

STAR WARS: ARMADA

REBELLION IN THE RIM HOUSE RULES AND IDEA BANK

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WAR IN THE RIM

Rebellion in the Rim (RitR) is the second (and last) campaign published by FFG for SW: Armada. It's lauded as being superior to the first campaign, the Corellian Conflict (CC). I agree with that assessment. However, the campaigns are hard to compare as they are very different: CC is 400 points (rising to 500) with standard commanders on a 6x3 map, whereas RitR is 200 (rising to 250) with custom commanders played on a 3x3 map. RitR definitely has better anti-snowballing mechanisms, but like in the Corellian Conflict, there are some smart builds, must-dos, and plenty of things that aren't worth your time.

In this document, I've collected a bunch of **house rules, customization ideas, and additional content** for RitR that I want to share with the rest of the Armada community. I've also included some ideas for running RitR with Clone Wars factions and playing CC with RitR mechanics.

ABOUT ME

Green Knight (aka Bjørn Blom Sjørgjerd) hails from the dark, frozen Norwegian woods. He's played Armada since its launch in 2015. His competitive "career" culminated in 2018, winning Nordic nationals with Sloane-134Aces-UnlimitedRelay-GozantiSpam (thanks to Tokra & Rasproteus for inspiration and training). These days, he's more into Sector Fleet battles and campaigns. He also maintains the VASSAL Armada module (first version by Ransburger) and the Warlords fleet builder (created by Nevetz). He has a blog and a YouTube channel, but those aren't supported anymore. I play most of my games IRL, but I enjoy the occasional VASSAL and TTS battles.

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BASIC CONSIDERATIONS

First, some food for thought.

TRY THE ORIGINAL FIRST

Play **without** any house rules the first time. That's the only way you can say what changes are needed and if those changes improved your group's experience. If you don't do this, I guarantee you'll get confused by all these options!

UNDERSTAND THE RULES YOU MUST

The RitR rules can be difficult to grasp due to how the rules booklet is organized. Start by familiarizing yourselves with the turn structure as laid out on the **back cover**, then carefully read through each section to fill in the gaps.

ALWAYS FLY CASUAL

Campaign play is, in my not-so-humble opinion, **NOT** competitive. I want my team to do well and win, but I'm not out to field the most cutting-edge fleet or club less experienced players to death. I'm in it for the fun and the social aspect. If I want competitive, I can play 400-point games IRL or on TTS/VASSAL. Fly Casual, always—but be **extra** casual when playing campaigns!

SKILL MATTERS A LOT

Have teams as evenly matched in skill level as possible. If you don't, one team won't have a great time and will probably not want to do campaigns again. Also, isn't it more interesting if the result isn't given from the start? Skill balance should even trump any "I play only faction X" or "I only want to team up with my buddies" considerations.

That said, differences in skill are inevitable. I do not recommend compensating using handicaps or similar. That detracts from the fun of the more skilled players. Besides, how do you quantify relative skill within a group of Armada players? You can say, "A is a better player than B," but what should that entail? And what about player C relative to A and B? Instead, I recommend that the more skilled players seriously consider flying stuff that isn't top-tier.

HOUSE RULES ARE BAD

Strange heading for a document that's all about house rules? Strange, but true. House rules are bad because A) no two players can ever agree to any house rule and B) house rules **often create more new problems** than they fix unless each player knows **precisely** what you're trying to fix or expand upon.

The only way around this is to use **explicit and written** house rules that every player is familiar with (understanding both the intent and the effect). It's also best to start with just a few tweaks, then add more the next time you play. If you change too much, you'll have no idea what made it a more/less enjoyable experience.

Finally, there are no backsies once the house rules are agreed upon (unless some egregious error is uncovered). Changing things midway leads to chaos and dissatisfaction.

GENTLEMEN'S AGREEMENTS ARE WORSE

Never enter into any form of agreement that isn't supported by the rules or written down. For example, don't say, "Our team will go squad light if you do." What does "squad light" even mean? Does it apply only to the start of the campaign? Or does it limit squadron rewards, too? This is hopeless. Instead, you could agree to use the standard 1/3 points squadron cap and **write it down**.

You do **not** need to use **everything** contained in this document! Instead, sit down with your group and collectively decide which options to use (make a list or use a marker or something), and whether or not you want to tweak some of the options.



K'aren, First Knight of the Green

CORE OPTIONS

These core options are balanced against each other. However, most of the changes work well independently. It will be noted if a specific change relies on another to work. I typically start by explaining **why** the change should be considered before listing the actual change *in italics*.

All the options aim to provide room for **varied and continuous growth** throughout the campaign, culminating with an **epic** final confrontation. Therefore, fleets will keep growing in size and complexity beyond standard RitR.

FLEET BUILDING

This section introduces changes to fleet building.

NO STARHAWK, NO ONAGER

The Starhawk and the Onager are not great for fighting in the 200-250 points range on a small (3x3) map. The Starhawk is nigh unkillable, and the Onager gets oppressive when it can't easily be flanked or evaded. Both ships are also odd in that they give GCW faction native Salvo.

*Starhawk and Onager are **banned**.*

Option: You can allow these ships for standard-sized games, but you might have more fun if you don't.

LARGE AND HUGE SHIPS

Ideally, the task force format should be about small and medium ships and a handful of squadrons zipping around on a small map. Leave the big boys at home until the first pivotal battle.

*No starting with large ships. Upgrading to large ships later on is allowed (see below). **If you don't use the upgrade rules, don't use this option!***

*Huge ships can only be taken according to the special scenario rules for the climactic (final) battle. Using either Executor variant is **not** recommended—stick with the prototype versions.*

Option: An alternative solution is to allow 1 large base at the start per team. This option is especially relevant for CW factions as their ship variety is limited.

FLEET CAP

RitR caps fleet growth at 250, which is fine but gets a bit stale. Chances are most fleets will be maxed out, or nearly maxed out, either before the first pivotal or early Act 2, especially if taking multiple squadron rewards.

Maximum fleet points are determined by act:

- *At start: 200*
- *Act 1: 250*
- *Act 2: 300*
- *Act 3: 300 or 350 (or drop Act 3 altogether)*
- *Climactic battle: Limited by special scenario rules.*

Going to 300 is not a problem regarding time, complexity, or the size of the battle map. Going to 350 pushes the boundaries of the 3x3 map and is getting close to a standard game, but it still works well enough.

Option: A recent personal favorite of mine is starting at 250 (1/4 squad cap, max 2 aces) and capping at 400 for the 3rd act (and switching to 6x3 mat). Kind of a mix of RitR and CC. The climactic 1200 vs. 1200 battle is very satisfying!

SQUADRON CAP

Squadrons are a fun and thematic part of SW: Armada, but there is a reason they are limited to 1/3 of points (1/4 when using sector fleets). In RitR, there are no limits to points invested in squadrons, you get extra squads MUCH faster than any other type of upgrade, AND you don't get tabled for having only flotillas remaining.

If one or more players go all in on squads, it can be a pretty oppressive experience for the opposing team if they only want to dabble in squadrons.

*The standard 1/3 points squadron cap is in effect. The cap is decided by the **current act's fleet cap**.*

- *200 = 67*
- *250 = 84*
- *300 = 100*
- *350 = 117*
- *400 = 134*
- *500 = 167*

Option: The cap is lowered to 1/4 of the total points for the current act. Unopposed squadrons are still quite deadly, but more importantly, the lower cap feels fun and balanced, even for casual players who only want to dabble in squads.

- *200 = 50*
- *250 = 63*
- *300 = 75*
- *350 = 88*
- *400 = 100*
- *500 = 125*

UNIQUE SQUADRONS

Unique squadrons are cool and powerful, but unlike unique upgrades, you can *start* with them. This is boring compared to working hard to get those unique upgrades.

Fleets **cannot** include unique squadrons from the start. But you **can** buy them later when playing campaign objectives (greens—including base defense—or pivotal battles) or by upgrading generic squadrons (see below).

Option: Alternatively, each fleet may include 1 unique squadron (2 if playing full-sized games) from the start.

Option: Instead of the normal (1 per 100 fleet points) cap on aces, the limit is changed to 1 per 150 points. This effectively means you can't buy a second ace until Act 2 and can never have more than 2 aces. This **excellent** option prevents the worst ace combos and gives generic squads a chance to shine.

REWARDS AND FLEET EXPANSION

I won a battle, so I got 30 points of squadrons. Meanwhile, my teammate lost and gained 4 pts in ion cannon upgrades he didn't want—that can, at best, be stashed (fleet cap permitting) and converted to 2 pts later. Next round, we repeat, and I've maxed out my fleet while he's stuck with a few unusable Ions that are practically worthless. While this example is a bit exaggerated, this can and will happen.

UNDERSTRENGTH BONUS

The understrength bonus rarely kicks in, which makes the rule somewhat redundant. This change helps a bit with that.

The understrength threshold is reduced to 20 (from 25) to make triggering easier (for full-size games, keep at 25).

UNDERDOG DIPLOMACY

Underdog diplomacy is another mechanism for making the understrength bonus more relevant.

*A task force that has **lost** a battle may spend 1 Diplomat token (this is an additional effect; you can still use the token normally) to trigger the understrength bonus. This understrength bonus is **in addition** to any understrength bonus from a difference in fleet points.*

FLEET RESERVE

Nothing sucks more than battling somewhere and not getting any useful rewards. Technically, you can buy squadrons and upgrades you don't need and save the points for later, but the points count against your fleet points limit.

*Instead of buying squadrons/upgrades, you can **bank the points** in your fleet reserve. You can also place **actual squadrons and upgrade cards** into reserve. Stuff in reserve does **not** count toward your fleet points. Points (and cards) in reserve can be removed as outlined in the "Add or remove forces" step and when buying/upgrading ships (and possibly when buying rewards if using the Flexible rewards option).*

Example: An Empire player loses at Mygeeto. He wants neither a Fleet Command nor an Ion Cannon, so he places 4 points in reserve.

Example: The Empire wins at Mustafar. The player picks XI7 for his Cymoon and picks up a DBY-827 turbolaser that is placed in reserve where it doesn't count vs. fleet cap.

This option will make fleets grow slightly faster than normal, which fits particularly well with the increased fleet points.

ADD OR REMOVE FORCES

This isn't a house rule, just a reminder—we've forgotten this rule more times than I can count—that you can discard squadrons and upgrades (and points from reserve) during step 5 of the Management Phase (specifically after removing scar tokens) to get back half the total points you tossed (rounded up), which can then immediately be used to buy new squadrons or upgrades.

As per the example in the booklet, you can **only** buy upgrades in a category you've discarded from. You're limited to dumping from X categories (squadron types and upgrade types), where X = the number of bases your team has + the number of Repair Yards tokens spent. So, if you tossed only officers and ordnance, that's the only new categories you can buy from. You must have discarded at least one squadron to purchase a new nonunique squadron.

FLEXIBLE REWARDS

The reward system sometimes feels inflexible, even with the Fleet reserve option in play. For example, let's say you lose a battle at Mustafar, so you're stuck with a Dual Turbolaser as your reward. You'd really like for it to be something better, but all you can do is wait until the Add/remove forces step, discard the turbolaser (and something else), and THEN buy LTT/TRC/whatever. For some groups, that's fine, but for others, this becomes an unfun slog as the losers get outpaced by the winners.

*When selecting rewards, players may use points/cards from the reserve (remember to halve their value) to add to their reward, **to a maximum of +5 points**. This option **cannot** be used if the chosen reward has one or more unique cards.*

This option adds a lot of flexibility but makes getting the most desirable upgrades easier. It will also make fleets grow slightly faster. The ban on uniques is there to avoid making it too easy to access what should be a rare resource.

SQUADRON REWARDS

Squadron rewards are completely out of sync with other types of rewards, which is primarily a result of some unique squadrons being so incredibly expensive (Morna Kee is 27, for example). Not only is the **absolute** size of the reward too big, but the **relative difference** between the winner/loser can be up to 15 points, which is pretty wild. Using this rule, the absolute size is reduced for the winner, and the relative difference is also reduced. So, winning a squadron reward battle is less extreme. It's still a big deal but cannot be fixed without significant rework—which is out of scope.

Each location with the [SQUADRON] reward provides 24/16 (instead of 30/15) or 18/12 (instead of 24/12) points. It's still a lot, but it's not quite as extreme.

Example: *Concord Dawn is listed as [SQUADRON] 30/15, so now it is [SQUADRON] 24/16 instead.*

This option works best when combined with the unique/upgrading squadron tweak. It's designed to work with the points tweaks to generic squadrons.

BUYING/UPGRADING UNIQUE SQUADRONS

Here are some alternative mechanics for unique squadrons.

*Generic squadrons can't be veterans, but a generic squadron that would be eligible for veterancy may instead be upgraded to a unique squadron of the same type. **This counts as that fleet's veterancy option for this battle.***

Example: *A TIE Fighter could become Black Squadron or Howrunner. In fact, the only way to get Howrunner under these rules is to start with a plain TIE and then upgrade.*

*The squadron does **not** also become a veteran. Upgrading a squadron doesn't require spending any reward, but the fleet points cap must be observed, as must the "ace cap."*

*Unique squadrons **without** defense tokens can also be bought directly as rewards if you've played a campaign objective (greens—including base defense and pivotals).*

Option: If you want even more flexibility (at the cost of some added complexity), you can allow players to upgrade unique squadrons **without** defense tokens to unique squadrons **with** defense tokens. So Black Squadron could, if it gains veterancy, be turned into Mauler. It would then lose its veteran token, and Black Squadron would be eligible to be taken by the same or another player.

Option: Another option is to allow upgrading between squadron types or between pilots of the same italicized squadron title. So Vader TIE/Ax1 could become Vader TIE/D, or Han Falcon could become Lando Falcon. The cost of the swap is again the veterancy.

BUYING/UPGRADING SHIPS

These options allow teams to add new ships or upgrade ships in preparation for each pivotal battle.

Before each pivotal battle (including the final climactic battle), each player may do **one** of the following:

- Spend 1 Ally or Repair Yards token and 1 Resources token to buy a Small ship **with a single nonunique upgrade** worth up to 30 fleet points.
- Spend 1 Ally or Repair Yards token and 1 Resources token to upgrade an existing ship into a ship worth up to 30 fleet points more than the ship being upgraded. If a ship is upgraded this way, it loses any veteran or scar tokens.
- Before the climactic battle only, one player on each team may instead spend 1 Repair Yards token and 2 Resources tokens to replace any number of their ships with a Huge ship worth up to 30 fleet points more than the removed ships.

Each of the above options allows a player to spend 1 additional Resources token to get 15 extra points and/or remove squadrons or upgrades to earn additional points (half points, as usual).

The fleet points cap must always be observed, so you can't use this rule to grow your fleet beyond the maximum limit. If you would go over, you can put some cards into the fleet reserve (see above).

Remember that upgrades (except titles) can freely be moved between ships, so your new/upgraded ship need not start naked.

Example: *A Rebel player wishes to upgrade an AF2B (72) to an MC75 Armored cruiser (104) in preparation for the Act 2 pivotal. That's a 32-point difference, so he needs to either spend an extra Resources token or make up the difference from his reserve.*

Option: For added flexibility, **one player** on each side can buy/upgrade ships during the Gain Rewards step of each turn (instead of prior to the Pivotal). This works as stated above. We've tested this option extensively, and it's a lot of fun, but you will see significant spikes in fleet points.

REMOVING UNIQUE CARDS

Have you changed your mind regarding a unique card? Sorry, it's gone. The rest of your team can't pick it up.

*When a unique card (of any type) is discarded, it **returns to the pool** of available cards instead of being removed from play.*

All fleets were created equal

If you're still having trouble with the campaign regularly snowballing as one side gains the advantage, consider adding the following tweaks:

- The losing side gains the same rewards as the winning side. This takes away some of the fun of winning—but also takes away the pain of losing.

- Each side can have a minimum of 3 bases. If a side has fewer, it can build bases for free until it has 3. If a side has no locations with presence, it can build bases on unoccupied locations. In there rare event there are no unoccupied locations, it can build bases anywhere this isn't already a base.

Winning is now primarily about collecting Campaign Points, which impacts Pivotal Battles and the final campaign result. Other than that, both sides are likely to be very close in points and experience (with the losing side perhaps having slightly more XP).

COMMANDER ABILITIES AND XP GAIN

Growing your commander is probably THE most fun aspect of RitR. Unfortunately, you max out quickly, probably before the first pivotal, and then nothing. The critical problem is the lack of an XP gain limit per battle. One or two big wins (or losses), and you're done.

These tweaks slow down XP gain somewhat and increase the number of tiers available, making the fun last longer.

Commanders can gain a maximum of 3 XP per battle!

XP is gained in this manner:

- 1XP for fighting a battle
- +1XP for losing
- +1XP for every 100 pts (up from 75) you win or lose with (previously, only the winner got extra XP from big MoVs)
- +1XP for every 20 pts (down from 25) your opponent's fleet is larger than yours

The maximum number of commander ability tiers is determined by Act:

- Act 1: 4
- Act 2: 6
- Act 3: 6 or 8 (or drop Act 3 altogether)

Note: Using 6 tiers is perfect. Going 8 is a ton of fun but obviously more complex and powerful.

A few commander abilities are too good not to take, while some are decent, and a few are absolute trash. These tweaks aim to make choices more real. I've also added a few new abilities—**marked in green**—to increase variation.

Note: If you want to keep the changes to a minimum, make sure you change Ion Techs. It's the single most stupid ability in the game. Fighter Group Leader is also kind of broken (doubly so if playing with more than 4 tiers of abilities) if playing *without* a squadron cap.

BOARDING

Boarding is especially appropriate for CW-era games. If you want to use these abilities, you should look into some of the custom stuff that makes raid more accessible.

Boarding Teams I (T1, 3 XP): *Once per activation, while attacking a ship at close-medium range, if the defender has 1 or more raid tokens, you may add 1 black die to the attack pool.*

Boarding Teams II (T2, 3 XP): *Once per activation, while a friendly ship is attacking a ship at close-medium range, if the defender has 1 or more raid tokens, it may add 1 black die to the attack pool.*

Requires and replaces Boarding Team I.

Boarding Teams III (T3, 4 XP): *Once per activation, while a friendly ship is attacking a ship, if the defender has 1 or more raid tokens, it may add 1 black die to the attack pool.*

Requires and replaces Boarding Team II.

Expert Saboteurs (T2, 4 XP): *When an enemy ship at close range of a friendly ship is assigned a raid token, if it has a matching command token, you **may** force that ship to discard the matching tokens.*

Requires Boarding Teams II or III.

COMMAND

New category added to differentiate between supply-themed and command-themed (flagship) abilities.

Command Bridge (T1, 4 XP): *Tier 1 ability.*

Rarely taken. Now, it costs only 1 tier (out of 6), and with Ryloth providing Fleet Commands, it could be good. Kept in check by Fleet Commands not working on allies (see Misc rules below).

Command Staff (T1, 3 XP): Tier 1 ability.

No one wanted to spend 2 tiers out of 4 on this, but spending 1 tier out of 6 is a decent boost to your flagship.

