler (distance side)

A squadron cannot be placed with any part of its base overlapping another squadron or ship.

Ship Movement Example

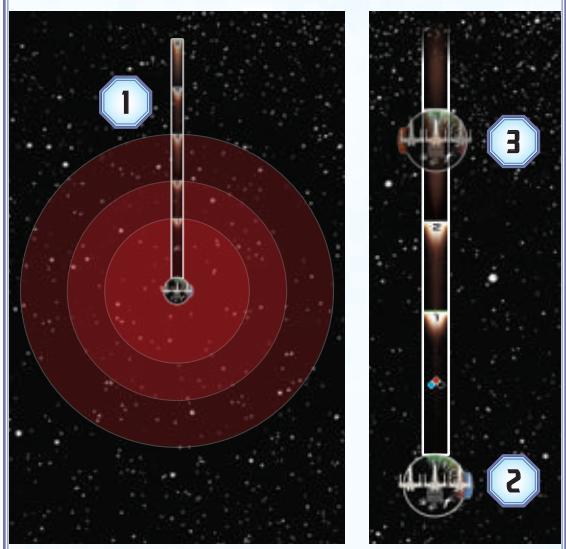
Using the course set in "Determine Course Example," the Rebel player moves his Nebulon-B Escort Frigate.





1. The Rebel player places the maneuver tool's flat end on the right side of the ship.
2. The Rebel player realizes that if he moves the ship to the joint below the "3" speed number, it will overlap the maneuver tool at that position. He must place the maneuver tool on the other side of the ship instead.
3. The Rebel player places the maneuver tool's flat end on the left side of the ship.
4. The Rebel player presses down the maneuver tool and moves the ship to the joint below the "3" speed number. Then he moves the ship to its final position, where it does not overlap the maneuver tool.

Squadron Movement



The Rebel player activates an X-wing squadron and places the distance side of the range ruler faceup.

X-wing Squadron Card

1. The X-wing squadron has a speed of "3," so it can move anywhere within distance 1–3, in any direction.
2. The Rebel player decides where he will move the X-wing squadron and places the distance 1 end of the ruler in contact with the squadron's base.
3. The Rebel player picks up the X-wing squadron and places it at the end of the distance 3 band. Then he removes the range ruler from the play area.

Squadron Attacks

A squadron can attack either one enemy squadron or one hull zone of an enemy ship. Squadrons have a 360° firing arc; a squadron can attack any target at distance 1. Squadron attacks are described in "Attacking" on page 13.

Engagement

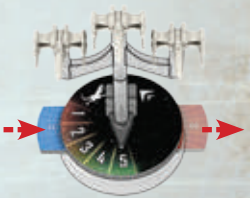
While a squadron is at distance 1 of an enemy squadron, those squadrons are **engaged**. An engaged squadron must abide by the following rules:

- An engaged squadron cannot move.
- When an engaged squadron attacks, it must attack a squadron instead of attacking a ship.

Engagement is an important element of strategy. Players can use a screen of squadrons to protect their ships, or they can aggressively maneuver their squadrons to pin down enemy squadron groups.

Tracking Squadron Activation

When a player activates a squadron, he pushes its activation slider to the other side, showing a different color and icon. Players know whether their squadrons have been activated by comparing the color and icon shown on the slider to the color and icon shown on the initiative token. If the colors and icons match, that squadron has not been activated yet.



Activation Slider

PHASE 4: STATUS PHASE

During this phase, players ready their exhausted defense tokens by flipping the tokens to their readied side (defense tokens are described in detail later). Then the player with initiative flips the initiative token over. The color and icon now shown on the initiative token is the color and icon of unactivated squadrons during the next round.

At the end of this phase, the player with initiative places the round token with the next highest number to the side of the play area; the number displayed on that token indicates the round number for the next round. Then players begin a new round starting with the Command Phase. The players continue playing rounds until the game ends.

WINNING THE GAME

The game immediately ends when all of one player's **ships** are destroyed. That player is eliminated, and his opponent wins the game.

If neither player is eliminated after six rounds, the game ends and the player with the highest score wins. A player's score is equal to the total cost of each enemy ship and squadron that was destroyed; the cost of each ship and squadron is printed in the lower-right corner of its card.

ADDITIONAL RULES

This section describes all other rules needed to play the learning scenario.

COMMANDS

Commands enhance a ship's power, giving it additional capability. The effect of each command depends on whether a player spends a command dial or a command token. Each command effect is described below.

NAVIGATE

When a ship is determining course for movement, it may spend its command dial to increase or decrease its speed by one. This is the main way that a ship changes its speed. Also, it may adjust one joint by one click more than the speed chart normally allows. The minimum speed for all ships is "0," and the maximum speed is indicated on the speed chart.

A ship with a command token may spend the token when determining course for movement to increase or decrease its speed by one.

SQUADRON

After this icon is revealed on a command dial, the ship may spend its command dial to activate a number of friendly squadrons up to its squadron value. It can only activate squadrons that are at close–medium range of it (see the image under "Targeting" on page 13). Each squadron activated in this way can attack **and** move in either order. The ship chooses and activates squadrons one at a time.

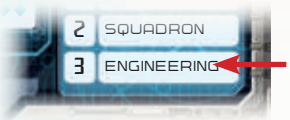
Squadron Value

Nebulon-B Escort Frigate Ship Card

A ship with a command token may spend the token after revealing its command dial to activate one squadron following the rules above.

