I'm not a bot

Mark Newbold (Partial)[1]Tim Veekhoven (Partial)[2] "Starships of the First Order and the Resistance" is a volume in the Star Wars Encyclopedia series of reference books published by De Agostini. It was published on July 6, 2021.[3] Publisher's summary[] In the galactic conflict that pitted the First Order against the Resistance, each side approached the war in opposite ways. Armed with the best technology and after years of preparation, the First Order had refurbished ships and an overwhelming fleet. For its part, the Resistance, as the Rebellion had done before, found it necessary to squeeze the maximum of its resources and bring into battle ships that had not even been designed for that purpose. In fact, some, such as Tantive IV or Home One, even lived a second youth and, after being key in the Galactic Civil War, they returned to participate in another decisive moment in the course of history.[3] Contents[] Continuity[] Appearances[] Explore all of Wookieepedia's images from this article subject. This media's Appearances list is incomplete. You can help Wookieepedia by expanding it. Notes and references[] External links[] To set up a standard game of Star Wars: Armada, proceed through the following steps in order. 1. 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 his edge with the blue side faceup. If the players are tied in fleet points, flip a coin to decide which player makes the choice. 2. Compare the number of ships in both fleets. If one player has a lower number of ships he receives as many Pass Tokens equal to the difference between his number of ships and his opponents. If he's first player he subtracts one Pass Token from the total. (new rule: Armada 1.5) 3. Choose Objective: The first player looks at all three of his opponent's objective cards and chooses one to be the objective for the game. 4. Define Play Area and Setup Area: Clear a 3' x 6' play area. Then, establish a 3' x 4' setup area. 5. Gather Components: Each player places his ships, squadrons, and cards next to the play area and near his edge. 6. Place Obstacles: If not stated otherwise at the objective card for the game, the players take turns choosing and placing obstacles into the play area starting with the second player. 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. 7. Deploy Ships: Starting with the first player, the players take turns deploying their forces into the setup area. 8. 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." 9. Clean Up: Remove the setup area markers from the play area. Source: RRG 1.5.0 p.16 Optional Rule[] Before beginning a game, the players may agree to play a game with Unlimited Rounds. The game does not end after the sixth round; instead, the game ends only when all of one player's ships are destroyed. The players ignore Set Up step 2 "Choose Objective", when playing with this rule, but place obstacles as normal. In addition, at the end of each round, the player with initiative gives initiative to his opponent by passing the initiative token to that player. Sector Fleet Rule[] When playing a Sector Fleet game at a fleet point total of 1000 or higher, use the Expanded Setup Area: 3. Define Play Area and Setup Area: Place the setup area markers exactly distance 3 from the short table edge, so that the setup area includes all of the play area that is more than distance 3 from either short edge. To set up a standard game of Star Wars: Armada, proceed through the following steps in order. 1. 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 his edge with the blue side faceup. If the players are tied in fleet points, flip a coin to decide which player makes the choice. 2. Compare the number of ships in both fleets. If one player has a lower number of ships he receives as many Pass Tokens equal to the difference between his number of ships and his opponents. If he's first player he subtracts one Pass Token from the total. (new rule: Armada 1.5) 3. 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The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. First Order High Command[5] Stormtrooper Corps[6]Frontiercorps[7] Supremacy[3]Starkiller Base, Ilum[4] (unofficially)[2] Remnants of the Imperial Army[5] Sometime after the Galactic Concordance[2] First Order[2] "Project Resurrection. Kidnapping children.""Rescuing. Forging them into an army the likes of which this galaxy has never seen." —Iden Versio and Gideon Hask[9] The First Order Army was the ground-based branch of the First Order military. In addition to maintaining order throughout First Order space, the First Order Army spearheaded the conquest and colonization of the Unknown Regions. In order to quickly and efficiently raise a capable army, the First Order abandoned the conscription practices of the Galactic Empire, and instead kidnapped and indoctrinated infants throughout the galaxy. The Unknown Regions provided a haven for the hermit state to effectively train and mobilize these child soldiers into an army of fierce stormtroopers with a zealous loyalty to the Supreme Leader. The First Order's rearmament policy violated the terms of the Galactic Concordance, which saw the Imperial Military dismantled in the aftermath of the Galactic Civil War, but continued nonetheless as the New Republic sought to avoid the escalation of the Cold War into open warfare. With the Galactic Senate unwilling to risk another armed galactic conflict, Senator Leia Organa formed the Resistance to oppose the First Order's rise to power. The First Order Army discarded the facade of a defense force in the wake of