

DAMAGE CARDS

The Star Wars: Armada Core Set comes with a set of 52 damage cards. Damage cards are dealt to ships to indicate hull damage. Face up damage cards can be dealt to ships through overlapping an asteroid field obstacle, card effects, or critical effects. When a player's ship is dealt a damage card, the card is taken from the top of that player's damage deck. Players must maintain their own discard piles for their damage cards. Before shuffling, players may request to examine their opponent's damage deck to validate its contents. A marshal or judge may check damage decks at any time.

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.

Each damage card has either the **Ship** or **Crew** trait. These traits have no inherent effect, but some card effects may refer to them. Players may not look at facedown damage cards assigned to ships.



BLINDED GUNNERS (X2)

Card Text

Crew

While attacking, you cannot spend accuracy icons.

Clarifications

- This damage card does not affect blue dice accuracies under the effect of SW-7 Ion Batteries. These accuracies are "unspent" and thus, deal damage.
- This damage card would prevent you from being able to spend accuracy icons to score in Close-Range Intel Scan, or to trigger other card effects like Leading Shots or Admiral Screech.



COMM NOISE (X2)

Card Text

Crew

Your opponent may either reduce your speed by 1 or choose a new command on your top command dial. Then flip this card facedown.

Clarifications

- This damage card cannot be used on upgrade card dials such as Grand Admiral Thrawn's.
- If this card is drawn as the result of an attack and the defender is travelling at speed 1 and its speed is chosen to be reduced by 1 to 0, then any spent defense tokens for that attack still resolve.



COMPARTMENT FIRE (X2)

Card Text

Crew

You cannot ready your defense tokens.

Clarifications

- The damage suffered by this card ability only affects the shield values of a ship, it does not cause any damage to a ship's hull. When suffering the shield damage, that shield damage is suffered before the damage total is calculated, so it cannot be blocked by card effects such as Major Derlin or Seventh Fleet Star Destroyer.
- The defender may not choose to have the defending hull zone lose one shield instead of discarding a command token.



CREW PANIC (X2)

Card Text

Crew

Before you reveal a command dial, you must either suffer 1 damage or discard that dial. If you discard it, do not reveal a dial this round.

Clarifications

- This damage card does not affect command dials that are “gained”.
- This damage card does not affect the dial gained by the Pursuant title. However if a ship discards its command dial being revealed, Pursuant cannot be discarded.
- A shield recovered from Shields to Maximum! can be recovered before the damage is suffered.
- Boarding Team upgrades or similar cards that trigger when a command is “revealed” (such as Ezra Bridger, Raymus Antilles, or Taskmaster Grint) cannot be resolved if a command dial is not revealed.



DAMAGED CONTROLS (X2)

Card Text

Crew

When you overlap a ship or obstacle, deal 1 facedown damage card to your ship (in addition to all other obstacle effects).

Clarifications

- This card’s effect resolves during the “Move Ship” step while executing a maneuver.
- Jainas Light will not receive a damage card from this card effect when overlapping an obstacle.
- Chart Officer does not prevent a ship from receiving a damage card as a result of this damage card when overlapping obstacles.
- This damage card would still resolve for the second player in the objective Dangerous Territory or Asteroid Tactics.
- If a ship with this faceup damage card overlaps a ship and an obstacle during the same maneuver it would suffer a damage card from overlapping a ship first, then suffer a damage card from this critical effect, and lastly will suffer the effects of overlapping the obstacle.



INJURED CREW (X4)

Card Text

Crew

Choose and discard 1 of your defense tokens. Then flip this card facedown.

Clarifications

- Faulty Countermeasures does not prevent a defending ship from discarding an exhausted defense token due to this Damage Card since the token is “discarded”, not spent.
- This damage card cannot be used to discard a defense token on Emperor Palpatine’s (Commander) card or any other upgrade card with defense tokens on the upgrade card.



LIFE SUPPORT FAILURE (X2)

Card Text

Crew

Discard all of your command tokens. You cannot have any command tokens.

Clarifications

- This damage card does not affect command tokens on upgrade cards.
- A ship equipped with Executor would be required to discard all of its command tokens.
- A flotilla with Comms Net and this critical card is unable to assign command tokens to other ships.
- Grand Moff Tarkin (commander - Empire) is unable to assign command tokens to ships with this critical card.
- Leia Organa's (commander) ability is unaffected by this damage card.
- Garm Bel Iblis is unable to assign command tokens to ships with this critical card.