REPAIR

After this icon is revealed on a command dial, the ship may spend its command dial to gain engineering points equal to its engineering value. It may spend these points on the following effects in any combination and number.



Engineering Value

Nebulon-B Escort Frigate Ship Card

- **1 point:** Move one shield from one of the ship's hull zones to another of its hull zones (without exceeding the hull zone's maximum shield value).
- **2 points:** Recover one shield in any of the ship's hull zones.
- **3 points:** Discard any one of the ship's faceup or facedown damage cards.

A ship with a command token may spend the token after revealing its command dial. The ship gains engineering points equal to half of its engineering value, rounded up, to spend on the effects listed above.

CONCENTRATE FIRE

After a ship rolls dice during an attack, it may spend its command dial to roll one additional attack die. That die must be of a color that it already rolled.

A ship with a command token may spend the token after it rolls dice during an attack to reroll one attack die.

COMMAND TOKENS

When a player reveals a ship's command dial, he can spend the dial to place the matching command token next to that ship. The maximum number of command tokens that a ship can have is equal to its command value, and a ship cannot have more than one copy of each type of command token.

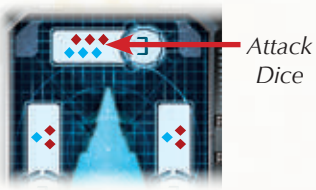
Command Token

ATTACKING

The rules below describe how a ship attacks an enemy ship. Squadrons use most of the same rules as ships when attacking and defending; the few exceptions are described in the "Squadron Attacks" and "Squadron Defense" sections.

To perform an attack, the player first chooses one of his ship's hull zones to attack from. Then he declares the defending hull zone on the ship he wants to attack. The defending hull zone must be within firing arc and **ATTACK RANGE** (see the "Targeting" section later).

After declaring the defending hull zone, the attacker determines his attack dice. These dice are printed in the attacking hull zone.



Victory II-*class* *Ship Card*

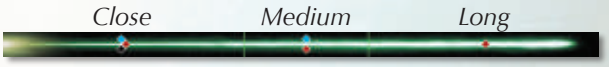
Then the attacker rolls his attack dice. For each accuracy (♺) icon rolled, he can choose one of the defender's defense tokens; the chosen token cannot be spent during this attack. Then the defender can spend defense tokens, which allow him to negate damage in various ways (see "Defense Tokens" on page 14).

Finally, the defender suffers damage equal to the number of hit (✸) and critical (✶) icons remaining (see "Ship Damage" on page 15).

TARGETING

The defending hull zone must be inside the attacking hull zone's firing arc (see "Firing Arcs and Hull Zones" on page 9).

In addition, the defending hull zone must be at attack range. The attacker uses the range side of the range ruler to determine the range to the chosen hull zone (see "Measuring Firing Arc and Range" on page 14). Each range band on the ruler depicts which colors of attack dice he can roll.



Range Ruler (range side)

For example, at long range a ship can roll only its red attack dice. If the attacking hull zone does not have any red dice, then it cannot perform this attack.

SQUADRON ATTACKS

Squadrons do not have hull zones and therefore do not need to declare an attacking hull zone.

The attack dice that a squadron uses when attacking ships are printed on its squadron card.

Attack Dice on X-wing Squadron Card

When a squadron performs an attack, it can target one enemy ship at distance 1 **using the distance side of the range ruler**. Squadrons can use all the colors of dice at distance 1, but they ignore ✶ icons when attacking.

Range Ruler (distance side)

ATTACK DICE

There are three different colors of attack dice: red, blue, and black. Each ship's hull zone lists different combinations of attack dice.

The colors of the attack dice serve two purposes:

1. When attacking a ship from a distance, some dice colors cannot be rolled for that attack (see "Targeting" above).
2. Each color has a different distribution of icons.

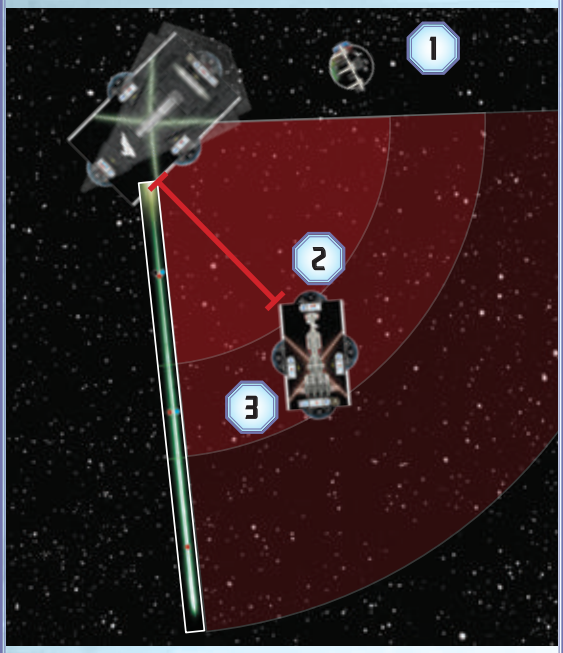
There are three icons that appear on these dice:

Accuracy: For each ♺ icon rolled, the attacker chooses one of the defender's defense tokens. The chosen token cannot be used during this attack.

