# STAR WARS™ ARMADA™

# RULES REFERENCE

## USING THIS RULES REFERENCE

This document is a reference for all ***Star Wars: Armada*** rules queries. Unlike the Learn to Play booklet, the Rules Reference booklet does not teach players how to play the game. Players should first read the Learn to Play booklet in its entirety and play the learning scenario, using this Rules Reference booklet when necessary.

This booklet contains four major sections:


**GLOSSARY ..... PAGE 2**
The majority of this document is the glossary. This lists detailed rules and clarifications in alphabetical order by topic.

**OPTIONAL RULES ..... PAGE 14**
This section describes optional rules that players may agree to use, such as playing without a round limit and playing with more than two players.

**INDEX ..... PAGE 15**
This section contains a comprehensive list of topics including some terms not listed as section headers in the glossary.

**QUICK REFERENCE ..... PAGE 16**
The back page of this reference lists the phases of the game in an easy-to-reference format.


### STOP!

Read the Learn to Play booklet before reading this reference. As questions arise during gameplay, players can refer to this Rules Reference booklet for more comprehensive answers.

### THE GOLDEN RULES

This Rules Reference booklet is the definitive source of rules information for ***Star Wars: Armada***. If something in this booklet contradicts the Learn to Play booklet, the Rules Reference booklet is correct.

Effects on components such as cards sometimes contradict rules found in the Learn to Play or Rules Reference booklets. In these situations, the component's effect takes precedence.

If a card effect uses the word "cannot," that effect is absolute.

# GLOSSARY

This glossary provides players with detailed rules for all ***Star Wars: Armada*** gameplay terms and phrases. Glossary entries are organized in alphabetical order by topic. If a player is unable to find a topic, use the index on page 15.

## ACTIVATION

See "Ship Activation" and "Squadron Activation."

## ARMAMENT

The attacker's armament indicates the color and number of dice that can be used during an attack. Anti-squadron armament is used when attacking a squadron. Battery armament is used when attacking a ship.

- Each hull zone of a ship has its own battery armament that it uses when the ship attacks from that hull zone.
- Each squadron has a single battery armament
- A ship has one anti-squadron armament that is used regardless of which hull zone is attacking.

**Related Topics:** Attack, Attack Pool, Attack Range

## ATTACK

To perform an attack with a squadron or ship, resolve the following steps:

1. **Declare Target:** The attacker declares the defender and the attacking hull zone, if any. If the defender is a ship, the attacker declares the defending hull zone. Measure line of sight to the defender to ensure the attack is possible and to determine if it is obstructed.
   - ◊ If the attacker is a ship, the defending squadron or hull zone must be inside the attacking hull zone's firing arc and at attack range of the attacking hull zone.
   - ◊ If the attacker is a squadron, the defending squadron or hull zone must be at distance 1.
2. **Roll Attack Dice:** Gather attack dice to form the attack pool and roll those dice. Gather only the dice that are appropriate for the range of the attack as indicated by the icons on the range ruler.
   - ◊ If the defender is a ship, gather the attack dice indicated in the attacking hull zone's or squadron's battery armament.
   - ◊ If the defender is a squadron, gather the attack dice indicated in the attacker's anti-squadron armament.
   - ◊ If the attacker cannot gather any dice appropriate for the range of the attack, the attack is canceled.
3. **Resolve Attack Effects:** The attacker can resolve attack effects as described below:
   - ◊ ***Modify Dice:*** The attacker can resolve any of its effects that modify its dice. This includes card effects and the ⊛ command.
   - ◊ ***Spend Accuracy (♲) Icons:*** The attacker can spend one or more of its ♲ icons to choose the same number of the defender's defense tokens. The chosen tokens cannot be spent during this attack.
4. **Spend Defense Tokens:** The defender can spend one or more of its defense tokens.
5. **Resolve Damage:** The attacker can resolve one of its critical effects. Then the attacker determines the total damage amount. Then the defending squadron or hull zone suffers that total damage, one point at a time.
   - ◊ If the attacker or defender is a squadron, the damage is the sum of all ✸ icons.
   - ◊ If the attacker **and** defender are ships, the damage is the sum of all ✸ and ✶ icons.
   - ◊ Each ship has the following standard critical effect: "✶**:** If the defender is dealt at least one damage card by this attack, deal the first damage card faceup."
6. **Declare Additional Squadron Target:** If the attacker is a ship and the defender was a squadron, the attacker can declare another enemy squadron as a defender and repeat steps 2 through 6. The new defender must be inside the firing arc and at attack range of the same attacking hull zone. Each enemy squadron can be targeted only once per attack.

- A ship can perform two attacks during its activation, but it cannot attack from the same hull zone more than once per activation.
- A ship can attack the same target with different attacks.
- Ships and squadrons cannot attack friendly ships and squadrons.

**Related Topics:** Attack Range, Damage, Critical Effects, Firing Arc, Line of Sight, Measuring Firing Arc and Range, Modifying Dice, Range and Distance

## ATTACK POOL

During an attack, the attack pool is comprised of all dice being used for that attack. This includes the dice gathered prior to rolling as well as the dice after they are rolled.

**Related Topics:** Attack, Modifying Dice

## ATTACK RANGE

Attack range is the range at which a squadron or a ship's hull zone can perform an attack as determined by the armament it is using.

- A hull zone's maximum attack range is close range if it has only black dice in its armament, medium range if it has at least one blue die, or long range if it has at least one red die.
- Each squadron's attack range is distance 1.

**Related Topics:** Measuring Firing Arc and Range, Range and Distance

## COMMAND DIALS

When a ship is activated, its owner reveals that ship's top command dial and places it next to the ship in the play area. It can be spent immediately to assign the corresponding command token to that ship, or it can be spent at the appropriate time to resolve that command.

- After a ship finishes its activation, if it did not spend its command dial, that dial is discarded.
- When a command dial is spent or discarded, it is placed faceup on the ship's ship card and remains there until it is assigned as a new command during the next Command Phase.
- A ship with a faceup command dial on its ship card cannot be activated.
- A player can look at his ships' facedown command dials at any time. When a player looks at a ship's command dials, he must preserve the order in which the command dials are stacked.

**Related Topics:** Command Phase, Command Tokens, Commands

## COMMAND PHASE

During this phase, players secretly and simultaneously choose commands on their command dials and assign them facedown to their ships.