Improved Countermeasures (T2, 4 XP): *If you do not have a DEFENSIVE RETROFIT icon in your upgrade bar, you gain 1 DEFENSIVE RETROFIT icon in your upgrade bar.*

Giving your flagship a defensive retro opens up some possibilities. Still, you're paying 2 tiers when you could instead take a flagship that already has a def retro (or Tua for Imps), so this option doesn't break anything. ECM Liberty would be good—as would a Providence DN or Venator-I—but none are game-breakingly amazing.

Note: This option works very

Note: Huge ships are still unable to gain extra upgrade icons, so this won't let you move your ECM over to Executor for that final battle!

ENGINEERING

Damage Control Expert (T2, 3 XP): *When a friendly ship receives a faceup damage card with the SHIP trait, it may discard a REPAIR token to flip that card facedown without resolving its effects.*

Requires Master Engineer II or III.

This anti-crit effect is moderately strong but eats tokens and 2 of your tiers.

Master Engineer I/II/III: *The extra engineering point is granted as long as the [REPAIR] command is resolved. The additional effects are for dials only.*

Not the most widely picked of the four “command abilities,” Master Engineer could use a little boost by making it more flexible.

Repair Expert (T1, 2 XP): *You get 1 extra Repair Yards token during the Management Phase.*

Repair Yards tokens are pretty helpful if using the new fleet upgrade options. If not, they are trash.

ESPIONAGE

Concealment I/II/III: *Unchanged.*

Beneficial without being overpowered.

Option: Change to **distance 1-2**, but only **readied** defense tokens can be discarded. More flexible while also implementing the Admonition errata.

Infiltrator I/II/III: *Also lets you redeploy a number of squadrons equal to twice the rank of this ability.*

Infiltrator isn't bad as such (and is way better on 6x3 maps), but very few players will select it.

GUNNERY

Ambush Gunner I/II: *Only works at distance 1 of an obstacle (instead of 1-2, and ships don't count).*

Too easy to trigger and almost an auto-pick when players have more than 4 tiers to work with.

Option: For full-sized (400 pts/6x3) games, the ability works at distance 1-2

Ion Technician (T2, 3 XP): *Only works once per round if there is already a blue die in the attack pool.*

Requires Master Gunner II or III. Excludes Ordnance Expert/Veteran Gunner.

Ion Techs is the single most OP ability in RitR. Essentially, it's an auto-pick unless you want to go max squads. It's even worse with 6 ability picks. **It needs to change.**

Master Gunner I/II/III: *Unchanged*

Super useful for almost all fleets. Veterancy and Munitions Resupply makes it extremely easy to get extra dice.

Ordnance Expert (T2, 3 XP): *Same as Ion Tech, but with a black die (so you can reroll even at long range—if there is a black in the pool, to begin with).*

Requires Master Gunner II or III. Excludes Ion Tech/Veteran Gunner.

Veteran Gunner (T2, 3 XP): *Same as Ion Tech with a red die.*

Requires Master Gunner II or III. Excludes Ion Tech/Ordnance Expert.

This new option does for red dice what Ion Tech/Ord Expert.

LOGISTICS

Additional Support (T1, 3 XP): *Can be applied to any small base 1-command ship. That ship cannot equip [ORDNANCE], [ION CANNONS], or [TURBOLASER] upgrades.*

Tier 2 is too much. Tier 1 makes it OK. And yes, you can make your CR90 or Raider bring Slicer Tools—or your Pelta have 2 Fleet Support slots. Like all abilities, it can be selected only **once**.

Independent Raider (T1, 2XP): Can attack a sector with an opposing Diplomats token without gaining Low Morale. When this ability would prevent you from gaining a condition, you may gain it anyway. If you do, your team gains 1 Resources token.

Ready Defender (T1, 2XP): Also stops Low Supplies when defending. When this ability would prevent you from gaining a condition, you may gain it anyway. If you do, your team gains 1 Resources token.

Both “Ready” options are still kind of weak, but I don’t want to completely redo them.

Replacement Snubfighters (T1, 2XP): Nonunique squadrons costing 12 or fewer points (13 or fewer if you do not use the adjusted points costs presented herein) require 0 repair points to unscar. Unique squadrons still cost 1 point.

NAVIGATION

Emergency Maneuvers (T2, 4 XP): While a friendly ship is defending against a larger ship, if its speed is greater than 1, it may discard 1 readied defense token to resolve the effect of that token, even if it was targeted by an [ACC] icon.

Requires Master Navigator II or III.

Note: Remove this ability if using the Alternate rules that duplicate the effect.

Note: This ability is redundant if you use the “mini-Agate” rule from the Alternate Rules section.

Gives smalls a bit of a boost vs. larger ships, which is handy in the mid-late game. On the other hand, you have to keep your speed up, and it’s worthless against an MSU opponent, so I don’t think it’s overpowered.

Master Navigator I/II/III: Unchanged

Almost all fleets (and GAR in particular) benefit tremendously from this.

Rockhopper I (T1, 2XP): Before landing on an obstacle, you may discard a [NAV] token. If you do, you can ignore the effects of overlapping that obstacle during this maneuver.

While probably not the best ability, you shouldn’t underestimate the power to ignore obstacles in RitR games.

Rockhopper II (T2, 3XP): Applies to the entire task force.

SQUADRON TACTICS

Fighter Group Leader (T2, 4 XP): When a friendly ship resolves a [SQUADRON] command, up to 3 squadrons it activates may reroll 1 attack die. **That die cannot be rerolled more than once during that attack.**

Requires Master Coordinator II or III.

The standard version is a bit too good, doubly so because there is no squadron cap. Below 300 points, and with the squad cap in place, it’s much less of a problem.

Note: The max rerolls part becomes redundant if the “each die can only be rerolled once” option is used.

Master Coordinator I/II/III: Unchanged

For squadron-centric fleets, this was an auto-include. It’s still excellent, but the squadron cap limits squadron spam. The Tier 3 ability is helpful in that it frees up points/slots since you don’t need Boosted Comms.

Rapid Deployment (T1, 2 XP): Additionally, if a squadron activates during the squadron phase and does **not** attack during its activation, treat its printed speed as 1 higher.

This tweak makes slower squadrons better able to reposition. Rogues can still use it, just not if they want to move and attack during the same squadron phase.

STRATEGIC TOKENS

Strategic tokens are all over the place in terms of potency and utility. The following rules bring some level of parity to the various strategic tokens.

Tokens that have a tactical effect must be assigned to a task force when assaults/defense is declared. Unspent tokens assigned to task forces are discarded after the end of the battle.

ALLY

Ally tokens are problematic. They are by far the most potent strategic token. The 45 extra points while playing in the 200-250 range is a massive boost.

Ally tokens give just 30 points (400-point fleets still use 45) to be spent on generic squadrons of any type or a small ship (basically a flotilla) with a single nonunique upgrade.

If you want to use Ally tokens with CW factions (or GCW factions, for that matter) but do not want to use any of the additional squadron options, the Ally token brings in one of the following:

- Aggressor + Lancer
- Firespray + JumpMaster
- Gauntlet + HWK-290
- YT1300 + YT-2400
- VCX + YV-666

Additional strategic use: Ally tokens also play a role when buying and upgrading ships.

DESTINY

Additional strategic use: When choosing a reward, a player who *lost* his battle may spend a destiny token to choose unique upgrade cards or squadrons (as if you had played a campaign objective).

Changed tactical use: Unspent Destiny is discarded after the battle (see above).

DIPLOMATS

Additional strategic use: Can be spent by the **losing** player to trigger the understrength bonus (see above).

Additional tactical use: During the Spend Defense Tokens step, a friendly ship can spend a Diplomats token to cancel 1 attack die.

REPAIR YARDS

Additional strategic use: Repair yards tokens also play a role when buying and upgrading ships.

Additional tactical use: After setting up fleets, you can spend 1 Repair yards token to choose a friendly ship and increase its hull value by 1.

RESOURCES

Additional strategic use: Resources also play a role when purchasing new/upgrading ships, both during regular play (see above) and before the climactic battle (see below).

SKILLED SPACERS

Additional strategic use: Before declaring assaults, one player can **permanently** replace one of their objectives.

Changed strategic use: A skilled spacer spent to give an additional veterancy applies only to **one player's** task force.

Additional tactical use: Spend before a battle to make a ship or unique squadron a veteran for that battle.

SPYNET

It costs 2 tokens to redeploy a large ship (Huge ships can't be redeployed). For each token spent, up to 2 squadrons may be redeployed (in addition to the ships).

Additional strategic use: Before declaring assaults, spend 1 spy net token to reveal the base defense of one location.

Additional tactical use: Spend during setup to pass one deployment. The first player may pass his first deployment.

CONDITIONS

Conditions are a good idea but poorly implemented. Early game, you'll probably WANT to pick up Low Fuel. The drawback is minor and **prevents you from dealing with the other conditions.**

Task forces can have multiple conditions but can't have more than 1 of each condition. Each condition applies to each battle.

LOW FUEL

This one is fine, so it is left unchanged.

Veterancy and Master Navigator make Low Fuel a minor inconvenience.

LOW MORALE

This one can be a bit too harsh on command 1 ships, especially now that it can be combined with Low Supplies.

Battle Phase: Each of your ships can be assigned 1 fewer command token than its command value **(to a minimum of 1).**

LOW SUPPLIES

This one is way too harsh on upgrades that normally refresh automatically, especially now that it can be combined with Low Morale.

Battle Phase: To ready a **recurring** upgrade card during the Status Phase, you must discard 1 command token of any type. Non-recurring cards behave normally.

Note: It's enough to have a presence on both border worlds; you don't need bases. Easy to miss.

MISCELLANEOUS TWEAKS

These tweaks make for a more varied and fun campaign.

BASE BUILDING

In the early game, there is too much focus on base building; if a team falls behind, it can be hard to catch up.

*Each team can build **ONE** base each turn unless they have fewer than 3, in which case they can build up to 2 bases.*

Note: This option fits well with the Free resources option below but can also be used independently. This option doesn't affect the free base you get if you have no bases.

BASE DEFENSES

We've seen a tendency to focus on one type of base defense. This rule prevents spamming a single type.

A team can't build a type of base defense that it has more of than all other types of base defenses.

Example: *A team has 1 Ion Cannon, 2 Fighter Wings, and 1 Armed Station. It can build either an Ion Cannon or an Armed Station. It cannot make more Fighter Wings until it has 2 of each type of base defense.*

BASE DEFENSE EFFECTS

Rebalances the effect and worth of base defense objectives.

Ion Cannon: *Remove tokens after shooting. For full-sized fleets, do not remove objective tokens after attacking (still only 1 shot per round). Add 30 (or 45) pts to the defender's fleet points.*

Fighter Wing: *30 points (down from 45) of nonunique squadrons. Full-sized fleets can still use the 45 points.*

Station: *Add 30 pts to the defender's fleet points. For full-sized fleets, the second player places an extra station. One of the stations is armed, and the other is unarmed (declared after setup). The first player cannot heal off either station. Add 45 pts to the defender's fleet points.*

COMMANDER RESPEC

Are you stuck with a bunch of abilities that turned out not to fit your fleet so well? Here is the solution! If you need an in-character explanation, the old commander got sacked, and a new one has taken over.

After each pivotal, you may remove any or all commander abilities to recover the same number of XP. Those XPs can then freely be spent on new abilities.

CRIPPLING

Did that ISD escape with no shields and 1 hull while you lost a single X-wing? Win for the Empire, then. Sounds familiar and frustrating?

The Huge ship crippled rule is in effect for all ships.

Option: It's possible to extend crippled to squadrons, but I don't recommend it as it penalizes squadrons quite a bit.

FIXED ACTS

Some groups want faster campaigns, while others want to play as much as possible.

Many players will have had enough after two acts, so go directly to the climactic battle after Act 2 is finished, regardless of the score. Alternatively, play out 3 campaign turns for each of the 3 acts, irrespective of the current score.

FLEET COMMANDS

Fleet commands are A) too powerful since they apply to the entire **side** during pivotal battles, and B) only IF! is taken 99% of the time because it's **so much better**.

*Fleet Command effects **only** affect the fleet they belong to, **not** allied fleets.*

Option: Limit IF! to working only **once** per round (this is a personal favorite). If you do, do **not** also increase the cost of the card (see below).

FIRST ROUND ASSAULTS

An early base assault offers a chance to completely cripple the opponent from the start with minimal risk. Is making sure no one has any fun at all really what you're after when playing a campaign?

*Base assaults are **banned** during the first campaign turn.*

EXTRA REWARD LOCATIONS

There is only one location with Fleet Support—Mustafar—which is a pretty good location, so it's almost always based during setup. It feels strange to have two locations with Experimental but only one with Fleet Support. Likewise, fleet commands are unique, so the only way to get them is through campaign objectives. It's not ideal because Mygeeto is 99% of the time seized by the Empire during setup. Losing at Mygeeto gives 4 pts of Fleet Command, which is useless. So, we have a situation where rebel Peltas usually can't take Fleet Commands, but if they do, they become OP. Some other upgrade types are woefully underrepresented on the map, limiting the fleet-building part of the game.

Concord Dawn gains [WEAPONS TEAM] 8/4

Hoth gains [DEFENSIVE RETROFIT] 10/5

Nar Shaddaa gains [SUPPORT TEAM] 8/4.

Ryloth gains [FLEET COMMAND] 10/5

Saleucami gains [SUPPORT TEAM] 10/5

Smuggler's Run gains [WEAPONS TEAM] 10/5

Utapau gains [FLEET SUPPORT] 8/4

Note: The map in Appendix 6 has the changes listed.

FREE RESOURCES

There is too much focus on needing to grab—and hold on to—resource locations. By giving teams free resources, they can focus on other locations and not run out of resources.

Each team receives 1 free resource token each turn when collecting strategic tokens.

Note: You might want to use the limited base building option in conjunction with this (see above).

LIMITED CAMPAIGN OBJECTIVES

Campaign objectives are fun and all, but the same ones tend to get played repeatedly.

Each campaign objective/location combo is unique. So once you've played Hired Scum somewhere, you can still play Hired Scum somewhere else, but not at the same location (obviously doesn't apply to Base defense).

Option: Other location-specific objectives are also unique, so once you've played Advanced Gunnery over Saleucami, it's removed from the pool.

RANDOM OBJECTIVE SELECTION

You can play through three acts and be 2nd player every game, and still, you've hardly ever played a single one of your objectives.

*If a campaign objective is **not** played, randomly select the objective to be played from the available objectives.*

PERSISTENT SCARRING

Scarred squadrons start with -1 HP, then immediately heal off the station. Or a scarred ship instantly recovers a defense token by landing on a rock during Asteroid Tactics.

Scarred ships cannot recover the "scarred" defense token, and scarred squadrons cannot recover the HP lost to scarring.

RAID AND VETERANCY

Raid is pretty weak, to begin with, and veteran tokens make it utter trash. This option helps a bit with that (as do the raid-based commander abilities).

A ship with a Raid token cannot spend its Veteran token.

REPAIRS

The repair rules are a bit bland. This provides some more variety by making it cost more to repair big/unique stuff but less (nothing) to fix generic squads.

*Each player receives 3 yard points each turn. In addition, each base (1 point) or spent Repair Yards token (2 points) generates points that can be **divided between players**.*

The following "yard points" are required to unscar:

- Generic squadrons: 0.5
- Unique squadrons: 1
- Small: 1
- Medium: 2
- Large: 3
- Huge: Not relevant, as Huge ships can only appear in the final climactic battle.

Once each team has 4-5 bases, scarring typically no longer matters. This rule makes scarring a bit more prevalent.

RESTRICTED CARDS

Some cards introduced in this document have more than one • symbol before their name. These cards are not unique, but they are *restricted*. The number of • before the name is the number of copies allowed across all fleets.

SQUADRON VETERANCY

Veteran squadrons get to reroll their attack dice but can do nothing else with their tokens, whereas ships can choose between different token effects. It's a bit bland if you ask me.

While defending, a veteran squadron can spend its token to force the attacker to reroll any number of attack dice. The offensive use remains unchanged.

TABLING

Real men fight with real ships and accept defeat when all they have left are puny flotillas and tiny squadrons.

Standard tournament rules for tabling apply. This means you play out the round and then calculate the scores.

UNIQUE REGULAR OBJECTIVES

Most Wanted all around? Or something else to mix things up? This tweak encourages variation in objectives.

*Standard objectives are unique **within each team**.*

VETERANCY REBALANCE

Veteran tokens are pretty powerful and tend to trivialize anything that needs tokens to work, including many commander abilities.

When a Veteran token is spent, it is discarded (so you get 1 use from the token, not 2).

CAMPAIGN OBJECTIVES

The green campaign objectives are a lot of fun, but not all seem appropriately balanced.

HIRED SCUM

Many rerolls make for a lousy objective for the 2nd player.

Reduced to 30 points (unchanged for full-size games).

You get a maximum of 2 rerolls from this objective.

PILOT DEFECTION

Too many points involved.

Reduced to 30 points (unchanged for full-size games).

PROTOTYPE RECOVERY

Letting unique squadrons benefit from this during the climactic battle seems like easy mode.

*The effect on the final battle has been tweaked to apply only to **nonunique** squadrons.*

RECRUIT ALLIES

Too many points involved.

Reduced to 20-40 points (unchanged for full-size games).

VOLATILE CARGO

This objective gets weird since most squadrons can't do more than 1 damage per attack, and small ships are more heavily affected due to smaller dice pools.

The total damage cannot be reduced to less than 1.

PIVOTAL BATTLES

Want to play the same pivotal multiple times? Or change it up? That's your call, but I prefer variety.

*Each pivotal battle can only be played once. For example, if **Demonstration** was used for Act 1 and **Conquest** for Act 2, **Evacuation** must be used for Act 3. Each location (or sector for **Demonstration**) cannot be picked more than once as the location for a pivotal battle. So once **Lothal** is chosen for **Evacuation**, it's not eligible for later pivots.*

Additional obstacles: *Add the gravity rift and the dust fields to the obstacle pool.*

FINAL CONFRONTATION

Using the larger fleet sizes suggested by these rules, there will be a lot of points on the table come the end. Adding hyperspace reinforcements is a way to make the final battle more interesting.

*Each player may place one Small or Medium-sized ship and up to 3 squadrons into hyperspace. These ships are in play, so they still get tokens and whatnot during setup. Then, starting with the 1st player, place a **victory token** in the play area beyond distance 5 of all other objective tokens.*

*At the start of any round after the first, **one player** on each side may choose to deploy his reserves at distance 1 of any friendly victory token, then remove that token. The remaining tokens may then be moved to within distance 1 of their current positions.*

A ship deployed in this fashion cannot be the first ship to activate this round.



The Knights of Green must die!

ADDITIONAL OPTIONS

The following options bring new options and revised elements to the campaign, change some fundamental assumptions, such as points costs, or even alter the game's core rules. Use only after discussing them in your group.

ADDITIONAL FLEETS

Playing the same fleet repeatedly against the same three opposing fleets can get stale. So, let's add a replacement fleet to mix things up.

