

**STAR WARS™**

# ARMADA™



**LEARN TO PLAY**



## INTRODUCTION

*War across the galaxy! Led by the legendary Jedi Knights, the elite clone forces of the Galactic Republic struggle to protect countless worlds from the grasping threat of the Separatist Alliance. Crewed by battle droids and commanded by nefarious corporate leaders, the Separatist fleets seem endless. Great armadas clash in battles across many systems, unleashing massive arsenals and vast numbers of starfighters to decide the final fate of the Republic.*

This fleet starter box includes enough ships and squadrons to begin building a fleet for the Separatist Alliance faction in **Star Wars: Armada** as well as all of the essential components needed for one player to learn and play the game.

### USING THIS LEARN TO PLAY BOOKLET

This Learn to Play booklet teaches new players how to play **Star Wars: Armada**. To make your first game easier, this booklet omits some rules exceptions and card interactions. The Rules Reference booklet addresses rules questions and special exceptions that are not included here and should be consulted as questions arise. The Rules Reference is available for download at [www.FantasyFlightGames.com/SWArmada](http://www.FantasyFlightGames.com/SWArmada)

The diagrams and examples presented in this Learn to Play use images of the Galactic Republic and the Separatist Alliance. Players might not have components from these factions; however, the concepts described and depicted in this booklet apply to all factions.

## GAME OVERVIEW

**Star Wars: Armada** is a competitive game of space warfare for two players. In each game, players take on the roles of Republic and Separatist admirals, directing their fleets and countless weapons into explosive conflict. The victorious admiral will send the fiery remnants of the opposing fleet limping into hyperspace to beg forgiveness for their failure.

### SHIP AND SQUADRON SCALE

The ship models in **Star Wars: Armada** are produced at a relative scale, not at a true scale. This decision allows the beloved, iconic ships of the *Star Wars* Galaxy to appear as feasible game components while still representing the relative size of all ships in relation to each other.

The plastic fighters are produced at the smallest size possible while still retaining their distinctive silhouettes and details.

## COMPONENTS



3 Separatist Ships (3 Ship Models, 3 Plastic Bases, 2 Plastic Support Poles, 1 Plastic Support Fin)



4 Separatist Squadrons (12 Plastic Fighters, 4 Plastic Bases, 4 Plastic Support Pegs, 4 Plastic Tree Pegs)



3 Ship Tokens



4 Squadron Disks



9 Attack Dice  
(3 Blue, 3 Red, 3 Black)



4 Activation Sliders



10 Command Dials (10 Plastic Dial Covers, 10 Punchboard Dials, 10 Gray Plastic Fasteners)



8 Speed Dials (8 Punchboard Dials, 8 Punchboard Faceplates, 8 Plastic Connector Pairs)





6 Ship Cards



2 Squadron Cards



12 Objective Cards



2 Reference Cards



4 Setup Area Markers



52 Damage Cards



20 Upgrade Cards



1 Initiative Token



6 Obstacle Tokens  
(3 Asteroid Fields, 2 Debris Fields, 1 Station)



11 Defense Tokens



12 Shield Dials with  
12 Plastic Connectors



20 Command Tokens  
(5 of each)



12 Raid Tokens  
(3 of each)



12 Victory Tokens  
(Republic on front,  
Separatist on back)



1 Range Ruler  
(double-sided)



1 Maneuver Tool  
(5 Punchboard Numbers, 5 Plastic Segments;  
see assembly on page 4)



6 Round Tokens



8 Objective Tokens



6 Pass Tokens



2 Focus / Chaff Tokens  
(double-sided)



6 Ship ID Tokens



2 Flagship ID Tokens



3 Main Ship ID Tokens



1 Main Flagship ID Token  
(double-sided)



8 Squadron ID Tokens

## FOR YOUR FIRST GAME

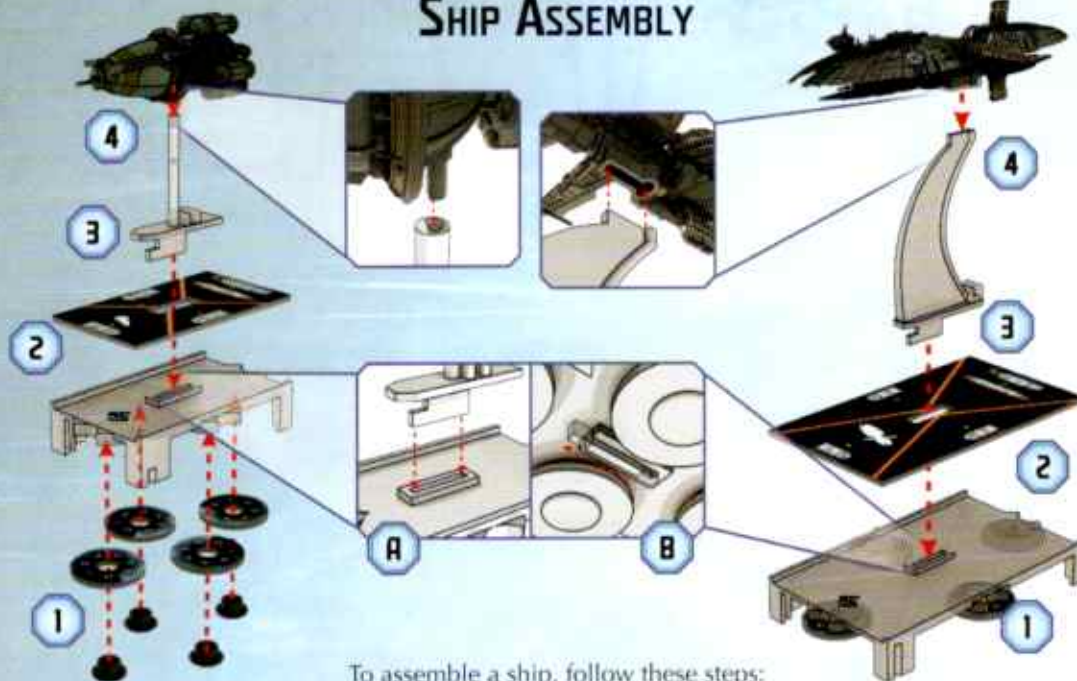
For the first game of *Star Wars: Armada*, players are encouraged to play the learning scenario. This scenario is designed for two new players to quickly set up and play a game. It requires that each player has their own collection of ships and squadrons equivalent to a fleet starter box, as well as the essential components included in this product.

Before players begin the learning scenario, it is recommended they read through the basic rules on pages 6–20 of this booklet. To play the learning scenario, set up the game by following the “Learning Scenario Setup” instructions on page 6.

After players have a better understanding of the gameplay concepts in *Star Wars: Armada*, they will be ready to build their own fleets and incorporate the additional game concepts described in “Expanded Rules” beginning on page 21.



## SHIP ASSEMBLY



To assemble a ship, follow these steps:

1. Using plastic connectors, attach the shield dials to the bottom of the base so the numbers face upward as shown above.
2. Place the ship token on the base so that the illustrated ship icon is placed over the FFG logo, which indicates the front of the base.
3. Insert the support pole (or support fin) into the center slot of the base (A) and slide it forward (B) until it locks in place underneath the base.
4. Insert the support pole (or support fin) into the ship peg on the bottom of the ship corresponding to the ship token.

## MANEUVER TOOL ASSEMBLY

Proceed through the following steps to assemble the maneuver tool as depicted below.



Assembled Maneuver Tool

1. Align the three hooks of the arrow-shaped segment over the ring of a middle segment.
2. Insert the hook with the arm (the hook closest to the end of the segment) through the ring so that the arm rests gently in the ring's center groove.
3. Press downward to push the remaining two hooks through the ring.
4. Repeat steps 1 through 3 to attach the remaining segments to the tool. Then, press the punchboard numbers into the sockets of each segment in sequence from "0" to "4."



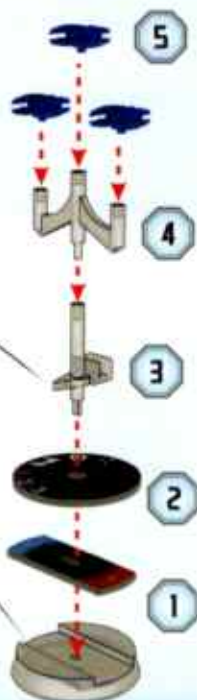
## SQUADRON ASSEMBLY

To assemble a squadron, follow these steps:

1. Insert an activation slider into the slot on the base.
2. Place the squadron disk on the base.
3. Insert a support peg into the hole on the base through the squadron disk and activation slider.



4. Insert a tree peg into the support peg.
5. Place three fighters of the type depicted on the squadron disk into the tree peg.



## SHIPS AND SQUADRONS

Throughout this booklet, the term “ship” refers to a fully assembled ship, complete with plastic ship model, pegs or fins, base, and ship token. The term “squadron” refers to a fully assembled fighter squadron, complete with plastic fighters, tree and support pegs, base, activation slider, and squadron disk.

Ships and squadrons are controlled by a player; therefore, when a ship or squadron is instructed to move, discard tokens, roll dice, etc., the player who controls that ship or squadron resolves those actions on its behalf.





# LEARNING SCENARIO SETUP

1. **Establish Play Area:** On a flat, stable surface such as a table, establish a 3' x 3' play area. Use the setup area markers to denote the corners of this area. Players set up on opposite edges of this play area.



3' x 3' Play Area



Setup Area Markers

2. **Choose Faction:** Each player chooses a faction from their collection, such as the Republic or Separatists. If both players wish to play as the same faction, players should use different colors of ID tokens to distinguish their forces (see "ID Tokens" on page 25).