- A ship must be assigned command dials until it has a number of command dials equal to its command value. This may require that more than one dial be assigned to a ship, such as during the first round of the game.
- When assigning a command dial to a ship, the dial is placed under any other command dials already assigned to that ship.

**Related Topics:** Commands, Command Dials, Command Tokens

## COMMAND TOKENS

When a ship's command dial is revealed, that dial can be spent to assign the corresponding command token to that ship. Command tokens can be spent at the appropriate time to resolve the lesser effect of that command.

- A command token is assigned to a ship by placing it next to the ship in the play area.
- When a ship is assigned a command token, if it has more command tokens than its command value, it must immediately discard one of its command tokens.
- When a ship is assigned a command token, if it already has a copy of that command token, it must immediately discard that command token.
- A command token can be spent during the same round in which it was gained.
- When a command token is spent, return it to the supply.

**Related Topics:** Commands

## COMMANDERS

A commander is a special type of upgrade card with the icon on its card back and no upgrade icon in the lower-left corner of the card front.

- A commander can be equipped to any ship.
- A fleet cannot have more than one commander.
- A ship with a commander equipped is a flagship.

**Related Topics:** Flagship, Fleet Building, Upgrade Cards

## COMMANDS

A ship can resolve the effect of a command by spending a command dial or command token with the matching icon at the appropriate time. The effect of the command is based on which component was spent:

- **Navigate:** Resolve during the "Determine Course" step of movement.
  - ◊ **Dial:** Increase or decrease the ship's speed by one, and/or increase the yaw value of one joint by one for this maneuver.
  - ◊ **Token:** Increase or decrease the ship's speed by one.
- **Squadron:** Resolve after revealing the ship's command dial.
  - ◊ **Dial:** Activate a number of friendly squadrons up to the ship's squadron value that are at close–medium range of the ship. Each squadron activated in this way can attack and move in either order. The squadrons are chosen and activated one at a time.
  - ◊ **Token:** Activate one squadron as described above.
- **Repair:** Resolve after revealing the ship's command dial.
  - ◊ **Dial:** Gain engineering points equal to the ship's engineering value and spend them on the following repair effects.
    - **Move Shields:** Spend one point to move one shield by reducing one of the ship's hull zone's shield dials by one and then increasing another of its hull zone's shields by one (without exceeding its maximum shield value).
    - **Recover Shields:** Spend two points to recover one shield on any of the ship's hull zones (without exceeding its maximum shield value).
    - **Repair Hull:** Spend three points to choose and discard one of the ship's faceup or facedown damage cards.
  - ◊ **Token:** Gain engineering points equal to half of the ship's engineering value, rounded up, to spend on the above repair effects.
  - ◊ A ship can resolve repair effects in any order.
  - ◊ A ship can pay for and resolve each effect multiple times if he has the engineering points to do so.
  - ◊ When a ship resolves a command, it must completely resolve one repair effect before paying for and resolving another. For example, if a ship has five engineering points, it can discard one "Capacitor

Failure" damage card and then recover one shield in a hull zone with no shields remaining.

- ◊ After a ship resolves a command, it loses any remaining engineering points. Engineering points do not persist from round to round.

- **Concentrate Fire:** Resolve during the "Resolve Attack Effects" step of an attack.
  - ◊ **Dial:** Add one attack die to the attack pool. That die must be of a color that is already in the attack pool.
  - ◊ **Token:** Reroll one attack die in the attack pool.
- A ship cannot resolve the same command more than once per round.
- A ship can spend both a command dial and a command token to combine their effects. Doing so counts as a single resolution of the command. For example, a ship can increase its speed twice by spending a command dial and a command token.
- A player can resolve numerous commands in the same round, such as by spending a command token and a command token during the "Reveal Command Dial" step of activation, and then spending a command dial during the "Determine Course" step of movement.

**Related Topics:** Attack, Command Dials, Effect Use and Timing, Shields, Ship Movement, Upgrade Cards

## CRITICAL EFFECTS

A critical effect, denoted by the "":" header, can resolve if there is at least one icon in the attack pool.

- The attacker can resolve only one critical effect per attack.
- The attacker does not spend a die icon to resolve a critical effect unless the effect says otherwise.
- Critical effects resolve at the beginning of the "Resolve Damage" step of an attack.
- 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.

**Related Topics:** Attack, Damage, Dice Icons, Modifying Dice

## DAMAGE

Ships and squadrons can suffer damage from attacks, obstacles, and other game effects.

- When a squadron suffers damage, reduce its hull points by the damage amount. To indicate this, rotate its squadron disk so that the plastic pointer on the support peg points to the squadron's remaining hull points.
- When a ship suffers damage, it suffers that damage one point at a time. For each point, reduce the shields in the defending hull zone by one. If the defending hull zone has no shields to lose, deal a facedown damage card to the ship instead.
- When a ship has damage cards equal to its hull value, it is immediately destroyed.
- When a ship suffers damage and a hull zone isn't specified, the ship's owner chooses which hull zone suffers all of that damage.
- Faceup damage cards have either an effect that must be resolved immediately when the card is dealt or a persistent effect that applies while the card is faceup.
- Faceup damage cards remain faceup unless an effect flips them facedown. While a damage card is faceup, its effect applies to the ship.
- Damage cards are dealt one at a time.
- If there are no cards remaining in the damage card deck when a damage card must be drawn or looked at, shuffle the discard pile to form a new damage deck.
- Each damage card has either the "Ship" or "Crew" trait. These traits have no inherent effect, but card effects may refer to them.

**Related Topics:** Attack, Destroyed Ships and Squadrons

## DEFENSE TOKENS

Ships and unique squadrons gain the defense tokens indicated on their ship and squadron cards during setup and place them next to their corresponding cards. Defense tokens can be spent by the defender during the "Spend Defense Tokens" step of an attack to produce the effects described below:

- **Redirect:** The defender chooses one of its hull zones adjacent to the defending hull zone. When the defender suffers damage from this attack, it may suffer any amount of damage on the chosen zone's shields (up to the shields remaining on that zone) before it must suffer the remaining damage on the defending hull zone.
- **Evade:** At long range, the defender cancels one attack die of its choice. At medium range, it chooses one attack die to be rerolled. At close range or distance 1, this token has no effect.
- **Brace:** When damage is totaled during the "Resolve Damage" step, the total is reduced to half, rounded up.
- **Scatter:** The defender cancels all attack dice.
- Defense tokens begin the game on their readied side. When a readied defense token is spent, it is flipped to its exhausted side. When an exhausted defense token is spent, it is discarded.
- If the defender's speed is "0," it cannot spend defense tokens.
- The defender cannot spend more than one defense token of each type per attack.
- A defense token cannot be spent more than once during an attack.
- Defense tokens can be spent as part of a cost for upgrade card effects. If spent in this way, a defense token does not produce its normal effect.

