STAR WARS
ARMADA

SECTOR FLEET

Sector Fleet introduces new rules for playing *Armada* at larger fleet point totals, allowing players to field massive fleets in battle. It also expands the Team Play rules into a full game mode, allowing multiple players to field their own full-sized fleets in teams coordinated by a Grand Admiral.

The rules contained in this document are an optional supplement to those found in the *Armada* Rules Reference. All players must agree to their use in a game.

NEW RULES

EXPANDED SETUP AREA

When playing a Sector Fleet game at a fleet point total of 1000 or higher, use the following additional rule during Setup:

1. 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.

TOURNAMENT POINTS

If players need to determine the margin of victory for a Sector Fleet game, they earn tournament points as follows:

MARGIN OF VICTORY	WIN	LOSS
0–99	6	5
100–219	7	4
220–359	8	3
360–499	9	2
500+	10	1

EXPANDED SETUP AREA DIAGRAM

A. First Team's Edge

B. Setup Area Markers

C. First Team's Deployment Zone

D. Setup Area

E. Obstacle Tokens

F. Range Ruler

G. Second Team's Deployment Zone

H. Second Team's Edge
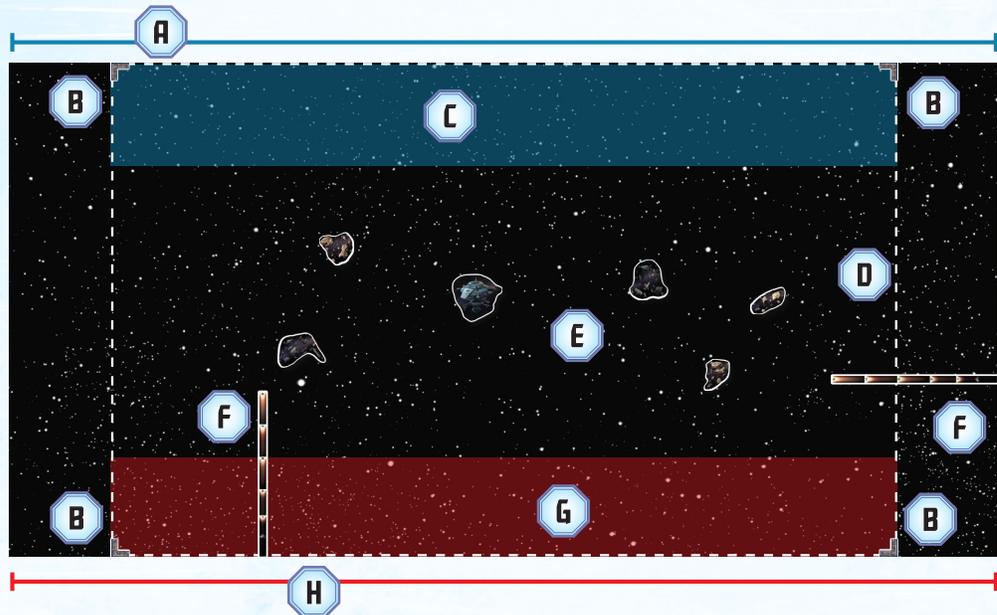
TWO-PLAYER SECTOR FLEET

The following rules allow players to play **Armada** using standard objectives while controlling a much larger fleet than usual. Sector Fleet games follow the rules detailed in the **Armada** Rules Reference, with some additional rules to handle the larger numbers of ships and squadrons in play.

FLEET BUILDING

Sector Fleet Fleet Building follows the rules on page 10 of the **Armada** Rules Reference.

When playing a Sector Fleet game, the maximum fleet point value for each player's fleet is agreed upon from the following list:

- **Two-Player Sector Fleet Games:**
  - ◊ 600 point game
  - ◊ 800 point game
  - ◊ 1000 point game, *Extended Setup*.
  - ◊ 1200 point game, *Extended Setup*.

Each fleet must also abide by the following additional restrictions:

- Each fleet cannot include more than 3 flotillas.
- Each fleet cannot include squadrons with a total fleet point cost greater than one-fourth of its fleet point limit.

Each player must have exactly one flagship in their fleet, and chooses an Assault, Defense, and Navigation objective for their fleet as normal.