Faction Symbols



Two colors of ID Tokens

3. **Place Initiative Token:** Roll one blue die to determine which player has initiative. If the result is a 1 icon, the player who rolled the die places the initiative token next to their edge of the play area with the blue side faceup displaying the 1 icon. Otherwise, that player's opponent places the token next to their edge.



Initiative Token



4. **Prepare Ship and Squadron Cards:** Each player gathers the ship cards and single squadron card for their faction and places them next to their edge of the play area.

Each Republic player gathers the following ship and squadron cards and places them next to their edge of the play area: *Acclamator II*-class Assault Ship, *Consular*-class Charger c70 (x2), and V-19 Torrent Squadron.

Each Separatist player does the same with these cards: *Munificent*-class Comms Frigate, *Hardcell*-class Transport (x2), and *Vulture*-class Droid Fighter Squadron.



Separatist Ship Cards and Squadron Card



5. **Construct Ships and Squadrons:** Each player gathers the ship tokens that match their ship cards and constructs their ships as shown in the "Ship Assembly" diagram on page 4. Then each player constructs their squadrons as shown in the "Squadron Assembly" diagram on page 5.



Assembled Ships and Squadrons from the Republic Fleet Starter



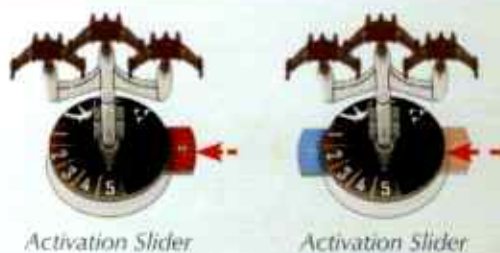
6. **Prepare Ships:** For each ship, place a speed dial set to "2" near that ship's card. Then set all four of its shield dials to the maximum values shown on its ship card.



7. **Gather Command Dials:** Gather a number of command dials for each ship equal to the Command Value on each ship's card. Then place the indicated number of command dials next to each ship.



8. **Prepare Squadrons:** Rotate each squadron's disk to point to the maximum number on the disk and set each activation slider to display the blue side.



9. **Place Defense Tokens:** Place the defense tokens indicated on each ship card next to that ship card.



10. **Place Ships and Squadrons:** Each player places all of their ships and squadrons in the play area as close as possible to the positions shown in the diagram to the right using the range ruler to guide their placement. See the "Learning Scenario Setup Diagram" on the following page for the full setup of the play area.



11. **Prepare Shared Components:** Place the range ruler, dice, and the round token marked "1" next to the play area. Shuffle the damage cards and place them facedown next to the play area.



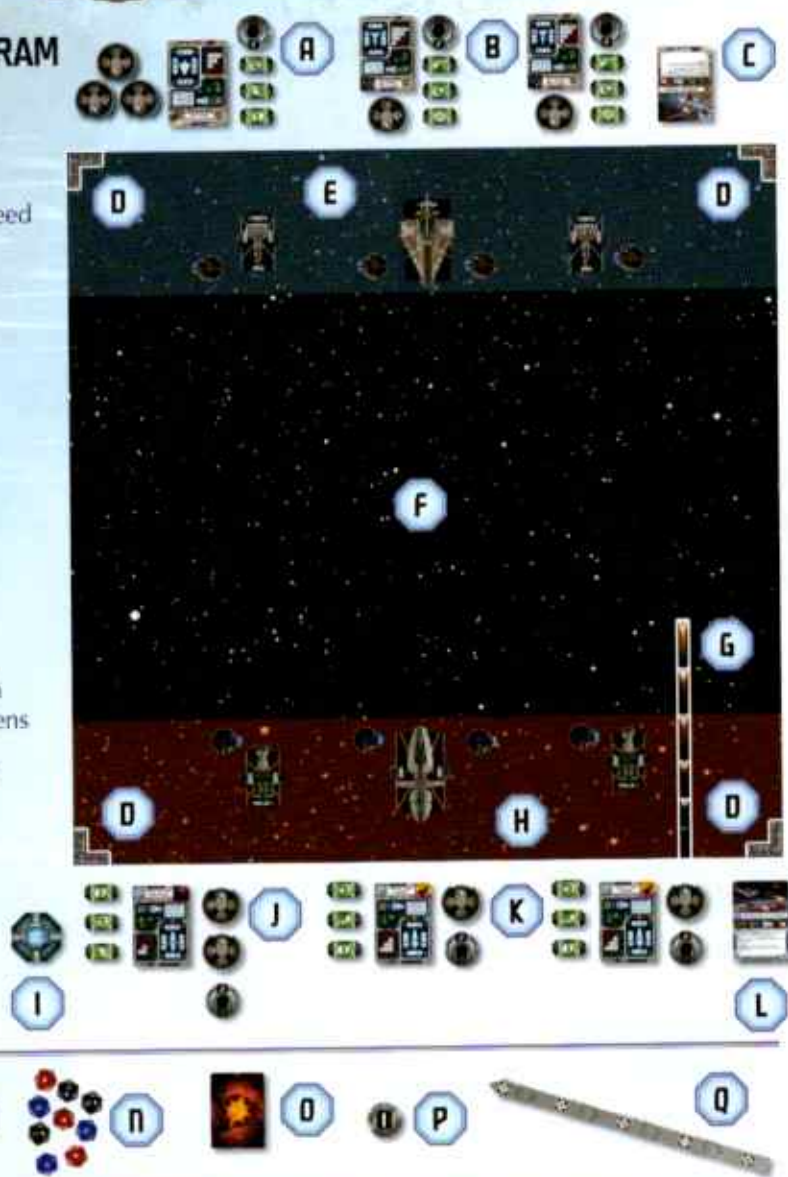
12. **Create the Supply:** Place the command tokens to the side of the play area.





## LEARNING SCENARIO SETUP DIAGRAM

- A. *Acclamator II*-class Ship Card with Speed Dial, Command Dials, and Defense Tokens
- B. *Consular*-class Charger c70 Ship Cards with Speed Dials, Command Dials, and Defense Tokens
- C. V-19 Torrent Fighter Squadron Card
- D. Setup Area Markers
- E. Republic Deployment Zone
- F. Play Area
- G. Range Ruler (distance side up)
- H. Separatist Deployment Zone
- I. Initiative Token
- J. *Munificent*-class Comms Frigate Ship Card with Speed Dial, Command Dials, and Defense Tokens
- K. *Hardcell*-class Transport Ship Cards with Speed Dials, Command Dials, and Defense Tokens
- L. *Vulture*-class Droid Starfighter Squadron Card
- M. Command Tokens
- N. Dice
- O. Damage Deck
- P. Round Token
- Q. Maneuver Tool



## OBJECT OF THE GAME

**Star Wars: Armada** is a competitive game in which each player controls a fleet of ships and squadrons. By commanding, attacking, and maneuvering with their ships and squadrons, they damage and destroy each other's fleet. The goal of the learning scenario is to destroy as much of the opposing fleet's force as possible by the end of the sixth round. The game ends immediately if all of one player's ships are destroyed. Determining a winner is described in detail on page 13.

## PLAYING THE GAME

**Star Wars: Armada** is played over six rounds. Each round consists of the following phases:

1. **Command Phase:** Players assign command dials to each of their ships.
2. **Ship Phase:** Players take turns attacking with **and** moving each of their ships.
3. **Squadron Phase:** Players take turns attacking with **or** moving their squadrons.
4. **Status Phase:** Players ready all of their defense tokens and flip over the initiative token.

At the end of the Status Phase, the player with the initiative token places the next highest round token next to the play area. Then the next round begins. Players continue playing the game until either one fleet destroys all of the other fleet's ships or the sixth round ends.



## PHASE 1: COMMAND PHASE

During this phase, players secretly and simultaneously use their command dials to choose commands for each of their ships. When revealed, each command provides that ship with a powerful bonus.

To choose a command, rotate the command dial so that the desired command icon is framed by the dial's fastener (see "Choosing Commands" below). Then place that command dial **facedown** next to the ship's ship card, placing it **under** any other command dials already assigned to that ship.

Since command dials are placed facedown, each player can secretly plan their strategy and keep their commands hidden from their opponent. The effects of each command are briefly described in the "Commands" sidebar on this page.

During the first Command Phase, the players must assign command dials to their ships so that each ship has a number of command dials equal to its command value. The Republic player must choose one command for each of their *Consular-class Chargers* and three commands for their *Acclamator-class Assault Ship*. The Separatist player must choose one command for each of their *Hardcells* and two commands for their *Munificent-class Frigate*.

Command Value







Munificent-class Comms Frigate Ship Card

During the Command Phase of each subsequent round, players choose only one command for each of their ships because each ship reveals only one dial during the Ship Phase. Since newly chosen commands are placed under existing commands, the players are often planning for future rounds.

When both players finish choosing commands for their ships, they proceed to the Ship Phase.

## COMMANDS

Commands assist ships in numerous ways. A brief overview is presented below:




-  **Navigate:** Change speed and increase maneuverability.
-  **Squadron:** Order nearby squadrons to move and attack early.
-  **Repair:** Recover shields and hull damage.
-  **Concentrate Fire:** Increase the power of one attack.

Each command is described in detail later in this booklet.

During the first round of the learning scenario, players might not know the game well enough to strategically choose commands. If this is the case, they can use the following suggested commands by assigning them in the order presented so that the last command listed for each ship is on the bottom of its stack.