Hit: For each ✸ icon rolled, the defender suffers one damage.

Critical: For each ✶ icon rolled, **if the attacker and defender are both ships,** the defender suffers one damage and the first damage card dealt is dealt faceup.

Measuring Firing Arc and Range



1. The X-wing is at close range, but outside the left firing arc of the *Victory II*-class.
2. The front hull zone of the CR90 Corvette A is at close range and inside the left firing arc of the *Victory II*-class.
3. The left hull zone of the CR90 Corvette A is at medium range and inside the left firing arc of the *Victory II*-class.

Defense Tokens

Each ship has a number of defense tokens that can be used when defending against an attack to mitigate the damage it suffers.

After attack dice are rolled and the attacker spends his accuracy (♻) icons, the defender can spend one or more of his defense tokens as described below:

Redirect: The defender chooses one of his hull zones adjacent to the defending hull zone. When the defender suffers damage, it may suffer any amount of damage on the chosen zone's remaining shields before it must suffer the remaining damage on the defending hull zone.

Evade: If the attack occurs at long range, the defender chooses and cancels one attack die. At medium range, he chooses one attack die to be rerolled. At close range and distance 1, the token has no effect.

Brace: After the damage is totaled, the defender reduces the total to half, rounded up.

Scatter: The defender cancels all attack dice.

When the defender spends a readied defense token, he flips it over to its exhausted side. When he spends an exhausted defense token, he discards the token, returning it to the supply. All exhausted defense tokens are readied during the Status Phase.

Defense Token (readied)

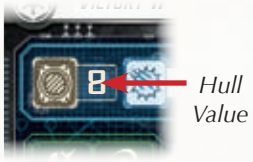
Defense Token (exhausted)

The defender cannot spend any single defense token more than once per attack, and he cannot spend more than one defense token of each type per attack. If the defender's speed is "0," he cannot spend any defense tokens.

Ship Damage

Whenever a ship suffers damage, it suffers each point of damage separately. To suffer a point of damage, the player reduces the shields in his defending hull zone by one by rotating the shield dial to the next lowest number. If he does not have any shields remaining, he instead draws one card from the damage deck and places it facedown near his ship card.

Victory II-*class Ship Shield Dial*



Victory II-*class Ship Card*

If a ship ever has a number of damage cards equal to its hull value, it is destroyed; remove the model from the play area along with any tokens and other associated components.

Critical Effect

Before the defender determines the total damage amount from an attack, the attacker can resolve a critical effect. If the attacker has rolled at least one critical (✂) icon, the **first** damage card that the defender receives is dealt faceup.

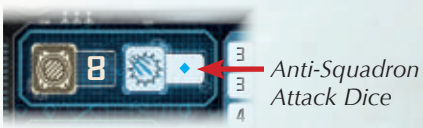
Faceup damage cards count as damage against the ship's hull and also inflict the effect described on the card. They remain faceup until an effect flips them facedown or discards them.

Squadron Defense

Attacking a squadron follows all the same rules for attacking a ship with the exceptions described below.

Squadrons do not have hull zones; therefore, the attacker does not need to declare a defending hull zone.

When attacking a squadron, the attacker uses the **Anti-Squadron** section of his card to determine his attack dice, which is the same for all hull zones.



Victory II-*class Ship Card*

X-wing Squadron Card

Squadron Damage

When a squadron suffers damage, the player reduces its remaining hull points by the damage amount. He rotates the squadron's disk so that the pointer on the squadron base points to the remaining hull points.

Rotating Squadron Disk

If a squadron ever has zero or fewer hull points, it is destroyed; remove the model from the play area along with any tokens and other associated components.

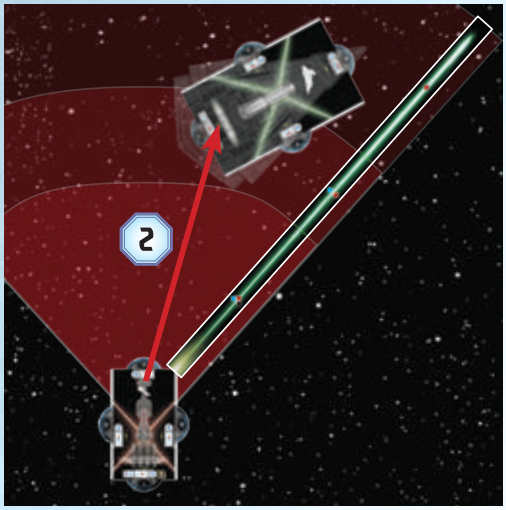
Squadrons suffer damage equal to the number of hit (✸) icons only; they ignore critical (✂) icons.

Attacking Squadrons with a Ship

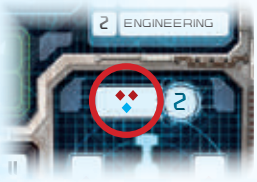
When a ship attacks a squadron, it can perform one attack against each squadron inside the firing arc and at attack range of the attacking hull zone. Each attack is resolved separately.

Attack Example

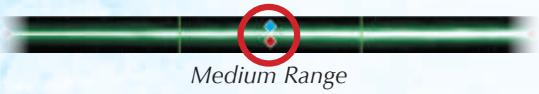
1. The Rebel player activates his CR90 Corvette A, reveals a command, and then decides to attack the *Victory II*-class Star Destroyer.