CAPACITOR FAILURE (X2)

Card Text

Ship

If a hull zone has no remaining shields, you cannot recover shields in it nor move shields to it. If that hull zone is defending, you cannot spend Redirect defense tokens.

Clarifications

- Upgrade cards that trigger upon spending a Redirect defense token, such as Expert Shield Tech and Obi-Wan Kenobi are not able to be used on a hull zone with no remaining shields.
- Projection Experts are not prevented from moving shields to a hull zone with "0" shields on a ship that has this damage card.¹
- Redundant Shields and Shields to Maximum! are prevented from recovering a shield in a hull zone with "0" shields.



COOLANT DISCHARGE (X2)

Card Text

Ship

Only one attack you perform each round can target a ship

Clarifications

- If this damage card is dealt to a defending ship during the Resolve Damage Step of an attack and the defender has spent a Salvo token in the Spend Defense Tokens Step then this card will prevent the Salvo attack from resolving if the defending ship has already attacked this round. If that ship has not yet activated this round, then it will not be able to attack during its activation (as it will have already attacked this round using the Salvo).



DAMAGED MUNITIONS (X2)

Card Text

Crew

When attacking a ship, before you roll your attack pool, remove 1 die of your choice.

Clarifications

- If a ship with this damage card performs an obstructed attack, it must remove two dice before rolling its attack pool.
- This does not affect a ship's ability in determining control of a Fire Lanes token.



DEPOWERED ARMAMENT (X2)

Card Text

Ship

You cannot attack at long range.

Clarifications

- This does affect a ship's ability in determining control of a Fire Lanes token.
- Ships with this damage card can still perform Ignition attacks against ships at "Extreme", "Medium", and "Close" range.



DISENGAGED FIRE CONTROL (X2)

Card Text

Ship

When declaring the target of an attack, you cannot choose a target against whom the attack would be obstructed.

Clarifications

- A ship with this damage card cannot attack a ship that is granted obstruction through a card effect (Such as General Cracken, Early Warning System, Ciena Ree, and Admiral Montferrat).
- A ship with Jaina's Light may ignore this damage card effect.
- This does not affect a ship's ability in determining control of a Fire Lanes token



FAULTY COUNTERMEASURES (X2)

Card Text

Crew

You cannot spend exhausted defense tokens.

Clarifications

- A ship with this damage card would prevent using Darth Vader's (commander) effect to spend a defense token and would prevent Emperor Palpatine (officer) from forcing an attacking ship to spend a defense token if the attacker only had exhausted defense tokens.²
- Electronic Countermeasures does not ignore this faceup damage card.
- If a ship equipped with Boarding Troopers has this damage card, it cannot spend and discard an enemy ship's exhausted defense tokens; it may only spend an enemy ship's readied defense tokens.
- If a ship equipped with Turbolaser Reroute Circuits has this faceup damage card, it cannot spend exhausted Evade defense tokens.
- This faceup damage card does not prevent a defending ship from discarding an exhausted defense token due to effects such as NK-7 Ion Cannons or critical effects such as Injured Crew.
- When a defending ship has this damage card, an attacking ship or squadron with the capability to spend the defender's defense tokens can still do so since it is the attacker spending the exhausted defense token and not the defending ship.



POINT-DEFENSE FAILURE (X2)

Card Text

Ship

When attacking a squadron, before you roll your attack pool, remove 1 die of your choice.

Clarifications

- If a ship with this damage card performs an obstructed attack, it must remove two dice before rolling its attack pool.
- A ship that has this damage card and Counter 1 (such as from being equipped with Quad Laser Turrets) would be unable to perform the Counter 1 attacks.



POWER FAILURE (X2)

Card Text

Ship

Your engineering value is reduced to half its value, rounded down.

Clarifications

- If a ship has two Power Failure damage cards, they are applied sequentially. For example, a ship with an engineering value of "5" would be reduced to "2" by the first Damage Card and then reduced again to "1" from the second Damage Card.
- This damage card does not prevent Repair Crews from resolving.

- This damage card does not affect upgrade cards that grant additional engineering points when resolving a Repair command (such as Redemption, Engineering Team, and Mon Calamari Exodus Fleet). For example, a ship that has an engineering value of "2", Engineering Team equipped, and this damage card would have its engineering value reduced to "1" and then would be able to spend 2 repair points upon resolving a Repair command.