- **Consular-class Charger c70:** Repair ①
- **Acclamator II-class:** Navigate ①, Squadron ②, Concentrate Fire ③
- **Hardcell-class Transport:** Navigate ①
- **Munificent I-class:** Navigate ①, Squadron ②

## CHOOSING COMMANDS

1. The Separatist player chooses a  command for their *Munificent-class Comms Frigate* by taking one of the ship's unassigned command dials and rotating the disk so that the fastener frames the  icon.
2. Then the Separatist player assigns the command dial to the *Munificent-class Comms Frigate* by placing it next to the *Munificent-class* ship card. Since the *Munificent-class* already has one command assigned to it, the player must place the new  command **under** the command dial that is already there.





## PHASE 2: SHIP PHASE

During this phase, players take turns activating their ships.

The phase starts with the player who has initiative. That player chooses one of their ships and activates it by performing the following steps in order:

1. Reveal Command Dial
2. Attack
3. Execute Maneuver

After the ship finishes its activation, the revealed dial is placed **faceup on the ship's ship card**; a faceup command dial on a ship card indicates that the ship has activated this round. Then the opposing player activates one of their own unactivated ships. If a player does not have any unactivated ships, that player must pass their turn. This process repeats until both players have activated all of their ships.

### REVEAL COMMAND DIAL

During this step, the player reveals the top command dial on their chosen ship's stack of command dials and places it **faceup next to the plastic ship**. If the player wants to resolve the revealed command for its full effect this round, they can spend the dial at the appropriate time to do so. If the player wants to reserve it for a later round, they immediately spend the dial (placing it faceup on the ship's ship card) and place the matching command token next to the ship.

Command tokens provide players with flexibility, allowing them to use chosen commands in later rounds. However, command tokens produce a lesser effect than a command dial when spent. These effects are described in detail on page 14.

### ATTACK

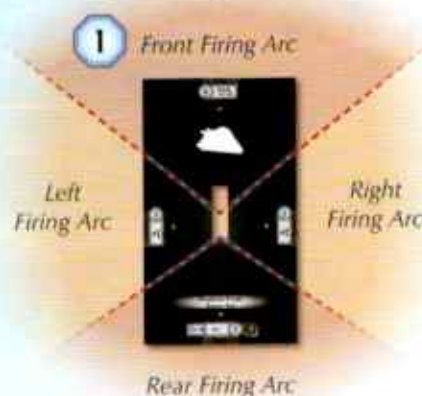
During this step, the ship can perform up to two attacks. An attack originates from one **HULL ZONE**, and the target must be inside that hull zone's **FIRING ARC** (see "Firing Arcs and Hull Zones" on this page).

The target of the attack can be either **one** hull zone of an enemy ship or one or more enemy squadrons. Then the attacker rolls attack dice in an attempt to damage the enemy target. The steps of attacking are described in detail on page 15.

After a ship performs its first attack, it can perform a second attack, but the second attack must originate from a **different hull zone**.

During the first round of the learning scenario, players can skip the "Attack" step because their ships and squadrons will not be in attack range.

## FIRING ARCS AND HULL ZONES



1. Each ship has four firing arcs. Each arc is the area between its **FIRING ARC LINES**, which are printed on the ship token.



2. Each ship also has four **HULL ZONES**. Each hull zone is the area on the ship token between two firing arc lines.

## EXECUTE MANEUVER

During this step, the ship must execute a maneuver; the player uses the maneuver tool to determine a precise position that the ship will move to. The distance the ship moves corresponds to its current **SPEED**, which is tracked on its speed dial.

To execute a maneuver with a ship, the player performs the following substeps in order:

1. Determine Course
2. Move Ship

### Determine Course

First, the player resets the maneuver tool so that all of its joints are straight. Then that player may click the joints of the maneuver tool to the left or right to change the final position and facing of their ship. The **SPEED CHART** on the ship's card indicates how far each joint can be clicked away from the center position (see "Determine Course Example" on the right). Each column on the speed chart corresponds to the speed number at the bottom of the column.



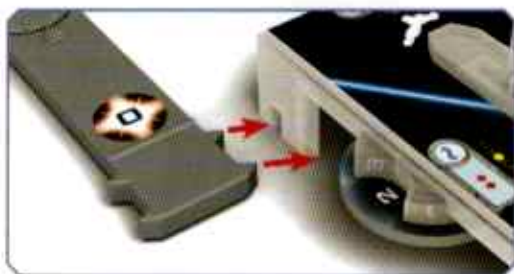
A column shows the number of times that each joint can be clicked while going at that speed. Each row corresponds to one of the joints on the maneuver tool; the row directly above the speed number relates to the first joint, the second row relates to the second joint, etc. "I" means the joint can be clicked once in either direction, while "II" means it can be clicked twice and "-" means it must remain straight.

The player is allowed to place the maneuver tool on the play area to determine possible positions for their ship before committing to the move.

## Move Ship

The player places the maneuver tool on one side of their ship so that the plastic guides of the tool's flat end slide into the notches on the side of the ship's base. If properly inserted, the front of the ship should be parallel with the raised line above the guides.

The player presses the maneuver tool against the table and, without moving the tool, that player picks up the ship. Then the player places the ship at the joint below the punchboard number that corresponds to the ship's current speed. The notches on the ship's base slide over that joint's plastic guides.

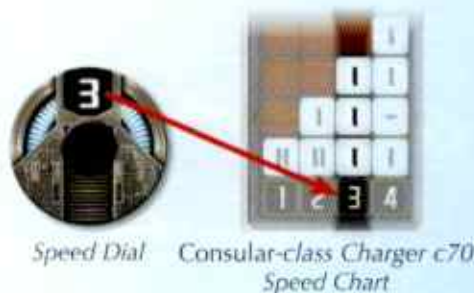


*Maneuver Tool Placement*

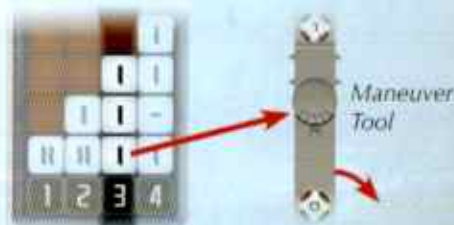
The ship's starting position and final position must be on the same side of the maneuver tool. In addition, the maneuver tool cannot be placed in such a way that the ship would overlap the tool when placed in its final position. If the ship would overlap it, the tool must be placed on the other side of the ship's base before the ship is moved.

Sometimes a ship's movement causes it to overlap a squadron or another ship. If this situation arises, see "Overlapping" on page 19.

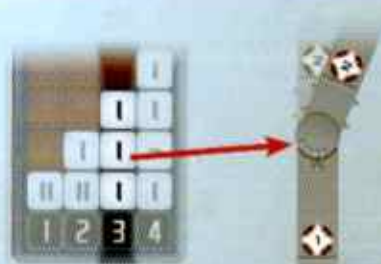
## DETERMINE COURSE EXAMPLE



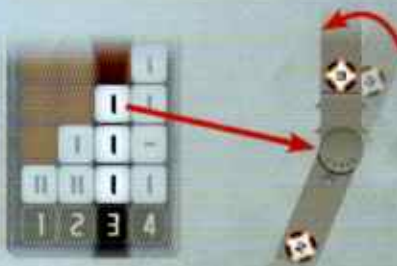
1. The *Consular-class Charger c70*'s speed dial is set to "3," which corresponds to the "3" column on the ship's speed chart.



2. The first joint may be clicked once, but the Republic player decides not to click it.



3. The second joint may be clicked once. The Republic player clicks it once to the right.



4. The last joint may also be clicked once. The Republic player clicks it once more to the left.



## SHIP MOVEMENT EXAMPLE

Using the course set in "Determine Course Example," the Republic player moves their *Consular-class Charger* c70.



1. The Republic player places the maneuver tool's flat end on the right side of the ship.
2. The Republic player realizes that if they move the ship to the joint below the "3" speed number, it will overlap the maneuver tool at that position. They must place the maneuver tool on the other side of the ship instead.



3. The Republic player places the maneuver tool's flat end on the left side of the ship.
4. The Republic player presses the maneuver tool down and moves the ship to the joint below the "3" speed number. Then they move the ship to its final position, where it does not overlap the maneuver tool.

## PHASE 3: SQUADRON PHASE

After all ships have been activated, players resolve the Squadron Phase. During this phase, players activate any squadrons that were not activated by a command during the previous phase (see "Additional Rules" on page 14). Each squadron that activates during this phase may either move or attack, but not both.

This phase starts with the player who has initiative. That player chooses one of their unactivated squadrons and activates it. After that squadron finishes its activation, the player must activate a second unactivated squadron, if able. Then that player's opponent activates two of their own squadrons in the same way. This process continues until all squadrons are activated.

### SQUADRON MOVEMENT

To move a squadron, the player places the range ruler on the table with the distance side faceup so that the distance 1 end of the ruler is in contact with any part of the squadron's base. Then that player picks up the squadron and places it at any point along the range ruler. The squadron cannot be placed with any portion of its base beyond the distance band matching the squadron's speed.



Range Ruler (distance side)

A squadron cannot be placed with any part of its base overlapping another squadron or ship.

## SQUADRON ATTACKS

A squadron can attack either one enemy squadron or one hull zone of an enemy ship. Squadrons have a 360° firing arc; a squadron can attack any target at distance 1. Squadron attacks are described in "Attacking" on page 15.

### ENGAGEMENT

While a squadron is at distance 1 of an enemy squadron, those squadrons are **ENGAGED**. An engaged squadron must abide by the following rules:

- An engaged squadron cannot move.
- When an engaged squadron attacks, it must attack a squadron instead of attacking a ship.

Engagement is an important element of strategy. Players can use a screen of squadrons to protect their ships, or they can aggressively maneuver their squadrons to pin down enemy squadron groups.