2. The Rebel player declares that the CR90 will attack from its front hull zone and will target the *Victory II*-class' rear hull zone. The Rebel player measures firing arc and range, confirming that the rear hull zone of the *Victory II*-class is within his front hull zone's arc and that the attack is at medium range.



CR90 Corvette A Ship Card 3



Medium Range

3. The CR90 has 2 red dice and 1 blue die in its front hull zone. The attack is at medium range, so the Rebel player gathers all 3 dice.

4. The Rebel player rolls the dice, resulting in 4 and 1 . He spends the command to roll an additional blue die, resulting in 1 .

5. The Rebel player decides to spend his icon to prevent the *Victory II*-class from spending its redirect token. The Imperial player decides to spend only his brace defense token. The total damage of 5 (+ + + +) is reduced to 3 (half of 5, rounded up).

6. The *Victory II*-class suffers the first point of damage, reducing its rear hull zone's shields to 0.

7. The *Victory II*-class suffers the remaining 2 points of damage on the ship's hull. The Imperial player draws a faceup damage card for the first point of damage because the Rebel player rolled at least 1 icon; he immediately resolves the effect on that card. Then he draws a facedown damage card for the second point of damage. He places both cards next to the *Victory II*-class' ship card.

OVERLAPPING

Squadrons cannot be placed so that they overlap other ships or squadrons. If a ship would overlap another ship or squadron, players use the following rules depending on the type of plastic model that the ship overlapped.

Overlapping Squadrons

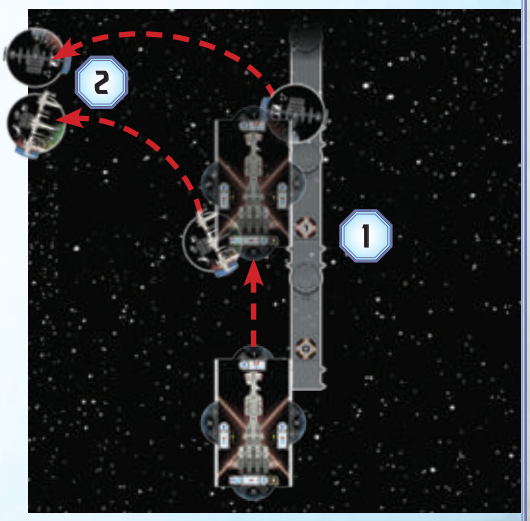
If the moving ship's final position overlaps one or more squadrons, the moving ship finishes its movement normally and the players move any overlapped squadrons out of the way. Then, the player who is **not** moving the ship places **all** of the overlapped squadrons, regardless of who owns them, next to the ship so that their bases are touching the ship's base.

Overlapping Ships

If the moving ship's final position would overlap another ship, it **cannot** finish its movement normally. Instead, its speed is temporarily reduced by one and it attempts to move at this speed. This process continues until the moving ship can finish a movement or until its speed is temporarily reduced to "0," in which case it remains in its current position.

After moving, the moving ship and the closest ship that it overlapped both receive one facedown damage card.

Overlapping Squadrons



1. The Rebel player's CR90 attempts to complete a 2-speed movement, but there is a TIE fighter squadron and an X-wing squadron under the ship's final position.
2. The Imperial player removes those squadrons so the CR90 can be placed.

3. The Imperial player places the TIE fighter and X-wing squadrons as he chooses so that they are touching the CR90.

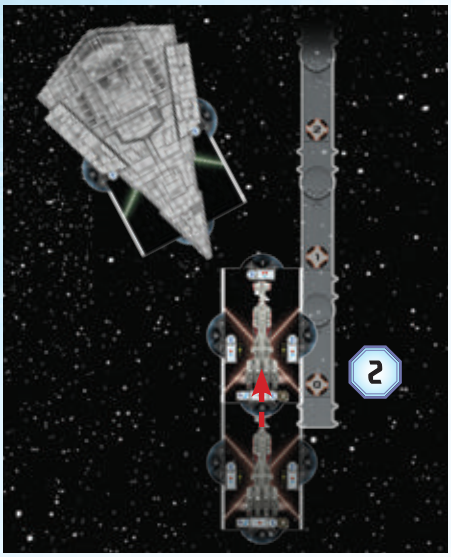
Size Class

Each ship belongs to a size class as described below:

- **CR90 Corvette:** Small
- **Nebulon-B:** Small
- ***Victory*-class Star Destroyer:** Medium

Size class has no inherent effect, but some card effects may refer to it. Expansion packs with large ships may be released in the future.

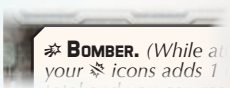
Overlapping Ships



1. The Rebel player's CR90 Corvette A attempts to complete a 2-speed movement, but there is a *Victory II*-class at the ship's final position. The CR90 must temporarily reduce its speed by 1.
2. The CR90 completes a 1-speed movement.
3. Then the CR90 and the *Victory II*-class both receive 1 facedown damage card.

SQUADRON KEYWORDS

Each squadron benefits from one or more keywords. The rules for each keyword are printed on its squadron card. As an additional reference, each squadron disk depicts an icon that corresponds to each of its keywords. Unique squadrons, such as Luke Skywalker, have unique special abilities described on their squadron cards.



