2025 Star Wars™: Armada Primer

Overview

Star Wars: Armada is returning to the NOVA Open. We have an exciting list of events and prizes! This primer is meant to help prepare you for the all the Star Wars™: Armada events being offered at the NOVA Open.

This year's Star Wars™: Armada events include a Major Tournament and a Team Sector Fleet Tournament. All the Armada events will be based on the Armada Rules Reference and Tournament Regulations documents that can be found on the AMG website. The most current version of these documents will take precedence at the NOVA Open.

Schedule

Below is the schedule for all the Armada events. Check-in for all events begins one hour prior to the start of the event. Be prepared to submit your completed fleet list when you check in.

EVENT	ACTIVITY	CHECK-IN	START	END
FRIDAY, 29 AUGUST 2025				
Star Wars™: Armada	Swiss Rounds	8-8:30 AM	8:45 AM	7:00 PM
SATURDAY, 30 AUGUST 2025				
Star Wars™: Armada - Finals	Final Rounds	8:00 – 8:30 AM	8:45 AM	7:00 PM
Armada Team Tournament	Tournament	9:00-9:30 AM	9:30 AM	6:00 PM

Star Wars™: Armada Championship Tournament

Players are required to bring a tournament-legal, 400-point fleet and all the components needed for their game. Each player must submit a fleet list detailing all ships, squadrons, upgrades, objectives, commander, and total fleet points to the Event Lead before the start of the tournament. Players must use that fleet for the duration of the tournament. Players may only use game content released eleven days before the event (18 August 2025). Updated Star Wars™: Armada Rules Reference and Tournament Regulations can be found on the *Star Wars™: Armada support page*.

Tournament Structure

The Swiss rounds will consist of four (4) Swiss rounds. Each Swiss round will be 135 minutes long. The top 8 players will advance to the final rounds, which will take place on Saturday, August 30th.

The final will consist of four (4) rounds of Swiss. All tournament scores will be reset. Each round will be 135 minutes. Once 4 rounds are complete, players will be ranked, with the player with the most tournament points being the winner.

Team Sector Fleet Tournament

The Armada Team Sector Fleet Tournament is an alternative to the standard Armada tournament. Sector Fleet events are larger, putting more ships and multiple fleet commanders on the table

The NOVA Open Team Sector Fleet Tournament will be played at 600 points a side (300 points per player fleet). Unless specified otherwise by the TO, all official AMG rules for Sector Fleet play apply.

Tournament Structure

There will be three swiss rounds using standard scoring. Each round will be 150 minutes. The winner will be the team that scores the most tournament points.

OBJECTIVES

Round 1: Turf Incursion

Obstacles: Standard

Setup: The Second player places one Unarmed Station in the play area beyond Distance 5 of all edges. All obstacles must be at least Distance 3 from the station and distance 1 from each other.

Deployment: The second player MUST deploy all ships and squadrons on or at Range 1-2 of the station.

End of Game: The first player adds 75 points to their score if the station is destroyed. If the station survives, the second player adds 75 points.

Round 2: Station Raid

Obstacles: Standard

Setup: Place the station in the center of the play area, and then place 4 objective tokens on it. Place all obstacles as normal.

Special Rule: When a ship lands on the station, it may claim one objective token. Some part of the ship base MUST overlap the station to count as landing. While a ship is on the station, it may not attack. The objective token is then placed on the ship base. If the ship is destroyed, the token is removed from play.

End of Game: Add 50 points to your score for each objective token held by a ship.

Round 3: Rescue Hondo!

Legendary pirate, renowned smuggler, and a true friend to all Hondo Ohnaka is in trouble. In what can only be described as an extreme overreaction to a small discrepancy in the quantity of goods delivered, Hondo has been taken hostage by the once great, but now rapidly fading, criminal syndicate Black Sun. Word has gone out to all the new aspiring pirates in the Outer Rim: Hondo is in trouble, and whoever rescues him will earn his eternal gratitude and mentorship, access to his extensive network of underworld contacts and secret hiding spots. Oh, he also owes you money. Quite a bit of money.

Obstacles: Six Asteroids, four debris fields.

Setup: Place the station in the center of the play area. This is an Armed Station. Place one objective token on the station. This token represents Hondo. The Armed Station has the following stats:

Attack Dice: 4 Blue; Anti-Squad: 2 Blue,

Shields: 8

Players alternate placing obstacles starting with Second Player. Obstacles must be placed at least Distance 3 from the station and Distance 1 from each other.

Special Rules:

Station Attacks: At the end of each round, the station MUST attack all ships and squadrons within range. It cannot attack ships or squadrons that are on the station. The station can resolve the standard critical effect and accuracies as determined by the opposing player. When attacking a ship, if the station has range and LOS to multiple hull zones than the opposing player selects the hull zone to attack. LOS and range are determined by the closest point of the station.

Disabling Station: Once all shields are depleted the station is DISABLED. Once disabled, it may be boarded to RESCUE HONDO (see below).

Rescuing Hondo: In order to claim Hondo's token, a ship must land on the station. If it survives, it may claim the token when it reveals its command dial during the next turn. Ships on the station cannot attack or be attacked by other ships on the station. However, ships on the station may be attacked by ships and squadrons NOT on the station.

If a ship leaves the station with Hondo's token but is destroyed, the token is placed in the play area within Distance 1 of the destroyed ship by the player whose ship was destroyed. It may be claimed by another ship when it reveals a command dial within Distance 1 of the token.

End of Game: Whoever owns the ship with Hondo's token at the end of the game scores 75 VP. If Hondo's token was claimed from the station, but left in the play area, then whoever destroyed the last ship to hold the token loses 75 VP.