### TRACKING SQUADRON ACTIVATION

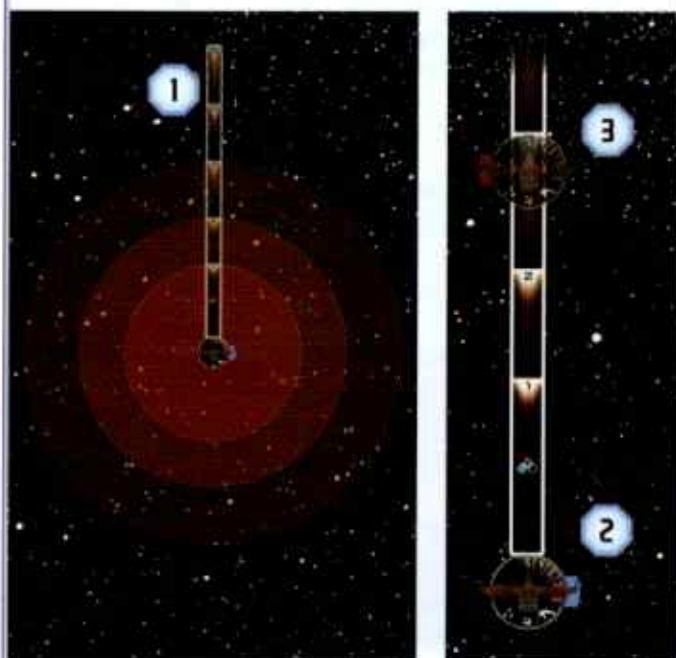
When a player activates a squadron, that player pushes its activation slider to the other side, showing a different color and icon. Players know whether their squadrons have been activated by comparing the color and icon shown on the slider to the color and icon shown on the initiative token. If the colors and icons match, that squadron has not been activated yet.



Activation Slider



## SQUADRON MOVEMENT



The Republic player activates a V-19 Torrent squadron and places the distance side of the range ruler faceup.



V-19 Torrent Squadron Card

1. The V-19 squadron has a speed of "3," so it can move anywhere within distance 1–3, in any direction.
2. The Republic player decides where they will move the V-19 squadron and places the distance 1 end of the ruler in contact with the squadron's base.
3. The Republic player picks up the V-19 squadron and places it at the end of the distance 3 band. Then they remove the range ruler from the play area.

## PHASE 4: STATUS PHASE

During this phase, players ready their exhausted defense tokens by flipping the tokens to their readied side (defense tokens are described in detail later). Then the player with initiative flips the initiative token over. The color and icon now shown on the initiative token is the color and icon of unactivated squadrons during the next round.

At the end of this phase, the player with initiative places the round token with the next highest number to the side of the play area; the number displayed on that token indicates the round number for the next round. Then players begin a new round starting with the Command Phase. The players continue playing rounds until the game ends.

## WINNING THE GAME

The game immediately ends when all of one player's **ships** are destroyed. That player is eliminated, and their opponent wins the game.

If neither player is eliminated after six rounds, the game ends and the player with the highest score wins. A player's score is equal to the total cost of each enemy ship and squadron that was destroyed. The cost of each ship is printed on the back of its card. The cost of each squadron is printed in the lower-right corner of its card. These costs are described in detail in "Fleet-Building Rules" on page 22.



Consular-class Charger c70  
Ship Card (Back)

Vulture-class Droid  
Fighter Squadron Card





## ADDITIONAL RULES

This section describes all other rules needed to play the learning scenario.

### COMMANDS

Commands enhance a ship's power, giving it additional capability. The effect of each command depends on whether a player spends a command dial or a command token. Each command effect is described below.


#### COMMAND TOKENS

When a player reveals a ship's command dial, that player can spend the dial to place the matching command token next to that ship. The maximum number of command tokens that a ship can have is equal to its command value, and a ship cannot have more than one copy of each type of command token.




Command Token

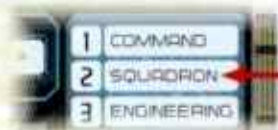
#### NAVIGATE

When a ship is determining course for movement, it may spend its  command dial to increase or decrease its speed by one. This is the main way that a ship changes its speed. Also, it may adjust one joint by one click more than the speed chart normally allows. The minimum speed for all ships is "0," and the maximum speed is indicated on each ship's speed chart.

A ship with a  command token may spend the token when determining course for movement to increase or decrease its speed by one.


#### SQUADRON

After this icon is revealed on a command dial, the ship may spend its  command dial to activate a number of friendly squadrons up to its squadron value. It can only activate squadrons that are at close-medium range of it (see the image under "Targeting" on page 15). Each squadron activated in this way can attack **and** move in either order. The ship chooses and activates squadrons one at a time.



Squadron Value

Hardcell-class Transport Ship Card

A ship with a  command token may spend the token after revealing its command dial to activate one squadron following the rules above.

#### REPAIR


After this icon is revealed on a command dial, the ship may spend its command dial to gain engineering points equal to its engineering value. It may spend these points on the following effects in any combination and number.




Engineering Value

Hardcell-class Transport Ship Card

- **1 point:** Move one shield from one of the ship's hull zones to another of its hull zones (without exceeding the new hull zone's maximum shield value).
- **2 points:** Recover one shield in any of the ship's hull zones.
- **3 points:** Discard any one of the ship's faceup or facedown damage cards.

A ship with a  command token may spend the token after revealing its command dial. The ship gains engineering points equal to half of its engineering value, rounded up, to spend on the effects listed above.

#### CONCENTRATE FIRE

After a ship rolls dice during an attack, it may spend its  command dial to roll one additional attack die. That die must be of a color that it already rolled.

A ship with a  command token may spend the token after it rolls dice during an attack to reroll one attack die.

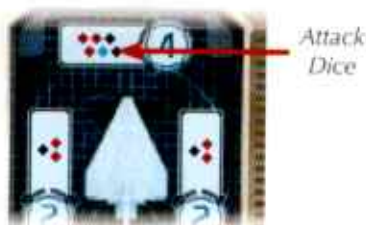


## ATTACKING

The rules below describe how a ship attacks an enemy ship. Squadrons use most of the same rules as ships when attacking and defending; the few exceptions are described in the "Squadron Attacks" and "Squadron Defense" sections.

To perform an attack, the player first chooses one of their ship's hull zones to attack from. Then that player declares the defending hull zone on the ship they want to attack. The defending hull zone must be within firing arc and **ATTACK RANGE** (see the "Targeting" section later).

After declaring the defending hull zone, the attacker determines their attack dice. These dice are printed in the attacking hull zone.



Acclamator II-class Ship Card

Then the attacker rolls their attack dice. For each accuracy (▲) icon rolled, the attacker can choose one of the defender's defense tokens; the chosen token cannot be spent during this attack. Then the defender can spend defense tokens, which allow them to negate damage in various ways (see "Defense Tokens" on page 16).

Finally, the defender suffers damage equal to the number of hit (■) and critical (⚡) icons remaining (see "Ship Damage" on page 17).

## TARGETING

The defending hull zone must be inside the attacking hull zone's firing arc (see "Firing Arcs and Hull Zones" on page 10).

In addition, the defending hull zone must be at attack range. The attacker uses the range side of the range ruler to determine the range to the chosen hull zone (see "Measuring Firing Arc and Range" on page 16). Each range band on the ruler depicts which colors of attack dice the attacker can roll.



For example, at long range a ship can roll only its red attack dice. If the attacking hull zone does not have any red dice, then it cannot perform this attack.

## SQUADRON ATTACKS

Squadrons do not have hull zones and therefore do not need to declare an attacking hull zone.

The attack dice that a squadron uses when attacking ships are printed on its squadron card.



Attack Dice on V-19 Torrent Squadron Card

When a squadron performs an attack, it can target one enemy ship at distance 1 **using the distance side of the range ruler**. Squadrons can use all the colors of dice at distance 1, but they ignore ⚡ icons when attacking.



## ATTACK DICE

There are three different colors of attack dice: red, blue, and black. Each ship's hull zone lists different combinations of attack dice.

The colors of the attack dice serve two purposes:

1. When attacking a ship from a distance, some dice colors cannot be rolled for that attack (see "Targeting" above).
2. Each color has a different distribution of icons.

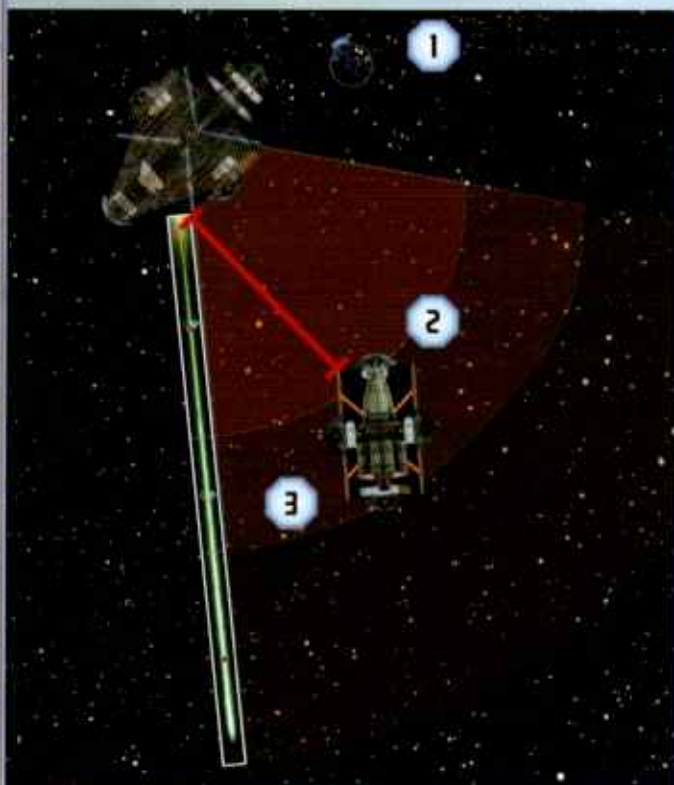
- **Red Dice:** Have at least one face with each icon, but also have the highest chance to roll no damage; they are the longest ranged but least reliable dice.
- **Blue Dice:** Have no blank faces and are the most reliable dice but also have the lowest damage potential; they are the best dice for preventing enemy defense effects.
- **Black Dice:** Have the shortest range and the best damage potential but cannot prevent enemy defense effects.