*Create 1 extra fleet per team. This fleet is to be shared by the team. At the start of each campaign turn, place the additional fleet into reserve so each player has one fleet to run. Then, play out the turn normally. Reserve fleets get to unscar, get 2 XP each, and can pick a **winning** bonus base reward. You can't reserve the same fleet twice in a row.*

FULL-SIZE RITR

As outlined on page 12 of the rules booklet, RitR can be played starting at 400 points and going up to 500. This uses the standard 6x3 play area (and can, therefore, use the banned objectives). This supersedes the 300-point cap outlined above but can otherwise be played with all options in this document (with a few modifications as noted).

Extra rewards: Both the winner and the loser get to pick an additional (different, so no double squad reward, for example) losing reward from the location or increase the value of their chosen reward by +5 points.

Option: It's possible to start at 300 and work up to 400 (or 450). Or start at 400 and go all the way to 550.

FLEXIBLE HEROES

The Millennium Falcon is such an iconic ship, yet only one player can field it. This rule allows unique characters (and ships) to dash back and forth between battles quickly.

Different fleets are allowed to use unique cards with identical names but distinct types (also applies to ship names in italics).

Example: Rebels could field Han Solo/Millennium Falcon, Lando/Millennium, and Lando (officer) across their fleets.

Example: Empire could **not** field Darth Vader/TIE Defender and Darth Vader/TIE Advanced x1, but could field one Darth Vader squadron, one Darth Vader officer, and one Darth Vader "boarding team," as long as each was in a different task force.

CLONE WARS RITR

RitR is well suited for playing in the era of the Clone Wars. Just replace Rebels with CIS and Empire with GAR, and you're ready to go. The only real downside to playing with CW fact is the relative lack of unique cards. Don't let that be a problem. Instead, embrace the opportunity to play with generic squadrons and upgrades.

Irregular squadrons: CW factions do not have access to irregular squadrons and thus have trouble with some of the campaign objectives. You can use my additional squadrons (see below) to solve this problem, ignore faction restrictions for nonunique irregular squadrons, or substitute regular squadrons.

CORELLIAN CONFLICT IN RITR

The Corellian Conflict can be played using the RitR rules by adopting my **modified CC map**. The map brings RitR rewards, campaign objectives, strategic tokens, and more into the Corellian sector.

The map: There are 25 locations in CC as opposed to 30 locations in RitR. I've divided the locations into 5 areas labeled "I-V" to mirror the RitR map and spread a mix of rewards, tokens, and objectives across them. I have also changed the campaign point value of some locations to match risk with reward.

There are **three** sub-areas in CC: the Corellian System (Corellia, Selonia, Drall, Talus, Tralus, and Centerpoint), the Corellian Run Hyperlane (Crash's Drift, Raider's Point, Truuzdann, and Nubia), and the Corellian Trade Spine Hyperlane (Plympto, New Plympto, and Duro).

There are five border locations in CC:

- Aurea borders I and II
- Duro borders II and III
- Nubia borders III and IV
- Crash's Drift borders IV and V
- Polanis borders V and I

Except for area I, standard border world rules apply for setup and the Low Supplies condition. The Corellian System can become isolated if the other team controls at least 3 border locations, 2 of which must be located on a hyperlane location. For example, controlling Nubia, Duro, and Polanis would qualify, but not Crash's Drift, Polanis, and Aurea.

Setup: The Empire can **only** place bases in the Corellian System sub-area and on either Hyperlane sub-area. The Rebels cannot establish bases in any sub-area. Neither side can pick border locations during setup.

Fleet size: CC-in-RitR can be played using task forces or full-sized fleets. The former feels more like RitR, and the latter more like CC. The default is to start at 400 and go to 500 (or 550 if you use that option).

Commanders: CC-in-RitR can be played using standard (**not recommended**) or custom commanders (**recommended**). If using custom commanders, each commander may select either 1 Tier 2 ability or two Tier 1 abilities. A commander can have up to 6 Tiers of abilities (or 8 if you use that option).

Note: If you want to use regular commanders for CC games, you can, but be aware that this limits variety (99% of the time, the top 3 commanders of each faction will be chosen) and, more importantly, takes away the fun of building your commander!

Conditions: Apply normally, except if one player controls 3 border worlds (see above).

Rewards: To compensate for bigger fleets, both the winner and loser get to either pick an extra loser's reward or add 5 points to their selected reward. This is only applicable to full-sized fleets.

Base defense: Use RitR base defense objectives. You might want to use the "better base defenses" option if playing with bigger fleets.

Special assaults: These have been replaced by pivotal battles and are no longer used.

Pivotal battles: These are played normally, but be aware that pivotal battles using full-size fleets are whole-day affairs. There are a couple of ways to solve this. The first is to do a pivotal only if a climactic (final) battle is called. The second is to turn pivotal battles into 2v2 player affairs, with the third fleet on both sides not participating. The options can be combined to use 2v2 for ordinary pivots but 3v3 if there is a climactic battle.

POINTS TWEAKS

Almost anyone who has played Armada for a while agrees that not all things (often older components, but not exclusively) are correctly costed. And in a way, that's OK. Not every upgrade, squadron, or ship can be *the* most cost-effective. It would probably break the game entirely if everything were Maarekdon good. That said, there is stuff that's almost always taken and stuff that is never taken, which obviously leads to less variety.

Changing points **without changing anything else** is by far the easiest way to modify the game. *The points changes I've outlined have been done with the **campaign** in mind, not standard 400-point games.* Bear in mind that games will be either Empire vs. Rebel (or Republic vs. Separatist), using custom commanders. There will never be any Rebel vs. Rebel or Empire vs. Republic. Nor will the Empire be able to field Sloane or the Separatists Mar Tuuk. This impacts the final value of individual cards and combos.

For example, Agent Kallus is good but niche in competitive games. In RitR, you will almost certainly be getting much use out of him. Some of the Experimental Retrofits—and stuff like mines—are even better on a small map than the large one, simply because everything is gathered in a smaller space. Certain cards, such as Director Isard and Jyn Erso, are so weak that they can't fully be fixed with points tweaks alone—they need a total makeover. I've included a few examples of such cards (there are definitely a few more that could use a makeover).

I cannot comment in detail about every change I've suggested, but if you're really interested, read the Design Notes section below.

Common cards go up; rare cards go down: That's the key concept. So, overused stuff becomes more costly, and underused stuff becomes cheaper.

No need to change everything: Changing *everything* would be excessive, unneeded, and confusing. If something works fine, leave it.

Small shifts are usually enough: A 1-point increase for one card and a 1-point decrease for another card of the same type can have a significant impact. A 2-point increase/decrease is a major change for fleet building.

Some things are undesirable: Fortressing is not good, running away while token-farming is not good, and squadron fights at extreme range—while your ships stay out of the battle—are not good. So, these things cost more.

Huge ships: DN variants are fine in an environment without standard commanders, Starhawks, and Onagers. The Executors should be reserved for sector fleet battles.

Large ships: *Large ships have been rebalanced to A) make CW and GCW similarly priced (meaning GCW generally goes down in cost) and B) still not dominate in task force-sized games. If in doubt, you could increase the cost of all Large bases by 5 points.*

Small ships: Smalls have received small (pun) rebates, especially those that need to get in close to do work. This should make these ships more desirable.

Squadrons: These have been adjusted according to the other guiding principles, but there are some additional complications. For the most part, generics are overcosted compared to aces. We know this because of the ace cap (and how many aces were in play before) and the number of squadrons and upgrades that exist specifically to boost generic squads (the Biggsball is the best example of this).

A complete rework of squadrons and their cost is outside the scope of this document. So, instead, I've settled for tweaking the majority of generic squadrons down in price and only slightly increasing the cost of some aces.

It's essential to see these changes in the context of the ace and squadron caps. Aces are rare, but with access to veteran tokens, they are even more potent, so players will want as many as they can get their hands on. Subtract the aces from the squadron cap, and there aren't many points left to buy generics.

ADDITIONAL SQUADRONS

The CC box brought us a slew of new, unique squadrons, and so did RitR. After points changes, the second most straightforward tweak to implement is adding even more squadrons. These squadrons are neither intended nor balanced for competitive play. Instead, they were made with campaign play in mind, assuming they are split between three players and that veteran tokens are a thing.

The cost on the cards assumes you've implemented the points tweak; otherwise, you might have to adjust the price slightly on some of the squadrons. The additional squadrons are added to (in green) the squadron points list for comparison purposes. Additional squadrons for Clone Wars factions are included.

You can print the new/altered squadrons directly from this document (see the Squadron cards section below). All cards were made using <https://archive.kdyards.com/index.php>, mostly with recycled X-wing artwork.

Limited squadrons: Some new squadrons have more than one • before the name. These squadrons are *limited*, meaning your team cannot have more copies of this card than the number of dots. Limited squadrons are **not** unique and are not affected by rules or card effects referring to unique squadrons (for example, they cannot become veterans and are not affected by Agent Kallus' effect).

CROSS-FACTION SQUADRONS

Sadly, the CW factions lack at least one combat ship and squadron pack. That means no irregular squadrons, no rogues, and no assault.

To (partially) remedy this, I've added some cross-faction squadrons. So you get the Mandalorian Gauntlet Fighter for ALL factions (yay, printed assault for the Republic), and stuff like Ventress in a Lancer (Adept for CIS) and Jango Fett in Slave I. I've also made an alternate version of Gar Saxon that could be pretty good.

The extra cross-faction squadrons are added to (in green with an "X" behind the name) the squadron points list for comparison purposes.

There are also options for adding new types of squadrons to CW games, but that requires custom miniatures to be printed/purchased/proxied, so it isn't for everyone. Cross-faction squadrons, on the other hand, are pretty straightforward to implement.

REPLACEMENT SQUADRONS

Replacement squadrons include alternate versions of existing squadron cards, such as Luke Skywalker and Darth Vader without Escort but with Adept, and an Unaligned Hondo.

The replacement squadrons are included (in green with an "R" behind the name) in the squadron points list for comparison purposes.

ADDITIONAL SHIPS

I've included extra ship options for the CW factions. These are primarily cross-faction ships, such as the Arquitens, but there is one—the CIS Diamond-class—you must proxy, print, or buy online. I've also added the Assault Gozanti, a unique Vic-II for GAR, and additional versions of the Munificent.

GCW factions get some new options but are not given as much attention in the ship department. They already have more options, and it's actually pretty hard to go in there and make additions without revising some of the existing ships, which I consider out of scope. For example, GCW ships could be redone to include native Salvo, but that's too big a project for this document.

ADDITIONAL TITLES

Some ship types, especially the Interdictor, have a minimal selection of titles. Other ship types have 3 or more titles, but only one is any good.

I've added some new ones for the ships I felt needed it the most. Together with some Replacement titles, I think there should be sufficient variety to mix things up a bit.

REPLACEMENT UPGRADES

Some upgrades can never be usable, even if their cost drops to 1 point or even 0 points. I'm thinking about cards like Independence, Jyn Erso, and Director Isard.

I've changed some of the worst offenders to make them playable.

REPLACEMENT OBJECTIVES

There are a few outstanding objectives and some that are OK or suitable for specific fleet archetypes. And things like Marked for Destruction work much better on a small map than a full-sized one. But some objectives are really bad and thus never played. Navigational Hazards, anyone?

I've changed a few without altering them too much.

ALTERNATE RULES

If I were in charge of the Armada rules, I would make a couple of principal and a handful of minor changes.

ACCURACY ICONS

*Defense tokens targeted by  icons cannot be spent **unless they are readied**. The defender may spend 1 readied defense token that has been targeted by an  icon. If it does, discard that token instead of exhausting it.*

This is the most profound change. Essentially, each ship has a mini-Agate (green tokens only) on board. This ensures that ships don't leave the table without ever having spent their defense tokens. This is a good thing because defense tokens are already a limited resource. IMO, too much of the game revolves around preventing the normal use of defense tokens—or ways to make sure you'll get to use your defense tokens. Does it make ships more survivable? Yes, it does. But that goes for both sides, so it evens out.

This change is especially well suited for the casual campaign format as it ensures less experienced players get to use their defense tokens. Total defense token lockdown is typically an NPE for newbies.

DEFENSE TOKENS

***Contain:** When a ship would spend a readied Contain token, it may instead discard it. If it does, the attacker cannot resolve any critical effects during that attack, including non-standard ones.*

Works as the Evade vs. bigger ships rule. Combined with the Persistent crit rule, this option makes for Contain tokens that are actually quite good.

***Evade:** When a squadron is defending against a squadron, the defender cancels one attack dice instead.*

Squadron evades are pretty weak. This helps make them more useful.

LIMITED REROLLS

*Each attack die **cannot** be rerolled more than once during **each** of the Resolve Attack Effects and Spend Defense Tokens steps.*

Between commander abilities, extra tokens, and card abilities, getting a crapton of rerolls is very easy. This option reins in the reroll spam.

PASS TOKENS

*The 1st player does **not** receive one less pass token if they have fewer ships.*

It will still not be easy to set up the last-first, and the original rule makes it too hard for 1st player to advance on a long-range focused second player.

PERSISTENT CRITS

When a faceup card is repaired, flip it facedown (instead of discarding it).

This option is **harsh**, so use it with care. It's great fun, though, so give it a try.

Contain is worth more if using this option, impacts some upgrade cards, and makes the new Damage Control Expert ability much more powerful.

SQUADRON KEYWORDS

***Dodge:** Also applies to flak.*

This makes it a bit harder to LTT those generic Jedi (and Ani) to death, but let's be honest—those extra black dice will kill them anyway.

***Grit:** Ignores Heavy squadrons.*

I don't think this one needs much elaboration. Just a tweak to boost Grit a bit.

TIPS AND TRICKS

The first time we played RitR locally, we missed or misunderstood many of the rules. We had read the rules booklet and referenced it repeatedly, but still, we couldn't do it correctly. Not by a long shot.

I've now played RitR multiple times to completion IRL and a few times online (but never to the end). And still, I'm not a hundred percent comfortable with the rules.

It's not that the rules are complex—they are not—it's how they are presented. A little bit about X here, then something related to X buried on a page further back, mixed in with Y, which is also partially explained on another page.

Focus on fun, not winning: We draw in many casual players when we do campaigns. Players who are not interested in spending an entire day doing an Armada tournament—or even playing a regular 400-point game. The focus should be on making sure these casual players have fun. That way, they'll want to come back and play again.

Start with the back cover: The back cover has the turn sequence laid out. You can't go wrong if you read this first and reference it constantly when reading the rules.

There is an index: It's on p. 34. But, unfortunately, it doesn't cover everything.

Choosing setup locations: You should ALWAYS pick two base locations with Resources tokens during setup. If you don't, you won't be able to build any new bases until it's too late. You also need to consider future base rewards and the fact that you'll need Repair Yards for upgrades.

Ally tokens: You won't be able to grab any Ally location during setup, but you should try and grab one of these locations ASAP.

Strategically, it's best to hug BOTH ally locations, but that means less fun for the other team, so maybe not.

Token collection: During **each** campaign turn, each team collects **ONE** token from **each** location with a base or where you placed a sticker this turn. So bases give a token each turn as long as you have them, while presence only provides a token the turn the sticker is placed.

Building bases: This happens **BEFORE** collecting strategic tokens. So you can't actually build any bases at the end of the first turn since you haven't collected any tokens yet.

Max bases: 7 for 3-player teams (Base limits, p. 21).

Moving bases: Once built, a base can't be moved—unless you play the Evacuation pivotal battle objective.

Only one assault on an enemy location: Only ONE assault can target an enemy base/presence. It's cleverly hidden on p. 14 but clearly spelled out on the back cover.

Extra rewards: You can't discard stuff to get more reward points. This is not the same as Add or Remove Forces. The only way to get extra rewards is through the understrength bonus (and only if you lose).

Tatooine is weird: Why is Tatooine [OFFENSIVE RETRO] 10/4 instead of 10/5? Maybe intentional, maybe not. I think it's because Obi-Wan turned into a loser. But no one knows for sure.

Discard/buy new stuff: Battle Phase, step 5, "Refit and Expand Fleets," also known as "Add or Remove Forces" on p. 18. This is probably the most confusing—and most forgotten—rule.

This is how you get rid of unwanted stuff and potentially turn it into half as many points of nonunique upgrades (of a type or types you've discarded) or squadrons (of different types than you've discarded). Note that you're limited to dumping X types of upgrades or squadrons, where X = the number of bases you have + the number of Repair Yards tokens you spent.

Tracking the campaign score: You must track the campaign's total and current act scores. The total score determines who wins the campaign and if a climactic battle can be declared. The current act score determines when the act ends, and a pivotal must be fought (when a 3-player team reaches 5 points).

For example, Act 1 ended 5-3 to Empire, with Empire scoring an extra point in the pivotal. The total score is 6-3 when Act 2 starts. The current score for Act 2 is 0.

Climactic battles: Any pivotal can become a climactic battle, including the *first* one! It's also possible for there NOT to be a climactic battle. It's entirely dependent on a team having 5 or more campaign points *less* than the opposing team when a pivotal comes up AND deciding to declare a climactic battle.

APPENDIX 1: FLEET POINTS TABLES

Components in **red** are not recommended for Task Force play but can be considered for full-size games.

Components in **green** are new.

Points differences are highlighted in **red** and **blue**.

- **All changes have been done with the RitR format in mind: 200-300 fleet points, custom commanders, 3x3 maps, Empire vs. Rebel, or CIS vs. GAR. Commanders and other non-recommended components have been balanced for full-sized games.**
- **Close-range ships are more likely to get adjusted down (doubly older ships; CW ships seem to recognize the issue, at least partially). Even on small maps, black dice are hard to leverage in 1.5.**
- **The ship points changes should be considered in conjunction with changes to upgrade costs!!!**
 - **Example:** The CR90A (a great little ship in the RitR format) has dropped 1 point because its best friend (TRC) increased by 1. So you can still field a TRC90 for 51, but you could also field a CR90A with Dual Turbolasers for just 47 or an EA version also for 51.
 - **Example:** The Onagers have been reduced in cost not because they were too expensive but because both Superweapons and two of three titles have gone up.

SHIP FLEET POINTS

EMPIRE

Name	Faction	Old	New	Diff	Your
Arquitens-class Command Cruiser	Empire	59	56	-3	
Arquitens-class Light Cruiser	Empire	54	53	-1	
Gladiator I-Class Star Destroyer	Empire	56	55	-1	
Gladiator II-Class Star Destroyer	Empire	62	59	-3	
Gozanti-class Assault Carriers	Empire	28	26	-2	
Gozanti-class Cruisers	Empire	23	23	0	
Imperial I-Class Star Destroyer	Empire	110	106	-4	
Imperial II-Class Star Destroyer	Empire	120	118	-2	
Imperial Star Destroyer Cymoon 1 Refit	Empire	112	110	-2	
Imperial Star Destroyer Kuat Refit	Empire	112	114	2	
Interdictor-class Combat Refit	Empire	93	80	-13	
* Interdictor-class Star Destroyer	Empire		90		
Interdictor-class Suppression Refit	Empire	90	85	-5	
Onager-class Testbed	Empire	116	112	-4	
Onager-class Star Destroyer	Empire	120	118	-2	
Quasar Fire I-class Cruiser-Carrier	Empire	54	54	0	
Quasar Fire II-class Cruiser-Carrier	Empire	61	58	-3	
Raider I-Class Corvette	Empire	44	41	-3	
Raider II-Class Corvette	Empire	48	43	-5	
Assault Dreadnought	Empire	250	250	0	
Command Dreadnought	Empire	220	210	-10	
Executor I-class Star Dreadnought	Empire	381	401	20	

Executor II-class Star Dreadnought	Empire	411	451	40	
* Venator II-class Star Destroyer	Empire	100	95	-5	
Victory I-Class Star Destroyer	Empire	73	68	-5	
Victory II-Class Star Destroyer	Empire	85	75	-10	

- The new Interdictor version has 'Star Destroyer' in the title, so it can use 7th Fleet, but not the new title that only fits on Combat Refits. Uses the same model and base as the original versions.
- Onagers are unsuitable for Task Force games (even with the new points). Banning them from full-sized games is probably not needed if using these points adjustments, but IMO, the game is more fun without them.
- The Executor variants are not suitable for campaign play. The only exception would be if you're running a custom format that takes your fleets to 600 pts. Then, swapping in the Executor for the climactic battle would be fine.