When playing a Sector Fleet game at a point value followed by the *Extended Setup* note, use the additional Extended Setup Area rule on page 1 of this document.

GAME LENGTH

Sector Fleet games are expected to last 3–5 hours, including setup. Players are encouraged to plan accordingly so that they are able to play the game to conclusion in the time they have available.

MULTIPLAYER SECTOR FLEET

The following rules allow players to play **Armada** using standard objectives with as many as eight players, each controlling their own fleet as part of two opposing teams. When playing a Sector Fleet game, these rules replace the Team Play Optional Rules on page 14 of the **Armada** Rules Reference.

FLEET BUILDING

Fleet Building for Multiplayer Sector Fleet games follows the rules on page 10 of the **Armada** Rules Reference.

When playing a Sector Fleet game with more than two players, the maximum fleet point value for each player's fleet is agreed upon from the following list:

- **Four-Player Sector Fleet Games:**
  - ◊ 600 point game: 300 points each.
  - ◊ 800 point game: 400 points each.
  - ◊ 1000 point game: 500 points each, *Extended Setup*.
  - ◊ 1200 point game: 600 points each, *Extended Setup*.
- **Six-Player Sector Fleet Games:**
  - ◊ 900 point game: 300 points each *Extended Setup*.
  - ◊ 1200 point game: 400 points each, *Extended Setup*.

- **Eight-Player Sector Fleet Games:**
  - ◊ 1200 point game: 300 points each, *Extended Setup*.

Each fleet and team must also abide by the following additional restrictions:

- All fleets on a team must be aligned to the same faction.
- In four-player games, each fleet cannot include more than 2 flotillas.
- In six-player and eight-player games, each fleet cannot include more than 1 flotilla.
- Each fleet cannot include squadrons with a total fleet point cost greater than one-fourth of its fleet point limit.
- Each team cannot include more than one copy of a card with a unique name.

Each player must have exactly one flagship in their fleet, and chooses an Assault, Defense, and Navigation objective for their fleet as normal.

If the number of players in the gaming group is uneven, one player may control an extra fleet on the same team. A player controlling two fleets is treated as two different players and must track the status of each fleet separately.

When playing a Sector Fleet game at a point value followed by the *Extended Setup* note, use the additional Extended Setup Area rule on page 1 of this document.

SETUP

Multiplayer Sector Fleet Setup follows the rules on page 10 of the *Armada* Rules Reference and the Sector Fleet rules on page 1 of this document, with the following exceptions:

3. Determine Initiative: Each team secretly chooses one player on their team to be their Grand Admiral. If the players cannot agree, the player whose fleet has the lowest fleet point cost on that team is the Grand Admiral. If players are tied for the lowest fleet point cost, randomly determine which player is the Grand Admiral.

The Grand Admiral of the team with the lowest total fleet point cost chooses which team has initiative. If the teams are tied in fleet points, randomly determine which Grand Admiral makes the choice. The Grand Admiral of the team that has initiative places the initiative token next to their edge with the ⊁ side faceup. The team that has initiative is the first team. The team that does not is the second team.

4. Choose Objective: The Grand Admiral of the first team looks at all three of the opposing Grand Admiral's objective cards and chooses one to be the objective for the game.

5. Place Obstacles: Starting with the Grand Admiral of the second team, the Grand Admirals take turns choosing and placing six obstacles into the play area, following the standard rules for choosing and placing obstacles.

6. Deploy Ships: Starting with the first team, the teams take turns deploying their forces into the setup area. When a team takes its deployment turn, each player on that team must place one ship or two squadrons, following the standard rules for deploying ships and squadrons. Squadrons must be deployed at range 1–2 of a friendly ship deployed during a previous deployment turn.

TEAMMATES AND THE GRAND ADMIRAL

These rules provide a way for gaming groups to play large-scale games of *Armada* together, with all of the complexity that entails!

Players are encouraged to communicate with each other and make the most of the multiplayer experience. Teammates can collaborate while constructing their fleets, and may freely discuss their strategies and show each other their assigned command dials during play as long as they remain at the table while doing so.

Each team includes one player designated as the Grand Admiral, who makes high-level decisions for that team. This role exists to resolve choices that are complicated by the presence of teammates' fleets, so that game play continues smoothly.