There are three icons that appear on these dice:

- **Accuracy:** For each ▲ icon rolled, the attacker chooses one of the defender's defense tokens. The chosen token cannot be used during this attack.
- **Hit:** For each ■ icon rolled, the defender suffers one damage.
- **Critical:** For each ⚡ icon rolled, **if the attacker and defender are both ships**, the defender suffers one damage and the first damage card dealt is dealt faceup.



## MEASURING FIRING ARC AND RANGE



1. The *Vulture*-class Droid Fighter Squadron is at close range but outside the left firing arc of the *Acclamator II*-class Assault Ship.
2. The front hull zone of the *Hardcell*-class Transport is at close range and inside the left firing arc of the *Acclamator II*-class.
3. The left hull zone of the *Hardcell*-class is at medium range and inside the left firing arc of the *Acclamator II*-class.

## DEFENSE TOKENS

Each ship has a number of defense tokens that can be used when defending against an attack to mitigate the damage it suffers.

After attack dice are rolled and the attacker spends their accuracy (A) icons, the defender can spend one or more of their defense tokens.

When the defender spends a readied defense token, they flip it over to its exhausted side. When the defender spends an exhausted defense token, they discard the token, returning it to the supply. All exhausted defense tokens are readied during the Status Phase.



*Redirect Defense Token (readied)*



*Redirect Defense Token (exhausted)*

The defender cannot spend any single defense token more than once per attack, and they cannot spend more than one defense token of each type per attack. If the defender's speed is "0," they cannot spend any defense tokens.

When a defense token is spent it produces its effect as described below:

**Redirect:** The defender chooses one of their hull zones adjacent to the defending hull zone. When the defender suffers damage, it may suffer any amount of damage on the chosen zone's remaining shields before it must suffer the remaining damage on the defending hull zone.

**Evade:** If the attack occurs at long range, the defender chooses and cancels one attack die. At medium or close range (and distance 1), the defender chooses one attack die to be rerolled. If the attacker is of a larger size class than the defender, the defender can affect one additional die but must discard that token if they do (see "Size Class" on page 21).

**Salvo:** After the defender suffers damage, they can perform a **salvo** attack against the attacker. If the attacker was a ship, the defender performs a salvo attack against the attacking hull zone using the defender's rear hull zone's attack dice. If the attacker was a squadron, the defender performs a salvo attack against the attacker using the defender's squadron attack dice (see "Squadron Defense" on page 17). The salvo attack's range is the same as the original attack, and the firing arc is ignored.

**Contain:** The defender prevents the attacker from resolving a critical effect (see "Critical Effects" on page 25).

**Brace:** After the damage is totaled, the defender reduces the total to half, rounded up.

**Scatter:** The defender cancels all attack dice.



## SHIP DAMAGE

Whenever a ship suffers damage, it suffers each point of damage separately. To suffer a point of damage, the player reduces the shields in their defending hull zone by one by rotating the shield dial to the next lowest number. If that player does not have any shields remaining, they instead draw one card from the damage deck and place it facedown near their ship card.



Acclamator II-class Ship  
Shield Dial



Acclamator II-class  
Ship Card

Hull  
Value

If a ship ever has a number of damage cards equal to its hull value, it is destroyed; remove the model from the play area along with any tokens and other associated components.

## Critical Effect

Before the defender determines the total damage amount from an attack, the attacker can resolve a critical effect if they have rolled at least one critical (⚡) icon. When the attacker resolves a critical effect, the **first** damage card that the defender receives is dealt faceup.

Faceup damage cards count as damage against the ship's hull and also inflict the effect described on the card. They remain faceup until an effect flips them facedown or discards them.

## SQUADRON DEFENSE

Attacking a squadron follows the same rules for attacking a ship with the exceptions described below.

Squadrons do not have hull zones; therefore, the attacker does not need to declare a defending hull zone.

When attacking a squadron, the attacker uses the **ANTI-SQUADRON** section of their card to determine their attack dice, which is the same for all hull zones.



Acclamator II-class Ship Card

Anti-Squadron  
Attack Dice



Vulture-class Droid  
Fighter Squadron Card

Anti-Squadron  
Attack Dice

## Squadron Damage

When a squadron suffers damage, the player reduces its remaining hull points by the damage amount. That player rotates the squadron's disk so that the pointer on the squadron base points to the remaining hull points.

If a squadron ever has zero or fewer hull points, it is destroyed; remove the model from the play area along with any tokens and other associated components.



Rotating  
Squadron Disk

Squadrons suffer damage equal to the number of hit (■) icons only; they ignore critical (⚡) icons.

## Attacking Squadrons with a Ship

When a ship attacks a squadron, it can perform one attack against each squadron inside the firing arc and at attack range of the attacking hull zone. Each attack is resolved separately.

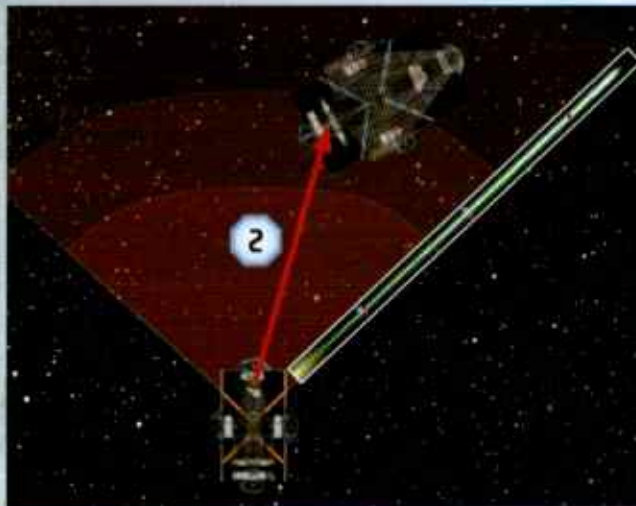




## ATTACK EXAMPLE



1. The Separatist player activates their *Hardcell*-class Transport, reveals a command, and then decides to attack the *Acclamator II*-class Assault Ship.



2. The Separatist player declares that the *Hardcell*-class will attack from its front hull zone and will target the *Acclamator II*-class' rear hull zone. The Separatist player measures firing arc and range, confirming that the rear hull zone of the *Acclamator II*-class is within their front hull zone's arc and that the attack is at medium range.



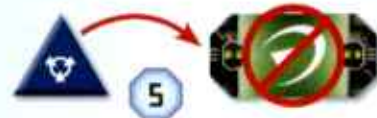
Hardcell-class Ship Card



3. The *Hardcell* has 2 red dice and 1 blue die in its front hull zone. The attack is at medium range, so the Separatist player gathers all 3 dice.



4. The Separatist player rolls the dice, resulting in 4 and 1 . That player spends the command to roll an additional blue die, resulting in 1 .



5. The Separatist player decides to spend their icon to prevent the *Acclamator II*-class from spending its redirect token. The Republic player decides to spend only their brace defense token. The total damage of 5 ( + + + + ) is reduced to 3 (half of 5, rounded up).



6. The *Acclamator II*-class suffers the first two points of damage, reducing its rear hull zone's shields to 0.



7. The *Acclamator II*-class suffers the remaining 1 point of damage on the ship's hull. The Republic player draws a faceup damage card for this point of damage because the Separatist player rolled at least 1 icon; the defending player immediately resolves the effect on that card. The Republic player places that card next to the *Acclamator II*-class' ship card.



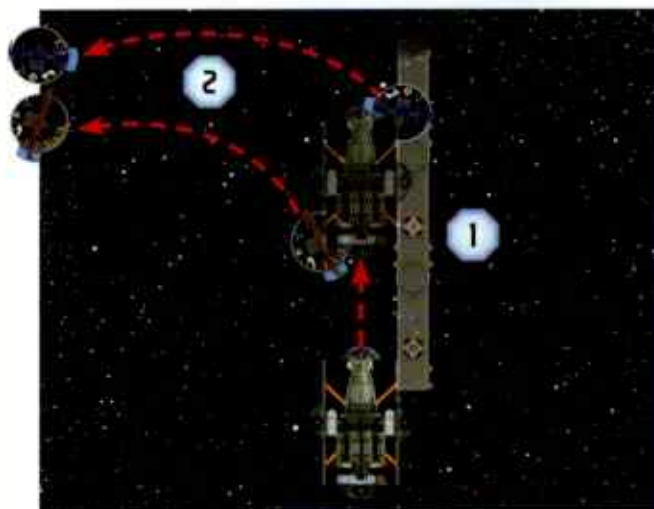
## OVERLAPPING

Squadrons cannot be placed so that they overlap other ships or squadrons. If a ship would overlap another ship or squadron, players use the following rules depending on the type of plastic model that the ship overlapped.