the New Republic's destruction through the Hosnian Cataclysm in 34 ABY, and embarked on a campaign to conquer the galaxy which was initially overseen by Supreme Leader Snoke. However, command of the First Order Army was usurped by Kylo Ren, the Supreme Leader's dark apprentice, who assassinated his master during the Battle of Oetchi. By using the Force to coerce General Armitage Hux, Ren secured the Army under his control as the new Supreme Leader of the First Order. In addition to Ren, the First Order Army served under the command of Allegiant General Enric Pryde, whose title gave him authority over both the Army and the First Order Navy. Under the leadership of Ren, much of the galaxy was conquered by the forces of the First Order. However, the First Order lacked the resources to subjugate the remaining holdouts until the discovery of the Sith Eternal cult's secret army of Sith troopers as well as a vast armada on the planet Exegol. Ren planned to supplement his forces with that of the Sith cultists in order to gain full control over the galaxy, thereby transforming the First Order into a true empire. Following the Battle of Exegol, however, the Sith Eternal military was in ruins and the galaxy rose in open rebellion against the First Order. History[] Origins[] The First Order army was formed in the years following the defeat of its predecessor, the Imperial Army. Following the defeat of the Galactic Empire at the Battle of Jakku and its surrender with the signing of the Galactic Concordance, the First Order and its military eventually formed in the Unknown Regions where it plotted its eventual return to power.[2] The First Order Army[10] was descended from the Imperial Army, which served as the ground forces of the "Old Empire."[5] The Army was responsible for enforcing order throughout First Order space and the colonization of the Unknown Regions.[2] The First Order utilized propaganda to indoctrinate its forces from a young age,[11] causing them to become fiercely loyal to the First Order and their Supreme Leader.[9] General Armitage Hux considered his soldiers well trained and reliable because they had been programmed since birth.[1] Cold War[] "They also said that someone called Kylo Ren was leading the First Order army. Does that name mean anything to you?""You could say that. General Organa will want to hear about this immediately." —Kazuda Xiono and Ello Asty[10] During the Cold War, the stormtroopers of the First Order Army saw action against the Resistance in various locations and operations including a failed operation on Ovanis in an attempt to find Lor San Tekka, an explorer who had part of the map to Skywalker, a holographic star map that led to the missing Jedi Master Luke Skywalker.[12][1] First Order soldiers fought Resistance pilots on Spalex after the pilots found them harassing the natives.[13] Stormtroopers also quelled the strike at Pressy's Tumble.[5] The First Order Army also saw action against other enemies such as the Benathy. During the Benathy expansion in Wild Space, a massive First Order ground force of stormtroopers and All Terrain Armored Transports led by First Order Warlord Kylo Ren was deployed to the Benathy homeworld of Benath to bring an end to their expansion. Following a decisive battle, the Benathy's "god," a Zillo Beast, was defeated by the First Order and the Benathy kingdom submitted to the Order.[14] On another occasion, Kylo Ren led the First Order Army during a massacre on the planet Tehar. The sole survivors were Kel and Eila, who fled to the Colossus space station on the planet Castilon. There, they met Resistance spy Kazuda Xiono, who alerted the Resistance leadership about the activities of the First Order Army and Ren.[10] The First Order used conscripted children to form a new generation of stormtroopers. In 34 ABY,[15] First Order stormtroopers were deployed during the attack on Tuanul in an attempt to secure the map that led to Jedi Master Luke Skywalker.[1] The First Order Army was led by General Armitage Hux, who also commanded Starkiller Base. Substantial First Order army forces including walkers were stationed on the snowy planet, which doubled as a superweapon. The First Order Army and other branches including the First Order Navy were involved in the construction of the massive superweapon.[2] War with the Resistance[] The First Order orchestrated a pirate kidnapping of Colossus resident Torra Doza, which they believed justified leaving a small security detail of stormtroopers to occupy the Colossus,[16] though the force's number substantially grew over time.[17] Not long after the occupation began, the First Order used Starkiller Base to destroy the Hosnian system,[1] including the New Republic capital of Hosnian Prime.[18] In the aftermath, Colossus resistance forces led by Xiono and former Rebel pilot Jarek Yeager expelled the First Order occupation forces and took the Colossus into uncharted space.[19] In the wake of Hosnian Prime's destruction, First Order stormtroopers also saw action against the Resistance during the Battle of Takodana in a failed attempt to capture the Resistance astromech droid BB-8, who was carrying the map to Luke Skywalker. The First Order military sustained many casualties during the Battle of Starkiller Base, where their superweapon would ultimately be destroyed by the Resistance, including numerous stormtrooper losses.[1] As the First Order moved to conquer the galaxy and crush the Resistance,[3] it had ten thousand battle-ready troops at its disposal.