Keyword on an X-wing Squadron Card

Stop!

You now know all the rules needed to play the learning scenario. If any questions arise during gameplay, refer to the Rules Reference booklet.

After you've played your first game, you are ready to learn the rules for building fleets, playing with objectives, and more (see "Expanded Rules" on pages 19–24).

EXPANDED RULES

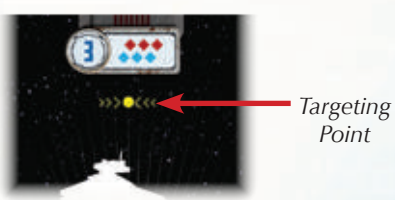
After playing the learning scenario, players are ready to learn the rest of the core rules needed to play a full game of ***Star Wars: Armada***. This includes using obstacles, building fleets, and using objectives.

LINE OF SIGHT AND OBSTRUCTION

When a ship or squadron attacks, it must trace **LINE OF SIGHT** from itself to its target. Squadrons and ships have different points from which line of sight is determined, as follows:

Squadron: When tracing line of sight to or from a squadron, trace the line using the point on the squadron's base that is closest to the opposing squadron or hull zone.

Ship: When tracing line of sight to or from a hull zone, the line is traced using the yellow targeting point printed in that hull zone.



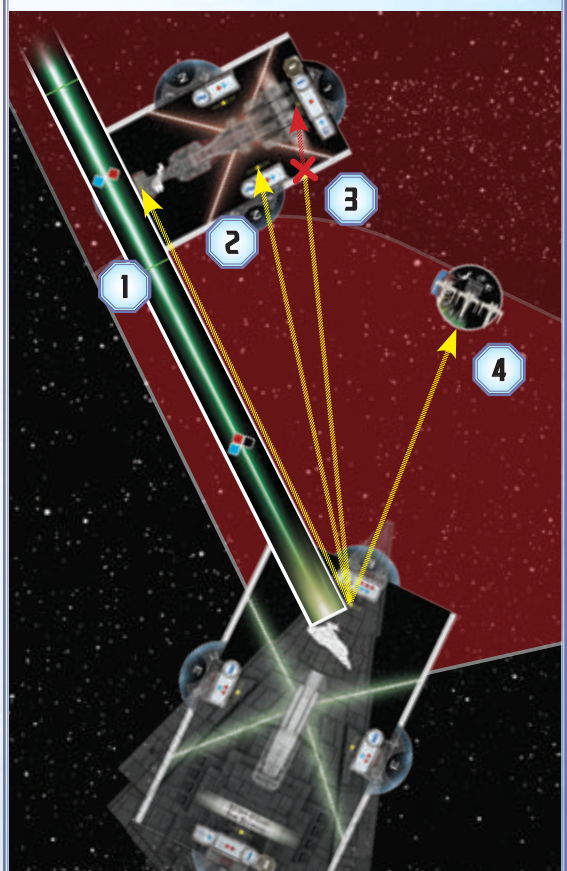
Victory II-*class*
Ship Token

If line of sight is traced through any hull zone on the defending ship that is not the defending hull zone, the attacker does not have line of sight and **he must declare another target**. If there is no valid target, he cannot perform an attack.

If line of sight is traced through obstacles or ships that are not the attacker or defender, the attack is **OBSTRUCTED**. When an attack is obstructed, the attacker rolls one less die of his choice.

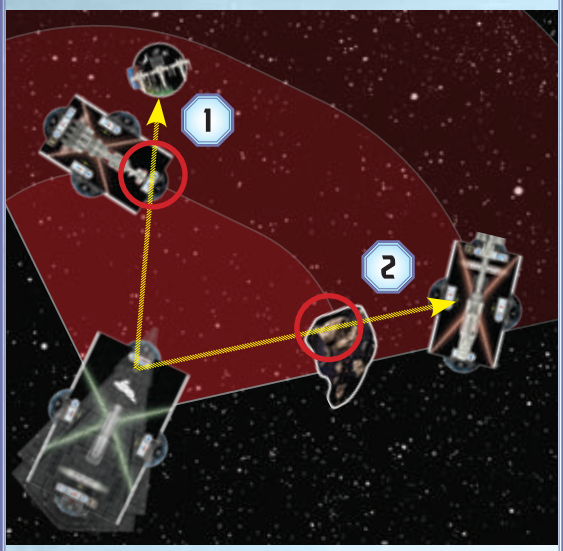
LINE OF SIGHT EXAMPLE

Using the range ruler, the Imperial player traces line of sight from the *Victory II*-class' front hull zone to three different hull zones on the CR90 Corvette A and to the X-wing squadron.



1. He lines up the range ruler between the targeting points on the *Victory II*-class' front hull zone and the CR90's front hull zone. This line does not pass through another hull zone on the CR90, so the *Victory II*-class can attack that zone.
2. Repeating this process, he finds that the *Victory II*-class also has line of sight to the CR90's left hull zone.
3. He also finds that the *Victory II*-class does not have line of sight to the CR90's rear hull zone because the line passes through the CR90's left hull zone.
4. He traces line of sight to the closest point on the X-wing squadron's base. The X-wing squadron can be targeted by the attack.