### OVERLAPPING SQUADRONS

If the moving ship's final position overlaps one or more squadrons, the moving ship finishes its movement normally and the players move any overlapped squadrons out of the way. Then, the player who is **not** moving the ship places **all** of the overlapped squadrons, regardless of who owns them, next to the ship so that their bases are touching the ship's base.

### OVERLAPPING SQUADRONS



1. The Separatist player's *Hardcell*-class attempts to complete a 2-speed movement, but there is a *Vulture*-class squadron and a V-19 squadron under the ship's final position.
2. The Republic player removes those squadrons so the *Hardcell*-class can be placed.



3. The Republic player places the *Vulture*-class and V-19 squadrons as that player chooses so that the squadrons are touching the *Hardcell*-class.

## OVERLAPPING SHIPS

If the moving ship's final position would overlap another ship, it **cannot** finish its movement normally. Instead, its speed is temporarily reduced by one and it attempts to move at this speed. This process continues until the moving ship can finish a movement or until its speed is temporarily reduced to "0," in which case it remains in its current position.

After moving, the moving ship and the closest ship that it overlapped both receive one facedown damage card.

### OVERLAPPING SHIPS



1. The Separatist player's *Hardcell*-class Transport attempts to complete a 2-speed movement, but there is an *Acclamator II*-class at the ship's final position. The *Hardcell*-class must temporarily reduce its speed by 1.



2. The *Hardcell*-class completes a 1-speed movement.



3. Then the *Hardcell*-class and the *Acclamator II*-class both receive 1 facedown damage card.




## SQUADRON KEYWORDS

Each squadron benefits from one or more keywords. The rules for each keyword are printed on its squadron card. As an additional reference, each squadron disk depicts an icon that corresponds to each of its keywords.

Unique squadrons, such as "Axe" or DFS-311, have unique special abilities described on their squadron cards. Below are the squadron keywords present on the squadron cards included in the Republic and Separatist Fleet Starters.

**4 ESCORT.** *(Squadron cannot attack square)*

*Keyword on a  
V-19 Squadron Card*

- **4 ESCORT.** Squadrons you are engaged with cannot attack squadrons that lack escort unless performing a COUNTER attack.
- **SWARM.** While attacking a squadron engaged with another squadron, you may reroll 1 die.
- **AI: ANTI-SQUADRON 1.** While attacking a squadron, if you are activated by a  command, you may add 1 die to your attack pool of a color that is already in your attack pool.

## STOP!

You now know all the rules needed to play the learning scenario. If any questions arise during gameplay, refer to the Rules Reference booklet, which is available for download at [www.FantasyFlightGames.com/SWArmada](http://www.FantasyFlightGames.com/SWArmada).

After you've played your first game, you are ready to learn the rules for building fleets, playing with objectives, and more (see "Expanded Rules" on pages 21–26).





## EXPANDED RULES

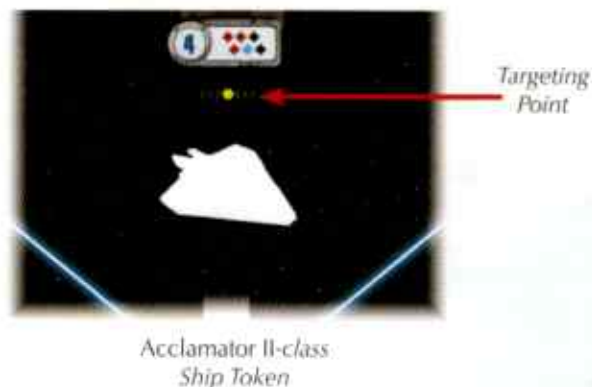
After playing the learning scenario, players are ready to learn the rest of the core rules needed to play a full game of *Star Wars: Armada*. This includes using obstacles, building fleets, and using objectives.

### LINE OF SIGHT AND OBSTRUCTION

When a ship or squadron attacks, it must trace **LINE OF SIGHT** from itself to its target. Squadrons and ships have different points from which line of sight is determined, as follows:

**Squadron:** When tracing line of sight to or from a squadron, trace the line using the point on the squadron's base that is closest to the opposing squadron or hull zone.

**Ship:** When tracing line of sight to or from a hull zone, the line is traced using the yellow targeting point printed in that hull zone.



Acclamator II-class  
Ship Token

If line of sight is traced through any hull zone on the defending ship that is not the defending hull zone, the attacker does not have line of sight and **they must declare another target**. If there is no valid target, that ship cannot perform an attack.

If line of sight is traced through obstacles or ships that are not the attacker or defender, the attack is **OBSTRUCTED**. When an attack is obstructed, the attacker rolls one less die of their choice.

### SIZE CLASS

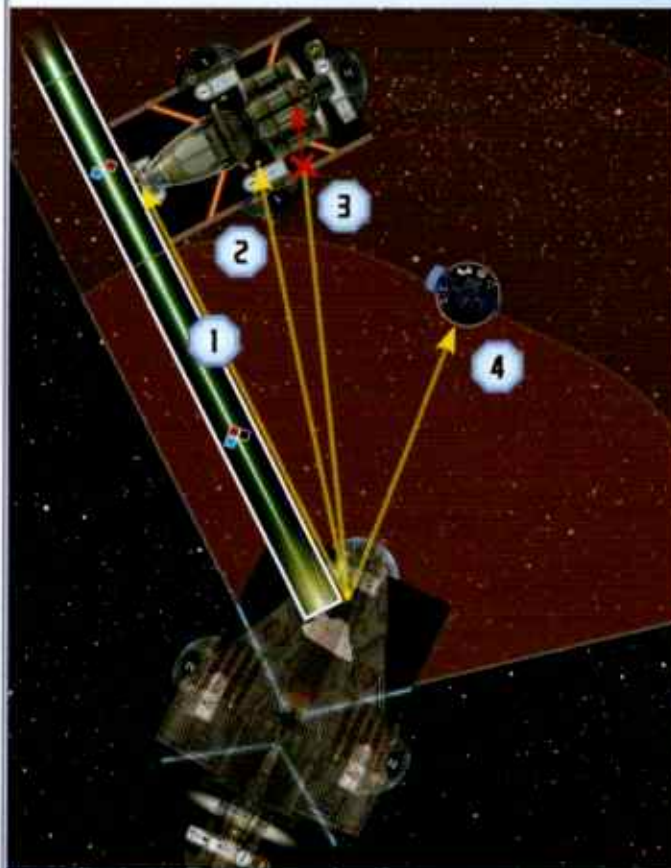
Each ship belongs to a size class as described below:

- **Hardcell-class Transport:** Small
- **Consular-class Cruiser:** Small
- **Munificent-class Frigate:** Medium
- **Acclamator-class Assault Ship:** Medium

Size class has no inherent effect, but some card effects may refer to it. Expansion packs with large ships may be released in the future.

### LINE OF SIGHT EXAMPLE

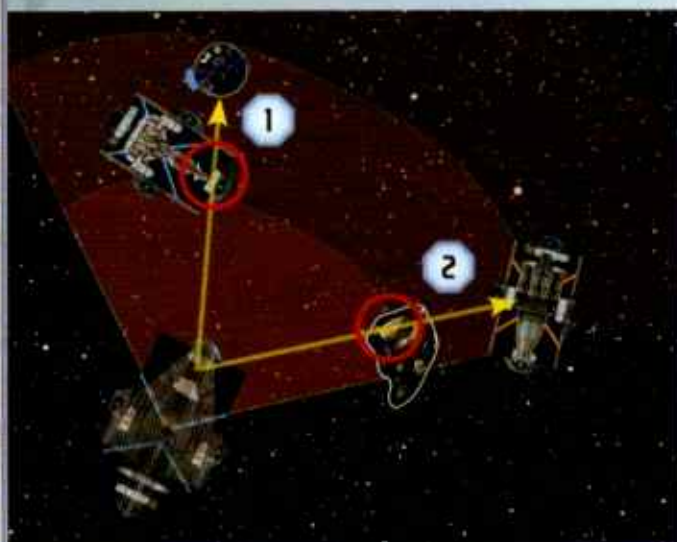
Using the range ruler, the Republic player traces line of sight from the *Acclamator II*-class' front hull zone to three different hull zones on the *Hardcell*-class and to the *Vulture*-class squadron.



1. The Republic player lines up the range ruler between the targeting points on the *Acclamator II*-class' front hull zone and the *Hardcell*-class' front hull zone. This line does not pass through another hull zone on the *Hardcell*-class, so the *Acclamator II*-class can attack that zone.
2. Repeating this process, the player finds that the *Acclamator II*-class also has line of sight to the *Hardcell*-class' left hull zone.
3. The player also finds that the *Acclamator II*-class does not have line of sight to the *Hardcell*-class' rear hull zone because the line passes through the *Hardcell*-class' left hull zone.
4. The player traces line of sight to the closest point on the *Vulture*-class squadron's base. The *Vulture*-class squadron can be targeted by the attack.



## OBSTRUCTION EXAMPLE



1. The Republic player traces line of sight to the closest point on the Vulture-class squadron's base. The line passes through the Consular-class, so the attack is obstructed.
2. The Republic player traces line of sight to the Hardcell-class' right hull zone. The line passes through an asteroid field, so the attack is obstructed.

## OBSTACLES

Obstacles depict hazards and other space elements that have an impact on the battle. Each obstacle is represented by a token that is placed in the play area. Each type of obstacle affects squadrons and ships as described below. Other expansions include additional obstacle types.

**Asteroid Field:** A ship that overlaps this obstacle receives 1 faceup damage card. Squadrons are unaffected.



**Debris Field:** A ship that overlaps this obstacle suffers 2 damage on any hull zone. Squadrons are unaffected.



**Station:** A ship that overlaps this obstacle may discard one of its faceup or facedown damage cards. A squadron that overlaps this obstacle may recover one hull point.