[20] Captain Phasma aboard the Supremacy with her soldiers shortly before her demise. The First Order Navy, led by their flagship the Supremacy, chased down the Resistance fleet using hyperspace tracking from their base in the Ileenium system to the Oetchi system. First Order stormtroopers caught Resistance agents Rose Tico and Finn attempting to disable the tracker. Tico and Finn were about to be executed in the hanger when the Resistance flagship the Raddus rammed into the First Order fleet. A battle ensued in the fiery hanger which led to the death of the stormtroopers' leader, Captain Phasma. Also on the Supremacy Kylo Ren seized control of the First Order Army from General Hux, shortly after assassinating Supreme Leader Snoke. Hux protested Ren's actions at first, enraged that Ren thought he could command Hux's Army, prompting Ren to Force choke him, coercing the General's allegiance to the First Order Army's new Supreme Leader.[3] Ren's rise to power would leave Hux isolated and deprived of much of the influence he gained during Snoke's rule. During his reign, Ren promoted the career of Allegiant General Enric Pryde, granting the former Imperial officer the power to command both the First Order Army and Navy.[4] The remaining Resistance forces retreated to the planet Crait where they would seek refuge in an abandoned rebel base. In the following Battle of Crait, significant First Order ground forces including stormtroopers, snowtroopers, AT-ATs, AT-STs, All Terrain MegaCaliber Six walkers, All Terrain Heavy Haulers, and a Superlaser siege cannon all assaulted the Resistance outpost on Crait. The Resistance stood no chance and sustained heavy casualties, but the last survivors escaped due to the appearance of Jedi Master Luke Skywalker, who was actually projecting himself across the galaxy via the Force. His former master's appearance distracted Supreme Leader Ren and bought enough time for the Resistance to escape, though the battle would still end in the death of Luke Skywalker. A large group of stormtroopers led by Ren entered the Resistance base, but it was too late, and the surviving Resistance fighters jumped to hyperspace on their ship, the Millennium Falcon.[21] Despite the Resistance's escape from Crait, the First Order conquered a large amount of territory throughout the galaxy,[4] becoming an Empire in all but name.[22] However, the First Order lacked the resources of its predecessor, the Galactic Empire,[4] leaving a number of free worlds unconquered by 35 ABY.[23] This changed when Ren discovered the hidden Sith world of Exegol, where the Sith Eternal had cultivated an army of elite Sith troopers as well as a fleet of planet-killer Star Destroyers. Ren estimated that the Sith cult's forces in addition to his remaining forces in the First Order would grant him the ability to rule the First Order as a genuine empire.[22] Large swathes of the galaxy fell to the forces of the First Order led by Supreme Leader Kylo Ren. Ren simultaneously focused on his goal to turn Jedi Padawan Rey to the dark side of the Force, having learned of her lineage as the grandchild of Sith Lord Darth Sidious. After tracking Rey and her Resistance allies to the planet Pasaana, Ren deployed a contingent of the First Order's ground forces including jet troopers, stormtroopers, and treadspeeder bikes along with the Knights of Ren to capture her. Jet troopers riding treadspeeders pursued Rey and her comrades Poe Dameron, Finn, Chewbacca, C-3PO, and BB-8 through the desert, sustaining casualties.[22] The First Order-Resistance War ended in the First Order's defeat. The Sith Eternal's forces were destroyed by the Resistance and the Citizens' Fleet in the Battle of Exegol, after which the First Order's remaining forces were attacked on various worlds in a pan-galactic uprising against the First Order.[22] Groups[] Captain Phasma oversees the training of members of the FN Corps. The First Order Army was divided into different units such as corps, legions,[24] divisions,[1] battalions,[25] companies,[4] garrisons,[22] and squads.[26] The FN Corps was trained by Captain Phasma and were considered to be the best of their class.[5] The 709th Legion was Supreme Leader Kylo Ren's personnel unit and was deployed to Batuu during the First Order-Resistance War.[27] Company 77 was a company of stormtroopers that deserted during the Battle of Ansett Island. Kylo Ren and Captain Phasma both commanded their own divisions during the Cold War and First Order-Resistance War.[1] Garrisons in the army included the Colossus garrison[26] and the Kijimi garrison.[22] The 105th Battalion was a unit of Sith troopers under the command of Kylo Ren and the Knights of Ren.[25] Squads in the army included CS-Squad[26] and Wulfgar Kath's squad.[24] Organization[] Stormtroopers[] Overview[] Following in the footsteps of their Republic and Imperial predecessors, stormtroopers served as infantry soldiers in the First Order army. The First Order army[10] was largely composed of stormtroopers; inspired by the memory of the Galactic Empire's stormtroopers as well as the clone troopers that served the Galactic Republic, First Order stormtroopers represented the latest generation in the history of white armored soldiers in the days of the New Republic Era. The First Order trained its troops from birth, using combat simulations and live-fire exercises to encourage battlefield improvisation, whereas the Empire's standard routine produced soldiers that were considered less dangerous than their First Order descendants.