**Related Topics:** Attack, Status Phase

## DEPLOYMENT ZONE

A player's deployment zone is the portion of the setup area that is within distance 1–3 of his edge of the play area.

**Related Topics:** Play Area, Setup, Setup Area

## DESTROYED SHIPS AND SQUADRONS

A ship is destroyed when it has damage cards equaling or exceeding its hull value. A squadron is destroyed when it is reduced to zero hull points. Additionally, a ship or squadron is destroyed if a portion of its base is outside the play area.

- When a squadron is destroyed, remove it from the play area and place it next to the matching squadron card.
- When a ship is destroyed, remove it from the play area and place it next to the matching ship card. Discard its damage cards to the discard pile and return its tokens and dials to the supply.
- Destroyed ships and squadrons are no longer in play. All ship and upgrade cards belonging to destroyed ships are inactive. All squadron cards belonging to destroyed unique squadrons are inactive. Squadrons cards for destroyed non-unique squadrons are inactive when the last non-unique squadron of that type is destroyed.
- When determining if a squadron or ship is outside the play area, ignore the squadron's activation slider and the ship's shield dials and the plastic portions of the base that frame the shield dials.

**Related Topics:** Damage, Play Area

## DICE ICONS

Attack dice have the following effects during an attack:

- **Hit :** This icon adds one damage to the damage total.
- **Critical :** If the attacker and defender are ships, this icon adds one damage to the damage total and can trigger a critical effect.
- **Accuracy :** The attacker can spend this icon to choose one of the defender's defense tokens. The chosen defense token cannot be spent during this attack.
- A blank face is a die face with no icons on it.
- If players are instructed to roll dice for a purpose other than an attack, the icons on the die have no inherent effects.

**Related Topics:** Attack, Critical Effects, Defense Tokens, Modifying Dice

## DISTANCE

See "Range and Distance."

## EFFECT USE AND TIMING

Each effect in the game has a timing during which it can resolve. This timing is usually specified within the effect, though some effects use the more specific timing described in this section.

- An effect that modifies attack dice can only be resolved during the "Resolve Attacks Effects" step of an attack unless another timing is specified.
- "" effects are critical effects that can be resolved at the start of the "Resolve Damage" step of an attack.
- Effects with a command icon as a header, such as "," can be resolved once while the ship is resolving the matching command.
- A "when" effect occurs at the moment that the specified event occurs and cannot occur again for that instance of the event.
- A "while" effect can be resolved during the specified event and cannot occur again during that instance of the event.
- A "before" effect occurs immediately before the specified event and cannot occur again for that instance of the event.
- An "after" effect occurs immediately after the specified event and cannot occur again for that instance of the event.
- If two or more of a player's effects have the same timing, that player can resolve those effects in any order.
- If both players have effects with the same timing, the first player resolves all of his effects with that timing first.
- Resolving an upgrade card effect is optional unless otherwise specified. All other card effects are mandatory unless otherwise specified.
- If a dial, token, die, or other component is spent as part of a card effect's cost, that component does not also produce its normal effect.
- Ships and squadrons cannot spend command dials, command tokens, or defense tokens belonging to other ships or squadrons.
- During setup, no card effects can be resolved except objective card effects.
- When a card is discarded or flipped facedown, its effect is no longer active in the game.

**Related Topics:** Critical Effects, Modifying Dice, Squadron Keywords, Upgrade Cards

## ENGAGEMENT

While a squadron is at distance 1 of one or more enemy squadrons, it is engaged with all of those enemy squadrons.

- An engaged squadron cannot move.
- When a squadron attacks, it must attack an engaged squadron if possible rather than an enemy ship.
- A squadron does not engage ships or friendly squadrons.
- If line of sight between two squadrons is obstructed, those squadrons are not engaged even if at distance 1 of each other, though they can still attack each other.
- A squadron is no longer engaged if the last squadron engaged with it is destroyed.
- Squadrons do not engage other squadrons while moving even if a portion of the range ruler is at distance 1 of an enemy squadron. Only the starting and final positions matter for engagement.

**Related Topics:** Obstructed, Squadron Movement

## EXHAUSTED

Cards and defense tokens can be exhausted. Exhausted cards and defense tokens cannot be exhausted again.

- To exhaust an upgrade card, rotate it 90° clockwise.
- To exhaust a defense token, flip it from its readied side to its exhausted side.
- When a card or defense token is readied, it is no longer exhausted.

**Related Topics:** Defense Tokens, Readied, Status Phase, Upgrade Cards

## FACTION

There are two factions in the game: the Rebel faction and the Imperial faction. A ship or squadron is aligned with a faction if its ship card or squadron card displays the faction's icon. An upgrade card is aligned with a faction if it displays the faction's icon next to the fleet point cost.

**Related Topics:** Fleet Building, Upgrade Cards

## FIRING ARC

Each ship token has four printed firing arc lines which define its four firing arcs, one for each hull zone.

- Firing arcs are infinite; they do not end at the end of the range ruler.
- A firing arc includes the width of the firing arc lines that border it.
- Each squadron has a 360° firing arc.

**Related Topics:** Hull Zones, Measuring Firing Arc and Range

## FIRST PLAYER

The first player is the player with initiative.

**Related Topics:** Initiative, Objective Cards, Second Player

## FLAGSHIP

A flagship is a ship equipped with a commander card. Some objective cards include special rules for flagships.

- Any ship can be a flagship regardless of the upgrade icons in its upgrade bar.
- A fleet must have one flagship and cannot have more than one.
- Each flagship must be assigned a flagship ID token pair of the appropriate faction.

**Related Topics:** Commanders, ID Tokens, Objective Cards

## FLEET BUILDING

Each player builds a fleet by choosing ships, squadrons, and upgrade cards whose total fleet point cost does not exceed the total agreed upon by the players. The fleet point cost of each ship, squadron, and upgrade is printed in the lower-right corner of the card.

As part of building a fleet, each player must choose three objective cards, one from each category.