REBEL

Name	Faction	Old	New	Diff	Your
Assault Frigate Mark II A	Rebel	81	76	-5	
Assault Frigate Mark II B	Rebel	72	71	-1	
CR90 Corvette A	Rebel	44	43	-1	
CR90 Corvette B	Rebel	39	36	-3	
GR-75 Combat Retrofits	Rebel	24	24	0	
GR-75 Medium Transports	Rebel	18	20	2	
Hammerhead Scout Corvette	Rebel	41	37	-4	
Hammerhead Torpedo Corvette	Rebel	36	34	-2	
MC30c Scout Frigate	Rebel	69	66	-3	
MC30c Torpedo Frigate	Rebel	63	62	-1	
MC75 Armored Cruiser	Rebel	104	102	-2	
MC75 Ordnance Cruiser	Rebel	100	98	-2	
MC80 Assault Cruiser	Rebel	114	108	-6	
MC80 Command Cruiser	Rebel	106	102	-4	
MC80 Battle Cruiser	Rebel	103	94	-9	
MC80 Star Cruiser	Rebel	96	90	-6	
Modified Pelta-class Assault Ship	Rebel	56	50	-6	
Modified Pelta-class Command Ship	Rebel	60	56	-4	
Nebulon-B Escort Frigate	Rebel	57	52	-5	
Nebulon-B Support Refit	Rebel	51	48	-3	
* Providence-class Carrier	Rebel	95	90	-5	
* Quasar Fire II-class Cruiser-Carrier	Rebel		59		
Starhawk-class Battleship Mark I	Rebel	140	140	0	
Starhawk-class Battleship Mark II	Rebel	150	150	0	

- Starhawks are not suitable for Task Force games. Banning them from full-sized games is probably unnecessary if using these points adjustments, but be aware that they suck without Agate commanding, so definitely look into the new commander abilities.

 REPUBLIC

Name	Faction	Old	New	Diff	Your
Acclamator I-class Assault Ship	Republic	66	66	0	
Acclamator II-class Assault Ship	Republic	71	71	0	
Arquitens-class Command Cruiser	Republic	55	54	-1	
Arquitens-class Light Cruiser	Republic	50	51	1	
Consular-class Armed Cruiser	Republic	37	36	-1	
Consular-class Charger C70	Republic	45	44	-1	
Gozanti-class Assault Carriers	Republic		27		
Pelta-class Medical Frigate	Republic	49	49	0	
Pelta-class Transport Frigate	Republic	45	45	0	
Venator I-class Star Destroyer	Republic	90	90	0	
Venator II-class Star Destroyer	Republic	100	100	0	
Victory I-Class Star Destroyer	Republic	75	73	-2	
• Victory II-Class Star Destroyer	Republic		78		

- You can use Empire Arquitens models and bases for the Republic ones. Same with the Gozanti.

 SEPARATISTS

Name	Faction	Old	New	Diff	Your
Diamond-class Commerce Cruiser	Separatist	37	38	1	
Diamond-class Fleet Refit	Separatist	45	46	1	
Gozanti-class Cruisers	Separatist	27	25	-2	
Hardcell-class Battle Refit	Separatist	52	51	-1	
Hardcell-class Transport	Separatist	47	46	-1	
Munificent-class Comms Frigate	Separatist	70	70	0	
Munificent-class Heavy Frigate	Separatist		75		
Munificent-class Star Frigate	Separatist	73	73	0	
Munificent-class Tropedo Frigate	Separatist		68		
Providence-class Carrier	Separatist	105	106	1	
Providence-class Dreadnought	Separatist	105	104	-1	
Recusant-class Light Destroyer	Separatist	85	89	4	
Recusant-class Support Destroyer	Separatist	90	92	2	

- The *Diamond*-class is new, so you must proxy, print, or buy online.

SQUADRON FLEET POINTS

EMPIRE

Name	Type	Faction	Old	New	Diff	Your
Aggressor Assault Fighter	Aggressor Assault Fighter	Empire	16	15	-1	
** Mercenary Pilot	Aggressor Assault Fighter	Empire		17		
* IG-88	IG-2000	Empire	21	21	0	
* IG-88B	IG-2000B	Empire	21	21	0	
* IG-88C	IG-2000C	Empire		21		
Firespray-31	Firespray-31	Empire	18	18	0	
** Bounty Hunter	Firespray-31	Empire		19		
* Kath Scarlet	Marauder	Empire		24		
* Boba Fett	Slave I	Empire	26	24	-2	
* Boba Fett [R]	Slave I	Empire		26		
Hondo Ohnaka	Slave I	Empire	24	24	0	
JumpMaster 5000	JumpMaster 5000	Empire	12	10	-2	
** Contracted Scout	JumpMaster 5000	Empire		14		
* Nom Lumb	JumpMaster 5000	Empire		20		
* Tel Trevura	JumpMaster 5000	Empire	17	18	1	
* Dengar	Punishing One	Empire	20	20	0	
Lambda-class Shuttle	Lambda-class Shuttle	Empire	15	13	-2	
** Priority Transport	Lambda-class Shuttle	Empire	15	14	-1	
* Colonel Jendon	Lambda-class Shuttle	Empire	20	22	2	
* Captain Yorr	ST-321	Empire	0	20	0	
Mandalorian Gauntlet Fighter	Mandalorian Gauntlet Fighter	Empire	20	17	-3	
* Imperial Super Commandos	Mandalorian Gauntlet Fighter	Empire		18		
* Gar Saxon	Mandalorian Gauntlet Fighter	Empire	23	21	-2	
* Gar Saxon (X)	Mandalorian Gauntlet Fighter	Empire		23		
TIE Advanced Squadron	TIE Advanced Squadron	Empire	12	11	-1	
* Storm Squadron	TIE Advanced Squadron	Empire		12		
* Tempest Squadron	TIE Advanced Squadron	Empire	13	12	-1	
* Darth Vader	TIE Advanced Squadron	Empire	21	19	-2	
* Darth Vader [R]	TIE Advanced Squadron	Empire		23		
* Ved Foslo	TIE Advanced Squadron	Empire		17		
* Zertik Strom	TIE Advanced Squadron	Empire	15	15	0	
TIE Bomber Squadron	TIE Bomber Squadron	Empire	9	8	-1	
* Gamma Squadron	TIE Bomber Squadron	Empire	10	9	-1	
* Scimitar Squadron	TIE Bomber Squadron	Empire		12		
* Captain Jonus	TIE Bomber Squadron	Empire	16	16	0	
* Deathfire	TIE Bomber Squadron	Empire		14		
* Major Rhymer	TIE Bomber Squadron	Empire	16	16	0	

TIE Defender Squadron	TIE Defender Squadron	Empire	16	15	-1	
* Delta Squadron	TIE Defender Squadron	Empire		16		
* Colonel Vessery	TIE Defender Squadron	Empire		21		
* Darth Vader	TIE Defender Squadron	Empire	25	28	3	
* Maarek Stele	TIE Defender Squadron	Empire	21	24	3	
TIE Fighter Squadron	TIE Fighter Squadron	Empire	8	7	-1	
* Black Squadron	TIE Fighter Squadron	Empire	9	8	-1	
* Obsidian Squadron	TIE Fighter Squadron	Empire		9		
* Howlrunner	TIE Fighter Squadron	Empire	16	18	2	
* Mauler Mithel	TIE Fighter Squadron	Empire	15	18	3	
* Mauler Mithel [R]	TIE Fighter Squadron	Empire		15		
* Night Beast	TIE Fighter Squadron	Empire		15		
* Valen Rudor	TIE Fighter Squadron	Empire	13	15	2	
TIE Interceptor Squadron	TIE Interceptor Squadron	Empire	11	11	0	
* Saber Squadron	TIE Interceptor Squadron	Empire	12	12	0	
* Skystrike Instructors	TIE Interceptor Squadron	Empire		12		
* Ciena Ree	TIE Interceptor Squadron	Empire	17	19	2	
* Fel's Wrath	TIE Interceptor Squadron	Empire		18		
* Soontir Fel	TIE Interceptor Squadron	Empire	18	19	1	
* Vult Skerris	TIE Interceptor Squadron	Empire	18	18	0	
TIE Phantom Squadron	TIE Phantom Squadron	Empire	14	12	-2	
* Sigma Squadron	TIE Phantom Squadron	Empire		14		
* Echo	TIE Phantom Squadron	Empire		19		
* Whisper	TIE Phantom Squadron	Empire	20	20	0	
VT-49 Decimator	VT-49 Decimator	Empire	22	20	-2	
** Patrol Leader	VT-49 Decimator	Empire	22	21	-1	
* Morna Kee	VT-49 Decimator	Empire	27	27	0	
* Admiral Chiraneau	<i>Dauntless</i>	Empire		28		
YV-666	YV-666	Empire	15	14	-1	
** Trandoshan Slaver	YV-666	Empire		16		
* Foreman Proach	YV-666	Empire		22		
* Moralo Eval	YV-666	Empire	22	28	6	
* Moralo Eval [R]	YV-666	Empire		22		
* Bossk	<i>Hound's Tooth</i>	Empire	23	23	0	

REBEL

Name	Type	Faction	Old	New	Diff	Your
A-Wing Squadron	A-Wing Squadron	Rebel	11	11	0	
* Green Squadron	A-Wing Squadron	Rebel	12	12	0	
* Phoenix Squadron	A-Wing Squadron	Rebel		12		
* Arvel Crynyd	A-Wing Squadron	Rebel		16		

* Shara Bey	A-Wing Squadron	Rebel	17	19	2	
* Tycho Celchu	A-Wing Squadron	Rebel	16	18	2	
B-Wing Squadron	B-Wing Squadron	Rebel	14	13	-1	
* Blue Squadron	B-Wing Squadron	Rebel		14		
* Dagger Squadron	B-Wing Squadron	Rebel	15	14	-1	
* Keyan Farlander	B-Wing Squadron	Rebel	20	18	-2	
* Keyan Farlander [R]	B-Wing Squadron	Rebel		20		
* Nera Dantells	B-Wing Squadron	Rebel		18		
* Ten Numb	B-Wing Squadron	Rebel	19	21	2	
E-Wing Squadron	E-wing Squadron	Rebel	15	14	-1	
* Knave Squadron	E-wing Squadron	Rebel		15		
* Corran Horn	E-wing Squadron	Rebel	22	22	0	
* Gavin Darklighter	E-wing Squadron	Rebel		22		
HWK-290	HWK-290	Rebel	12	10	-2	
** Rebel Operative	HWK-290	Rebel		14		
* Kanan Jarrus	HWK-290	Rebel	19	19	0	
* Jan Ors	Moldy Crow	Rebel	19	21	2	
* Roark Garnet	Moldy Crow	Rebel		19	0	
Lancer-class Pursuit Craft	Lancer-class Pursuit Craft	Rebel	15	14	-1	
** Shadowport Hunter	Lancer-class Pursuit Craft	Rebel		15		
* Ketsu Onyo	Shadow Caster	Rebel	22	22	0	
* Sabine Wren	Shadow Caster	Rebel		22	0	
* Mandalorian Protectors (X)	Mandalorian Gauntlet Fighter	Rebel		18	0	
* Fenn Rau (X)	Mandalorian Gauntlet Fighter	Rebel		24	0	
Scurrg H-6 Bomber	Scurrg H-6 Bomber	Rebel	16	16	0	
** Lok Revenant	Scurrg H-6 Bomber	Rebel		18		
* Malee Hurra	Scurrg H-6 Bomber	Rebel	26	22	-4	
* Malee Hurra [R]	Scurrg H-6 Bomber	Rebel		26		
* Sol Sixxa	Scurrg H-6 Bomber	Rebel		23		
* Nym	Havoc	Rebel	21	21	0	
VCX-100 Freighter	VCX-100 Freighter	Rebel	15	15	0	
** Lothal Rebel	VCX-100 Freighter	Rebel		16		
* Chopper	Ghost	Rebel		21		
* Hera Syndulla	Ghost	Rebel	28	28	0	
X-Wing Squadron	X-Wing Squadron	Rebel	13	12	-1	
* Red Squadron	X-Wing Squadron	Rebel		13	0	
* Rogue Squadron	X-Wing Squadron	Rebel	14	14	0	
* Hera Syndulla	X-Wing Squadron	Rebel	23	23	0	
* Biggs Darklighter	X-Wing Squadron	Rebel	19	21	2	
* Luke Skywalker	X-Wing Squadron	Rebel	20	19	-1	
* Luke Skywalker [R]	X-Wing Squadron	Rebel		21		

* Thane Kyrell	X-Wing Squadron	Rebel		17		
* Wedge Antilles	X-Wing Squadron	Rebel	19	19	0	
YT-1300	YT-1300	Rebel	13	13	0	
** Outer Rim Smuggler	YT-1300	Rebel		14		
* Chewbacca	<i>Millennium Falcon</i>	Rebel		23		
* Han Solo	<i>Millennium Falcon</i>	Rebel	26	24	-2	
* Lando Calrissian	<i>Millennium Falcon</i>	Rebel	23	25	2	
YT-2400	YT-2400	Rebel	16	16	0	
** Wild Space Fringer	YT-2400	Rebel		17		
* Dash Rendar	<i>Outrider</i>	Rebel	24	24	0	
* Leebo	<i>Outrider</i>	Rebel		22		
* Mart Mattin	<i>Sato's Hammer</i>	Rebel	22	22	0	
Y-Wing Squadron	Y-Wing Squadron	Rebel	10	9	-1	
* Gold Squadron	Y-Wing Squadron	Rebel	12	12	0	
* Gray Squadron	Y-Wing Squadron	Rebel		11		
* Dutch Vander	Y-Wing Squadron	Rebel	16	18	2	
* Horton Salm	Y-Wing Squadron	Rebel		17		
* Norra Wexley	Y-Wing Squadron	Rebel	17	17	0	
Z-95 Headhunter Squadron	Z-95 Headhunter Squadron	Rebel	7	6	-1	
* Tala Squadron	Z-95 Headhunter Squadron	Rebel		8		
* Airen Cracken	Z-95 Headhunter Squadron	Rebel		14		
* Lieutenant Blount	Z-95 Headhunter Squadron	Rebel	14	12	-2	
* Lietenant Blount [R]	Z-95 Headhunter Squadron	Rebel		14		

REPUBLIC

Name	Type	Faction	Old	New	Diff	Your
ARC-170 Starfighter Squadron	ARC-170 Starfighter Squadron	Republic	15	14	-1	
* 104th Battalion	ARC-170 Starfighter Squadron	Republic		15		
* Jag	ARC-170 Starfighter Squadron	Republic		19		
* Odd Ball	ARC-170 Starfighter Squadron	Republic	23	19	-4	
BLT-B Y-wing Squadron	BLT-B Y-wing Squadron	Republic	10	9	-1	
* Shadow Squadron	BLT-B Y-wing Squadron	Republic		12		
* Anakin Skywalker	BLT-B Y-wing Squadron	Republic	19	19		
* Broadside	BLT-B Y-wing Squadron	Republic		16		
* Matchstick	BLT-B Y-wing Squadron	Republic	16	16		
Delta-7 Aethersprite Squadron	Delta-7 Aethersprite Squadron	Republic	17	16	-1	
** Jedi Escort	Delta-7 Aethersprite Squadron	Republic		17		
* Ahsoka Tano	Delta-7 Aethersprite Squadron	Republic	23	24	1	
* Anakin Skywalker	Delta-7 Aethersprite Squadron	Republic	24	27	3	
* Kit Fisto	Delta-7 Aethersprite Squadron	Republic	26	24	-2	
* Kit Fisto [R]	Delta-7 Aethersprite Squadron	Republic		26		

* Luminara Unduli	Delta-7 Aethersprite Squadron	Republic	23	24	1	
* Plo Koon	Delta-7 Aethersprite Squadron	Republic	24	25	1	
* Saesee Tiin	Delta-7 Aethersprite Squadron	Republic		23		
Eta-2 Actis Squadron	Eta-2 Actis Squadron	Republic		16		
* Jedi General	Eta-2 Actis Squadron	Republic		17		
* Mace Windu	Eta-2 Actis Squadron	Republic	27	28	1	
* Shaak Ti	Eta-2 Actis Squadron	Republic	26	27	1	
Eta-class Shuttle	Eta-class Shuttle	Republic		15		
** Executive Transport	Eta-class Shuttle	Republic		16		
* Eeth Koth	Eta-class Shuttle	Republic		18		
* Quinlan Vos	Eta-class Shuttle	Republic		20		
G9 Rigger-class Transport	G9 Rigger-class Transport	Republic	15	14	-1	
** Executive Transport	G9 Rigger-class Transport	Republic	16	15	-1	
* Ahsoka Tano	<i>Twilight</i>	Republic		22		
* Anakin Skywalker	<i>Twilight</i>	Republic	24	23	-1	
LAAT/i Gunship	LAAT/i Gunship	Republic		13		
* 212th Battalion	LAAT/i Gunship	Republic		14		
* Hound	LAAT/i Gunship	Republic		17		
* Warthog	LAAT/i Gunship	Republic		19		
* Nite Owls (X)	Mandalorian Gauntlet Fighter	Republic		18		
* Bo-Katan Kryze (X)	Mandalorian Gauntlet Fighter	Republic		22		
Naboo Royal N-1 Squadron	Naboo Royal N-1 Squadron	Republic		11		
* Royal Handmaidens	Naboo Royal N-1 Squadron	Republic		12		
* Padmé Amidala	Naboo Royal N-1 Squadron	Republic		19		
* Ric Olié	Naboo Royal N-1 Squadron	Republic		18		
Nimbus-class V-wing Sqd.	Nimbus-class V-wing Squadron	Republic		9		
* Shadow Squadron	Nimbus-class V-wing Squadron	Republic		10		
* Admiral Tarkin	Nimbus-class V-wing Squadron	Republic		16		
* Klick	Nimbus-class V-wing Squadron	Republic		17		
V-19 Torrent Squadron	V-19 Torrent Squadron	Republic	12	11	-1	
* Gold Squadron	V-19 Torrent Squadron	Republic		12		
* Axe	V-19 Torrent Squadron	Republic	17	17	0	
* Kickback	V-19 Torrent Squadron	Republic	16	16	0	
* Swoop	V-19 Torrent Squadron	Republic		17		