[11] Variants[] In addition to the basic infantry unit, the First Order army fielded various types of stormtroopers such as snowtroopers who wore specialized armor for icy climates,[28] SCUBA troopers who were equipped with specialized armor for underwater patrols,[29] megablaster heavy assault troopers who wielded heavy ordinance weapons, flametroopers who wielded flamethrowers,[1] riot control stormtroopers who were assigned to keep order on First Order worlds,[30] rocket troopers who served as aerial infantry,[9] executioner troopers who carried out executions of traitors,[31] and First Order stormtrooper gunners.[32] The First Order Army had at least one battalion of Sith troopers and Sith Jetpack Troopers at its disposal, the 105th Battalion.[25] Commando units[] The Army utilized specialized stormtroopers for special operations. First Order Raiders were highly skilled hunters tasked with requiring Sith artifacts for Supreme Leader Kylo Ren.[33] The First Order Special Forces had a variant of stormtrooper that drove elite speeder bikes for high-risk missions.[34] Other positions[] Other positions in the army included First Order officers[1] and the subset of vehicle commanders, First Order Walker Drivers, engineers, and gunners.[35] Rank structure[] Both infantry and armored units were commanded by trained officers. Stormtroopers used pauldrons to signify their rank. Squad leaders wore white pauldrons, sergeants wore black, and officers wore red.[31] The trooper Pyre held the rank of commander and had co-command over a Resurgent-class Star Destroyer,[36] the Thunderer.[37] The Allegiant General commanded both the army and navy of the First Order.[4] Vehicles and machinery[] Walkers[] The AT-M6 dwarfed most other walkers The First Order Army utilized a wide variety of walkers to achieve battlefield domination. Walkers in the army included the All Terrain MegaCaliber Six, a half siege and half psychological weapon due to its intimidating appearance and its MegaCaliber Six turbolaser cannon which could end sieges in an instant,[38] the First Order All Terrain Armored Transport, the All Terrain Heavy Hauler,[3] the All Terrain Mobile Artillery,[1] the First Order All Terrain Scout Transport,[9] the All Terrain Patrol Droid,[39] the All Terrain Heavy Scout,[31] the mobile assault walker,[40] All Terrain Reconnaissance Transports,[41] the spider walker,[41] and the Urban Assault Triped Transport.[42] Speeder bikes[] A 125-Z treadspeeder bike As well as legged walkers, the First Order used repulsorcraft technology and even treaded vehicles. Speeders used by the Army included the elite speeder bike used by the First Order Special Forces,[43] the 125-Z treadspeeder bike, which had better traction on unstable terrain,[44] the Light Infantry Utility Vehicle,[1] BARC speeders,[41] a speeder bike driven by Agent Terex on at least one occasion, and a transport speeder used by flametroopers.[45] Artillery[] The superlaser siege cannon used miniaturized Death Star tech The Army was equipped with a superlaser siege cannon that served as an artillery piece. The cannon was towed by All Terrain Heavy Haulers.[3] The AT-MA was a mobile artillery piece[46] stationed on Starkiller Base[1] and Star Destroyers.[32] Weapons and equipment[] The First Order army had an array of weapons, from the standard F-11D blaster rifle to the heavy FWMB-10 repeating blaster. The standard issue weapon of the First Order's stormtroopers was the F-11D blaster rifle.[2] Stormtroopers also used the DLT-19D heavy blaster rifle.[47] First Order officers and stormtroopers used the SE-44C blaster pistol,[2] though First Order officers also commonly wielded the RK-3 blaster.[9] The Army's stormtroopers made use of several heavy ordinance weapons including the FWMB-10 repeating blaster[1] and its variant the FWMB-10K,[9] the F-Z0 antipersonnel blaster cannon which was mounted on transporters,[32] the smart rocket and G125 projectile launchers used by jet troopers,[9] and the D-93 Incinerator flamethrower used by flametroopers.[1] The Army was also equipped with melee weapons, which included the Z6 riot control baton,[1] electroprod,[48] the BL-155 Laser ax,[3] the electrostaff,[5] the riot shield,[2] and the vibro-knife.[49] Equipment deployed by the Army incorporated quadnoculars,[50] jump packs,[12] NJP-900 integrated jetpack,[22] pauldrons,[1] and thermal detonators.[50] Behind the scenes[] According to Hiroyuki Imaishi, director of the Star Wars: Visions short "THE TWINS," the Galactic Empire seen in the short was established by remnants of the First Order Army, erroneously described as the "Imperial Army," after the events of the Star Wars: Episode IX The Rise of Skywalker.[51] Appearances[] Non-canon appearances[] "First Order Fighters" — LEGO Star Wars 97 Sources[] Notes and references[] Star Wars: Armada Daten zum Spiel Autor James KniffenChristian T. Petersen Verlag Atomic Mass Games (früher Fantasy Flight Games) Erscheinungsjahr 2015 Art Tabletop-Spiel Spieler 2 Dauer 2 h Alter 14+ Auszeichnungen 2015 UK Games Expo Award für Best Miniatures Game 2015 International Gamers Award fürGeneral Strategy Games Two Player2015 RPC-Award: 1. Platz in der Kategorie Miniaturenspiele 2016 Origin Award für Best Miniatures Game Star Wars: Armada ist ein Tabletop-Spiel entwickelt von James Kniffen und Christian T. Petersen und veröffentlicht von Fantasy Flight Games. Es wurde am 8. August 2014 angekündigt[1] und am 27. März 2015 veröffentlicht.[2] Das Spiel dreht sich um taktische Gefechte zwischen Raumschiff-Flotten im Star-Wars-Universum und ist angelehnt an Seeschlachten. 