- The standard fleet point total is 300 points. If playing with just the core set, the recommended fleet point total is 180.
- Players may build fleets of any fleet point total as long as they both agree on the total.
- A fleet must be either Rebel-aligned or Imperial-aligned. It cannot contain any ships, squadrons, or upgrades that are aligned with the opposing faction.
- A fleet must have one flagship and cannot have more than one flagship.
- A fleet cannot spend more than one third of its fleet points, rounded up, on squadrons.

**Related Topics:** Commanders, Faction, Flagship, Objective Cards, Upgrade Cards

## FRIENDLY AND ENEMY

All ships and squadrons in the same fleet are friendly to each other. All ships and squadrons in an opposing fleet are enemy ships and squadrons.

- A ship or squadron is friendly to itself and can be targeted by an effect that specifies a friendly target unless it explicitly specifies "another" ship or squadron.

**Related Topics:** Ship, Squadron, Upgrade Cards

## HULL ZONES

A hull zone is a section of a ship token delineated by the two firing arc lines that border it. It does **not** include any part of the plastic base.

- Each ship has four hull zones: front, left, right, and rear.
- Squadrons do not have hull zones.
- A hull zone is adjacent to another hull zone if those zones share a firing arc line.

**Related Topics:** Attack, Firing Arc, Shields

## ID TOKENS

Players use ID tokens to distinguish their ships during a game. Each flagship must be assigned a flagship ID token pair of the appropriate faction. If a player has multiple copies of the same ship, he must assign ID tokens to each of them. If both players' fleets belong to the same faction, each player must assign ID tokens to each of his ships and squadrons. ID tokens are assigned during the "Gather Components" step of setup.

- A ship ID token is assigned to a ship by inserting the token into the ship's ID slot and placing the main ship ID token with the same number or icon on that ship's card.
- A squadron ID token is assigned to a squadron by inserting it into the squadron's ID slot.
- All of a fleet's ID tokens must display the same color and cannot display the color being used by the opposing fleet.

**Related Topics:** Faction, Setup

## INITIATIVE

Initiative determines which player acts first during the Ship Phase and Squadron Phase. It is assigned to a player during the "Determine Initiative" step of setup. That player is the first player and takes the initiative token. His opponent is the second player.

- The first player retains initiative for the entire game.

**Related Topics:** First Player, Objective Cards, Second Player, Setup

## LINE OF SIGHT

When resolving an attack, players measure line of sight between ships and squadrons in the play area to determine if an attack is possible and whether it is obstructed.

- To determine line of sight, a player uses the range ruler to trace a line between the attacking squadron or hull zone and the defending squadron or hull zone.
- When tracing line of sight to or from a squadron, trace the line using the point of the squadron's base that is closest to the opposing squadron or hull zone.
- When tracing line of sight to or from a hull zone, trace the line using the yellow targeting point printed in that hull zone.
- If line of sight 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.
- If line of sight is traced through an obstacle token or through a ship that is not the attacker or defender, the attack is obstructed.
- Squadrons do not block or obstruct line of sight.
- The attacker's hull zones do not block his line of sight.
- If players must trace a line that is longer than the range ruler, they can estimate the line extended from the end of the ruler.

**Related Topics:** Attack, Obstructed, Measuring Firing Arc and Range

## MANEUVER TOOL

The maneuver tool is used to precisely move ships inside the play area.

- Each joint of the maneuver tool corresponds to the speed printed on the punchboard token inserted into the hole closest to the joint.
- When moving a ship, players ignore the segments of the tool that are beyond the final joint to which the ship moves. Those joints may be adjusted to facilitate easy placement and use of the tool.
- If the maneuver tool cannot be placed on the play area because it would overlap a ship or squadron, the player should hold the maneuver tool above the play area and estimate the final position of the moving ship.

**Related Topics:** Premeasuring, Ship Movement

## MEASURING FIRING ARC AND RANGE

To measure a hull zone's firing arc, use the range ruler to extend the firing arc lines that are printed on the ship token around that hull zone. If a portion of any component is inside the area between those extended firing arc lines, that component is inside the firing arc.

To measure attack range from a ship, measure from the closest point of the attacking hull zone. To measure attack range to a ship, measure to the closest point of the defending hull zone. To measure attack range to or from a squadron, measure to or from the closest point of the squadron's base.

- Targeting points are not used when measuring range; they are exclusively for determining line of sight.
- When measuring non-attack range or distance between two components, measure from the closest point of the first component to the closest point of the second component.
- A ship or squadron is always at close range and distance 1 of itself.
- When measuring firing arc, range, or distance, ignore squadrons' activation sliders and ships' shield dials and the plastic portions of the base that frame the shield dial.

**Related Topics:** Attack, Firing Arc, Line of Sight

## MODIFYING DICE

Dice can be modified in the following ways by game effects:

- **Reroll:** When a die is rerolled, the attacker picks it up and rolls it again. A die can be rerolled multiple times.
- **Add:** When a die is added, roll an unused die of the appropriate color into the attack pool.
- **Change:** When a die is changed, rotate it to display the indicated face.
- **Spend:** When a die or die icon is spent, remove that die from the attack pool.
- **Cancel:** When a die or die icon is canceled, remove it from the attack pool.

**Related Topics:** Attack, Dice Icons

## MOVEMENT
See "Squadron Movement" and "Ship Movement."

## OBJECTIVE CARDS
Objectives alter each game of ***Star Wars: Armada*** with new conditions for the battle.

Each player chooses three objective cards as part of his fleet, and each of these cards must belong to a different category. During the "Choose Objective" step of setup, the first player looks at his opponent's objective cards and chooses one of those cards. The chosen card becomes the objective for the game; the unchosen objective cards and the first player's objective cards are not used this game.

- 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.
- When a ship is chosen as an objective ship, indicate this by placing an objective token next to its ship card.

**Related Topics:** Fleet Building, Scoring, Setup, Victory Tokens, Winning and Losing

## OBSTACLES
When a ship or squadron overlaps an obstacle after executing a maneuver, it resolves an effect that depends on the type of obstacle it overlapped:

- **Asteroid Field:** The ship is dealt one faceup damage card. Squadrons are unaffected.
- **Debris Field:** The ship suffers two damage on any one hull zone. Squadrons are unaffected.
- **Station:** The ship can discard one of its faceup or facedown damage cards. The squadron can recover one hull point.
- A ship or squadron overlaps an obstacle if part of its base is on top of the obstacle token after moving (excluding activation sliders). Ships and squadrons can move through obstacles without issue.
- If a ship overlaps more than one obstacle, it resolves the effects of each obstacle in any order.
- Attacks that draw line of sight through an obstacle token are obstructed.