SEPARATISTS

Name	Type	Faction	Old	New	Diff	Your
* Asajj Ventress (X)	<i>Banshee</i>	Separatist		25		
Belbullab-22 Starfighter Squadron	Belbullab-22 Starfighter Squadron	Separatist	15	13	-2	
* Skakokan Aces	Belbullab-22 Starfighter Squadron	Separatist		14		
* Captain Sear	Belbullab-22 Starfighter Squadron	Separatist	19	18	-1	

* General Grievous	Belbullab-22 Starfighter Squadron	Separatist	22	20	-2	
* Wat Tambor	Belbullab-22 Starfighter Squadron	Separatist	18	18	0	
* General Grievous [R]	<i>Soulless One</i>	Separatist		22		
Droid Tri-Fighter Squadron	Droid Tri-Fighter Squadron	Separatist	11	11	0	
* Fearsome Predators	Droid Tri-Fighter Squadron	Separatist		12		
* DIS-347	Droid Tri-Fighter Squadron	Separatist		19		
* DIS-T81	Droid Tri-Fighter Squadron	Separatist	17	18	1	
* Phlac-Arphoc Prototypes	Droid Tri-Fighter Squadron	Separatist	19	20	1	
Fang Fighter Squadron	Fang Fighter Squadron	Separatist		11		
* Skull Squadron	Fang Fighter Squadron	Separatist		12		
* Fenn Rau	Fang Fighter Squadron	Separatist		23		
* Joy Rekkoff	Fang Fighter Squadron	Separatist		18		
HMP Droid Gunship Squadron	HMP Droid Gunship	Separatist		12		
* Onderon Oppressors	HMP Droid Gunship	Separatist		14		
* Geonosian Prototypes	HMP Droid Gunship	Separatist		16		
* DGS-286	HMP Droid Gunship	Separatist		17		
Hyena-class Droid Bomber Squadron	Hyena-class Droid Bomber Squadron	Separatist	11	10	-1	
** Separatist Bombers	Hyena-class Droid Bomber Squadron	Separatist		11	0	
* Baktoid Prototypes	Hyena-class Droid Bomber Squadron	Separatist	16	15	-1	
* DBS-32C	Hyena-class Droid Bomber Squadron	Separatist		18		
* DBS-404	Hyena-class Droid Bomber Squadron	Separatist	17	17	0	
* Death Watch (X)	Mandalorian Gauntlet Fighter	Separatist		18		
* Darth Maul (X)	Mandalorian Gauntlet Fighter	Separatist		25		
Nantex-class Starfighter Squadron	Nantex-class Starfighter Squadron	Separatist		9		
* Petranaki Arena Aces	Nantex-class Starfighter Squadron	Separatist		10		
* Berwer Kret	Nantex-class Starfighter Squadron	Separatist		17		
* Sun Fac	Nantex-class Starfighter Squadron	Separatist		18		
Rogue-class Droid Starfighter	Rogue-class Droid Starfighter	Separatist	15	14	-1	
* Magna Guard	Rogue-class Droid Starfighter	Separatist	16	15	-1	
* Cad Bane	Xanadu Blood	Separatist	27	26	-1	
* Durgee	Rogue-class Starfighter	Separatist	26	25	-1	
Sheatipede-class Shuttle	Sheatipede-class Shuttle	Separatist		11		
** Separatist Courier	Sheatipede-class Shuttle	Separatist		12		
* Mina Bonteri	Sheatipede-class Shuttle	Separatist	17	16	-1	
* Nuvo Vindi	Sheatipede-class Shuttle	Separatist	20	19	-1	
Sheatipede-class Shuttle	Sith Infiltrator	Separatist	20	19	-1	
** Separatist Courier	Sith Infiltrator	Separatist	21	20	-1	
* Count Dooku	<i>Scimitar</i>	Separatist	27	26	-1	
* Darth Maul	<i>Scimitar</i>	Separatist	28	27	-1	
* Jango Fett (X)	<i>Slave I</i>	Separatist		26		
Vulture-class Droid Fighter Squadron	Vulture-class Droid Fighter Squadron	Separatist	8	7	-1	

** Precise Hunters	Vulture-class Droid Fighter Squadron	Separatist		8		
* DFS-081	Vulture-class Droid Fighter Squadron	Separatist		17		
* DFS-311	Vulture-class Droid Fighter Squadron	Separatist	18	16	-2	
* Haor-Chall Prototypes	Vulture-class Droid Fighter Squadron	Separatist	16	15	-1	

UNALIGNED

Name	Type	Faction	Old	New	Diff	Your
Mandalorian Gauntlet Fighter (X)	Mandalorian Gauntlet Fighter	Unaligned	20	17	-3	
* Hondo Ohnaka (X)	<i>Slave I</i>	Unaligned	24	24	0	

UPGRADE FLEET POINTS

COMMANDER

Name	Type	Faction	Old	New	Diff	Your
* Admiral Konstantine	Commander	Empire	23	21	-2	
* Admiral Motti	Commander	Empire	24	24	0	
* Admiral Ozzel	Commander	Empire	20	24	4	
* Admiral Piett	Commander	Empire	22	20	-2	
* Admiral Screed	Commander	Empire	26	26	0	
* Admiral Sloane	Commander	Empire	24	32	8	
* Darth Vader	Commander	Empire	36	36	0	
* Emperor Palpatine	Commander	Empire	35	30	-5	
* General Romodi	Commander	Empire	20	27	7	
* General Tagge	Commander	Empire	25	23	-2	
* Grand Admiral Thrawn	Commander	Empire	32	32	0	
* Grand Moff Tarkin	Commander	Empire	28	26	-2	
* Moff Jerjerrod	Commander	Empire	23	27	4	
* Admiral Ackbar	Commander	Rebel	38	38	0	
* Admiral Raddus	Commander	Rebel	26	26	0	
* Commander Sato	Commander	Rebel	27	25	-2	
* Garm Bel Iblis	Commander	Rebel	25	23	-2	
* General Cracken	Commander	Rebel	26	26	0	
* General Dodonna	Commander	Rebel	20	20	0	
* General Draven	Commander	Rebel	28	28	0	
* General Madine	Commander	Rebel	30	25	-5	
* General Rieekan	Commander	Rebel	34	32	-2	
* Kyrsta Agate	Commander	Rebel	20	30	10	
* Leia Organa	Commander	Rebel	28	24	-4	
* Mon Mothma	Commander	Rebel	27	25	-2	
* Admiral Tarkin	Commander	Republic	30	28	-2	
* Admiral Yularen	Commander	Republic	24	24	0	
* Anakin Skywalker	Commander	Republic	31	31	0	
* Bail Organa	Commander	Republic	28	26	-2	
* Luminara Unduli	Commander	Republic	25	32	7	
* Obi-Wan Kenobi	Commander	Republic	28	25	-3	
* Plo Koon	Commander	Republic	26	24	-2	
* Admiral Trench	Commander	Separatist	36	32	-4	
* Count Dooku	Commander	Separatist	30	28	-2	
* General Grievous	Commander	Separatist	20	20	0	
* Kraken	Commander	Separatist	30	30	0	
* Mar Tuuk	Commander	Separatist	28	32	4	

* TF-1726	Commander	Separatist	26	26	0	
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DEFENSIVE RETROFIT

Name	Type	Faction	Old	New	Diff	Your
Advanced Projectors	Defensive Retrofit	Unaligned	6	5	-1	
Cluster Bombs	Defensive Retrofit	Unaligned	5	4	-1	
Early Warning System	Defensive Retrofit	Unaligned	7	7	0	
Electronic Countermeasures	Defensive Retrofit	Unaligned	7	8	1	
Reactive Gunnery	Defensive Retrofit	Unaligned	4	4	0	
Redundant Shields	Defensive Retrofit	Unaligned	8	6	-2	
Reinforced Blast Doors	Defensive Retrofit	Unaligned	5	5	0	
Thermal Shields	Defensive Retrofit	Rep/Sep	5	6	1	

EXPERIMENTAL RETROFIT

Name	Type	Faction	Old	New	Diff	Your
G7-X Grav Well Projector	Experimental Retrofit	Unaligned	2	2	0	
* G-8 Experimental Projector	Experimental Retrofit	Unaligned	8	4	-4	
* Grav Shift Reroute	Experimental Retrofit	Unaligned	2	4	2	
Targeting Scrambler	Experimental Retrofit	Unaligned	5	5	0	

FLEET COMMAND

Name	Type	Faction	Old	New	Diff	Your
* All Fighters, Follow Me!	Fleet Command	Unaligned	5	5	0	
* Entrapment Formation!	Fleet Command	Unaligned	5	6	1	
* Intensify Firepower!	Fleet Command	Unaligned	6	8	2	
* Intensify Firepower! [R]	Fleet Command	Unaligned		6	0	
* Shields to Maximum!	Fleet Command	Unaligned	6	5	-1	
* Take Evasive Action!	Fleet Command	Unaligned	6	6	0	
* Hot Landing	Fleet Command	Rep/Sep	3	1	-2	
* Hot Landing [R]	Fleet Command	Rep/Sep		3		
* Mercy Mission	Fleet Command	Republic	0	3	3	
* Jedi Hostage	Fleet Command	Separatist	3	3	0	

FLEET SUPPORT

Name	Type	Faction	Old	New	Diff	Your
Bomber Command Center	Fleet Support	Unaligned	8	7	-1	
Comms Net	Fleet Support	Unaligned	2	2	0	
Jamming Field	Fleet Support	Unaligned	2	2	0	

Munitions Resupply	Fleet Support	Unaligned	3	3	0	
Parts Resupply	Fleet Support	Unaligned	3	3	0	
Repair Crews	Fleet Support	Unaligned	4	4	0	
Slicer Tools	Fleet Support	Unaligned	7	7	0	

ION CANNONS

Name	Type	Faction	Old	New	Diff	Your
Heavy Ion Emplacements	Ion Cannons	Unaligned	9	9	0	
High-Capacity Ion Turbines	Ion Cannons	Unaligned	8	6	-2	
Ion Cannon Batteries	Ion Cannons	Unaligned	5	4	-1	
Leading Shots	Ion Cannons	Unaligned	6	6	0	
MS-1 Ion Cannons	Ion Cannons	Unaligned	2	2	0	
NK-7 Ion Cannons	Ion Cannons	Unaligned	10	9	-1	
Overload Pulse	Ion Cannons	Unaligned	8	7	-1	
Point Defense Ion Cannons	Ion Cannons	Unaligned	4	6	2	
SW-7 Ion Batteries	Ion Cannons	Unaligned	5	5	0	

OFFENSIVE RETROFIT

Name	Type	Faction	Old	New	Diff	Your
Advanced Transponder Net	Offensive Retrofit	Unaligned	5	2	-3	
Advanced Transponder Net [R]	Offensive Retrofit	Unaligned		5		
Boosted Comms	Offensive Retrofit	Unaligned	4	5	2	
Disposable Capacitors	Offensive Retrofit	Unaligned	3	5	2	
Expanded Hangar Bay	Offensive Retrofit	Unaligned	5	5	0	
Flak Guns	Offensive Retrofit	Unaligned	3	4	1	
Flag Bridge	Offensive Retrofit	Unaligned	0	0	0	
Hardened Bulkheads	Offensive Retrofit	Unaligned	5	5	0	
Phylon Q7 Tractor Beams	Offensive Retrofit	Unaligned	6	6	0	
Point-Defense Reroute	Offensive Retrofit	Unaligned	5	4	-1	
Proximity Mines	Offensive Retrofit	Unaligned	4	5	1	
Quad Laser Turrets	Offensive Retrofit	Unaligned	5	4	-1	
Rapid Launch Bays	Offensive Retrofit	Unaligned	6	4	-2	
Reserve Hangar Deck	Offensive Retrofit	Unaligned	3	4	1	
Hyperspace Rings	Offensive Retrofit	Republic	3	3	0	
SPHA-T	Offensive Retrofit	Republic	7	8	1	
B2 Rocket Troopers	Offensive Retrofit	Separatist	7	7	0	
Hyperwave Signal Boost	Offensive Retrofit	Separatist	3	0	-3	
Hyperwave Signal Boost [R]	Offensive Retrofit	Separatist		3		

OFFICER, UNALIGNED

Name	Type	Faction	Old	New	Diff	Your
Chart Officer	Officer	Unaligned	2	2	0	
Damage Control Officer	Officer	Unaligned	5	4	-1	
Defense Liaison	Officer	Unaligned	3	2	-1	
Engineering Captain	Officer	Unaligned	6	4	-2	
Expert Shield Tech	Officer	Unaligned	5	5	0	
Flight Commander	Officer	Unaligned	3	3	0	
* Hondo Ohnaka	Officer	Unaligned	2	2	0	
Intel Officer	Officer	Unaligned	7	7	0	
Navigation Officer	Officer	Unaligned	6	4	-2	
Skilled First Officer	Officer	Unaligned	1	1	0	
Support Officer	Officer	Unaligned	4	2	-2	
Tactical Expert	Officer	Unaligned	6	4	-2	
Veteran Captain	Officer	Unaligned	3	2	-1	
Weapons Liaison	Officer	Unaligned	3	2	-1	
Wing Commander	Officer	Unaligned	6	4	-2	

OFFICER, EMPIRE

Name	Type	Faction	Old	New	Diff	Your
* Admiral Chiraneau	Officer	Empire	10	10	0	
* Admiral Montferrat	Officer	Empire	5	5	0	
* Admiral Ozzel	Officer	Empire	2	2	0	
* Admiral Titus	Officer	Empire	2	2	0	
* Agent Kallus	Officer	Empire	3	4	1	
* Captain Brunson	Officer	Empire	9	8	-1	
* Captain Needa	Officer	Empire	2	3	1	
* Commandant Aresko	Officer	Empire	7	5	-2	
* Commander Beck	Officer	Empire	3	3	0	
* Commander Gherant	Officer	Empire	2	2	0	
* Commander Vanto	Officer	Empire	7	6	-1	
* Commander Woldar	Officer	Empire	4	4	0	
* Darth Vader	Officer	Empire	1	4	3	
* Director Isard	Officer	Empire	3	1	-2	
* Director Isard [R]	Officer	Empire		3		
* Director Krennic	Officer	Empire	8	7	-1	
* Emperor Palpatine	Officer	Empire	3	6	3	
* Governor Pryce	Officer	Empire	7	8	1	
* Iden Versio	Officer	Empire	6	6	0	
* Instructor Goran	Officer	Empire	7	6	-1	

* Lira Wessex	Officer	Empire	2	2	0	
* Minister Tua	Officer	Empire	2	4	2	
* Reeva Demesne	Officer	Empire	4	4	0	
* Taskmaster Grint	Officer	Empire	5	4	-1	
* The Grand Inquisitor	Officer	Empire	4	2	-2	
* The Grand Inquisitor [R]	Officer	Empire		4	0	
* Wulff Yularen	Officer	Empire	7	5	-2	

Note: If using replacement Mauler Mithel, consider reducing Chiraneau's cost to 8.

OFFICER, REBEL

Name	Type	Faction	Old	New	Diff	Your
* Adar Tallon	Officer	Rebel	10	10	0	
* Ahsoka Tano	Officer	Rebel	2	3	1	
* Captain Rex	Officer	Rebel	5	4	-1	
* Ezra Bridger	Officer	Rebel	3	3	0	
* General Draven	Officer	Rebel	3	3	0	
* Kyrsta Agate	Officer	Rebel	5	5	0	
* Lando Calrissian	Officer	Rebel	4	4	0	
* Leia Organa	Officer	Rebel	3	3	0	
* Major Derlin	Officer	Rebel	7	6	-1	
* Raymus Antilles	Officer	Rebel	7	6	-1	
* Sabine Wren	Officer	Rebel	4	2	-2	
* Toryn Farr	Officer	Rebel	7	8	1	
* Walex Blissex	Officer	Rebel	5	6	1	
* Wedge Antilles	Officer	Rebel	4	4	0	

OFFICER, REPUBLIC

Name	Type	Faction	Old	New	Diff	Your
* Adi Gallia	Officer	Republic	3	3	0	
* Ahsoka Tano	Officer	Republic	6	6	0	
* Barriss Offee	Officer	Republic	6	6	0	
* Clone Captain Silver	Officer	Republic	4	4	0	
* Clone Captain Zak	Officer	Republic	5	5	0	
* Clone Commander Wolffe	Officer	Republic	6	4	-2	
Clone Navigation Officer	Officer	Republic	4	4	0	

- **Clone Commander Wolffe:** Do not reduce cost if playing with printed Assault (LAAT/I and/or Gauntlets).

OFFICER, SEPARATIST

Name	Type	Faction	Old	New	Diff	Your
* Asajj Ventress	Officer	Separatist	4	3	-1	
* Passel Argente	Officer	Separatist	6	6	0	

* Rune Haako	Officer	Separatist	4	4	0	
* San Hill	Officer	Separatist	3	1	-2	
* Shu Mai	Officer	Separatist	4	4	0	
* TI-99	Officer	Separatist	4	4	0	
* Tikkes	Officer	Separatist	2	3	1	
T-Series Tactical Droid	Officer	Separatist	4	2	-2	
* Wat Tambor	Officer	Separatist	9	8	-1	

- **San Hill:** Do not reduce cost if using replacement Hyperwave Signal Boost.
- **T-series:** Few Separatist ships can effectively leverage this upgrade (possibly on a flagship with Command Staff). It also doesn't play well with the token-based commander abilities.

ORDNANCE

Name	Type	Faction	Old	New	Diff	Your
Assault Concussion Missiles	Ordnance	Unaligned	5	5	0	
Assault Proton Torpedoes	Ordnance	Unaligned	4	4	0	
Expanded Launchers	Ordnance	Unaligned	13	10	-3	
External Racks	Ordnance	Unaligned	4	5	1	
Flechette Torpedoes	Ordnance	Unaligned	3	3	0	
Ordnance Pods	Ordnance	Unaligned	3	4	1	
Rapid Reload	Ordnance	Unaligned	8	6	-2	
Wide-Area Barrage	Ordnance	Unaligned	2	2	0	

SUPERWEAPON

Name	Type	Faction	Old	New	Diff	Your
Orbital Bombardment Particle Cannons	Superweapon	Empire	5	8	3	
Superheavy Composite Beam Turbolasers	Superweapon	Empire	7	8	1	
Magnite Crystal Tractor Beam Array	Superweapon	Rebel	10	10	0	

- Only relevant if playing with Onagers and Starhawks.

