



# 2022 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 Grand Championship, a Sector Fleet Tournament, the return of Pirate Furball, and a Rebellion in the Rim Campaign! 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      |
|--|-----------------------|----------------|----------|----------|
| <b>THURSDAY, 1 SEPTEMBER 2022</b>                    |                       |                |          |          |
| Star Wars™: Armada<br>US Grand Championship          | Heat 1 – Swiss Rounds | 8–8:30 AM      | 8:45 AM  | 7:00 PM  |
| <b>FRIDAY, 2 SEPTEMBER 2022</b>                      |                       |                |          |          |
| Star Wars™: Armada<br>US Grand Championship          | Heat 2 – Swiss Rounds | 8-8:30 AM      | 8:45 AM  | 7:00 PM  |
| Rebellion in the Rim: Session 1                      | Campaign              | 7:00 PM        | 7:15 PM  | 10:00 PM |
| <b>SATURDAY, 3 SEPTEMBER 2022</b>                    |                       |                |          |          |
| Star Wars™: Armada<br>US Grand Championship - Finals | Final Rounds          | 8:00 – 8:30 AM | 8:45 AM  | 7:00 PM  |
| Armada Sector Fleet Tournament                       | Tournament            | 9:00-9:30 AM   | 9:30 AM  | 6:00 PM  |
| Rebellion in the Rim: Session 2                      | Campaign              | 6:00 PM        | 6:15 PM  | 10:00 PM |
| <b>SUNDAY, 4 SEPTEMBER 2022</b>                      |                       |                |          |          |
| Armada Pirate Furball Tournament                     | Tournament            | 8:30 AM        | 9:00 AM  | 4:00 PM  |
| Rebellion in the Rim: Session 3                      | Campaign              | 9:45 AM        | 10:00 AM | 2:00 PM  |



# Star Wars™: Armada US Grand Championship Tournament

This is a premier-level AMG event. 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 (23 August 2022). 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 be played in two heats. Heat 1 will be played on Thursday, September 1<sup>st</sup>, and Heat 2 will be played on Friday, September 2<sup>nd</sup>. Players will only be permitted to play in one heat. Each heat will consist of four (4) Swiss rounds. Each Swiss round will be 135 minutes long. The top 4 players from each heat PLUS the next top 8 overall scores will advance to the final rounds, which will take place on Saturday, September 3<sup>rd</sup>.

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.



## Rebellion in the Rim Campaign

Rebellion in the Rim (RITR) is an escalating struggle for supremacy as the Rebel Alliance and Galactic Empire fleets clash in remote regions of the Galaxy. Each player starts with small Task Force (200pts) and their own custom commander that gains new abilities through battle! However, the success on the campaign depends on players' ability to work together assaulting and defending strategic worlds. This modified campaign will be divided into 3 matches, followed by a climatic team battle over the course of 3 evenings. Up to 12 players will be divided into four teams (3 players per), two teams per faction (Imperial, Rebel). The team that scores the most Campaign Points, wins the campaign. May the Force be with you!

### Starting Fleet:

- 200 fleet pts to start, expanding up to 250pts max.
- 1 upgrade per ship, no unique/named upgrades.
- Any number of squadrons, but limit to 2 unique/named squads.
- Choose 2 Tier 1 commander abilities from the RITR Campaign Guide.
- Cannot duplicate named/unique cards across a single faction.
- Assign 3 fleet objectives to your fleet\*

\*Objectives not allowed: Targeting Beacons, Blockade Run, Fire Lanes, Fleet Ambush, Planetary Ion Cannon, Intel Sweep

## Sector Fleet Tournament

The Armada Sector Fleet Tournament is an alternative to the standard Armada tournament. Sector Fleet are larger, putting more ships on the table. This is your chance to break out an Executor-class Super Star Destroyer, fly multiple fully equipped Imperial Star Destroyers, or allow Admiral Ackbar to command multiple MC80 cruisers.

The NOVA Open Sector Fleet Tournament will be played at 600 points a side. 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 player that scores the most tournament points.



## Pirate Furball Tournament

The Battle of Jakku is won. The Galactic Civil War is over. The Empire is no more. The Rebel Alliance is now the New Republic and is demobilizing. For some, this means peace and prosperity, taking time to heal and rebuild, and building a new and just government that respects the rights of all sentient beings. For others, especially in the Outer Rim, this means CHEAP WEAPONS! Imperial depots are being emptied by corrupt quartermasters, Rebel ships are auctioned off...for all the new aspiring pirates, it's never been a better time to outfit a small fleet! More ships than ever are on the market, and armament has never been cheaper or more accessible. CR90s carry better turbolasers, Imperial Raiders are now available, Gozantis are everywhere, and it's never been a better time to acquire factory-fresh starfighters. Everyone who ever dreamed of the pirate life is scrambling to build their fleet. However, while ships are plentiful, turf is not. All those new weapons need to be put to work right away-only the smartest, most cunning pirate commanders can survive the coming turf wars. Do you have what it takes?

The Armada Pirate Furball Tournament is a fast-paced alternative to the standard Armada tournament with the added twist of cross-faction fleets.

Fleets are built according to the following standard Armada tournament rules, but with the following changes:

- Points: 300
- Ships: Small and medium base only.
- Upgrades: NO unique or faction-specific upgrades. Only one upgrade allowed per ship.
- Squadrons: 75 points, unique squadrons are NOT allowed.
- Factions: There are no factions. You may build your fleet from ships and squadrons from all factions.
- Commanders: None, since they are all unique, and you're pirates.
- Objectives: These will be provided by the TO (see below).
- Play area: 3x3

Each player must submit a fleet list detailing all ships, squadrons, upgrades, 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. Updated Star Wars™: Armada Rules Reference and Tournament Regulations can be found on the [Star Wars™: Armada support page](#).

This event consists of four (4) Swiss rounds. Each Swiss round will be 90 minutes. The player with the most tournament points after four rounds will be the tournament winner.



## **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.

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### **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.

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### **Round 3: Convoy Raid**

**Obstacles:** Two dust clouds, six asteroids (each player contributes three), two debris fields, no station.

**Convoy Freighters:** Three extra flotilla units are required for this objective. GR-75, Gozantis, or custom units may be used. These flotillas represent the Freighter Convoy.

Ship Stats:

Anti Ship: 0, Anti Squad: 0, Shields: 1 per hull zone; Hull: 3, Defense Tokens: 1 Scatter, 1 Evade, Commands: Navigate, Engineering

Navigation: Speed 1, 2 yaw clicks; Speed 2: First Joint 1 Yaw, Second Joint: 2 Yaw



**Setup:** Place all obstacles as normal, including the dust clouds, at least distance 2 from all edges. Obstacles may be placed in deployment zones. First Player uses standard deployment zone size. Second Player deployment zone is range 4 from their edge and extends to the side edges. Second Player deploys the 3 Convoy Freighters AFTER all other ships and squadrons are deployed. Convoy Freighters may be placed anywhere within Range 2 of the Second Player's deployed ships.

**Special Rules:** Second Player has initial control over the Convoy Freighters. Freighters do not count as Friendly to anyone and can only resolve Navigate and Engineering command dials/tokens. Players cannot resolve critical effects against freighters and behave like flotillas if overlapped. Freighters activate after the squadron phase. First player activates first, and each player alternates activating the freighters they control until all freighters are activated.

**Capturing Freighters:** A player may capture a freighter from the other player by spending a squadron command dial from a ship that activates within Range 1 of a freighter controlled by the opposing player.

**End of Game:** Each player receives 60 victory points for each freighter under their control at the end of the game.

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#### **Round 4: 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.