**Related Topics:** Line of Sight, Obstructed, Overlapping, Setup

## OBSTRUCTED
An attack is obstructed if line of sight is traced through an obstacle token or another ship that is not the defender.

If an attack is obstructed by one or more ships or obstacles, the attacker must choose and remove one die from his attack pool before he rolls dice during the "Roll Attack Dice" step.

- Squadrons do not obstruct attacks.
- If line of sight is drawn over an obstacle, the attack is obstructed even if the bases of the attacker and defender are touching.

**Related Topics:** Attack, Line of Sight, Obstacles

## OVERLAPPING
If a ship executes a maneuver and its final position overlaps one or more squadrons, move any overlapped squadrons out of the way and finish the ship's maneuver. Then the player who is **not** moving the ship places the overlapped squadrons, regardless of who owns them, in any position around that ship so that they touch the ship that moved. He can place those squadrons in any order.

If a ship executes a maneuver and its final position would overlap another ship, it cannot finish its maneuver normally. Instead, temporarily reduce its speed by one (without changing the speed dial) and move the ship at the new speed. This process continues until the ship can finish its maneuver, even if that maneuver is to remain in place at speed "0." Then deal one facedown damage card to the ship that moved and the closest ship that it overlapped.

If a moving ship or squadron overlaps an obstacle token, it resolves an effect depending on the specific type of obstacle token that it overlapped.

- If a ship temporarily reduces its speed, its speed returns to the number indicated on the speed dial after it finishes executing its maneuver.
- Even if a ship does not change its position as a result of being at speed "0," it has still executed a maneuver and resolves any effects of overlapping obstacles and/or another ship.
- If a ship must execute a maneuver at a reduced speed due to overlapping another ship, it is allowed to overlap the maneuver tool in its final position.
- A squadron cannot be placed so that it would overlap another squadron or ship.
- Ships and squadrons can move through other ships and squadrons without issue.
- If a squadron is placed on an obstacle as a result of being overlapped, it does not resolve the effects of overlapping.
- A ship's shield dials and the plastic portions that frame them count as part of the ship's base for the purposes of overlapping, but squadrons' activation sliders are ignored.

**Related Topics:** Obstacles, Ship Movement, Squadron Movement

## PLAY AREA

The play area is the shared space occupied by ships, squadrons, obstacle tokens and objective tokens. The recommended play area is 3' x 3' for the core set and 3' x 6' for a 300 fleet point game.

- If any portion of a ship's or squadron's base is outside the play area, that ship or squadron is destroyed. For this purpose, ignore activation sliders, shield dials, and the plastic portions of a ship's base that frame shield dials.

**Related Topics:** Fleet Building, Setup, Ship Movement, Squadron Movement

## PREMEASURING

- Players can measure with either side of the range ruler at any time.
- The maneuver tool can be placed and adjusted freely during the "Determine Course" step of executing a maneuver to assist in determining a course. A ship is not committed to a course until the guides of the maneuver tool are inserted into the ship's base.

**Related Topics:** Maneuver Tool, Range and Distance

## RANGE AND DISTANCE

The range ruler has two sides: the range side and the distance side. The range side is divided into three range bands: close, medium, and long. The distance side is divided into five distance bands labeled "1" through "5." The bottom of the ruler is the edge at the close-range end of the ruler.

- When measuring with the range ruler, use only a single edge of the ruler; do not factor in the width and thickness of the ruler.
- The lines on the ruler that divide two adjacent bands always count as part of the band closest to the bottom of the ruler.
- The following terms are used when discussing range and distance:
  - ◊ **At:** If any portion of a hull zone, base, or token is inside a specified band, that component is at that band.
  - ◊ **Beyond:** If no portion of a hull zone, base, or token is inside a specified band or a band closer to the bottom of the ruler, that component is beyond the specified band.
  - ◊ **Within:** If the entirety of a base or token is inside a specified band, that component is within that band.
  - ◊ **Minimum–Maximum:** This abbreviation encompasses the minimum band, maximum band, and all bands in-between, such as "distance 1–4."
- The ruler is 1' long.

**Related Topics:** Measuring Firing Arc and Range, Squadron Movement

## READIED

Cards and defense tokens are readied during the Status Phase and begin the game readied. A readied card can be exhausted as part of the cost of an effect.

- When an upgrade card is readied, rotate it 90° counterclockwise.
- When a defense token is readied, flip it from its exhausted side to its readied side.
- When a card or defense token is exhausted, it is no longer readied.

**Related Topics:** Defense Tokens, Exhausted, Status Phase, Upgrade Cards

## ROUND

A single game round consists of four phases resolved in the following order: Command Phase, Ship Phase, Squadron Phase, and Status Phase.

Round tokens are used to track the current round of the game; the round number is equal to the highest number on the round tokens placed next to the play area. The round token marked "1" is placed next to the play area during setup, and the next highest round token is placed during each Status Phase.

The game ends after six rounds.

**Related Topics:** Setup, Status Phase, Winning and Losing

## SCORING

Players determine their score at the end of the game. A player's score is the total fleet point cost of destroyed enemy ships and squadrons plus the fleet point value of any victory tokens that the player collected.

- A destroyed ship's fleet point cost includes the costs of all upgrade cards equipped to that ship.
- Discarded upgrade cards do not count toward a player's score unless they are equipped to a destroyed ship.
- Each victory token is worth the number of fleet points indicated in the lower-right corner of the objective card used for that game.

**Related Topics:** Objective Cards, Victory Tokens, Winning and Losing

## SECOND PLAYER

The second player is the player who does not have initiative.

**Related Topics:** First Player, Initiative, Objective Cards, Setup

## SETUP

To set up a standard game of ***Star Wars: Armada***, proceed through the following steps in order.

1. **Define Play Area and 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.
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 objective cards and chooses one to be the objective for the game.
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.
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 zones. 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 and may be placed outside of deployment zones.
   - ◊ 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.
   - ◊ Ships and squadrons can be placed on top of the setup area markers as long as they remain entirely within the setup area.
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.