2015 gewann Star Wars: Armada den UK Games Expo Award für Best Miniatures Game (zu dt.: bestes Miniaturenspiel)[3], den International Gamers Award für General Strategy Games Two Player (zu dt.: Allgemeine Strategiespiele für zwei Spieler) und beim RPC-Award den 1. Platz in der Kategorie Miniaturenspiele. 2016 gewann Star Wars: Armada den Origin Award für Best Miniatures Game (zu dt.: bestes Miniaturenspiel)[4] Am 16. November 2020 gab Atomic Mass Games, ein weiteres Tochterunternehmen von Asmodee bekannt, dass es die Veröffentlichung von Star Wars: Armada und den Schwesterspielen Star Wars: Legion und Star Wars: X-Wing übernehmen wird.[5] Am 13. Juni 2024 gab Atomic Mass Games das Ende der Entwicklung des Spiels an.[6] Das Regelwerk und Turnierregeln in englischer Sprache sind auf der Homepage von Atomic Mass Games noch abrufbar.[7] (Quelle: [8]) Bei Star Wars: Armada muss jeder Spieler vor Beginn seine Flotte zusammenstellen. Dazu kann ein Spieler Schlachtschiffe, Staffeln kleinerer Raumschiffe und Aufwertungen aus seiner Sammlung auswählen. Für alle diese Flottenbestandteile gibt es Karten mit den Attributen und Punktwerten. Die Summe aller Punkte darf die vereinbarte Spielgröße nicht überschreiten. Als Standspielgröße sind im Regelbuch 400 Punkte vorgeschlagen. Zusätzlich zur Punktgröße gibt es weitere Vorgaben zum Zusammenstellen der Flotte. Unter anderem dürfen nur Schlachtschiffe und Staffeln der eigenen Fraktion gewählt werden, jede Flotte muss ein Flaggschiff besitzen und es gibt Einschränkungen für Staffeln und Aufwertungskarten. Im Grundspiel waren nur die Rebellen-Allianz und das Galaktische Imperium als Fraktionen spielbar. Mit späteren Grundspielen wurden auch die Separatisten-Allianz und die Galaktische Republik spielbare Fraktionen. Des Weiteren werden Schiffe und Staffeln als Miniaturen auf dem Schlachtfeld dargestellt. Die Miniaturen stehen auf einer Base, auf welcher Feuerwinkel, Waffenstärke und Schildstärke des Raumschiffs angegeben werden. Die Base bestimmt gleichzeitig wie groß ein Schiff ist. Bei Star Wars: Armada gibt es 4 verschiedene Schiffsgrößen und teilweise unterscheiden sich die Spielregeln für unterschiedliche Schiffsgrößen. Wie bei Tabletop-Spielen üblich, können einzelne Schlachtschiffe und Staffeln separat gekauft werden. Vor Spielbeginn wird das Spielfeld aufgebaut. Die Standardspielfeldgröße ist 3 × 6 Fuß bzw. 36 × 72 Zoll. Wie bei Tabletop-Spielen üblich ist das Spielfeld eine Fläche ohne Spielfelder oder ähnlichem. Oft wird eine Spielmatte mit einem Weltraum-Hintergrund als Spielfläche genutzt. Auf der Spielfläche werden dann vor Spielbeginn das Startgebiet markiert und es wird nach bestimmten Regeln ein Einsatzziel für das Spiel ausgewählt. Diese Einsatzziele können auch Sonderregeln für den Spielfeldaufbau enthalten. Nachdem das Einsatzziel gewählt wurde, werden verschiedene Hindernisse, z. B. Asteroidenfelder oder Raumstationen, auf dem Spielfeld platziert. Unterschiedliche Hindernis-Typen haben unterschiedliche Spielregeln und müssen im Spiel bei der Bewegung der Miniaturen berücksichtigt werden. Hindernisse werden durch Papp-Marker auf dem Spielfeld dargestellt. Danach stellen die Spieler abwechselnd die Miniatur eines Raumschiffs oder die Miniaturen 2er Staffeln in den eigenen Aufstellungsbereich bis alle Schiffe und Staffeln aufgestellt sind. Auch hier gibt es weitere Regeln zum Aufstellen der eigenen Flotte.[8] Eine Spielrunde besteht bei Star Wars: Armada aus 4 Phasen. Kommandophase Schiffsphase Staffelphase Statusphase In der Kommandophase wählen die Spieler Kommandos für jedes ihrer Schiffe und legen sie verdeckt neben die Miniatur. Die Spieler können die folgenden 4 Kommandos für ihre Schiffe wählen. Navigieren Staffel Reparieren Feuer konzentrieren Dabei muss durch die Regeln für größere Schiffe weiter vorausgeplant werden, als für kleinere Schiffe. In der Schiffsphase decken die Spieler abwechseln ein Kommando für ein Schiff aus und können das Kommando sofort ausführen oder es sich für später aufsparen. Dabei sind aufgesparte Kommandos schwächer als Kommandos die direkt ausgeführt werden. Bei der Bewegung ist zu beachten, dass für jedes Schiff der aktuelle Schub auf einem Schubrad angegebene wird. Dieser Schub bestimmt, wie schnell ein Schiff fliegt und kann nicht beliebig geändert werden. Dadurch wird die Trägheit großer Schlachtschiffe simuliert. Mittels eine Manöverhilfe wird zusätzlich bestimmt, wie weit ein Schiff während der Bewegung Schwenken darf. Überlappt die Base eines bewegten Schiffs mit der Base eines anderen Schiffs oder einem Hindernis, so kann es Schaden erhalten. Nach dem Ausführen bzw. Aufsparen des gewählten Kommandos kann das Schiff noch feuern. Dabei ist sowohl beim Angreifen, als auch beim Verteidigen wichtig, welche Ausrichtung die Schiffe zueinander haben, da jedes Schiffe einen Bug, einen Heck sowie eine linke und eine rechte Hüllensektion. Die Ausrichtung der Schiffe bestimmt dann mit welcher Hüllensektion gefeuert wird und welche Hüllensektion getroffen wird. Zusätzlich ist beim Feuern noch die Sichtlinie und der Abstand der Miniaturen relevant. Die Schiffe in Star Wars: Armada haben Schild- und Hüllenpunkte. Sind die Schilde in einer Hüllensektion auf 0 reduziert worden, kann das Schiff Hüllenschaden erleiden. Es können auch kritische Treffer verursacht werden, die zusätzlich zum Schaden an der Hüllen weitere negative Effekte auslösen. Hat das Schiff so viele Hüllenpunkte verloren, wie der Attributwert auf seiner Karte angibt, zählt das Schiff als zerstört und die Miniatur des Schiffs wird vom Spielfeld genommen. Mit dem Staffelbefehl kann ein Schlachtschiff