SUPPORT TEAM

Name	Type	Faction	Old	New	Diff	Your
Auxiliary Shields Team	Support Team	Unaligned	3	4	1	
Engine Techs	Support Team	Unaligned	8	8	0	
Engineering Team	Support Team	Unaligned	5	3	-2	
Fighter Coordination Team	Support Team	Unaligned	3	4	1	
Medical Team	Support Team	Unaligned	1	1	0	
Nav Team	Support Team	Unaligned	4	3	-1	
Projection Experts	Support Team	Unaligned	6	8	2	
Battle Droid Reserves	Support Team	Separatist	4	3	-1	

TITLE, EMPIRE

Name	Type	Faction	Old	New	Diff	Your
* Audacious	Title (Arquitens)	Empire		4		
* Centicore	Title (Arquitens)	Empire	3	3	0	
* Hand of Justice	Title (Arquitens)	Empire	4	4	0	
* Demolisher	Title (Gladiator)	Empire	10	10	0	
* Insidious	Title (Gladiator)	Empire	3	2	-1	
* Suppressor	Title (Gozanti)	Empire	4	4	0	
* Vector	Title (Gozanti)	Empire	2	2	0	
* Avenger	Title (Imperial)	Empire	5	2	-3	
* Avenger [R]	Title (Imperial)	Empire		5		
* Chimaera	Title (Imperial)	Empire	4	4	0	
* Devastator	Title (Imperial)	Empire	10	8	-2	
* Relentless	Title (Imperial)	Empire	3	3	0	
* Sovereign	Title (Imperial)	Empire	4	4	0	
* Harpax	Title (Interdictor)	Empire		6	0	
* Interdictor	Title (Interdictor)	Empire	3	3	0	
* Spectral	Title (Interdictor)	Empire		6	0	
* Cataclysm	Title (Onager)	Empire	5	8	3	
* Rakehell	Title (Onager)	Empire	4	5	1	
* Sunder	Title (Onager)	Empire	10	10	0	
* Pursuant	Title (Quasar)	Empire	2	2	0	
* Squall	Title (Quasar)	Empire	3	6	3	
* Stronghold	Title (Quasar)	Empire	5	4	-1	
* Assailer	Title (Raider)	Empire		4	0	
* Corvus	Title (Raider)	Empire	2	4	2	
* Impetuous	Title (Raider)	Empire	4	3	-1	
* Instigator	Title (Raider)	Empire	4	4	0	
7th Fleet Star Destroyer	Title (Star Destroyer)	Empire	5	4	-1	
* Annihilator	Title (Dreadnought)	Empire	8	8	0	
* Eclipse	Title (Dreadnought)	Empire	3	2	-1	
* Executor	Title (Dreadnought)	Empire	2	2	0	
* Ravager	Title (Dreadnought)	Empire	4	5	1	
* Corrupter	Title (Victory)	Empire	5	2	-3	
* Dominator	Title (Victory)	Empire	12	8	-4	
* Harrow	Title (Victory)	Empire	3	3	0	
* Warlord	Title (Victory)	Empire	8	6	-2	

TITLE, REBEL

Name	Type	Faction	Old	New	Diff	Your
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* Echelon	Title (AF2)	Rebel		4		
* Gallant Haven	Title (AF2)	Rebel	8	6	-2	
* Paragon	Title (AF2)	Rebel	5	4	-1	
* Dodonna's Pride	Title (CR90)		6	4	-2	
* Jaina's Light	Title (CR90)	Rebel	2	3	1	
* Liberator	Title (CR90)	Rebel	2	0	-2	
* Tantive IV	Title (CR90)	Rebel	3	2	-1	
* Bright Hope	Title (GR-75)	Rebel	2	3	1	
* Quantum Storm	Title (GR-75)	Rebel	1	1	0	
* Garell's Honor	Title (Hammerhead)	Rebel	4	2	-2	
Task Force Antilles	Title (Hammerhead)	Rebel	3	2	-1	
Task Force Organa	Title (Hammerhead)	Rebel	1	1	0	
Mon Calamari Exodus Fleet	Title (MC)	Rebel	5	4	-1	
* Admonition	Title (MC30)	Rebel	6	6	0	
* Foresight	Title (MC30)	Rebel	8	8	0	
* Aspiration	Title (MC75)	Rebel	3	2	-1	
* Profundity	Title (MC75)	Rebel	7	7	0	
* Defiance	Title (MC80H1)	Rebel	5	5	0	
* Home One	Title (MC80H1)	Rebel	7	7	0	
* Independence	Title (MC80H1)	Rebel	8	0	-8	
* Independence [R]	Title (MC80H1)	Rebel		6		
* Endeavor	Title (MC80L)	Rebel	4	3	-1	
* Liberty	Title (MC80L)	Rebel	3	2	-1	
* Mon Karren	Title (MC80L)	Rebel	6	6	0	
* Redemption	Title (Neb-B)	Rebel	8	5	-3	
* Salvation	Title (Neb-B)	Rebel	7	5	-2	
* Vanguard	Title (Neb-B)	Rebel	4	3	-1	
* Yavaris	Title (Neb-B)	Rebel	5	4	-1	
* Phoenix Home	Title (Pelta)	Rebel	3	3	0	
* Sanctuary	Title (Pelta)	Rebel		3		
* Phoenix Nest	Title (Quasar)	Rebel		2		
* Rebel One	Title (Providence)	Rebel		4		
* Amity	Title (Starhawk)	Rebel	6	6	0	
* Concord	Title (Starhawk)	Rebel	12	12	0	
* Unity	Title (Starhawk)	Rebel	10	10	0	

TITLE, REPUBLIC

Name	Type	Faction	Old	New	Diff	Your
* Implacable	Title (Acclamator)	Republic	4	4	0	
* Nevoota Bee	Title (Acclamator)	Republic	5	5	0	
* Prosecutor	Title (Acclamator)	Republic		4		

* Radiant VII	Title (Consular)	Republic	1	1	0	
* Swift Return	Title (Consular)	Republic	3	3	0	
* Valiant	Title (Consular)	Republic		4		
* FB-88	Title (Pelta)	Republic	4	3	-1	
* TB-73	Title (Pelta)	Republic	5	4	-1	
Task Force Christophis	Title (Pelta)	Republic	4	3	-1	
* Resolute	Title (Venator)	Republic	6	4	-2	
* Negotiator	Title (Venator)	Republic		5		
* Tranquility	Title (Venator)	Republic	7	6	-1	
* Triumphant	Title (Venator)	Republic	5	4	-1	

TITLE, SEPARATIST

Name	Type	Faction	Old	New	Diff	Your
* Beast of Burden	Title (Hardcell)	Separatist	6	6		
* Foreman's Labor	Title (Hardcell)	Separatist	5	4	-1	
Task Force Geonosis	Title (Hardcell)	Separatist		5		
* Arborator	Title (Munificent)	Separatist		2		
* Sa Nalaor	Title (Munificent)	Separatist	5	5	0	
* Tide of Progress XII	Title (Munificent)	Separatist	2	2	0	
* Invincible	Title (Providence)	Separatist	5	5	0	
* Invisible Hand	Title (Providence)	Separatist	9	5	-4	
* Lucid Voice	Title (Providence)	Separatist	8	6	-2	
* Terrible	Title (Providence)	Separatist		7		
* Gilded Aegis	Title (Recusant)	Separatist	5	2	-3	
* Nova Defiant	Title (Recusant)	Separatist	4	4	0	
* Patriot Fist	Title (Recusant)	Separatist	6	8	2	
* Shadow Star	Title (Recusant)	Separatist		6		

TURBOLASERS

Name	Type	Faction	Old	New	Diff	Your
DBY-827 Heavy Turbolaser	Turbolasers	Unaligned	3	4	1	
Dual Turbolaser Turrets	Turbolasers	Unaligned	5	4	-1	
Enhanced Armament	Turbolasers	Unaligned	10	8	-2	
H9 Turbolasers	Turbolasers	Unaligned	8	8	0	
Heavy Fire Zone	Turbolasers	Unaligned	4	3	-1	
Heavy Turbolaser Turrets	Turbolasers	Unaligned	6	4	-2	
Linked Turbolaser Towers	Turbolasers	Unaligned	7	9	2	
Quad Battery Turrets	Turbolasers	Unaligned	5	5	0	
Quad Turbolaser Cannons	Turbolasers	Unaligned	10	10	0	
Slaved Turrets	Turbolasers	Unaligned	6	5	-1	

Spinal Armament	Turbolasers	Unaligned	9	8	-1	
Turbolaser Reroute Circuits	Turbolasers	Unaligned	7	8	1	
X17 Turbolasers	Turbolasers	Unaligned	6	6	0	
XX-9 Turbolasers	Turbolasers	Unaligned	5	3	-2	
Swivel-Mount Batteries	Turbolasers	Rep/Sep	8	8	0	

WEAPONS TEAM

Name	Type	Faction	Old	New	Diff	Your
Fire-Control Team	Weapons Team	Unaligned	2	2	0	
Flight Controllers	Weapons Team	Unaligned	6	7	1	
Gunnery Team	Weapons Team	Unaligned	7	7	0	
Local Fire Control	Weapons Team	Unaligned	4	4	0	
Ordnance Experts	Weapons Team	Unaligned	4	4	0	
Ruthless Strategists	Weapons Team	Unaligned	4	5	1	
Sensor Team	Weapons Team	Unaligned	5	4	-1	
Veteran Gunners	Weapons Team	Unaligned	5	5	0	
Weapons Battery Techs	Weapons Team	Unaligned	5	5	0	
* Gunnery Chief Varnillian	Weapons Team	Empire	6	7	1	
* Caitken and Shollan	Weapons Team	Rebel	6	8	2	
Clone Gunners	Weapons Team	Republic	4	4	0	

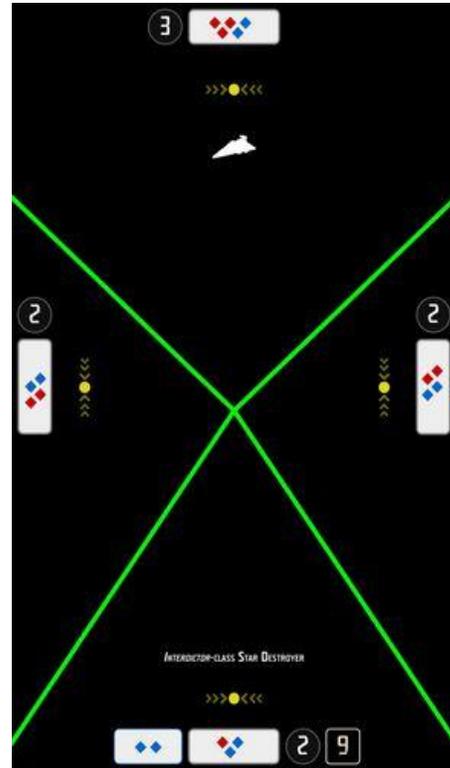
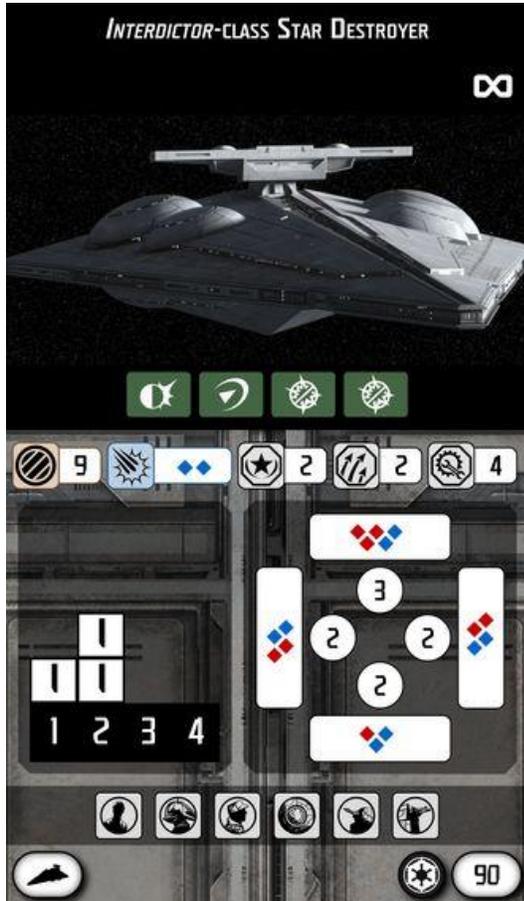
WEAPONS TEAM/OFFENSIVE RETROFIT

Name	Type	Faction	Old	New	Diff	Your
Boarding Engineers	Weapons/Offensive	Unaligned	2	2	0	
Boarding Troopers	Weapons/Offensive	Unaligned	3	4	1	
* Darth Vader	Weapons/Offensive	Empire	3	4	1	
* Cham Syndulla	Weapons/Offensive	Rebel	5	3	-2	
* Jyn Erso	Weapons/Offensive	Rebel	4	1	-3	
* Jyn Erso [R]	Weapons/Offensive	Rebel	2	4	2	
* Shriv Suurgav	Weapons/Offensive	Rebel	6	4	-2	

APPENDIX 2: SHIP CARDS AND SHIP TOKENS

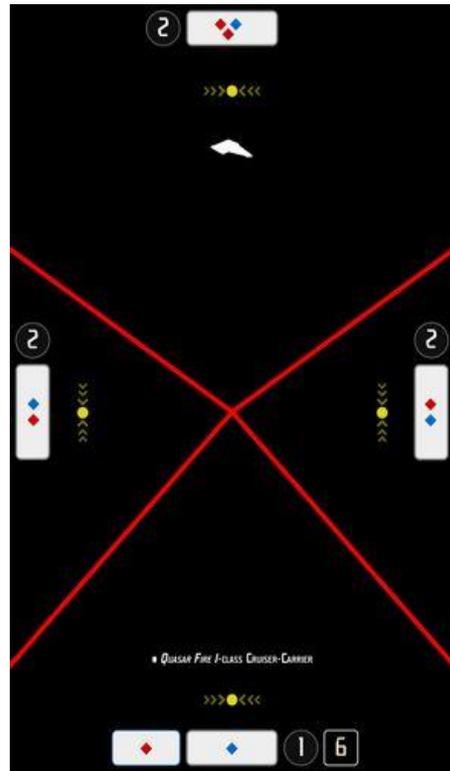
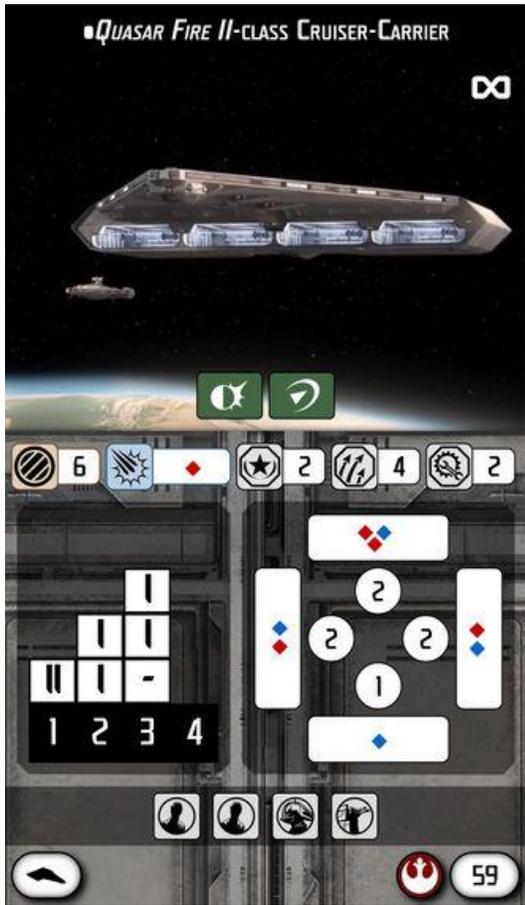
EMPIRE SHIPS

INTERDICTOR-CLASS



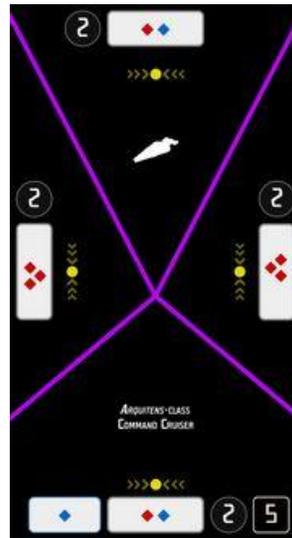
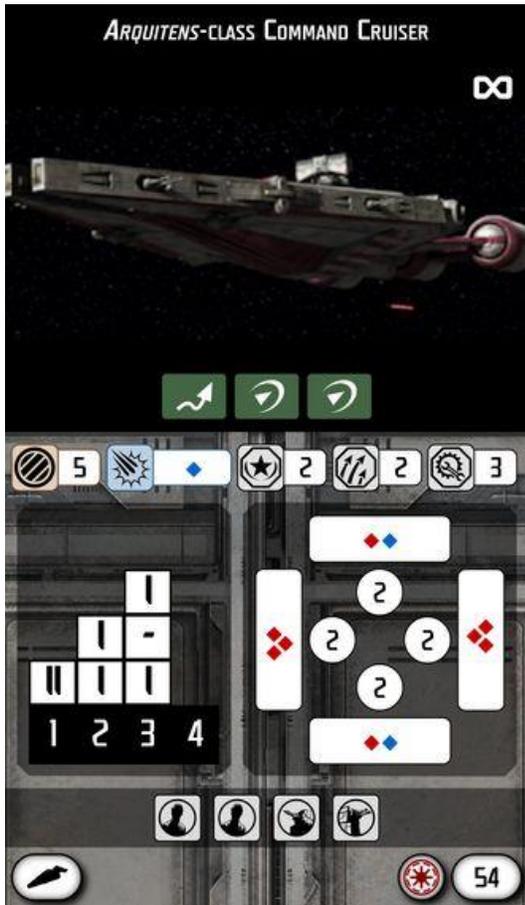
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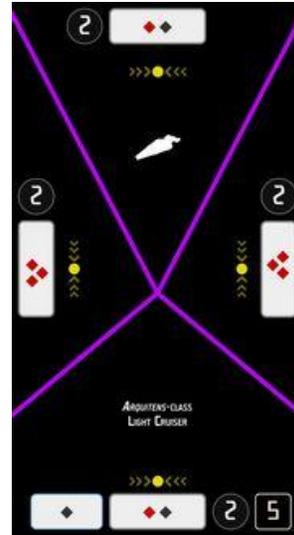
QUASAR FIRE-CLASS



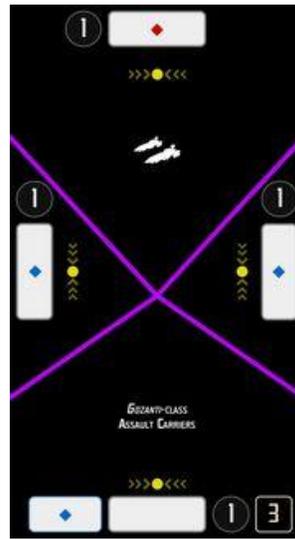
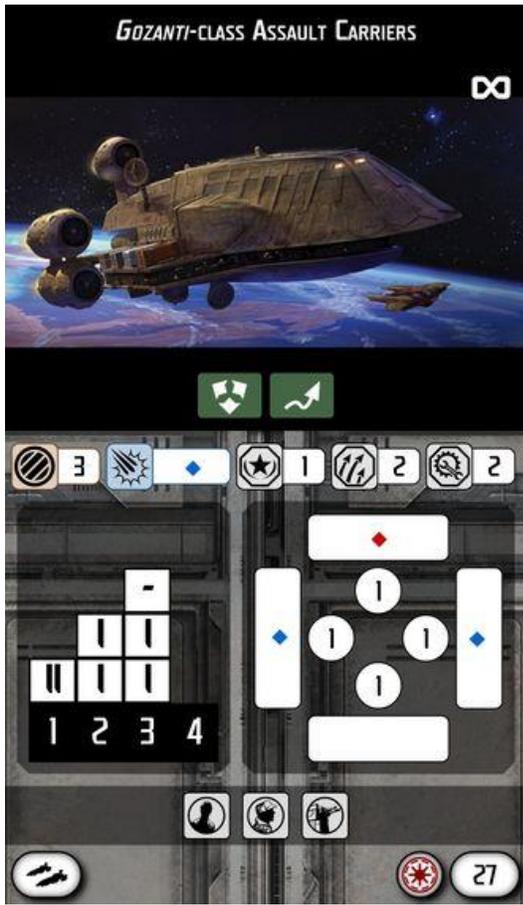
REPUBLIC SHIPS