**Related Topics:** Deployment Zone, ID Tokens, Initiative, Objective Cards, Obstacles, Play Area, Range and Distance, Setup Area

## SETUP AREA

The setup area is the region of the play area in which ships, squadrons, obstacle tokens, and objective tokens are placed during setup.

The setup area for a 300 fleet point game is the 3' x 4' area in the center of the play area. If playing with a 3' x 3' play area, the entire play area is the setup area.

The setup area is marked by setup area markers. After setup is complete, the setup area markers are removed from the play area.

**Related Topics:** Deployment Zone, Play Area, Setup

## SHIELDS

Each hull zone has its own shield dial and maximum shield value. The number displayed on the shield dial indicates the hull zone's remaining shields.

- Each ship begins the game with its shield dials set to the maximum shield values shown in the corresponding hull zones.
- When a ship spends, loses, or recovers shields, rotate the shield dial to indicate the shields remaining in that hull zone.
- A hull zone cannot have more shields than its maximum shield value, and it cannot recover a shield if it is at its maximum shield value.
- A hull zone cannot have fewer than zero shields, and it cannot lose a shield if it has none remaining.

**Related Topics:** Commands, Damage, Defense Tokens, Hull Zones

## SHIP

A ship consists of a ship base, a ship model, a ship token, and a ship card. All components must match the ship's type, and the name on the ship card must match the name on the ship token.

- Each ship has a ship icon in the lower-left corner of its ship card and in the front hull zone of its ship token. This icon indicates the ship's type and is used to determine which title cards that ship can equip.
- Some plastic ship models extend beyond the plastic base. For this reason, the plastic ship model does not affect range measurement, firing arc, movement, overlapping, or any other game mechanic.

**Related Topics:** Ship Phase, Squadron, Titles

## SHIP ACTIVATION

Ships are activated during the Ship Phase. When a ship is activated, its owner proceeds through the following steps.

1. **Reveal Command Dial:** Reveal the ship's top command dial. Then either place the dial next to the ship in the play area or spend the dial to place the corresponding command token next to the ship in the play area.
2. **Attack:** Perform up to two attacks with the ship from different hull zones.
3. **Execute Maneuver:** Move the ship at its current speed.

- After a ship activates, place its revealed command dial faceup on its ship card to track that it has activated.
- Each ship can activate only once per round.

**Related Topics:** Attack, Commands, Ship Movement

## SHIP MOVEMENT

To execute a maneuver with a ship, its owner proceeds through the following steps:

1. **Determine Course:** Straighten the maneuver tool, then click the joints of the maneuver tool a number of times in either direction up to the corresponding yaw values indicated on the ship's speed chart for the current speed. The ship can resolve a ☯ command to adjust speed and/or yaw.
2. **Move Ship:** Place the maneuver tool on the play area and insert the guides of the first segment into the notches on one side of the front of the ship's base. Then slide the ship away from the guides on the first segment and place the ship by sliding its notches over the guides on the joint that corresponds to the ship's speed.

- A ship can move through ships, squadrons, and obstacles without issue.
- A ship must be placed in its final position on the same side of the maneuver tool on which it started its maneuver.
- A ship cannot overlap the maneuver tool when the ship is placed in its final position. If it would overlap the maneuver tool, reset the ship's position, insert the maneuver tool into the opposite side of the ship, and move the ship.
- If a ship would not overlap the maneuver tool regardless of which side of the ship the tool is placed on, the ship's owner can choose which side to place the tool on.
- After the maneuver tool's guides are inserted into the ship, the joints of the tool cannot be adjusted.
- The maneuver tool can be placed on the play area and manipulated freely during the "Determine Course" step.
- If a ship executes a speed-0 maneuver, it does not move from its current position, but it is still considered to have executed a maneuver.

**Related Topics:** Maneuver Tool, Overlapping, Ship Activation, Yaw

## SHIP PHASE

During this phase, the first player activates one of his ships. Then the second player activates one of his own ships. Players continue taking turns in this manner until all ships have been activated.

- Players cannot activate ships that have already been activated.
- If a player has no unactivated ships remaining, he must pass his turn for the rest of the phase.

**Related Topics:** First Player, Round, Ship Activation

## SIZE CLASS

Each ship has a size class: small, medium or large. Small ships use the 41 mm x 71 mm base, medium ships use the 61mm x 102mm base, and large ships use the 76mm x 129mm base.

- The following ships are small ships:
  - ◊ CR90 Corellian Corvette
  - ◊ Nebulon-B Frigate
  - ◊ *Gladiator*-class Star Destroyer
- The following ships are medium ships:
  - ◊ Assault Frigate Mark II
  - ◊ *Victory*-class Star Destroyer

**Related Topics:** Ship

## SPEED

A ship's speed determines how far it must move each activation; the ship's current speed is tracked on its speed dial. A squadron's speed value indicates the farthest distance band that the squadron can move into.

- A ship's speed is constant until the ship resolves a ☯ command or uses an upgrade card effect to change speed.
- The minimum speed for all ships is 0.
- Each ship's maximum speed is indicated on its speed chart. If a ship does not have any yaw values in a speed column, it cannot accelerate to that speed.

**Related Topics:** Commands, Ship Movement, Speed Chart, Squadron Movement, Yaw

## SPEED CHART

Each ship has a speed chart on its ship card which indicates how far each joint can be clicked away from the center (straight) position. Each column on the chart corresponds to a specific speed as indicated by a number at the bottom of that column. Each box in a column represents a joint on the maneuver tool and the yaw value within each box indicates how many times its corresponding joint can be clicked in either direction (left or right) when moving at that column's speed.

**Related Topics:** Ship Movement, Speed, Yaw

## SQUADRON

A squadron consists of a plastic squadron base, plastic fighters, a punchboard disk, a punchboard activation slider, and a squadron card. The disk, fighters, and squadron card must all correspond to the same squadron type.

- All copies of a non-unique squadron use a single squadron card.
- Each squadron costs fleet points equal to the fleet point cost on the matching squadron card.
- If a squadron's plastic fighters or activation slider impede the movement or placement of other components, rotate the squadron so that the fighters and slider do not impede.
- On squadron cards, the term "you" refers to the squadron resolving the effect.

**Related Topics:** Ship, Squadron Phase, Unique Names

## SQUADRON ACTIVATION

Squadrons are activated during the Squadron Phase. Squadrons can also be activated during the Ship Phase when a ship resolves a command.