Staffeln in seiner nähe aktivieren. Die Anzahl der Staffeln, die ein Schlachtschiff aktivieren kann, ist auf seiner Karte als Attribut angegeben. Mit dem Reparieren-Kommando können Schildenergie umgeleitet, Schilde wieder aufgeladen oder Hüllenschaden repariert werden. Mit dem Kommando Feuer konzentrieren, kann die Waffenstärke beim Feuern erhöht werden. In der Staffelphase werden alle Staffeln aktiviert, die in der Schiffsphase noch nicht aktiviert wurden. Dazu aktivieren die Spieler abwechseln jeweils 2 eigene Staffeln bis alle Staffeln aktiviert wurden. In der Statusphase werden erschöpfte Marker und Aufwertungen wieder spielbereit gemacht. Danach beginnt eine neue Spielrunde. Das Spielende tritt ein, wenn alle Schiffe einer Seite zerstört oder 6 Runden gespielt wurden. Haben am Spielende beide Spieler noch Schiffe, bestimmen die Siegpunkte über Gewinner und Verlierer des Spiels. Als Siegpunkte zählt der Punktwert aller zerstörten Schiffe und Staffeln des Mitspielers inklusive eventuell ausgerüsteter Aufwertungskarten. Zusätzlich erhält ein Spieler es Siegpunkte für Siegpunktmarker gemäß dem Einsatzziel. Bei Star Wars: Armada erschienen Erweiterungen mit neuen Raumschiffen in Wellen. Das heißt zu einem Datum wurde mehrere neue Miniaturen von Raumschiffen veröffentlicht, die man separat kaufen konnte. Welle Originaltitel Deutscher Titel Fraktion Veröffentlicht Star Wars: Armada Core Set Star Wars: Armada – Grundspiel Rebellenallianz & Galaktisches Imperium 26.03.2015 1 Star Wars: Armada - Victory-class Star Destroyer Expansion Pack Armada - Sternenzerstörer der Sieges-Klasse Erweiterungspack Galaktisches Imperium 15.05.2015 Star Wars: Armada - CR90 Corellian Corvette Expansion Pack Armada - CR90-Corellianische Korvette Erweiterungspack Rebellenallianz Star Wars: Armada - Nebulon-B Frigate Expansion Pack Armada - Nebulon-B-Fregatte Erweiterungspack Rebellenallianz Star Wars: Armada - Assault Frigate Mark II Expansion Pack Armada - Angriffsfregatte Mk. II Erweiterungspack Rebellenallianz Star Wars: Armada - Gladiator-class Star Destroyer Expansion Pack Armada - Sternenzerstörer der Gladiator-Klasse Erweiterungspack Galaktisches Imperium Star Wars: Armada - Rebel Fighter Squadrons Expansion Pack Armada - Sternenjägerstaffeln der Rebellenallianz Erweiterungspack Rebellenallianz Star Wars: Armada - Imperial Fighter Squadrons Expansion Pack Sternenjägerstaffeln des Imperiums Erweiterungspack Galaktisches Imperium 2 Star Wars: Armada - Imperial-class Star Destroyer Expansion Pack Sternenzerstörer der Imperium-Klasse Erweiterungspack Galaktisches Imperium 26.11.2015 Star Wars: Armada - MC30c Frigate Expansion Pack Star Wars: Armada - MC30c-Fregatte Erweiterungspack Rebellenallianz Star Wars: Armada - Home One Expansion Pack Star Wars: Armada - Heimat Eins Erweiterungspack Rebellenallianz Star Wars: Armada - Rogues and Villains Expansion Pack Star Wars: Armada - Schurken und Verbrecher Erweiterungspack Rebellenallianz & Galaktisches Imperium Star Wars: Armada - Imperial Raider Expansion Pack Star Wars: Armada - Imperiale Sturm-Korvette Erweiterungspack Galaktisches Imperium 3 Star Wars: Armada - Imperial Assault Carriers Expansion Pack Star Wars: Armada - Imperialer Angriffsträger Erweiterungspack Galaktisches Imperium 11.08.2016 Star Wars: Armada - Rebel Transports Expansion Pack Star Wars: Armada - Rebellentransporter Erweiterungspack Rebellenallianz 4 Star Wars: Armada - Interdictor Expansion Pack Star Wars: Armada - Interdictor Erweiterungspack Galaktisches Imperium 05.08.2016 Star Wars: Armada - Liberty Expansion Pack Star Wars: Armada - Liberty Erweiterungspack Rebellenallianz 5 Star Wars: Armada - Phoenix Home Expansion Pack Star Wars: Armada - Phönixnest Erweiterungspack Rebellenallianz 22.12.2016 Star Wars: Armada - Imperial Light Cruiser Expansion Pack Star Wars: Armada - Leichter Imperialer Kreuzer Erweiterungspack Galaktisches Imperium Star Wars: Armada - Rebel Fighter Squadrons II Expansion Pack Star Wars: Armada • Sternenjägerstaffeln der Rebellenallianz 2 Erweiterungspack Rebellenallianz Star Wars: Armada - Imperial Fighter Squadrons II Expansion Pack Star Wars: Armada • Sternenjägerstaffeln des Imperiums 2 Erweiterungspack Galaktisches Imperium Star Wars: Armada - The Corellian Conflict - Epic Campaign Expansion Star Wars: Armada • Konflikt um Corellia Kampagnen-Erweiterung Rebellenallianz & Galaktisches Imperium 22.12.2016 6 Star Wars: Armada - Imperial Light Carrier Expansion Pack Star Wars: Armada - Imperialer Leichter Träger Erweiterungspack Galaktisches Imperium 06.07.2017 Star Wars: Armada - Hammerhead Corvettes Expansion Pack Star Wars: Armada - Hammerhai Korvetten Erweiterungspack Rebellenallianz 7 Star Wars: Armada - Chimaera Expansion Pack Galaktisches Imperium 01.02.2018 Star Wars: Armada - Profundity Expansion Pack Rebellenallianz Star Wars: Armada - Super Star Destroyer Expansion Pack Star Wars: Armada - Super Sternenzerstörer Erweiterungspack Galaktisches Imperium 02.08.2019 Star Wars: Armada - Rebellion in the Rim - Campaign Expansion Star Wars: Armada - Rebellion im Outer Rim Kampagnen-Erweiterung Rebellenallianz & Galaktisches Imperium 11.09.2019 8 Star Wars: Armada - Nadiri Starhawk Expansion Pack Star Wars: Armada - Nadiri-Starhawk Erweiterungspack Rebellenallianz 31.01.2020 Star Wars: Armada - Onager-class Star Destroyer Expansion Pack Star Wars: Armada - Sternenzerstörer der Onager-Klasse Erweiterungspack Galaktisches Imperium 9 Star Wars: Armada - Galactic Republic Fleet Starter Star Wars: Armada - Galaktische Republik Flotten-Starter Galaktische Republik 04.12.2020 