

(added July 9, 2025)

**Changes from KARM/Forum rulings to initial publication of ARC-ARM:**

- The effect from Early Warning System persists until the end of the round, even if the card is discarded by an effect such as Shriv or Darth Vader. This ruling brings the card in line with effects like Intensify Firepower!. Previous rulings had the card's effect nullified if the card was discarded, which was inconsistent with other effects which triggered at the start of a round and provided effects throughout the round.
- Previous rulings from the KARM indicated that a proximity mine, if it was on top of an obstacle and the obstacle was removed from play (such as an exogorth being removed at the end of a phase), the token should be placed touching the obstacle. There was no official basis for this ruling. For increased simplicity, this situation is now ruled that the token should be placed as near to its original position as is possible, as if the obstacle were not there. This position should be determined by the joint decision of the players, or a judge if necessary.
- Previous rulings from the KARM suggested that a proximity mine could be engaged with a squadron, for the purposes of triggering cards such as Heavy Fire Zone. This is incorrect. Proximity mine tokens cannot be engaged with squadrons of any kind.
- Previous rulings from the KARM suggested an incorrect interaction between XI7 turbolasers and certain critical effects, such as ACM and Superheavy Composite Beam Turbolaser. This was overruled in the AMG rules forum and the ARM reflects the correct ruling.
- The text of Engine Techs was updated by AMG incorrectly; the ruling contained in the ARM has the timing windows explained and the function of the card clarified such that a player may not utilize Engine Techs to double-ram an enemy ship.
- Previous rulings from the KARM suggested that Ketsu Onyo's ability would prevent enemy squadrons from moving faster than Speed 3. The correct timings suggest that speed-augmenting abilities (such as All Fighters Follow Me!) trigger after Ketsu, which has been reflected in the ARM.
- No official ruling had previously been made regarding movement of an unarmed station - as the station has no "movement" step. However, it is able to move when acted upon by cards such as Ezra Bridger. This interaction was clarified, and as a result, if an armed or unarmed station "moves" by an outside influence, it will trigger any proximity mines after its movement ends.

Changes from ARM v1.02 to v1.03: June 12, 2025

**Full Version:**

- Credits error (triplicate page) corrected
- Admiral Sloane: Interaction with Blinded Gunners removed as there is no interaction
- Admiral Tarkin & Admiral Trench now correctly placed before Admiral Yularen and Anakin

- Mon Karren, second bullet point added addressing Thermal Shields and Barriss Offee  
Dutch Vander, Dash Rendar, and Fenn Rau entries now associated with correct squadrons
- Wedge Antilles (Squadron) name corrected
- Version number added to Cover

**Text Only Version:**

- Mon Karren, second bullet point added addressing Thermal Shields and Barriss Offee
- Admiral Sloane: Interaction with Blinded Gunners removed as there is no interaction.
- Front Cover and Credits replaced with full versions

**Website:**

- Officers tab now includes all officers, not half.