- When a squadron is activated during the Squadron Phase, it can move or attack, but not both.
- When a squadron is activated by a command, it can move and attack in any order.
- After a squadron activates, toggle its activation slider to track that it has activated.
- A squadron cannot activate if the color and icon of its activation slider do not match the initiative token.

**Related Topics:** Attack, Commands, Engagement

## SQUADRON KEYWORDS

Each squadron has one or more keywords with matching keyword icons. Each keyword produces the following effect for that squadron:

- **Counter X:** After a squadron performs a non-**COUNTER** attack against you, you may attack that squadron with an anti-squadron armament of blue dice equal to X, even if you are destroyed.
- **Bomber:** While attacking a ship, each of your icons adds 1 damage to the damage total and you can resolve a critical effect.
- **Escort:** Squadrons you are engaged with cannot attack squadrons that lack **ESCORT** unless performing a **COUNTER** attack.
- **Heavy:** You do not prevent engaged squadrons from attacking ships or moving.
- **Swarm:** While attacking a squadron engaged with another squadron, you may reroll 1 die.
  - ◊ A **COUNTER** attack can be modified by effects that modify a standard attack, such as the **SWARM** keyword.

**Related Topics:** Armament, Attack, Engagement

## SQUADRON MOVEMENT

To move a squadron, its owner proceeds through the following steps:

1. **Determine Course:** Place the range ruler flat on the table with the distance side faceup. The center of the distance 1 end of the ruler must be in contact with the squadron's base.
2. **Move Squadron:** Pick up the squadron and position it anywhere along the center of the ruler up to the line that marks the end of the distance band matching the squadron's speed value. The squadron's base cannot be placed beyond that line. Then remove the range ruler and place the squadron in the final position.

- A squadron cannot be placed with any part of its base overlapping another squadron or ship.
- A squadron can move through ships, squadrons, and obstacles without issue. Only its starting and final positions matter.
- If the range ruler cannot be placed in the play area due to other ships and squadrons being in the way, hold the range ruler above the play area and estimate the squadron's final position.
- When a squadron moves, it can choose to remain in its current position and is still considered to have moved.

**Related Topics:** Commands, Engagement, Obstacles, Premeasuring, Range and Distance, Squadron Activation

## SQUADRON PHASE

During this phase, the first player activates two of his squadrons. Then the second player activates two of his own squadrons. Players continue taking turns in this manner until all squadrons have been activated.

- A player does not choose the second squadron to activate until after he finishes activating the first one.
- If a player only has one unactivated squadron remaining when he must choose his first squadron to activate, he only activates that squadron.
- If a player has no unactivated squadrons remaining, he must pass his turn for the rest of the phase.
- A squadron can either move or attack when activated during this phase; it cannot do both.

**Related Topics:** Attack, Squadron, Squadron Activation, Squadron Movement

## STATUS PHASE

During this phase, the players ready all of their exhausted defense tokens by flipping them to their readied side. They also ready all of their exhausted upgrade cards by rotating them 90° counterclockwise. Then, the first player flips the initiative token to its other side.

- At the end of this phase, the first player places the round token with the next highest number to the side of the play area to indicate the number of the next round.

**Related Topics:** Defense Tokens, Initiative, Round, Upgrade Cards

## SUPPLY
The supply consists of all tokens and dials that are not currently being used.

**Related Topics:** Command Tokens, Destroyed Ships and Squadrons

## TARGETING POINT
See "Line of Sight."

## TITLES
A title card is an upgrade card with a ship icon in the lower-left corner. A title card can be equipped to a ship only if the ship and title card share the same ship icon.

**Related Topics:** Commanders, Fleet Building, Upgrade Cards

## UNIQUE NAMES
A card's name is unique if there is a bullet (•) to the left of the name.

- A fleet cannot contain more than one card with the same unique name, even if those cards are of different types.

**Related Topics:** Fleet Building, Upgrade Cards

## UPGRADE CARDS
When building a fleet, upgrade cards can be equipped to ships by adding their fleet point costs to the total fleet point cost. For each upgrade icon in a ship's upgrade bar, it may equip one upgrade card with the matching upgrade icon.

- Equipped upgrade cards are placed next to the ship card to which they are equipped.
- A Rebel ship cannot equip an Imperial upgrade card, and an Imperial ship cannot equip a Rebel upgrade card. A card's faction affiliation, if any, is indicated by the faction's symbol to the left of the fleet point cost.
- A ship cannot have more than one upgrade card with the "*Modification*" trait.
- A title card can be equipped to a ship only if the ship and the title card share the same ship icon.
- A commander card can be equipped to any ship of the appropriate faction.
- If a ship's upgrade card is discarded, it is flipped facedown but remains equipped for the purposes of scoring.
- On upgrade card effects, the term "you" refers to the ship that the upgrade is equipped to.
- An exhausted upgrade card cannot be exhausted again.
- Upgrade cards are readied during the Status Phase.

**Related Topics:** Commanders, Effect Use and Timing, Faction, Fleet Building, Scoring, Titles, Unique Names

## UPGRADE ICONS
Each upgrade icon uses the corresponding name listed below:


Commander


Officer


Weapons Team


Support Team


Offensive Retrofit


Defensive Retrofit


Turbolasers


Ion Cannons


Ordnance


Title

- Commander and title cards display their upgrade icons on their card backs only.

**Related Topics:** Commanders, Fleet Building, Titles, Upgrade Cards

## VICTORY TOKENS
Players may collect victory tokens as indicated by some objective cards and place them next to their ship cards. At the end of the game, each victory token increases the player's score by the amount indicated on the objective card.

**Related Topics:** Objective Cards, Scoring

## WINNING AND LOSING
The game ends after six rounds. The players determine their scores and the player with the highest score wins.

- If both players have the same score after six rounds, the second player wins the game.
- If all ships in a fleet are destroyed, ignoring squadrons, the game immediately ends. The player with one or more ships remaining in the play area is the winner.
- If the last remaining ships in both fleets are destroyed at the same time, the player with the highest score wins. If both players have the same score, the second player wins.

**Related Topics:** Objective Cards, Round, Scoring

## YAW
A yaw value indicates the maximum number of clicks from the center position that the corresponding joint on the maneuver tool can be clicked. A yaw value of "-" means that the joint must remain straight.

- Yaw values vary by ship and speed as displayed on a ship card's speed chart.
- When a yaw value of "-" increases by one, it becomes "I." When a yaw value of "I" increases by one, it becomes "II." The yaw value "II" cannot be increased.

