STAR WARS

ARMADA

FIGHTER GROUP

Fighter Group introduces new rules for playing Armada with only squadrons in small, fast-paced skirmishes. This rules reference document contains the rules for this unofficial format, including the custom cards necessary for play.

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MODIFIED RULES

The Fighter Group format follows the rules found in the Armada Rules Reference with the following modifications and exceptions:

Fleet Building

Fighter Group fleets are built with a fleet value of 120 fleet points.

- A fleet must have exactly one leader.
- A fleet may contain up to three unique squadrons with one or more defense tokens.
- A fleet may contain up to two squadrons with rogue.
- Players must choose two objective cards from the Skirmish category.

Objective Cards

Fighter Group skirmishes are played using objectives from a new category of Skirmish objectives.

- Each player chooses two objective cards that belong to the Skirmish category as part of their fleet.
- When a squadron is chosen as an objective squadron, indicate this by placing an objective token next to its squadron card or ID token.

ID Tokens

Each leader must be assigned a flagship ID token pair of the appropriate faction. If a player has multiple copies of the same squadron, they must assign ship ID tokens to each of those squadrons. If both players' fleets belong to the same faction, each player must assign ship or squadron ID tokens to any squadrons of the same type represented in both players' fleets. ID tokens are assigned during the "Gather Components" step of setup.

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

Setup

Fighter Group skirmishes are played on a 3' x 3' play area.

- The entire play area is the setup area.
- A single deployment turn consists of placing two squadrons.
- A player's leader must be placed first and within that player's deployment zone.
- All other squadrons must be placed within distance 1-2 of that player's leader. They may be placed outside of deployment zones (but within the setup area).

Winning and Losing

Fighter Group skirmishes use the following rules for winning and losing:

- The game ends after four rounds. The players determine their scores and the player with the highest score wins.
- At the end of a game round, if all squadrons in one player's fleet are destroyed, the game immediately ends. The player with one or more squadrons remaining in the play area is the winner.
- If the last remaining squadrons 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.

Tournament Rules

Tournaments using the Fighter Group format follow the rules and regulations in the Armada Tournament Regulations, with the following exceptions:

- Tournament rounds should be 45 minutes each.
- If a player destroys all of their opponent's squadrons, the opponent's fleet is worth 120 fleet points for the purposes of calculating score, even if the total squadron and leader ability cards are worth fewer fleet points.
- If a player concedes the game, that player receives 0 tournament points and a Margin of Victory of 0. If their opponent has a Margin of Victory of 40 points or more, the opponent receives tournament points and a Margin of Victory following the normal rules for Margin of Victory and Tournament Points. Otherwise the opponent receives 8 tournament points and a Margin of Victory of 40.
- If a winner's Margin of Victory is larger than 120, that player's Margin of Victory is 120. The losing player receives a Margin of Victory of 0.
- When a player receives a bye, they receive a Margin of Victory of 40.

Tournament points are calculated as follows:

Margin of Victory	Win	Loss
0 - 14	6	5
15 - 39	7	4
40 - 64	8	3
65 - 89	9	2
90 - 120	10	1

Leader

A leader is a squadron equipped with a leader ability card.

- Any unique squadron with one or more defense tokens can be a leader.
- A fleet must have one leader and cannot have more than one.
- Each leader must be assigned a flagship ID token pair of the appropriate faction.

Leader Ability Cards

When building a fleet, one leader ability card must be equipped to a squadron by adding its fleet point costs to the total fleet point cost.

- The equipped leader ability card is placed next to the squadron card to which it is equipped.
- A squadron can only equip leader ability cards that have a faction affiliation matching that squadron or have no faction affiliation. A card's faction affiliation, if any, is indicated by the faction symbol on the left side of the card.
- A leader ability card can only be equipped to a unique squadron with one or more defense tokens.
- Some leader ability cards have a restriction trait that limits them to being taken by certain squadrons. A squadron cannot equip a leader ability card if that squadron does not match that restriction trait.
- On leader ability card effects, the term "you" refers to the squadron that the card is equipped to.
- All leader ability cards belonging to destroyed squadrons are inactive.
- A destroyed squadron's fleet point cost includes the cost of all leader ability cards equipped to that squadron.
- Some leader ability cards that can be exhausted are marked with a recur icon in the bottom right of the card and are readied during the Status Phase.
- Some leader ability cards begin the game with a number of command tokens indicated on the bottom of the card. These tokens are chosen and placed on the card when that squadron is deployed.
    - Command tokens on a leader ability card belong to that card and are spent or

discarded as indicated by that card's effect.

Bomb Tokens

Some leader ability cards may refer to bomb tokens.