Star Wars: Armada - Separatist Alliance Fleet Starter Star Wars: Armada - Separatistenallianz Flotten-Starter Separatisten-Allianz Star Wars: Armada - Republic Fighter Squadrons Expansion Pack Star Wars: Armada - Sternenjägerstaffeln der Republik Erweiterungspack Galaktische Republik Star Wars: Armada - Separatist Fighter Squadrons Expansion Pack Star Wars: Armada - Sternenjägerstaffeln der Separatisten Erweiterungspack Separatisten-Allianz 10 Star Wars: Armada - Pelta-class Frigate Expansion Pack Star Wars Armada Fregatte der Pelta-Klasse Erweiterungspack Galaktische Republik 28.05.2021 Star Wars: Armada - Venator-class Star Destroyer Expansion Pack Galaktische Republik Star Wars: Armada - Invisible Hand Expansion Pack Star Wars: Armada - Invisible Hand Erweiterungspack Separatisten-Allianz Star Wars: Armada - Recusant-class Destroyer Expansion Pack Star Wars: Armada - Zerstörer der Recusant-Klasse Erweiterungspack Separatisten-Allianz Das folgende Spielzubehör wurde separat herausgegeben: Star Wars: Armada Dice Pack Star Wars: Armada Maneuver Tool ↑ STAR WARS (TM): Armada. 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Dezember 2024 (amerikanisches Englisch). ↑ a b James Kniffen, Christian T. Petersen: Star Wars: Armada - Rules Reference. Fantasy Flight Games, Roseville, MN, USA 12. November 2020 (englisch, asmodee.net [PDF]). Abgerufen von „ To set up a standard game of Star Wars: Armada, proceed through the following steps in order. 1. 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 his edge with the blue side faceup. If the players are tied in fleet points, flip a coin to decide which player makes the choice. 2. Compare the number of ships in both fleets. If one player has a lower number of ships he receives as many Pass Tokens equal to the difference between his number of ships and his opponents. If he's first player he subtracts one Pass Token from the total. (new rule: Armada 1.5) 3. Choose Objective: The first player looks at all three of his opponent's objective cards and chooses one to be the objective for the game. 4. Define Play Area and Setup Area: Clear a 3' x 6' play area. Then, establish a 3' x 4' setup area. 5. Gather Components: Each player places his ships, squadrons, and cards next to the play area and near his edge. 6. Place Obstacles: If not stated otherwise at the objective card for the game, the players take turns choosing and placing obstacles into the play area starting with the second player. 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. 7. Deploy Ships: Starting with the first player, the players take turns deploying their forces into the setup area. 8. 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." 9. Clean Up: Remove the setup area markers from the play area. Source: RRG 1.5.0 p.16 Optional Rule[] Before beginning a game, the players may agree to play a game with Unlimited Rounds. The game does not end after the sixth round; instead, the game ends only when all of one player's ships are destroyed. The players ignore Set Up step 2 "Choose Objective", when playing with this rule, but place obstacles as normal. In addition, at the end of each round, the player with initiative gives initiative to his opponent by passing the initiative token to that player. Sector Fleet Rule[] When playing a Sector Fleet game at a fleet point total of 1000 or higher, use the Expanded Setup Area: 3. Define Play Area and Setup Area: Place the setup area markers exactly distance 3 from the short table edge, so that the setup area includes all of the play area that is more than distance 3 from either short edge. Skip to content Sign in to edit Welcome to Star Wars: Armada Miniatures Wiki. This wiki is strictly for this miniatures game and the discussion of strategies with minimal lore. Feel free to contribute (and edit). This Wiki is dedicated to the tabletop miniatures game Star Wars: Armada developed by Fantasy Flight Games. In 2021 the game did change to the hands of Atomic Mass Games studio. Unfortunately AMG stopped to produce ships and other material. No support for rules or tournaments. But you may find things second hand or community made. The spacefarer's friend - Not any more at your Service! Inspired by the awesome X-Wing Miniatures Wiki, for the (older) sister game, this wiki will still exist as an easy look-up site for the components of the Star Wars: Armada miniatures game. Bureau closed[] I took over in 2016 and made more than 11.450 edits until 2021. Star Wars: Armada is a great game. It always had a slow release schedule. That was great. After the release of the first wave for the Clone Wars AMG took over and stopped working at the game. For that I moved on. The Bureau of Ships and Services is out of office. Other languages[] There are so many languages spoken throughout the galaxy! The wiki provides its info in basic. But in May 2020 I started the enterprise to give valuable insights for the German speaking part of the galaxy! But this didn't get very far.Hallo Star Wars Fan! Einige wenige Seiten für dieses Nachschlagewerk wurden ins Deutsche übertragen. Aber du kannst das immer noch ändern! Publisher's Description[] Armada is an epic, fun, two-player miniatures game of large-scale fleet battles set in the Star Wars universe. The time is the height of the Galactic Civil War. As the Imperial Navy's Star Destroyers move systematically across the galaxy to impose order and crush those who would oppose the evil Galactic Empire, the Rebel Alliance launches its rag-tag fleet of ships and starfighters on daring raids and surgical strikes. Its