Although the Grand Admiral controls player activation order, each player still assigns their own command dials, decides which of their ships or squadrons to activate when it is their turn to do so, and resolves all of their own game effects.

Grand Admirals (and other players) should respect their teammates' gameplay decisions and not attempt to micro-manage each others' fleets.

SPECIAL RULES

Allied Fleets: Each team's total forces consist of multiple individual fleets, each with its own commander. Each fleet is exclusively controlled by its player as an individual fleet. Ships and squadrons from a player's fleet treat ships and squadrons from other players' fleets on the same team as friendly, with the following exceptions:

- A commander's "friendly" effect can only be resolved by ships and squadrons of the controlling player's fleet (see the **Assign Targets** rule below).

- Effects that set aside friendly ships and squadrons can only set aside ships and squadrons of the controlling player's fleet.

Ships and squadrons from a player's fleet count ships and squadrons from players' fleets on the opposing team as enemy.

If all of a player's ships are destroyed, that player continues to play and can activate their remaining squadrons during the Squadron Phase or when a teammate's ship resolves a ⌗ command.

Assign Targets: After Setup, each player whose commander does not have a "friendly" effect must choose one opponent. The "enemy" effect of that commander only resolves against ships or squadrons controlled by the chosen opponent.

2. Ship Phase: During this phase, each team takes turns activating a single ship until all ships are activated. When it is a team's turn to activate a ship, that team's Grand Admiral chooses a player on that team to activate a ship. The chosen player then activates one of their ships. If a player cannot activate a ship, that player cannot be chosen by the Grand Admiral to activate a ship.

When a ship resolves the ⊘ command, that ship may activate teammates' squadrons if the controlling players agree. When a squadron is activated, its controlling player moves, attacks, and rolls dice for that squadron as normal.

After a ship overlaps squadrons during its maneuver, the opposing Grand Admiral places those squadrons.

3. Squadron Phase: During this phase, each team takes turns activating two squadrons until all squadrons are activated. When it is a team's turn to activate a squadron, that team's Grand Admiral must choose a player on their team to activate a squadron. The chosen player then activates one of their squadrons. If a player has no unactivated squadrons remaining, they cannot be chosen by the Grand Admiral to activate a squadron.

END OF GAME

The game ends at the end of the sixth round, or at the end of any round in which any team does not have at least 1 non-flotilla ship in play.

Winning and Losing: If any team does not have at least 1 non-flotilla ship in play, the team with at least 1 non-flotilla ship in play wins. If both teams have at least 1 non-flotilla ship in play, the team with the highest score wins.

Scoring: A team's score is equal to the total fleet point cost of all destroyed enemy ships and squadrons, plus the total value of that team's victory tokens.

If all of a player's non-flotilla ships are destroyed, the total fleet point cost of that player's fleet is added to the opposing team's score, including the fleet point cost of all of that player's remaining flotillas and squadrons.

ALERT ALL COMMANDS

Playing a game of *Armada* with as many as eight people, fielding up to 2400 points of ships and squadrons between them, is quite a different experience from the usual 400-point game. Here are some pointers to prepare you for what to expect:

- All standard objectives are useable in Sector Fleet games, but objectives that alter the play area or introduce ongoing special rules will have a more pronounced effect on larger games.

- The abilities of many commanders vary in importance at different fleet point totals. Some also have restrictions in team games, such as General Dodonna and Emperor Palpatine (see the **Assign Targets** special rule on page 3).

- Even the most powerful ships and squadrons represent a smaller part of a team's total fleet. With each activation less critical, the advantage of first player is reduced, and fleets that suffer losses can still counterattack and achieve victory.

- Larger fleets cover more of the play area, making it difficult for ships to escape combat entirely. Watch out for collisions with allies, however!

- During multiplayer games, coordinating with teammates is a good use of downtime. Having a plan for your next activation will keep play moving forward smoothly.

- If your gaming group is interested in a new strategic experience, an additional player can take on the role of each team's Grand Admiral without directly controlling their own fleet. This player would only resolve Grand Admiral effects and provide strategic direction, relying on their teammates to maneuver the fleet's ships and squadrons to achieve victory!