At the end of the Squadron Phase, for each bomb token in the play area, gather dice equal to the battery armament of the squadron that placed the bomb token. Roll those dice for each squadron at distance 1 of the bomb token. If one or more ✸ icons were rolled, that squadron suffers 1 damage. After rolling dice for all squadrons, remove that token from the play area.

⊘ command tokens may be used in place of bomb tokens.

Disabled Vessel

Some objective cards may refer to one or more Disabled Vessels. A Disabled Vessel consists of a small ship base and a small ship token of any type and any faction. Optionally, a ship model of any type may be used but has no effect on the Disabled Vessel.

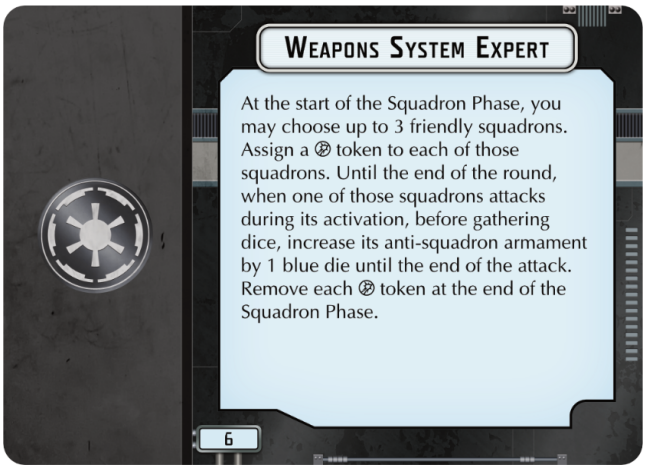
Disabled Vessels are treated as ships when resolving effects with the following rules:

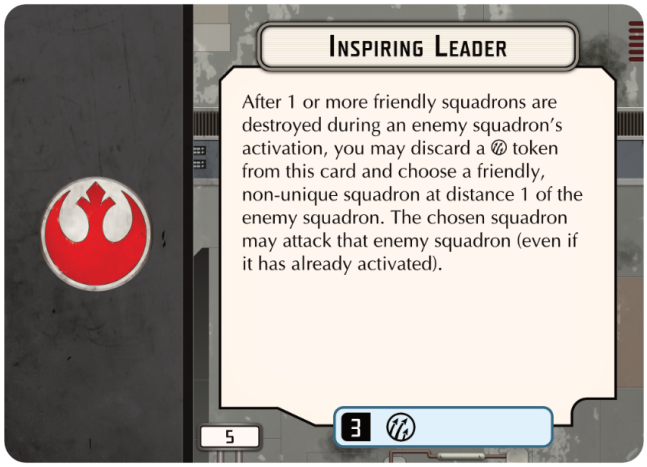
- Disabled Vessels have a command value of 0 and cannot resolve commands.
- Disabled Vessels have a maximum speed of 0.
- Disabled Vessels have no defense tokens.
- Disabled Vessels cannot perform attacks.
- Disabled Vessels have a hull value of 6.
- Disabled Vessels have shield dials but have a maximum shield value of 0 for each dial and cannot gain shields.
- Disabled Vessels are treated as having one hull zone while defending or resolving effects.
- When a Disabled Vessel suffers damage, deal a damage card for each point of damage suffered. Disabled Vessels can be dealt faceup cards from critical effects or other effects.
- When a Disabled Vessel has damage cards equal to or greater than its hull value, it is immediately destroyed and removed from the play area.
- When tracing line of sight to or from a Disabled Vessel, trace the line using the point of the token that is closest to the opposing squadron. Ignore the yellow targeting points

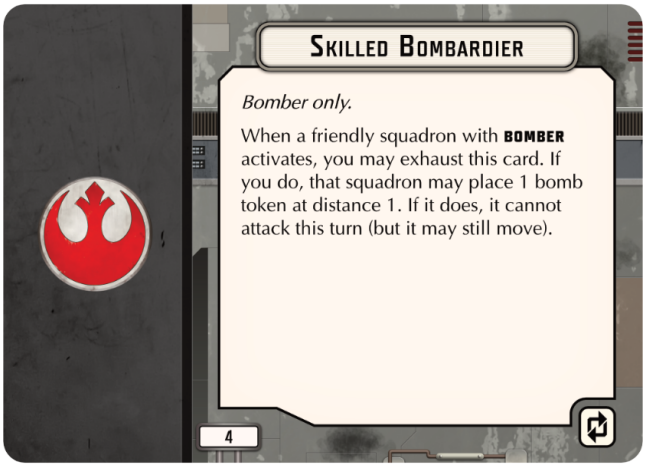
and hull zones on the ship token.