aim? Weaken the Empire, blow by blow. In Armada, you enter this ongoing conflict as a fleet admiral with either the Imperial Navy or Rebel Alliance. Your ships have come upon the enemy. Conflict is imminent. Thousands of crew race to their battle stations, preparing for massive exchanges of turbolaser fire. Thousands will die, but it is your job to command the fleet to victory. You must overcome your foes. You must achieve your objective. There is no room for failure. Even though Armada is a game of capital ships and starfighter squadrons – with battles on a scale large enough to alter the fate of the galaxy – their outcomes still hinge upon you and your decisions. If you wish to emerge victorious, the first thing you'll need to do is learn how your ships function in battle. Capital ships aren't nimble like starfighters. In fact, the larger and more powerful your ships, the more time they take to respond to your commands. You can't react instantly to threats as they arise. You have to plan for the future. The Galactic Civil War[] Core Set (Announced August 8, 2014 / Released March 27, 2015) Wave 1 (Announced November 10, 2014 / Released May 15, 2015) (Announced April 6, 2015 / Released November 26, 2015) (Announced March 16, 2016 / Released August 11, 2016) Wave 4 (Announced May 20, 2016 / Released August 5, 2016) Interdictor Expansion Pack (SWM16) Liberty Expansion Pack (SWM17) Wave 5 (Announced August 5, 2016 / Released December 22, 2016) Wave 6 (Announced March 14, 2017 / Released July 6, 2017) Wave 7 (Announced August 25, 2017 / Released February 1, 2018) Chimaera Expansion Pack (SWM29) Profundity Expansion Pack (SWM30) Super Star Destroyer[] (Announced August 1, 2018 / Released August 2, 2019) Super Star Destroyer Expansion Pack (SWM20) Wave 8[] (Announced August 2, 2019 / Released January 31, 2020) Nadiri Starhawk Expansion Pack (SWM32) Onager-class Star Destroyer Expansion Pack (SWM33) The Clone Wars[] Wave 9[] (Announced April 13, 2019 / Released December 4, 2020) Wave 10[] (Announced July 31, 2020 / Released May 28, 2021) Campaign Expansions[] The Corellian Conflict[] (Announced July 22, 2016 / Released December 22, 2016) The Corellian Conflict - Campaign Expansion (SWM25) Rebellion in the Rim[] (Announced March 28, 2019 / Released September 11, 2019) Rebellion in the Rim - Campaign Expansion (SWM31) Accessories[] (Announced November 6, 2014 / Released March 2015) Star Wars: Armada Dice Pack (SWM09) (Announced February 6, 2014 / Released July 29, 2015) Star Wars: Armada Maneuver Tool Accessory Pack (SWM10) (Announced July 29, 2020 / Scheduled for late 2020) Upgrade Card Collection (SWM38) Dial Pack (SWM39) (Announced April 7, 2022 / Released April 7, 2022) Rapid Reinforcements I Print-and-play (Announced March 26, 2023 / Released March 26, 2023) Rapid Reinforcements II Print-and-play Tournament Kits[] History[] 2014[] 2015[] 2016[] On March 16, 2016 Wave 3 was announced, introducing the "Flotilla" ship type for both factions, in the shape of the Gozanti Assault Carrier for the Empire and the GR-75 Medium Transport for the Rebels. On May 20, 2016 Wave 4 was announced, introducing the Interdictor and the MC80 Liberty. On July 22, 2016 The Corellian Conflict was announced, adding the first playable campaign to the game and new aces and unique squadrons for each of the fighter squadrons in the game. On August 5, 2016 Wave 5 was announced, introducing the Modified Pelta-class Corvette, the Imperial Light Cruiser, and more imperial and rebel squadrons. On October 24, 2016 FAQ 2.2.1 changes the wording of the upgrade card "Jamming Field". 2017[] 2018[] 2019[] 2020[] On January 3, 2020 FFG published an errata for Admiral Raddus commander upgrade card and the Onager booklet, that allows Evade tokens to cancel 2 dice at extreme range. On March 2, 2020 FAQ 5.1.1 arrives with Errata for Hyperspace Migration and clarifications for several other Objective Cards. Escort overrules the card effect of IG-88B and many more clarifications. On March 28, 2020 FFG revealed the first 4 upgrade cards (Kraken, Obi-Wan Kenobi, Wat Tambor, and Clone Gunners) from the new Clone Wars content. They seem to be the same size like the squadron cards and not the smaller American mini format. On July 29, 2020 FFG revealed the initial Clone Wars product lineup, consisting of a faction Fleet Starter and Squadron Expansion for Republic and Separatists, as well as an Upgrade Card Collection and Dial Pack. Articles and pre-orders became available on July 31, 2020. On November 16, 2020 FFG announced that all Star Wars miniatures games will be moving to Atomic Mass Games studio. Key members of the teams involved in the creation and evolution of Star WarsX-Wing, Star Wars Legion, and Star Wars Armada will also change to the new firm. On December 2, 2020 FFG released the new Rules Reference Guide with several changes to rules, called Armada 1.5 together with several errata to upgrade cards. As a living document updates will replace the former FAQ documents. 2021[] 2022[] On April 7, 2022 AMG announced the immediate release of a new type of expansion for Star Wars Armada. Rapid Reinforcements 1 arrived containing 7 that you could print out to use in the game. Each faction got one ship card and three squadron cards were added to the game with the exception of the Separatists. 2023[] On March 26, 2023 AMG announced the second wave of Rapid Reinforcements. Rapid Reinforcements 2 contained 8 cards. Each faction got one squadron card. The rebels and Galactic Republic got a new commander while the Empire and Separatists got a new officer.