**Related Topics:** Maneuver Tool, Ship Movement, Speed Chart

# OPTIONAL RULES

Before beginning a game, the players may agree to use one or more of the following optional rules.

## UNLIMITED ROUNDS

Players who want to play a death match to the bitter end can use this rule. The game does not end after the sixth round; instead, the game ends only when all of one player's ships are destroyed. Do not use objectives when playing with this rule, but place obstacles as normal. In addition, at the end of each round, the player with initiative gives initiative to his opponent by passing the initiative token to that player.

## TEAM PLAY

***Star Wars: Armada*** is designed for two players, but it can be enjoyed by more; simply split the players as equally as possible into two teams. Each team controls one fleet. Each team must also nominate a Team Commander from among its members.

Each player takes exclusive control of one or more of his team's ship and squadron cards and makes all decisions for the corresponding ships and squadrons. This includes choosing commands, attacking, spending tokens, etc.

During the Command Phase, each player chooses commands for only the ships that he controls. He may discuss his choices with his teammates, but he must do so openly at the table and cannot show his command dials to another player. During the Ship Phase, the players must agree on which ship to activate when it is their turn to activate a ship. During the Squadron Phase, the team must agree on which squadrons to activate.

If teammates cannot come to an agreement on a choice, the Team Commander makes the final decision.

If all of one player's ships and squadrons are destroyed, his team continues to play and can win by destroying all of the opposing team's ships or by having the highest score after six rounds.

# CREDITS

**Game Design:** James Kniffen and Christian T. Petersen

**Additional Content and Development:** Michael Gernes with Alex Davy and Lukas Litzsinger

**Producer:** Michael Gernes

**Graphic Design:** Christopher Hosch, Taylor Ingvarsson, Sam Shimota, and Evan Simonet with Christopher Beck

**Additional Layout and Diagrams:** Christopher Hosch with Steve Kimball

**Editing:** Adam Baker

**Proofreading:** Adam Baker, Alex Davy, Richard A. Edwards, Lukas Litzsinger, Sean O'Leary, and Nikki Valens with Kara Centell-Dunk

**Cover Art:** Ben Zweifel

**Interior Art:** Piotr Arendzikowski, Tiziano Baracchi, Matt Bradbury, Emile Denis, Sacha Diener, Allen Douglas, Tony Foti, Zach Graves, Jeff Lee Johnson, Mark Molnar, Jake Murray, David Auden Nash, Tony Shasteen, Chris Trevas, Magali Villeneuve, Richard Wright, Ben Zweifel

**Art Direction:** Zoë Robinson

**Plastics Design:** Jason Beaudoin and Bexley Andrajack

**Plastics Management:** Jason Beaudoin

**Managing Art Director:** Andy Christensen

**Managing Graphic Designer:** Brian Schomburg

**Lead Game Producer:** Steven Kimball

**Project Coordinator:** Mark Larson

**FFG Licensing Coordinator:** Amanda Greenhart

**Production Manager:** Eric Knight

**Production Coordination:** John Britton, Megan Duehn, Simone Elliott, Jason Glawe, and Johanna Whiting

**Executive Producer:** Michael Hurley

**Executive Designer:** Corey Konieczka

**Publisher:** Christian T. Petersen

*Special thanks to Sam Stewart and to all of our beta testers!*

**Playtesters:** Sam Bailey, Max Brooke, Nayt Brookes, Frank Brooks, Christian Busch, Joshua Callaway, Kara Centell-Dunk, Erik Dahlman, Alex Davy, Andrew Fischer, Donal Gordon, Daniel Hars, Colton Hoerner, Daniel Howell, Tim Huckelbery, Steven Kimball, Kalar Komarec, Lukas Litzsinger, James Meier, Zachary Mott, Niklas Norman, Michael Ptak, Christine Pugh, Daniel Ramey, John Shaffer, Niko Simmons, Sam Stewart, Jeremy Stomberg, Brendan Weiskotten, Paul Winchester, Stuart Wilson, Mike Youtz

**Lucasfilm Approvals:** Chris Gollaher

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# QUICK REFERENCE

## GAME ROUND

Each game round consists of four phases. During the Ship Phase and Squadron Phase, the players take turns, starting with the player who has initiative.

### 1. Command Phase

Players simultaneously choose and assign facedown command dials to their ships, placing them at the bottom of the command dial stacks. Each ship must have a number of command dials assigned to it equal to its command value.

### 2. Ship Phase

Players take turns activating one of their unactivated ships, proceeding through the following steps:

1. **Reveal Command Dial:** Reveal the ship's top command dial. Choose whether to spend the dial to gain the corresponding command token.
2. **Attack:** Perform up to two attacks from different hull zones.
3. **Execute Maneuver:** Move the ship at the ship's current speed.

### 3. Squadron Phase

Players take turns activating two of their unactivated squadrons, one at a time. If a player has only one unactivated squadron, he must activate that squadron. If he has no unactivated squadrons, he must pass his turn.

When a squadron activates, it may either move or attack.

### 4. Status Phase

Players refresh the play area by following these steps:

1. **Ready Defense Tokens:** Flip each exhausted defense token to its readied side.
2. **Ready Upgrade Cards:** Rotate each exhausted card to its readied position.
3. **Flip Initiative Token:** Flip the initiative token.
4. **Place Round Token:** Place the round token with the next highest number next to the play area.

## ATTACK RESOLUTION

To perform an attack with a squadron or ship, proceed through the following steps:

1. **Declare Target:** Declare a target that is inside the firing arc and at attack range of the attacking squadron or hull zone. Declare the attacking and/or defending hull zone, if any.
2. **Roll Attack Dice:** Gather and roll the attack dice appropriate for the attack's range and the armament being used.
3. **Resolve Attack Effects:** Spend ♻ icons and resolve effects that modify dice.
4. **Spend Defense Tokens:** The defender can spend one or more of its defense tokens.
5. **Resolve Damage:** The attacker can resolve one critical effect. Then the defender suffers damage equal to the number of ✸ icons. If the both the attacker and defender are ships, the number of ✸ icons is added to the damage total.
6. **Declare Additional Squadron Target:** If the attacker is a ship and the defender was a squadron, the attacker can declare another enemy squadron that is within the firing arc and at attack range of the attacking hull zone as the new defender. Repeat steps 2 through 6 against the new defender. Each enemy squadron can be targeted once per attack.