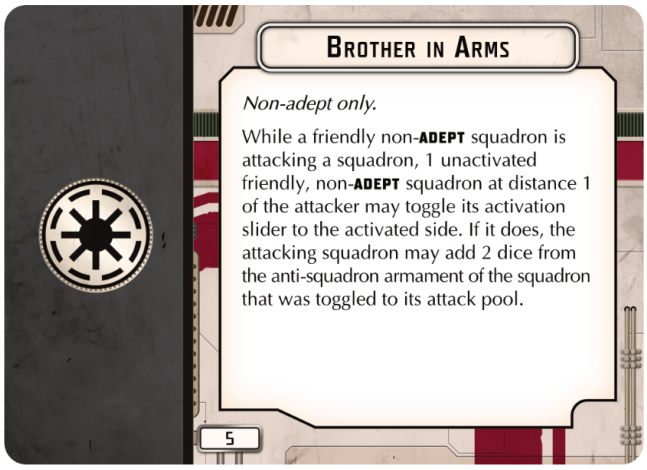
CARDS

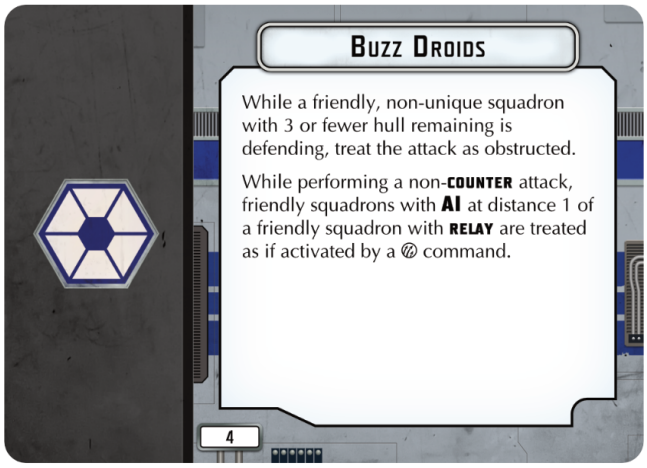
Leader Ability Cards

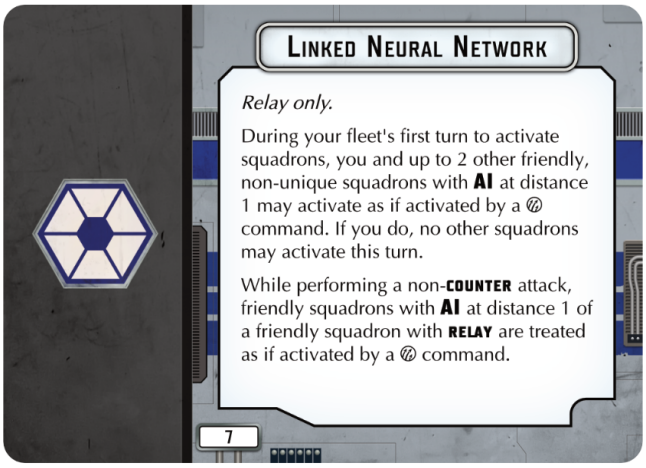




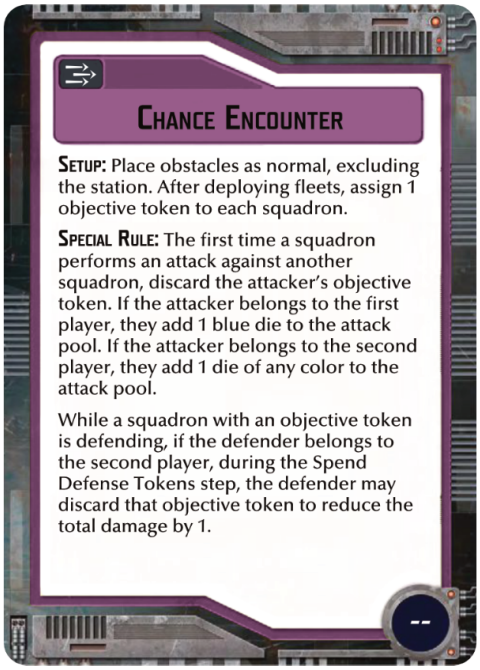


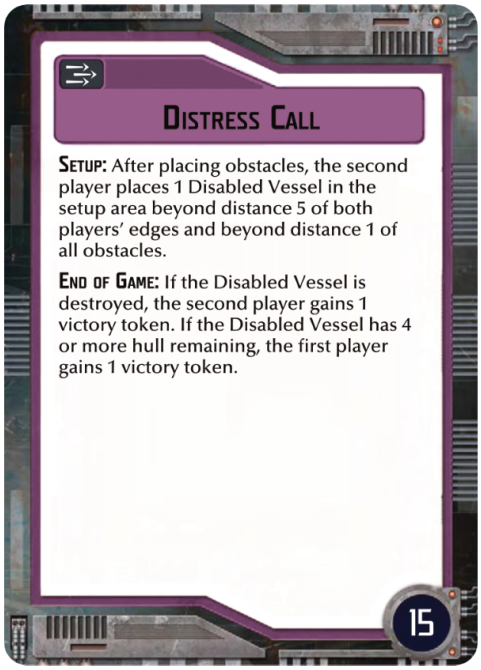


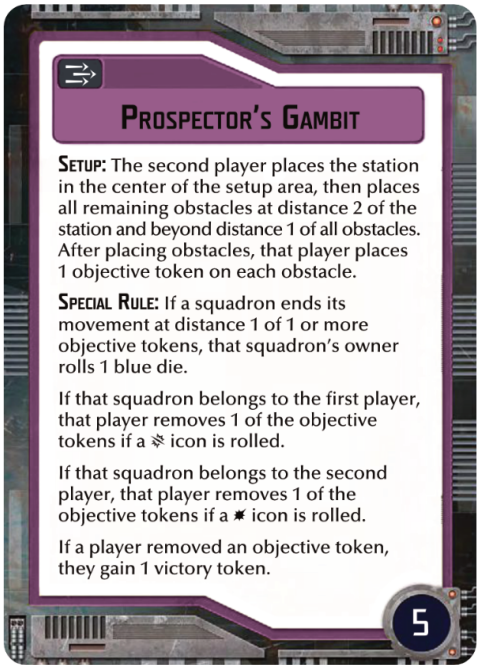




Skirmish Objective Cards







Prospector's Gambit

Setup: The second player places the station in the center of the setup area, then places all remaining obstacles at distance 2 of the station and beyond distance 1 of all obstacles. After placing obstacles, that player places 1 objective token on each obstacle.

Special Rule: If a squadron ends its movement at distance 1 of 1 or more objective tokens, that squadron's owner rolls 1 blue die.

If that squadron belongs to the first player, that player removes 1 of the objective tokens if a icon is rolled.

If that squadron belongs to the second player, that player removes 1 of the objective tokens if a icon is rolled.

If a player removed an objective token, they gain 1 victory token.

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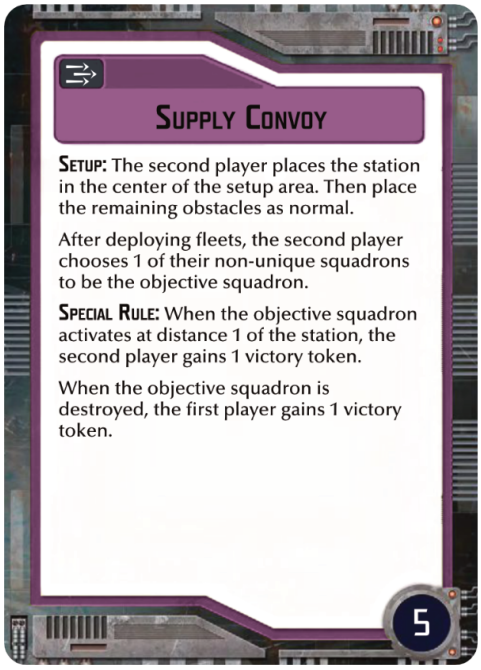

Supply Convoy

Setup: The second player places the station in the center of the setup area. Then place the remaining obstacles as normal.

After deploying fleets, the second player chooses 1 of their non-unique squadrons to be the objective squadron.

Special Rule: When the objective squadron activates at distance 1 of the station, the second player gains 1 victory token.

When the objective squadron is destroyed, the first player gains 1 victory token.

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Disabled Vessel Card

CARD CLARIFICATIONS

Callous Tactician

A squadron that cannot be placed within distance 1-2 of the leader must be placed as close as possible to the leader.

Crew Panic
Disabled Vessels have no command dials to reveal and thus suffer no additional damage from faceup Crew Panic damage cards.

GAME COMPONENTS

As a reminder, it is recommended that players bring the following in addition to the components used for squadrons in a standard game of Armada:

- Flagship, ship, and squadron ID tokens for identifying squadrons, especially those sharing the same card.
- Objective and victory tokens.
- Command tokens for leader abilities that require them (⊘ tokens may be used for bomb tokens).
- Components required for a Disabled Vessel if that player chooses Distress Call.
  - Small ship base and token of any type
  - Damage deck
- Standard obstacles.