Obstruction Example



1. The Imperial player traces line of sight to the closest point on the X-wing squadron's base. The line passes through the CR90 Corvette A, so the attack is obstructed.
2. The Imperial player traces line of sight to the Nebulon-B's right hull zone. The line passes through an asteroid field, so the attack is obstructed.

OBSTACLES

Obstacles depict hazards and other space elements that have an impact on the battle. Each obstacle is represented by a token that is placed in the play area. Each type of obstacle affects squadrons and ships as described below.

Asteroid Field: A ship that overlaps this obstacle receives 1 faceup damage card. Squadrons are unaffected.

Debris Field: A ship that overlaps this obstacle suffers 2 damage on any hull zone. Squadrons are unaffected.

Station: A ship that overlaps this obstacle may discard one of its faceup or facedown damage cards. A squadron that overlaps this obstacle may recover one hull point.

Ships and squadrons can move through obstacles without issue; only the final position of the ship or squadron matters.

FLEET-BUILDING RULES

To play a full game of ***Star Wars: Armada***, each player chooses the ships, squadrons, and upgrades that he wishes to use.

All ship, squadron, and upgrade cards display a number in the lower-right corner. This is the **fleet point cost** of the ship or upgrade, or for each squadron of that type.

CR90 Corvette A Ship Card

Before playing a game, both players must build a fleet. They do this by choosing any number of ship cards, squadron cards, and upgrade cards whose combined fleet point cost does not exceed 300 fleet points.

Players build fleets without any foreknowledge of their opponents' fleet. During the "Gather Components" step of setup, they simultaneously reveal the cards, ships and squadrons in their fleet (see "Complete Setup" on page 23).

Unique Names

This game includes many famous characters and ships from the ***Star Wars*** universe. Each of these famous figures is represented by a card with a unique name, which is identified by a bullet (•) to the left of the name. A player cannot field two or more cards that share the same unique name.

Squadron Cards

Squadrons of the same type share a single squadron card. The fleet point cost on squadron cards indicates the cost for one squadron of that type; the player must pay the fleet point cost for each squadron of that type that he wants to field.

Some squadron cards have unique names; these correspond to famous pilots from the ***Star Wars*** universe. These pilots lead powerful squadrons that have extra abilities and defense tokens to separate them from common squadrons. A unique squadron uses its own squadron card instead of the shared card for that type.

A player can field only one copy of each unique squadron. Unique squadrons use the reverse side of the squadron disk of their type, which displays the art piece shown on the unique squadron card.

Building Fleets using only the Core Set

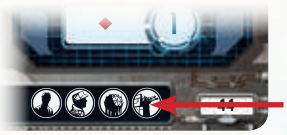
In a normal game of ***Star Wars: Armada***, each player builds a fleet using his own collection of ships and components before playing the game.

If players only have a single core set, they may choose to share the components. Due to component limitations, they must choose one player to receive all Rebel cards and give all Imperial cards to the other player. Then all remaining upgrade cards are shuffled up and dealt randomly to the players.

Then players secretly and simultaneously build 180 point fleets before setting up the game.

Upgrade Cards

Players can equip their ships with upgrades such as ion cannons and famous admirals. The upgrade bar along the bottom of each ship card displays icons that represent which upgrades that ship can equip. For each icon shown in the upgrade bar, the ship can equip one upgrade card with the matching icon.



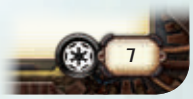
Upgrade Icons

CR90 Corvette A Ship Card

Faction-Specific Upgrades

Upgrade cards can be used by ships of any faction unless they have a faction symbol next to the card's fleet point cost. A card with a Rebel symbol can only be equipped in a Rebel fleet, and a card with an Imperial symbol can only be equipped in an Imperial fleet.

Rebel Upgrade Card



Imperial Upgrade Card

Modification Upgrades

Some upgrade cards have the "***Modification***" trait. A ship cannot equip more than one upgrade with the "***Modification***" trait.

Titles

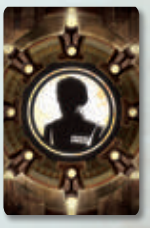
Title upgrade cards display a specific ship icon in the lower-left corner. A title card can only be equipped to a ship with the matching ship icon. A ship cannot equip more than **one** title card.

Upgrade Card with Ship Icon

Icon on the CR90 Corvette A Ship Card

Commanders

Commander upgrade cards have the icon on their card backs and no icon in the lower-left corner. Any ship can equip a commander card regardless of the icons on its upgrade bar, but it cannot equip more than one commander card. A ship with a commander card equipped is a **FLAGSHIP**.



Commander Upgrade Card

Using Upgrade Cards

Many upgrade card effects have a specific time during the game when they occur, which is described on the card. Some cards use a header to indicate when the card can be used as described below:

- Effects that modify attack dice, such as by adding, changing, or rerolling dice, may be resolved after the attack dice are rolled.
- "**:**" effects are critical effects; see the "Critical Effects" section on page 22 for more detail.
- "**:**" and other effects with the icon of a command as a header may resolve while the ship is resolving the matching command.

Some card effects require the player to exhaust the card. To exhaust a card, rotate it 90° clockwise. An exhausted card cannot be exhausted again, preventing the ship from using any effects that require it to exhaust the card. During the Status Phase, all upgrade cards are readied by rotating the cards 90° counterclockwise. Readied cards can be exhausted again.