Ships and squadrons can move through obstacles without issue; only the final position of the ship or squadron matters.

## FLEET-BUILDING RULES

To play a full game of *Star Wars: Armada*, each player chooses the ships, squadrons, and upgrades that player wishes to use.

All ship, squadron, and upgrade cards display a number. This is the **FLEET POINT COST** of the ship or upgrade, or for each squadron of that type. This number is displayed in the front lower-right corner of squadron and upgrade cards and the back lower-right corner of ship cards.



Consular-class Charger c70  
Ship Card (Back)



Vulture-class Droid  
Fighter Squadron Card

Before playing a game, each player must build a fleet. They do this by choosing any number of ship cards, squadron cards, and upgrade cards whose combined fleet point cost does not exceed 400 fleet points.

Players build fleets without any foreknowledge of their opponent's fleet. During the "Gather Components" step of setup, they simultaneously reveal the cards, ships and squadrons in their fleet (see "Complete Setup" on page 26).

## UNIQUE NAMES

This game includes many famous characters and ships from the *Star Wars* galaxy. Each of these famous figures is represented by a card with a unique name, which is identified by a bullet (•) to the left of the name. A player cannot field two or more cards that share the same unique name.

## SQUADRON CARDS

Squadrons of the same type share a single squadron card. The fleet point cost on squadron cards indicates the cost for one squadron of that type; the player must pay the fleet point cost for each squadron of that type that they want to field.

Some squadron cards have unique names; these correspond to famous pilots from the *Star Wars* galaxy. These pilots lead powerful squadrons that have extra abilities and defense tokens to separate them from common squadrons. A unique squadron uses its own squadron card instead of the shared card for that type.

A player can field only one copy of each unique squadron. Unique squadrons use the reverse side of the squadron disk of their type, which displays the art piece shown on the unique squadron card.



## BUILDING FLEETS USING ONLY A FLEET STARTER

In a normal game of *Star Wars: Armada*, each player builds a fleet using their own collection of ships and components before playing the game.

This product does not include the ships and components to support two players. If a player only has a single fleet starter, they must find an opponent with a collection of ships and components, such as their own fleet starter.

Then, players secretly and simultaneously build 200-point fleets before setting up the game (or any agreed-upon fleet point total their collections can support).

## UPGRADE CARDS

Players can equip their ships with upgrades such as ion cannons and famous admirals. The upgrade bar along the left side of each ship card's back displays icons that represent which upgrades that ship can equip. For each icon shown in the upgrade bar, the ship can equip one upgrade card with the matching icon.

Upgrade  
Icons

Consular-class Charger  
c70 Ship Card (Back)



## Faction-Specific Upgrades

Upgrade cards can be used by ships of any faction unless they have a faction symbol next to the card's fleet point cost. A card with a Republic symbol can only be equipped in a Republic fleet, and a card with a Separatist symbol can only be equipped in a Separatist fleet. Other factions such as the Rebel Alliance and Galactic Empire also have cards with their own faction symbol.

Some cards have a dual faction affiliation. This is indicated by a split faction symbol that shows both of the factions that card is affiliated with. A ship of either of those factions can equip that card.



Republic  
Upgrade Card



Separatist  
Upgrade Card



Dual Faction  
Upgrade Card

## Modification Upgrades

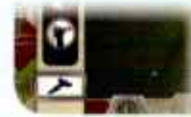
Some upgrade cards have the "**Modification**" trait. A ship cannot equip more than one upgrade with the "**Modification**" trait.

## Titles

Title upgrade cards display a specific ship icon in the lower-left corner. A title card can only be equipped to a ship with the matching ship icon. A ship cannot equip more than one title card.




Upgrade Card  
with Ship Icon



Icon on the Consular-class  
Charger c70 Ship Card

## Commanders

Commander upgrade cards have the  icon on their card backs and no icon in the lower-left corner. Any ship can equip a commander card regardless of the icons on its upgrade bar, but it cannot equip more than one commander card. A ship with a commander card equipped is a **FLAGSHIP**.



Commander  
Upgrade Card

## Using Upgrade Cards

Many upgrade card effects have a specific time during the game when they occur, which is described on the card. Some cards use a header to indicate when the card can be used as described below:

- Effects that modify attack dice, such as by adding, changing, or rerolling dice, may be resolved after the attack dice are rolled.
- "**⚡:**" effects are critical effects; see the "Critical Effects" section on page 23 for more detail.
- "**⚙:**" and other effects with the icon of a command as a header may resolve while the ship is resolving the matching command.

Some card effects require the player to exhaust the card and are marked with one of two icons. To exhaust a card, rotate it 90° clockwise. An exhausted card cannot be exhausted again, preventing the ship from using it until the card has been readied.



Readied  
Upgrade Card



Exhausted  
Upgrade Card



## Readying Upgrade Cards

During the Status Phase, exhausted upgrade cards are readied by rotating the cards 90° counterclockwise. Readied cards can be exhausted again.

Upgrade cards with a **RECUR** icon (♻️) are always readied during the Status Phase.

Some upgrade cards are marked with a **NON-RECUR** icon (⬅️) and have a **READY COST**. These cards do not ready during the Status Phase unless the player pays the cost to ready that card.

A ready cost is paid by spending the indicated number of each type of command token shown on the card. If multiple command icons are separated by a horizontal bar, the owning player may pay the cost by spending that many command tokens of any of the indicated types, in any combination. For example, if a card has a "1" ready cost with ⚙️, ⚔️, and ⚡️ separated by horizontal bars, the owning player must spend either a ⚙️, ⚔️, or ⚡️ command token to ready that card.

Some cards show an ⚙️ icon. This icon means the player can pay that cost with any type of command token.

If both players need to ready upgrade cards during the Status Phase, they take turns readying one card at a time, starting with the first player.



Recur Icon



Non-recur Icon and Ready Cost



Any Command Icon

## Upgrade Cards with Tokens

Some upgrade cards begin the game with a number of command tokens. These tokens are chosen and placed on the card when that ship is placed during setup (see "Complete Setup" on page 26).

If an upgrade card begins the game with command tokens, it is indicated in the lower-left corner of that card by a numeral and one or more command icons over a blue background.

The player places the indicated number of command tokens of each type shown on the card. If multiple command icons are separated by a horizontal bar, the owning player places the indicated number of command tokens in any combination of those types that the player chooses.

Some cards that begin with command tokens also show an ⚙️ icon. This icon means the player places the indicated number of command tokens in any combination of types that player chooses.

Tokens on a card are not assigned to the ship the card is equipped to. These tokens can only be spent as that card's effect allows.



Upgrade Card with Command Tokens

## Scoring Upgrade Cards

When players determine their scores at the end of the game, the total fleet point cost of all upgrade cards equipped to a ship are added to that ship's fleet point cost.

## FLEET-BUILDING RESTRICTIONS

In addition to the rules described earlier in this section, a fleet must abide by these restrictions:

- The fleet must be aligned with one faction, such as Republic aligned or Separatist aligned. It cannot contain any ships, squadrons, or upgrades that are aligned with another faction as indicated by the presence of that faction's symbol on those cards.
- The fleet must have one flagship (a ship equipped with a commander card). It cannot have more than one flagship.
- A ship cannot include more than one copy of the same upgrade card.
- The fleet cannot spend more than one third of its fleet points on squadrons.
- A fleet must include three objective cards, one from each category (see "Objectives" on page 25).
- The fleet can include one unique squadron with defense tokens for each 100 fleet points allowed for that fleet.



Pass Token

## PASS TOKENS

If a player has fewer ships than their opponent, they can receive one or more pass tokens at the beginning of the game. When it is a player's turn to activate during the Ship Phase, that player may spend a pass token to pass their turn instead of activating. Then it becomes their opponent's turn to activate a ship instead. When a pass token is spent, it is discarded.

Both players compare the number of ships in each of their fleets before the "Deploy Ships" step of setup. If one player has fewer total ships in their fleet, that player gains a number of pass tokens equal to the difference. If the first player has fewer ships, that player gains one fewer pass token.

## USING PASS TOKENS

A player can only spend a pass token if they have unactivated ships remaining and within the following conditions:


- **First Player:** May pass their turn to activate if they have activated at least **one** ship and they have fewer unactivated ships remaining than the second player.
- **Second Player:** May pass their turn to activate if they do not have **more** unactivated ships remaining than the first player.


A player **cannot** spend a pass token on consecutive turns during the same Ship Phase.

By spending a pass token to delay a crucial ship's activation, a player can prevent that ship from being outmaneuvered and forced into attack range of their opponent's unactivated ships.




## CRITICAL EFFECTS

Critical effects are devastating effects that the attacker can resolve during an attack **before** totaling the damage amount. The attacker must have at least one  icon in their attack pool. The attacker can resolve **only one** critical effect per attack.

Critical effects on upgrade cards are indicated by the "⚡:" header. Some critical effects on upgrade cards also specify a color; to resolve a critical effect with a color requirement, the  icon must be on a die of that color.

The standard critical effect is:

- : If the defender is dealt at least one damage card by this attack, deal the first damage card faceup.

Ships can resolve the standard effect regardless of if they have another critical effect from an upgrade card. Squadrons cannot resolve or suffer critical effects unless otherwise specified.

**BLACK ⚡:** Exhaust this zone adjacent to the deck zone.

*Critical Effect on an Upgrade Card*

## RAID TOKENS

Some upgrade cards cause a ship to gain raid tokens. While a ship has a raid token, it cannot resolve the command matching that raid token. When a ship with a raid token reveals a command dial, it may discard that dial to discard all of its raid tokens, or it may discard a command token to discard a matching raid token. As with command tokens, a ship cannot have more than one raid token of each type.