ARQUITENS-CLASS

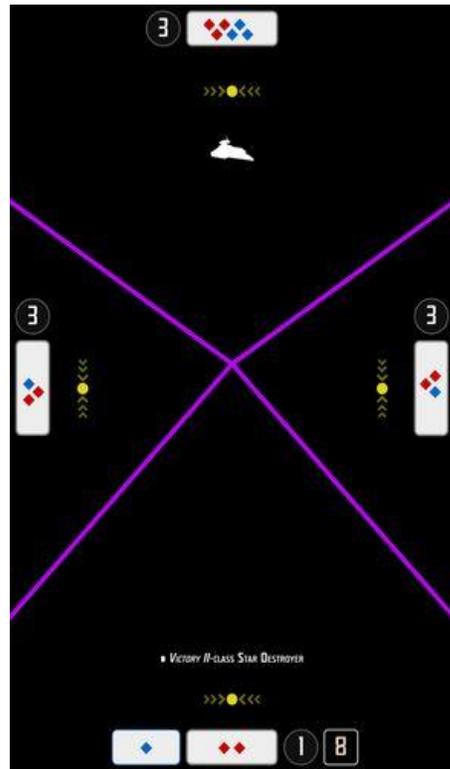




GOZANTI-CLASS

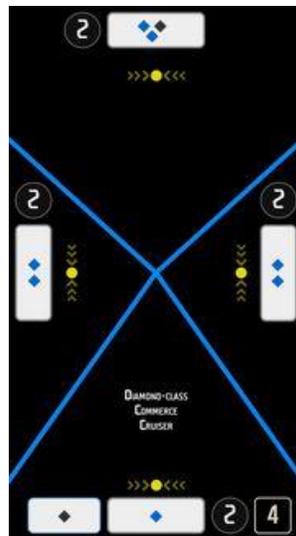


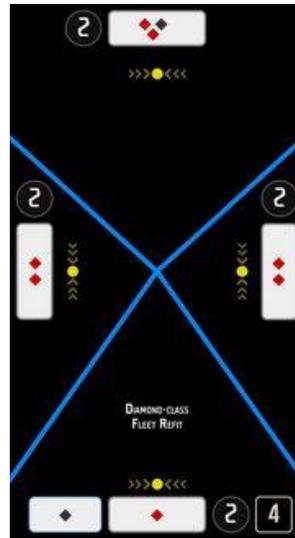
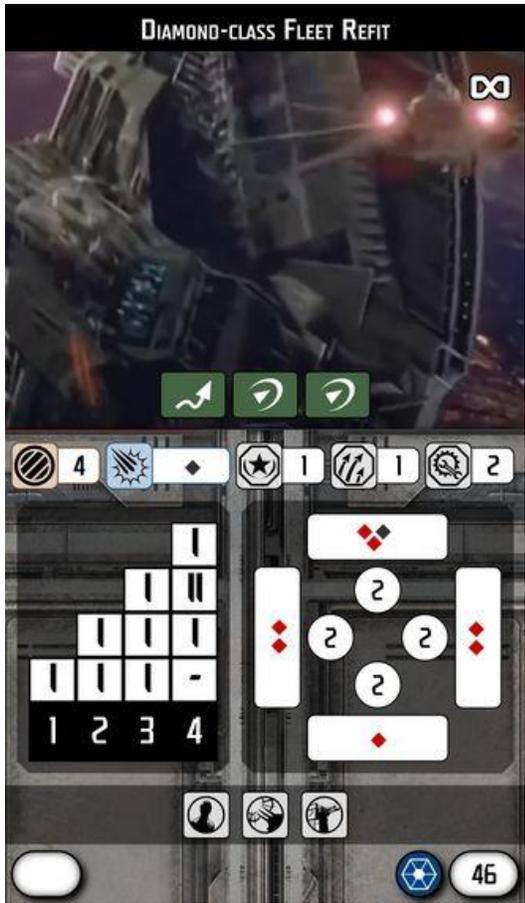
VICTORY-CLASS



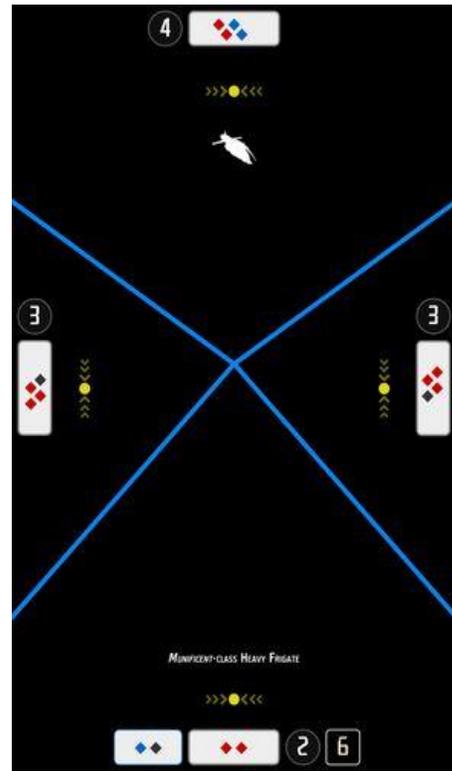
SEPARATIST SHIPS

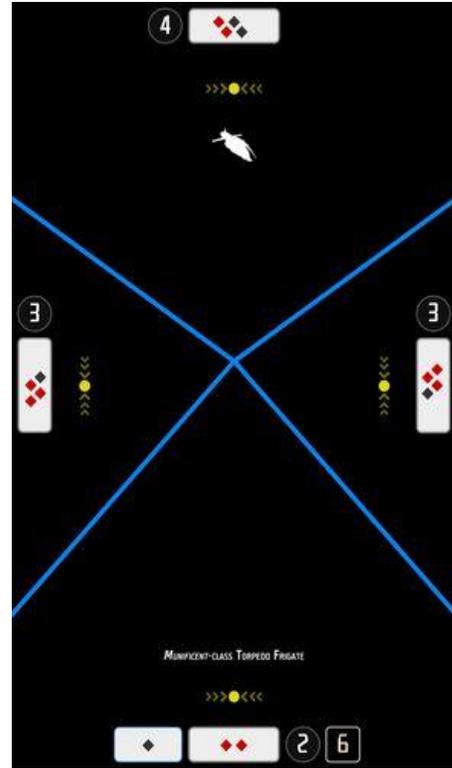
DIAMOND-CLASS





MUNIFICENT-CLASS





APPENDIX 3: SQUADRON CARDS

EMPIRE SQUADRONS I

TIE ADVANCED

STORM SQUADRON
TIE ADVANCED SQUADRON

4 5

Dodge 1
 Escort

12

VED FOSLO
TIE ADVANCED SQUADRON

4 5

While attacking, you may spend a readied defense token to reroll any number of attack dice.
 While defending, you may discard a readied defense token to resolve the ♣ token effect.
 Grit

17

TIE BOMBER

SCIMITAR SQUADRON
TIE BOMBER SQUADRON

4 5

Bomber

12

"DEATHFIRE"
TIE BOMBER SQUADRON

4 5

After you are destroyed, before you are removed, each ship and squadron at distance 1 suffers 1 damage.
 Bomber
 Grit

14

TIE FIGHTER



TIE INTERCEPTOR



EMPIRE SQUADRONS II

LAMBDA-CLASS SHUTTLE

■ **PRIORITY TRANSPORT**
LAMBDA-CLASS SHUTTLE

⚡

⚡ 3 ⚡ 6 ⚡ ⚡ ⚡ ⚡

↗ COUNTER 1
 🛡️ HEAVY
 📡 RELAY 1
 ⚙️ STRATEGIC

⚡ ⚡ 14

TIE DEFENDER

■ **DELTA SQUADRON**
TIE DEFENDER SQUADRON

⚡

⚡ 5 ⚡ 6 ⚡ ⚡ ⚡ ⚡

⚡ BOMBER

⚡ ⚡ 16

■ **CAPTAIN YORR**
ST-321

⚡ ⚡

⚡ 3 ⚡ 6 ⚡ ⚡ ⚡ ⚡

Before another friendly squadron with **ESCORT** or **HEAVY** at distance 1-2 suffers damage, you may spend 1 defense token to reduce the total damage by 1.

🛡️ HEAVY
 📡 RELAY 2
 ⚙️ STRATEGIC

⚡ ⚡ 20

■ **COLONEL VESSERY**
TIE DEFENDER SQUADRON

⚡ ⚡

⚡ 5 ⚡ 6 ⚡ ⚡ ⚡ ⚡

When you activate, instead of moving this activation, you may reroll any number of dice in the attack pool.

⚡ BOMBER

⚡ ⚡ 21

TIE PHANTOM



VT-49 DECIMATOR



REBEL SQUADRONS I

A-WING

■ PHOENIX SQUADRON
A-WING SQUADRON



5 4

COUNTER 1
ESCORT

12

■ ARVEL CRYNYD
A-WING SQUADRON



5 4

After you are destroyed, before you are removed, you may deal 1 faceup damage card to an enemy ship at distance 1-2.

BOMBER
COUNTER 1

17

B-WING

■ BLUE SQUADRON
B-WING SQUADRON



2 5

BOMBER
SNIPE 3

14

■ NERA DANTELS
B-WING SQUADRON



2 5

You can attack ships at close range.

BOMBER
SNIPE 3

18

X-WING



Y-WING



REBEL SQUADRONS II

E-WING



LANCER-CLASS



VCX-100



Z-95 HEADHUNTER



ROGUES & VILLAINS

Non-unique Rogues & Villains attempt to create more interesting “generic” rogue squadrons without totally replacing the originals. Aces are relatively powerful (and rogue), but you can only have two aces, so there is little risk of them dominating the game. Also, check out the replacement squadrons section.

AGGRESSOR



FIRESPRAY-31







YT-1300



YT-2400



REPUBLIC SQUADRONS

All official Republic generics have had their cost reduced by 1 point, which is reflected in the price of these squadrons.

ARC-170



BTL-B



DELTA-7



V-19 TORRENT



REPUBLIC SQUADRONS II

ETA-CLASS SHUTTLE

This is an **IRREGULAR** squadron.

Republic version of the Lambda. Having only Relay 1 is significantly worse than Relay 2 as you need at least two of these to have any impact on the battle. It's cheap, though.



LAAT/I

Republic access to Assault. Compared to ARC (14 pts), it has a higher average anti-squadron damage, a higher anti-ship damage ceiling but lower average damage (and Assault isn't as good as Bomber), and Heavy/Grit instead of Counter 1 (which also differentiates it from the Y-wing). It must be cheaper than the ARC, but not by much, as we don't want Assault spam.



NABOO ROYAL N-1

Republic A-wing without Counter, but with Bomber and Dodge.



NIMBUS-CLASS V-WING

Republic mini-Interceptor.



SEPARATIST SQUADRONS

Vultures and Hyenas have gone down a point, while Belbullabs have dropped two (no change for Tris). The cost of these squadrons reflects this change.

BELBULLAB-22



DROID TRI-FIGHTER



HYENA DROID BOMBER

SEPARATIST BOMBERS
HYENA-CLASS DROID SQUADRON

4 4

AI: BATTERY 1
BOMBER
HEAVY
SCREEN

11

VULTURE DROID

PRECISE HUNTERS
VULTURE-CLASS DROID SQUADRON

4 3

AI: ANTI-SQUADRON 1
SNIPE 2
SWARM

8

DBS-32C
HYENA-CLASS DROID SQUADRON

4 4

While a friendly non-unique squadron with AI is attacking a ship at distance 1 of you, it may reroll 1 red die.

AI: ANTI-SQUADRON 1
AI: BATTERY 1
BOMBER
SCREEN

18

DFS-081
VULTURE-CLASS DROID SQUADRON

4 3

While a friendly non-unique squadron with AI at distance 1 of you or an obstacle you are overlapping is defending against a squadron, it has DODGE 1.

AI: ANTI-SQUADRON 1
SCREEN
SWARM

17

SEPARATIST SQUADRONS II

FANG FIGHTER

The Fang has the same stats as the A-wing, without the counter but with a blue bomber die and better anti-squadron. It's a very offensively-minded squadron.



HMP DROID GUNSHIP

Primary Assault squadron for CIS faction. It's a bit faster than the ARC but has less hull. Lacks grit and needs to be commanded to be effective (AI).



NANTEX-CLASS STARFIGHTER

Separatist A-wing, except slower and with Dodge/Grit rather than Counter. And kind of sucky against ships. But very cheap.



SHEATIPEDE-CLASS SHUTTLE

This is an **IRREGULAR** squadron.

Sheatipede is faster but has a lot less hull (but screen) than the Eta shuttle. Also, it's not heavy—and cheaper.



DEFENDERS & MARAUDERS

This “expansion” offers some new squadrons that are rather powerful, so make sure you consider their inclusion carefully before letting them into your games. Some of the high-cost aces are incredibly powerful and might fit better full-sized games than 200-250-point skirmishes.

ETA-2 ACTIS

Compared to the Delta-7, the Eta-2 is faster, has less hull (but better dodge), a higher damage ceiling, and replaces counter with snipe. The aces are the Republic equivalent of Vader in a TIE/D but with scatter/dodge instead of high hull (no bomber, sadly).



G9 RIGGER-CLASS FREIGHTER

The chassis is similar to the Sith Infiltrator (3/7), but there the similarities end. The Rigger is weaker in every area, reflected in the much lower cost. Ahsoka is a pretty good squadron but not as universally useful as the Delta-7 version. It's the same with Anakin, really (who can easily be compared to Cad Bane).



ROGUE-CLASS DROID SQUADRON

Fast, rugged, and hard-hitting, but the non-aces need to be commanded, and their cost is very high while also not bringing any interesting keywords to the table. Aces are rogue, however, and have pretty powerful abilities. Cad can potentially shoot multiple times, while Durge basically has 12 hull if you spend his tokens optimally.



SITH INFILTRATOR

The archetype is a “beefy rogue squadron, with a layer of adept on top.” It’s comparable to the YT-2400, slower but with more hull, and will hit much harder because of rerolls. 20 pts is a LOT for a squadron without defense tokens, though. For aces, the cost is comparable to the Decimator aces.



CROSS-FACTION SQUADRONS

FIRESPRAY-31



HONDO OHNAKA
SLAVE 1





During your activation, instead of attacking, you may toggle the activation slider of 1 squadron at distance 1 to the activated side. If it was already activated, you may place it anywhere at distance 1 of you.

 **BOMBER**
 **GRIT**
 **ROGUE**

 24

LANCER-CLASS



ASAJJ VENTRESS
BANSHEE





While attacking a squadron, for each of **ADEPT**, **GRIT** or **ROGUE** the defender has, you may add 1 blue die to the attack pool, to a maximum of 2 blue dice.

 **ADEPT 1**
 **GRIT**
 **ROGUE**

 25



JANGO FETT
SLAVE 1





While you are defending, the attacker cannot add or modify attack dice.

 **BOMBER**
 **GRIT**
 **ROGUE**

 26

MANDALORIAN GAUNTLET FIGHTER



MANDALORIAN GAUNTLET FIGHTER



 **ASSAULT**
 **ROGUE**

 17

■ IMPERIAL SUPER COMMANDOS
 MANDALORIAN GAUNTLET FIGHTER

4 7

ASSAULT
 GRIT
 ROGUE

18

■ MANDALORIAN PROTECTORS
 MANDALORIAN GAUNTLET FIGHTER

4 7

ASSAULT
 GRIT
 ROGUE

18

■ GAR SAXON
 MANDALORIAN GAUNTLET FIGHTER

4 7

When you assign a raid token to an enemy ship, that ship suffers 1 damage.

ASSAULT
 GRIT
 ROGUE

23

■ FENN RAU
 MANDALORIAN GAUNTLET FIGHTER

4 7

When an enemy ship at distance 1 discards a raid token, it suffers 1 damage for each token discarded.

ASSAULT
 GRIT
 ROGUE

24

■ NITE OWLS
MANDALORIAN GAUNTLET FIGHTER



4 7

ASSAULT
 GRIT
 ROGUE

18

■ DEATH WATCH
MANDALORIAN GAUNTLET FIGHTER



4 7

ASSAULT
 GRIT
 ROGUE

18

■ BO-KATAN KRYZE
MANDALORIAN GAUNTLET FIGHTER



4 7

When you activate, you may remove 1 raid token from 1 friendly ship at distance 1-2.

ASSAULT
 GRIT
 ROGUE

21

■ DARTH MAUL
NIGHTBROTHER



4 7

When you assign 1 raid token to a ship, you may assign 1 additional raid token to that ship.

ADEPT 1
 ASSAULT
 GRIT
 ROGUE

25

REPLACEMENT SQUADRONS

EMPIRE REPLACEMENTS

- Boba gets Grit and black anti-squadron dice. Seems worth his points now.
- Vader is Adept/Grit (and no Escort) and has upgraded dice pools. An interesting alternative to Vader TIE/D.
- Mauler does damage when you move TO him, not the other way around. Because splash Mauler is LAME.
- Moralo can do his trick up to 2 times per round. Because he's even lamer in RitR than in standard games.



REBEL REPLACEMENTS

- Keyan is Adept, and his game text is changed to kind of do something similar to what he did before.
- Blount also helps with anti-ship attacks (and there are a couple extra Z-95s with Swarm to play with).
- Luke is Adept (no Escort) and is more like Y-Anakin than his old self.
- Malee gains Grit and is less restricted, so could be actually valuable (the attacker still has to spend a die, so it's not free).



REPUBLIC REPLACEMENTS

- One of the coolest Jedi, Kit Fisto, returns with Scatter and a tweaked game text. It's still expensive, but he's more worthwhile now—and Intel is the frosting on your Nautolan cake.



SEPARATIST REPLACEMENTS

- Grievous gets his named fighter (1 extra hull) and Intel. He's my cyborg to your Nautolan or something.



APPENDIX 4: UPGRADE CARDS

TITLE, EMPIRE

ASSAILER ∞



While defending beyond close range, your  tokens cannot be targeted by  icons.

While defending at close range or at distance 1, your  tokens cannot be targeted by  icons.

   **4**

HARPAX ∞



While defending, during the Spend Defense Tokens step, when you spend a  token you may reduce the total damage by 1 instead of resolving the  defense effect.

   **6**

AUDACIOUS ∞



While attacking, if your speed is 3 or higher, you may exhaust this card to add 1 red die to the attack pool.

   **4**

SPECTRAL ∞



RESTRICTIONS: *Combat Refit only.*
The battery armament for your front hull zone is increased by 1 red die.
You gain 1  icon in your upgrade bar.