PROJECTOR MISALIGNED (X2)

Card Text

Crew

Your hull zone with the most remaining shields loses all of its shields. If multiple hull zones are tied, choose between the tied hull zones. Then flip this card facedown.

Clarifications

- Ignore Luke Skywalker's ability while resolving this damage card.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.



RUPTURED ENGINE (X2)

Card Text

Ship

After you execute a maneuver, if the speed on your speed dial is greater than "1", suffer 1 damage.

Clarifications

- Even if the ship was otherwise temporarily slowed, if your ship's physical speed dial is set to 2, 3, or 4, suffer 1 damage to a hull zone of your choice.
 - This damage is taken on shields unless no shields are remaining, then it would be taken as a hull damage and a face down damage card would be dealt.
 - This effect can be triggered multiple times if a ship executes multiple maneuvers.
- If a ship attempts to execute a maneuver and overlaps a ship with the Eclipse upgrade and is dealt this Damage Card, that moving ship would suffer the effects of this Damage Card for that maneuver.



SHIELD FAILURE (X2)

Card Text

Ship

Your opponent may choose up to 2 of your hull zones. Each of the chosen hull zones loses 1 shield. Then flip this card facedown.

Clarifications

- Ignore Luke Skywalker's ability while resolving this damage card.
- An opponent may choose a hull zone that has zero shields remaining, but that hull zone would not suffer any damage.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.



STRUCTURAL DAMAGE (X8)

Card Text

Crew

Deal 1 facedown damage card to your ship. Then flip this card facedown.

Clarifications

- If a ship dealt this damage card is already destroyed, it must still resolve this critical effect.
- If this critical effect is dealt as a result of Garel's Honor, the additional facedown damage card dealt cannot be negated by Hardened Bulkheads.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.

- When this Damage Card is drawn as the first faceup damage card from an attack using the critical effect from XX-9 Turbolasers, the facedown damage card dealt by this Damage Card does not get flipped faceup.



TARGETER DISRUPTION (X2)

Card Text

Ship

While attacking, you cannot resolve critical effects.

Clarifications

- You cannot resolve any critical effect from any color of die, for any upgrade card e.g. Assault Concussion Missiles, or objective - not even the standard critical effect.
- Cards such as Flechette Torpedoes that spent a critical icon rather than resolving a critical effect are not affected by this damage card.



THRUST CONTROL MALFUNCTION (X2)

Card Text

Ship

The yaw value for the last adjustable joint at your current speed is reduced by 1.

Clarifications

- An adjustable joint is a joint with a yaw value of "I" or "II"; a joint with a yaw value of "-" is not affected. This card affects the yaw value printed on the speed chart; that value can still be increased by the navigation command or other card effects. This card only affects maneuvers executed at the ship's current speed (the number on its speed dial).
- Engine Techs is affected by this Damage Card only if the ship's current speed is 1. If the ship's speed dial is set to "2," the extra maneuver from Engine Techs is not affected.

- Cards that can grant additional yaw (such as Nav Teams, Take Evasive Action!, Moff Jerjerrod, and General Madine) can be used to add yaw back after the reduction.
- A ship equipped with Rakehell executing a speed 0 maneuver is affected by this damage card.
- This damage card affects the last "adjustable" joint, not the last joint, for that ship's current speed. For example, a hammerhead at a speed of 3 has a yaw value of "I","I","-". The last "adjustable joint" is the yaw on the 2nd notch, not the 3rd. Thus the Hammerhead's effective yaw value is "I","-","-".



THRUSTER FISSURE (X2)

Card Text

Crew

When you change your speed by 1 or more, suffer 1 damage.

Clarifications

- This Damage Card will do damage whenever the ship's speed dial is changed by its owner.
- Phylon Q7 Tractor Beams and Magnite Crystal Tractor Beam Array can be used to trigger this Damage Card since the owner of the ship is changing the speed.
- Admiral Konstantine and the Rift Ambush setup rule does not trigger this Damage Card since the target ship's owner is not changing its speed.
- G-8 Experimental Projector does not trigger this Damage Card since the target's speed dial is not changed.
- A ship with this Damage Card that uses the effect from The Grand Inquisitor would suffer damage for changing speeds.

ENDNOTES

1. Only "you", the ship with this damage card, are prohibited from moving shields to this hull zone.
2. As Emperor Palpatine (Officer) has the (if able) condition in its text.