*Raid Token*

## FOCUS AND CHAFF TOKENS

Some upgrade cards refer to a focus or chaff token. This is a double-sided token that has no rules of its own and is used to mark an upgrade card's effect on a ship. The blue side is a focus token; the red side is a chaff token. The player controlling the equipped ship places the indicated token on one of that ship's hull zones to mark that card's effect.



*Focus Token*



*Chaff Token*

## ID TOKENS

Players must use ID tokens to identify their flagships and to differentiate multiple copies of the same ship. This is important for tracking which upgrade cards, damage cards, and command dials are assigned to each ship.

To assign an ID, insert a ship ID token into the slot behind the ship's support pole or fin. Then place the matching main ship ID token on that ship's card.



*Ship Base with Flagship ID Token*

## OBJECTIVES

Objective cards add variety to each battle by providing a narrative for why the enemy forces are clashing while also changing how players score points. 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.

Objective cards may describe special setup rules which must be followed during the setup process. They also may include special rules that must be used when playing with that objective. Some objectives allow players to collect victory tokens to increase their score; at the end of the game, each victory token is worth the fleet point value listed in the lower-right corner of the objective card.

## USING OBJECTIVE CARDS

As part of the fleet-building process, each player chooses three objective cards. Each objective card must be from a different category. This means that each player brings three objective cards to the game.

During the "Choose Objective" step of setup, the **FIRST PLAYER** (the player with initiative) looks at all three of the **SECOND PLAYER's** objective cards and chooses one of those cards to be the objective for the game. The second player's remaining objective cards and the first player's objective cards are not used this game.





## COMPLETE SETUP

Once players are comfortable with the rules of the game, they should use the complete setup rules. To do so, proceed through the following steps in order (see the "Complete Setup" diagram on page 27).

1. **Define Play Area & 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.

If playing with smaller fleets, such as the ships and squadrons from two fleet starters, players should instead use a 3' x 3' play area that also functions as a setup area.

2. **Gather Components:** Each player places their ships, squadrons, and cards next to the play area and near their 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 their 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 their opponent's objectives cards and chooses one to be the objective for the game (see "Objectives" on page 25).
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.

If playing with only the ships and squadrons from two fleet starters, players place only four obstacles.

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 zone. A player's deployment zone is the portion of the setup area that is at distance 1–3 of their edge of the play area.
- When a player places a ship, they 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.
- If a player only has one squadron remaining when they must place two, they cannot place it until they have placed all of their ships.

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.

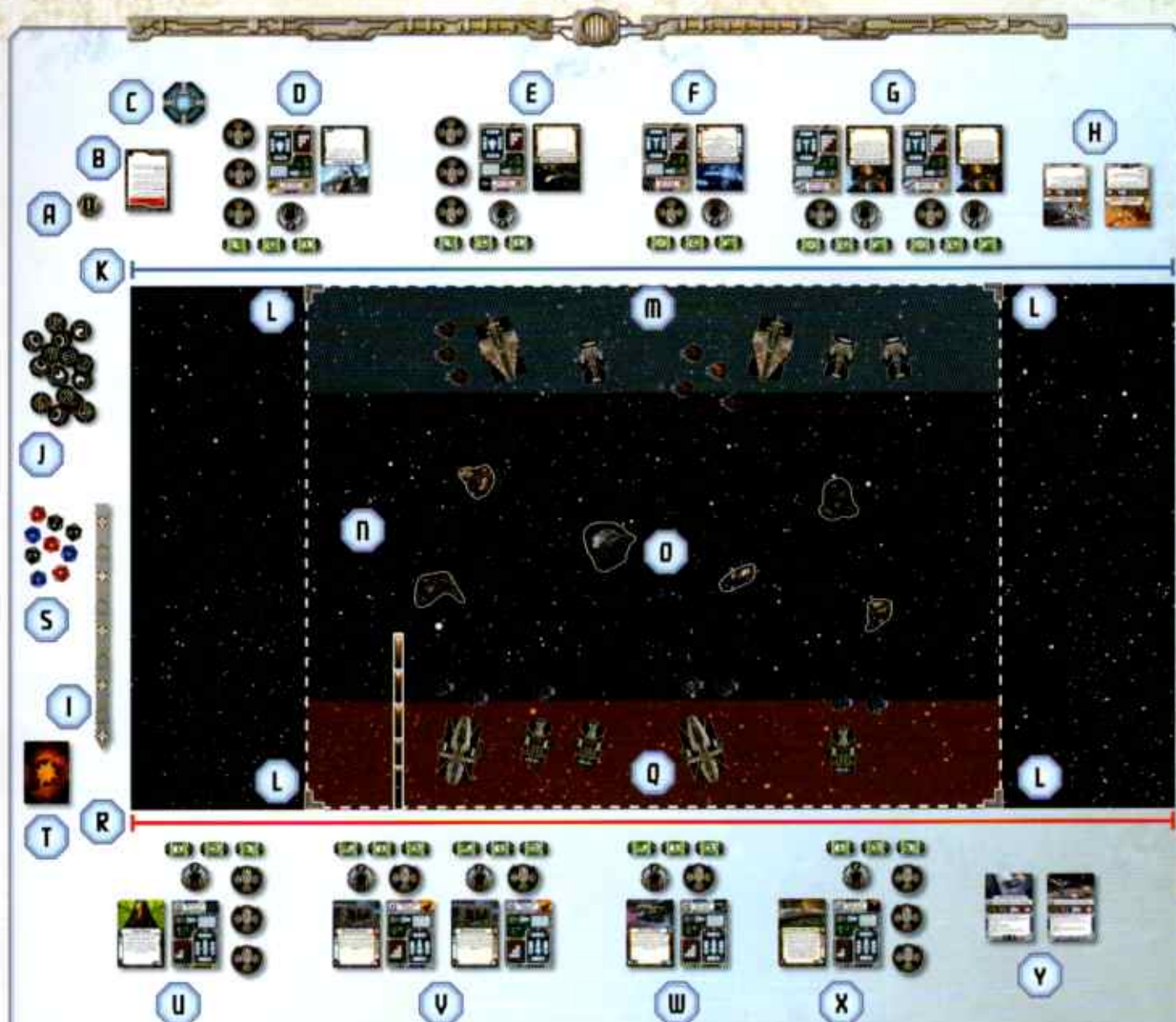
After players finish setup, they begin the first round of the game.

## WHAT NOW?

You now know the general rules needed to play a complete game of *Star Wars: Armada*. If any questions arise during gameplay, refer to the Rules Reference booklet, available for download at [www.FantasyFlightGames.com/SWArmada](http://www.FantasyFlightGames.com/SWArmada). The Rules Reference booklet has complete rules for every topic and includes many rules exceptions not explained in this Learn to Play booklet.

To build standard 400 point fleets, you will need additional ships, squadrons, and upgrades to expand your customization options. These additional components are sold separately in expansion packs.





## COMPLETE SETUP DIAGRAM\*

- |   |                                |  |
|---|--------------------------------|--|
| R. Round Token  | H. V-19 Torrent Squadron Cards | U. <i>Munificent</i> -class Star Frigate Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Card  |
| B. Objective Card   | I. Maneuver Tool               | V. <i>Hardcell</i> -class Transport Ship Cards with Speed Dial, Command Dial, Defense Tokens, and Upgrade Cards      |
| C. Initiative Token   | J. Command Tokens              | W. <i>Hardcell</i> -class Battle Refit Ship Card with Speed Dial, Command Dial, Defense Tokens, and Upgrade Card     |
| D. <i>Acclamator II</i> -class Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Card             | K. Republic Player's Edge      | X. <i>Munificent</i> -class Comms Frigate Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Card |
| E. <i>Acclamator I</i> -class Assault Ship Card with Speed Dial, Command Dials, Defense Tokens, and Upgrade Card      | L. Setup Area Markers          | Y. <i>Vulture</i> -class Droid Fighter Squadron Cards  |
| F. <i>Consular</i> -class Charger c70 Ship Card with Speed Dial, Command Dial, Defense Tokens, and Upgrade Card       | M. Republic Deployment Zone    |  |
| G. <i>Consular</i> -class Armed Cruiser Ship Cards with Speed Dials, Command Dials, Defense Tokens, and Upgrade Cards | N. Setup Area                  |  |
|   | O. Obstacle Tokens             |  |
|   | P. Range Ruler                 |  |
|   | Q. Separatist Deployment Zone  |  |
|   | R. Separatist Player's Edge    |  |
|   | S. Dice                        |  |
|   | T. Damage Deck                 |  |

\*This setup diagram assumes that each player has expanded their collection to play a game with 400-point fleets.



# 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.

**Pass Tokens:** If a player has at least one unactivated ship and one pass token remaining when it is their turn to activate a ship, that player can spend a token to pass their turn (see "Pass Tokens" on page 24).

### 3. SQUADRON PHASE

Players take turns activating two of their unactivated squadrons, one at a time. If a player has only one unactivated squadron, they must activate that squadron. If that player has no unactivated squadrons, they must pass their 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 with a recur icon (♠) to its readied position. If a player has exhausted cards with a non-recur (♥) icon, they may choose to pay each card's ready cost to rotate that card to its readied position. If both players have ♥ cards, they take turns readying one card at a time, starting with the first player.
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.



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*Special thanks to Max Brooke, Alex Davy, Sam Gregon-Stewart, and James Kniffen*

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**Asmodee Nordics**  
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