Scoring Upgrade Cards

When players determine their scores at the end of the game, the total fleet point cost of all upgrade cards equipped to a ship are added to that ship's fleet point cost.

Fleet-Building Restrictions

In addition to the rules described earlier in this section, a fleet must abide by these restrictions:

- The fleet must be either Rebel-aligned or Imperial-aligned. It cannot contain any ships, squadrons, or upgrades that are aligned with the opposing faction as indicated by the presence of that faction's symbol on those cards.
- The fleet must have one flagship (a ship equipped with a commander card). It cannot have more than one flagship.
- A ship cannot include more than one copy of the same upgrade card.
- The fleet cannot spend more than one third of its fleet points on squadrons.
- A fleet must include three objective cards, one from each category (see "Objectives" on page 22).

CRITICAL EFFECTS

Critical effects are devastating effects that the attacker can resolve during an attack **before** totaling the damage amount. He must have at least one ✸ icon in his attack pool. The attacker can resolve **only one** critical effect per attack.

Critical Effect on an Upgrade Card

Critical effects on upgrade cards are indicated by the "✸:" header. Some critical effects on upgrade cards also specify a color; to resolve a critical effect with a color requirement, the ✸ icon must be on a die of that color.

The standard critical effect is:

- ✸: If the defender is dealt at least one damage card by this attack, deal the first damage card faceup.

Squadrons cannot resolve or suffer critical effects unless otherwise specified.

ID TOKENS

Players must use ID tokens to 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.

Ship Base with Flagship ID Token

To assign an ID, insert a ship ID token into the slot behind the ship's support pole or fin. Then place the matching main ship ID token on that ship's card.

OBJECTIVES

Objective cards add variety to each battle by providing a narrative for why the Rebel and Imperial forces are clashing while also changing how players score points. There are three categories of objectives:

Assault: Assault objectives typically identify one or more ships that are worth extra fleet points when damaged or destroyed.

Defense: Defense objectives alter the play area to provide a significant advantage to one player.

Navigation: Navigation objectives reward players who maneuver aggressively and precisely.

Objective cards may describe special setup rules which must be followed during the setup process. They also may include special rules that must be used when playing with that objective. Some objectives allow players to collect victory tokens to increase their score; at the end of the game, each victory token is worth the fleet point value listed in the lower-right corner of the objective card.

Using Objective Cards

As part of the fleet-building process, each player chooses three objective cards. Each objective card must be from a different category. This means that each player brings three objective cards to the game.

During the "Choose Objective" step of setup, the **first player** (the player with initiative) looks at all three of the **second player**'s objective cards and chooses one of those cards to be the objective for the game. The second player's remaining objective cards and the first player's objective cards are not used this game.

Random Objective Card

If playing with only the core set, the players should randomly determine the objective for the game. During the "Choose Objective" step of setup, the second player shuffles all of the objective cards into a single deck. Then he draws two objectives cards and chooses one to use for the game.

COMPLETE SETUP

Once players are comfortable with the rules of the game, they should use the complete setup rules. To do so, proceed through the following steps in order (see the "Complete Setup" diagram on page 24).

1. **Define Play Area & Setup Area:** Clear a 3' x 6' play area. Then, establish a 3' x 4' 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. The players sit across from each other on the 6' edges of the play area.

   If playing with only the ships and squadrons in the core set, players should instead use a 3' x 3' play area that also functions as the setup area.

2. **Gather Components:** Each player places his ships, squadrons, and cards next to the play area and near his edge. Set each shield dial and squadron disk to its maximum shield and hull values. Then set the activation slider of each squadron to display the blue end of the slider with the icon. Assign the appropriate defense tokens to each ship and unique squadron. Gather enough command dials and speed dials for the fleet. Assign ID tokens to ships and squadrons as necessary.

3. **Determine Initiative:** The player whose fleet has the lowest total fleet point cost chooses which player is the first player. The first player places the initiative token next to his edge with the side faceup. If the players are tied in fleet points, flip a coin to decide which player makes the choice.

4. **Choose Objective:** The first player looks at all three of his opponent's objectives cards and chooses one to be the objective for the game (see "Objectives" on page 22).

5. **Place Obstacles:** Starting with the second player, the players take turns choosing and placing six obstacles into the play area. Obstacles must be placed within the setup area, beyond distance 3 of the edges of the play area, and beyond distance 1 of each other.

   If playing with only the ships and squadrons included in this box, players place only four obstacles.

6. **Deploy Ships:** Starting with the first player, the players take turns deploying their forces into the setup area. A single deployment turn consists of placing one ship or two squadrons.

   - Ships must be placed within their player's deployment zone. A player's deployment zone is the portion of the setup area that is at distance 1–3 of his edge of the play area.
   - When a player places a ship, he must set its speed dial to a speed available on its speed chart.
   - Squadrons must be placed within distance 1–2 of a friendly ship.
   - If a player only has one squadron remaining when he must place two, he cannot place it until he has placed all of his ships.

7. **Prepare Other Components:** Shuffle the damage deck and place it next to the play area along with the command tokens, maneuver tool, range ruler, and the round token marked "1."

8. **Clean Up:** Remove the setup area markers from the play area.

After players finish setup, they begin the first round of the game.

WHAT NOW?

