STAR WARS ARMADA

AMG JANUARY ERRATA CHANGE LOG

VERSION 1.0

GALACTIC EMPIRE

COMMANDERS

Admiral Screed..... Points 26 to 24
Darth Vader..... Points 36 to 34

OFFICER

Darth Vader..... Points 1 to 4
Governor Pryce..... Points 7 to 6
- Now restricts die modification to faces without an ♻ icon.

SHIPS

Arquitens-class Command Cruiser..... Points 59 to 55
Arquitens-class Light Cruiser..... Points 54 to 52
Gozanti-class Assault Carriers..... Points 28 to 26
Victory II-class Star Destroyer..... Points 85 to 80

SQUADRONS

Aggressor Assault Fighter..... Points 16 to 15
Boba Fett..... Points 26 to 24
Colonel Jendon..... Points 20 to 23
Gar Saxon..... Points 23 to 20
IG-88..... Points 21 to 19
IG-88B..... Points 21 to 19
Mandalorian Gauntlet Fighter..... Points 20 to 18
Whisper..... Points 20 to 18

TITLES

Corrupter..... Points 5 to 3
Dominator..... Points 12 to 7
Hand Of Justice..... Points 4 to 2
Stronghold..... Points 5 to 3
Squall..... Points 3 to 7

REBEL ALLIANCE

BOARDING TEAM

Cham Syndulla
- Clarifies that you can look at all command dials before choosing new commands for them.

Shriv Suurgav..... Points 6 to 4

COMMANDERS

General Draven..... Points 28 to 20
General Madine
- Now grants a yaw increase during the first maneuver's Determine Course step instead of being tied to ☯ dials or tokens.

SHIPS

Assault Frigate Mark II A..... Points 81 to 77
MC75 Armored Cruiser..... Points 104 to 99
MC75 Ordnance Cruiser..... Points 100 to 95
MC80 Assault Cruiser..... Points 114 to 110
MC80 Command Cruiser..... Points 106 to 102

SQUADRONS

E-wing Squadron..... Points 15 to 14
Keyan Farlander..... Points 20 to 18
Lancer-class Pursuit Craft..... Points 15 to 14
Lando Calrissian..... Points 23 to 24
Malee Hurra..... Points 26 to 21

TITLES

Admonition..... Points 6 to 10
- No longer requires the defense token to be readied to cancel an attack die.

Dodonna's Pride..... Points 6 to 4
Foresight..... Points 8 to 10
Home One..... Points 7 to 5
Jaina's Light..... Points 2 to 5
Redemption..... Points 8 to 5

SEPARATIST ALLIANCE

COMMANDERS

Admiral Trench.....Points 36 to 32
Count Dooku.....Points 30 to 27

OFFICER

Asajj Ventress.....Points 4 to 2
San Hill
- Now allows discarding a ⓐ token to activate an additional squadron when a friendly ship resolves a ⓐ command, instead of activating additional squadrons during the Squadron Phase.

SHIPS

Gozanti-class Cruisers.....Points 27 to 24
Hardcell-class Battle Refit.....Points 52 to 50
Providence-class Carrier.....Points 105 to 102
Providence-class Dreadnought.....Points 105 to 97

SQUADRONS

DFS-311.....Points 18 to 16
Jango Fett
- Added in Rapid Reinforcement.

Phlac-Arphocc Prototype.....Points 19 to 18

TITLES

Invisible Hand.....Points 9 to 8
- Updated verbiage and allows placing squadrons at distance 1-3 rather than at distance 3. Eliminating the "donut".

Lucid Voice.....Points 8 to 6

GALACTIC REPUBLIC

COMMANDERS

Anakin Skywalker.....Points 31 to 27
Obi-Wan Kenobi.....Points 28 to 22

FLEET COMMAND

Mercy Mission.....Points 0 to 5
- Changes the penalty for being destroyed from increasing your fleet value to increasing your opponent's score by 15 points.

OFFICER

Clone Commander Wolffe
- Removed "printed" so that his ability applies to the squadrons that he granted assault to.

SHIPS

Acclamator I-class Assault Ship.....Points 66 to 64
Consular-class Charger c70.....Points 45 to 42
Victory I-Class Star Destroyer.....Points 75 to 73

SQUADRONS

Anakin Skywalker BTL-B.....Points 19 to 18
Kit Fisto.....Points 26 to 24
Odd Ball.....Points 23 to 20

TITLES

Resolute.....Points 6 to 4

UPGRADE CARDS

FLEET SUPPORT

Repair Crews.....Points 4 to 3
Slicer Tools
- Now allows adding raid tokens in addition to changing an enemy ship's command dial and no longer starts the game exhausted.

ION CANNONS

High-Capacity Ion Turbines.....Points 8 to 6
Leading Shots.....Points 6 to 5
NK-7 Ion Cannons.....Points 10 to 6
Overload Pulse.....Points 8 to 6
Point Defense Ion Cannons.....Points 4 to 6

OFFENSIVE RETROFIT

Rapid Launch Bays
- Now activates by discarding the card instead of requiring a squadron command.

Reserve Hanger Deck.....Points 3 to 4

OFFICER

Damage Control Officer.....Points 5 to 3
Support Officer.....Points 4 to 2
Veteran Captain.....Points 3 to 2

ORDNANCE

Expanded Launchers.....Points 13 to 8
Rapid Reload.....Points 8 to 4

SUPPORT TEAM

Engineering Team.....Points 5 to 3
Nav Team
- Phrasing clarification

TURBOLASER

Dual Turbolaser Turrets.....Points 5 to 4
Heavy Fire Zone.....Points 4 to 2
Heavy Turbolaser Turrets.....Points 6 to 4
Linked Turbolaser Towers
- Rerolling a red die when attacking a ship only works for ships with *bombard*; adding 2 dice to the first squadron attack requires exhausting the card.

XX-9 Turbolaser.....Points 5 to 2

WEAPONS TEAM

Weapons Battery Tech.....Points 5 to 4

CREDITS

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We extend our sincerest gratitude to Lucasfilm for creating the iconic Star Wars universe, and to Fantasy Flight Games for bringing Star Wars: Armada to life. Your visionary contributions have enriched our gaming experiences beyond measure.

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