You now know the general rules needed to play a complete game of ***Star Wars: Armada***. If any questions arise during gameplay, refer to the Rules Reference booklet. The Rules Reference booklet has complete rules for every topic and includes many rules exceptions not explained in this Learn to Play booklet.

To build standard 300 point fleets, you will need additional ships, squadrons, and upgrades to expand your customization options. These additional components are sold separately in expansion packs.

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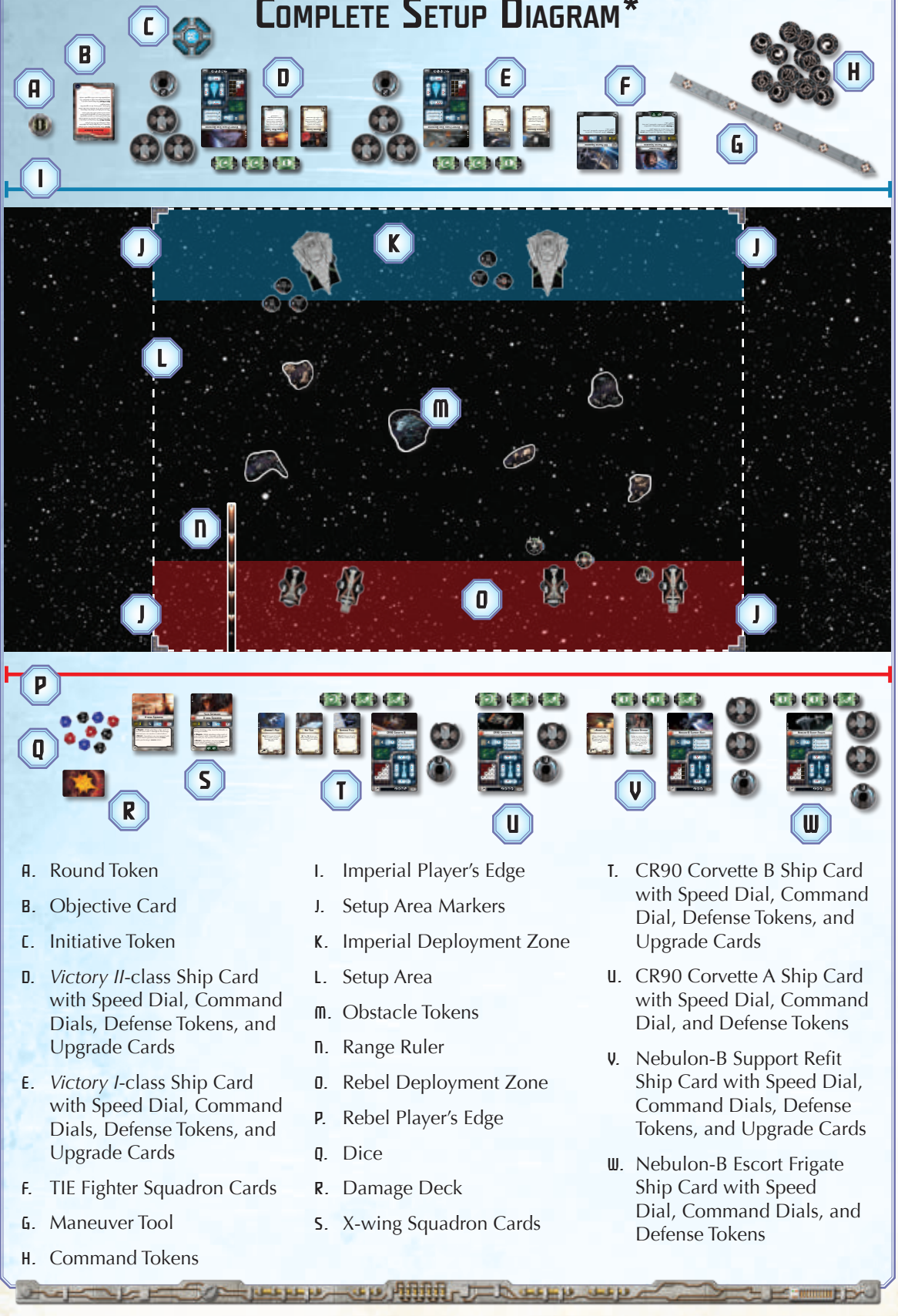
Complete Setup Diagram*



A. Round Token

B. Objective Card

C. Initiative Token

D. *Victory II*-class Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Cards

E. *Victory I*-class Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Cards

F. TIE Fighter Squadron Cards

G. Maneuver Tool

H. Command Tokens

I. Imperial Player's Edge

J. Setup Area Markers

K. Imperial Deployment Zone

L. Setup Area

M. Obstacle Tokens

N. Range Ruler

O. Rebel Deployment Zone

P. Rebel Player's Edge

Q. Dice

R. Damage Deck

S. X-wing Squadron Cards

T. CR90 Corvette B Ship Card with Speed Dial, Command Dial, Defense Tokens, and Upgrade Cards

U. CR90 Corvette A Ship Card with Speed Dial, Command Dial, and Defense Tokens

V. Nebulon-B Support Refit Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Cards

W. Nebulon-B Escort Frigate Ship Card with Speed Dial, Command Dials, and Defense Tokens

*This setup diagram assumes that each player has a core set and they have split the ships by faction.