   **6**







REPLACEMENT UPGRADES

- ATN lets you ignore heavy (still a mod, though).
- Avenger is less totally useless (remember, there is no Sloane to abuse it with).
- Isard is mostly for fun, but veteran players can easily generate tokens with her.
- Hot Landing becomes more useful (but there is a cost) without changing it too much.



- Hyperwave lets squads with AI **move AND shoot** in the squadron phase, but the wording means you get to activate max 2 (unless you use San Hill, who is now niche but no longer completely, utterly useless).
- IF! applies once per round (also vs squads), which is way more reasonable.
- Independence is now functional (but you still need an MC80 and be running Squad commands on it, so yeah).
- Jyn removes all existing command tokens. It's occasionally useful now.



- The Grand Inquisitor can affect other friendlies as well. Not super good, but it's better.



APPENDIX 5: OBJECTIVE CARDS

ASSAULT

Targeting Beacons: 2nd player places 3 tokens. Only for full-sized games.



DEFENSE

Fighter Ambush: Scout/raid combo.

Fleet Ambush: 1st player must pass their first activation round 1. Only for full-sized games.



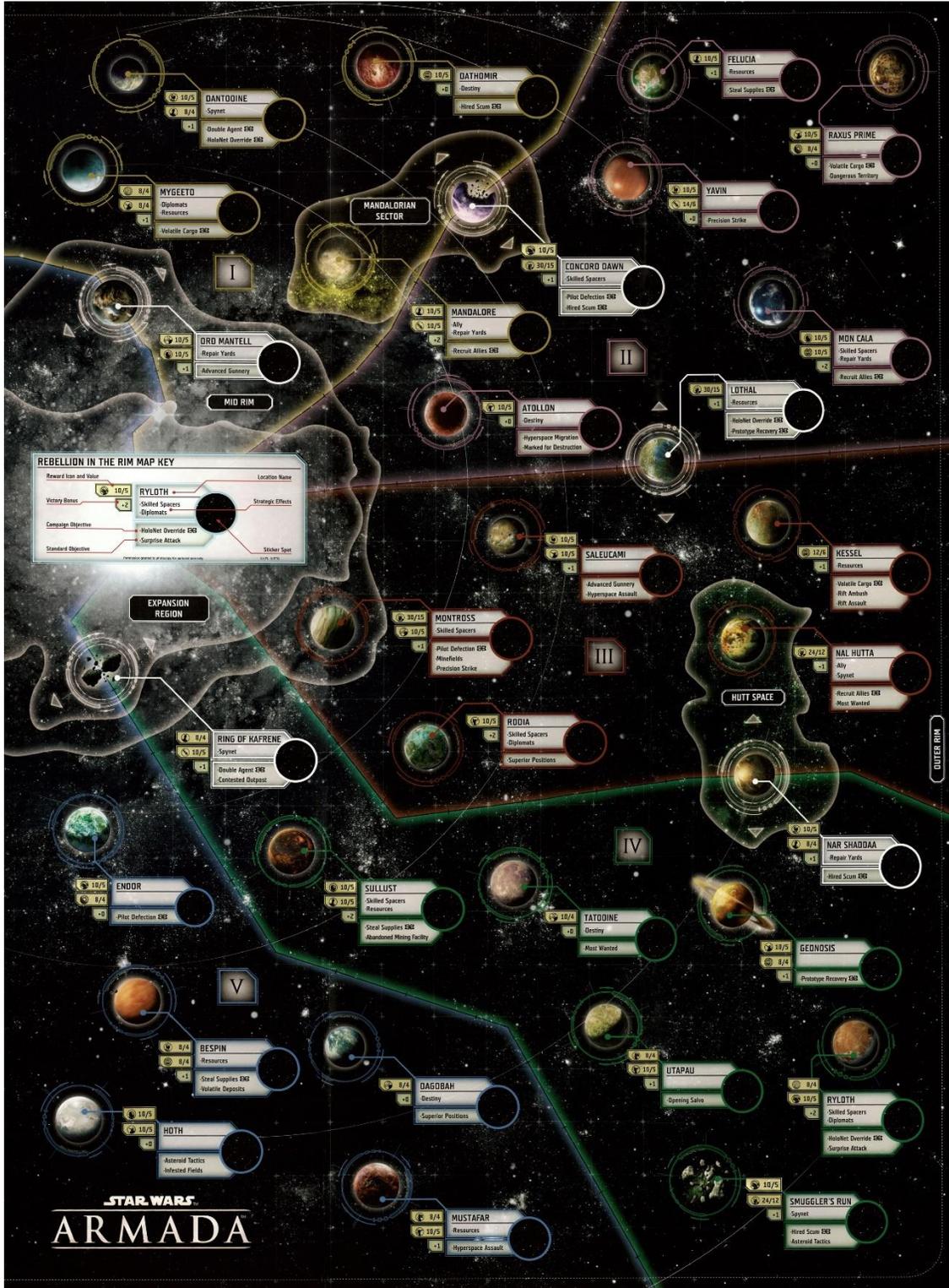
NAVIGATION

Dangerous Territory: Obstacles go into the “ambush zone,” and 1st player can’t avoid the effects of overlapping.

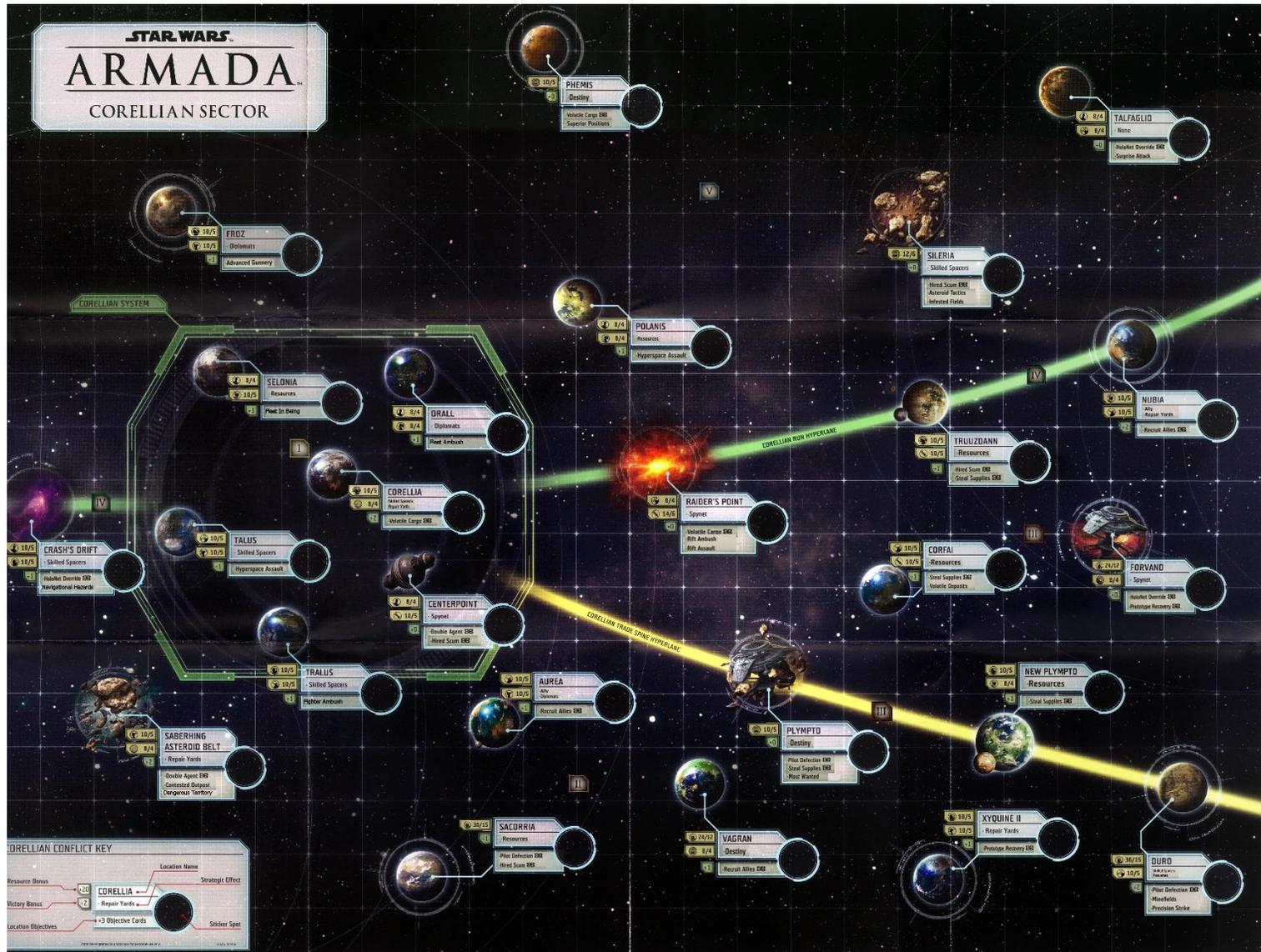
Navigational Hazards: 1st player’s ships must be assigned an extra command dial.



APPENDIX 6: RITR MAP UPDATED W/ADDITIONAL REWARDS



APPENDIX 7: CC-IN-RITR MAP



APPENDIX 8: CC-IN-RITR LOCATIONS REFERENCE

Area	Location	Upgr	Upgrade type	W/L	Upgr	Upgrade type	W/L	Bas	Str	Strategic effect	Str	Strategic effect	Objective	Objective	Objective
I	Centerpoint		Officer	8/4		Ordnance	10/5	+0		Spynet			[Double Agent]	[Hired Scum]	
I	Corellia		Weapons Team	8/4		Fleet Command	8/4	+2		Skilled Spacers		Repair Yards	[Volatile Cargo]	Advanced Gunnery	
I	Drall		Officer	8/4		Fleet Support	8/4	+1		Diplomats			Fleet Ambush		
I	Selonia		Officer	8/4		Support Team	10/5	+1		Resources			Fleet In Being		
I	Talus		Offensive Retrofit	10/5		Turbolasers	10/5	+1		Skilled Spacers			Fighter Ambush		
I	Tralus		Defensive Retrofit	10/5		Ion Cannons	10/5	+1		Skilled Spacers			Hyperspace Assault		
II/II	Aurea*		Turbolasers	10/5		Ion Cannons	10/5	+1		Ally		Diplomats	[Recruit Allies]		
II	Saberhing Belt		Turbolasers	10/5		Fleet Command	8/4	+2		Repair Yards			[Double Agent]	Contested Outpost	Dangerous Territory
II	Sacorria		Squadrons	30/15				+1		Resources			[Pilot Defection]	[Hired Scum]	
II	Vagran		Squadrons	24/12		Title	8/4	+1		Destiny			[Recruit Allies]		
II	Xyquine II		Defensive Retrofit	10/5		Turbolasers	10/5	+1		Repair Yards			[Prototype Recovery]		
II/III	Duro*		Squadrons	30/15		Offensive Retrofit	10/5	+2		Resources		Skilled Spacers	[Pilot Defection]	Minefields	Precision Strike
III	Corfai		Ion Cannons	10/5		Ordnance	10/5	+1		Resources			[Steal Supplies]	Volatile Deposits	
III	Forvand		Squadrons	24/12		Experimental Retrofit	8/4	+0		Spynet			[HoloNet Override]	[Prototype Recovery]	
III	Plympto		Title	10/5				+0		Destiny			[Pilot Defection]	[Steal Supplies]	Most Wanted
III	New Plympto		Support Team	8/4		Defensive Retrofit	10/5	+1		Resources			[Steal Supplies]		
III/IV	Nubia*		Support Team	10/5		Ion Cannons	10/5	+2		Ally		Repair Yards	[Recruit Allies]		
IV	Raider's Point		Offensive Retrofit	8/4		Ordnance	14/6	+0		Spynet			[Volatile Cargo]	Rift Ambush	Rift Assault
IV	Truuzdann		Weapons Team	10/5		Ordnance	10/5	+1		Resources			[Hired Scum]	[Steal Supplies]	
IV/IV	Crash's Drift		Officer	10/5		Defensive Retrofit	10/5	+1		Skilled Spacers			[HoloNet Override]	Navigational Hazards	
V	Froz		Weapons Team	10/5		Turbolasers	10/5	+1		Diplomats			Advanced Gunnery		
V	Phemis		Title	10/5				+0		Destiny			[Volatile Cargo]	Superior Positions	
V	Sileria		Title	12/6				+0		Skilled Spacers			[Hired Scum]	Asteroid Tactics	Infested Fields
V	Talfaglio		Officer	8/4		Offensive Retrofit	8/4	+0					[HoloNet Override]	Surprise Attack	
V/II	Polanis*		Officer	8/4		Fleet Support	8/4	+1		Resources			Hyperspace Assault		

Note: Special thanks to whoever made the original RitR template. I found it on the internet and adapted it for CC-in-RITR.

APPENDIX 9: DESIGN NOTES

This project began a long time ago, in a galaxy far, far away...

The scope was much smaller back then, but as we kept playing more and more RitR campaigns, I got more and more ideas, and things spiraled out of control. At times, it started to feel like work rather than a hobby project. When I grew frustrated and wanted to blast the whole thing, I remembered Darth Vader's wise words: no disintegrations. And so, I doubled my efforts. But enough with the puns.

The RitR rules, as written, are perfectly fine; you can play with them without altering anything. I bet, however, that you'll start noticing that some rules—for example, for conditions—aren't polished but rather are cool concepts that weren't fully realized. You'll also see that Resources are a must-have and that Ally and Destiny tokens are the only valuable strategic effects. I'm also pretty sure you'll find fleet-building and commander abilities grow stale after you max them out.

This is where this document comes in. As I stated initially, all the options aim to provide room for **varied and continuous growth** throughout the campaign, culminating with a suitably **epic** final confrontation. So, instead of playing practically the same fleet for the entirety, your fleet can and must evolve. Ships can be upgraded—or entirely new ships bought—commanders have a host of new options, strategic effects have more impacts, and so forth.

Another design goal was, believe it or not, to not change things *too* much. Even if you play with every additional option, the campaign still feels very much like the original RitR but with more variety.

Finally, I hope to bring new life to underused components (mainly through points adjustments) because variety is good, and currently, the game isn't as varied as it could be.

PLAYTESTING

Not everything in this document has been heavily playtested. The **critical stuff** has been subject to multiple revisions over the course of several campaigns, but there is no way we could have extensively tested every new squadron, for example. Nor has the new Diamond-class CIS ship been tested to death and redesigned multiple times to ensure it's *perfect*.

That said, I don't think anything here will break your games or be less balanced than what already exists. **But if you do see something you don't like, you're encouraged to change it for your games!**

THE BUTTERFLY EFFECT

Every change, even small ones, can have a significant *compounding* impact on the game. The best example of this is the 1.5 ruleset. The changes to the Evade defense effect, the activation game, **and** the ordnance upgrades meant a significant shift toward more big ships and a heavier emphasis on red dice.

Rebellion in the Rim—even vanilla RitR—literally and radically changes the playing field. The fleets are smaller, the board is half the size, and there are **no commanders**.

This has many implications. For example, speed-2 squadrons are still atrociously slow, but even without help, they are suddenly more relevant. I'd never bring YV-666s to a standard game, but as Ally squadrons in RitR, they can be pretty great if I know I'm up against a squad-heavy opponent. Add FCT or Hyperspace Rings, and speed-2 is even less of an issue. On the other hand, speed-5 is *massive* on a small map...

Speed 2 Munificents also have a good time on small maps, but flankers like 4-speed corvettes can sometimes shave a harder time. GAR ships like the Clam and Ven really shine with Master Navigator, whereas Rebel broadsides are pretty anemic with no Ackbar.

Do you see where I'm going with this? RitR is different, and therefore, the **relative value of things** is different. This is on top of already-needed adjustments.

PINPOINTING POINTS

Points are **devilishly hard** to get right in any format, but it's even more complex at smaller fleet sizes. Fewer ships are involved—and they often have just a few upgrades between them—meaning the ships themselves are more impactful.

My baseline is the CW ships, as they are the most recent and generally considered more appropriately costed than many of the GCW ships. More specifically, the medium ships—Munificent and Acclamator—constitute my starting point. I've extrapolated costs for GCW mediums and made appropriate adjustments to large and small base ships—always with the RitR format in mind.

Let's use the Munificent Comms Frigate as an example to illustrate some of the lines of reasoning. First, we'll assume 70 points are as fair and correct as it gets. Next, we'll say that +3 points for an extra black flak dice, Defensive Retrofit instead of Offensive, and -1 Squadron is also more or less spot on.

The Clam-I is -4 points for a ship with more dice total (1 more for battery and flak) but a shorter range. It's also a forward-focused ship, and as a rule of thumb, a side-centric battery (especially if the arc is wide) is more valuable. It can go speed-3 (only possible with an 8-point upgrade on the Muni), and its turn rate is *atrocious*, making it very hard to properly utilize that front arc (it's pretty good at disengaging, but so too is the Munificent despite the speed-2). The Clam also has a higher command value, which is both a drawback and sometimes (especially in RitR) a benefit. The Clam does, however, have a slightly stronger upgrade bar than the Munificent. Overall, 66 vs. 70 points seems maybe a tad bit too expensive, especially when you count the number of Clam-I's actually seeing play. Perhaps a 1 or 2-point reduction would help.

See the problem? We've considered 2 ship types, and already we're in trouble, and that's before we have considered the points and opportunity cost of some of the staple upgrades. Be that as it may. Let's compare the Clam-I and the Clam-II, assuming 66 points is correct for the cheaper version. That's +5 points for an extra blue in the front—quite significant—and an arguably better salvo battery (discounting the use of Flak Guns) and a different, maybe better, anti-squadron armament. The upgrade bar is simultaneously better (bc Thermals or ECM) and much worse. So, is +5 points fair? More or less, I think. +4 would also have been OK, making it an even 70 points, the same as the Comms Frigate. Which, in turn, leads me to believe the official price is acceptable. There is very little to be gained by trying to tweak a point here or there. It's not going to make or break your campaigns.

But wait, watch about the Vic-I, I hear you say. Why is that 75 points, 4 more than the Clam-II. Surely it's not *that* much better!? First, it was made by AMG and probably given a price that hasn't been tested and tweaked a lot. Second, it can run SPHA-T, meaning it has *waaay* better side arcs than you'd think. You can think of it as an 82-point ship with an integrated SPHA-T.

That was a joke. Kind of. But it leads to my next point: upgrades. Ships don't exist in a vacuum but are enhanced by upgrades. Some of which are trash, some good, and some niche. You might say ships are only as good as the upgrades they can use. It's hard to imagine a Munificent without LTT and PDions, for example, and Thermals if it's a Star Frigate. I've tried adjusting upgrade costs to make fleet building more diverse. Still, it's impossible to fix everything with point tweaks only: most upgrades are naturally worth more on one ship than on another.

It's also a general observation that the bigger the ship, the more upgrades you want to stick on it. A CR90A is more or less complete with just TRC. Maybe stick Jaina and/or Ezra on it if the opportunity presents itself. A Charger or Hardcell is good to go with just LTT, meaning it can start more or less fully upgraded. A larger ship, such as an ISD or Recusant, needs maybe 4 or more upgrades to make it worthwhile.

Next, try balancing GCW vs. CW, and your head will make the jump to lightspeed. If you compare the Imperial Vic-I without Salvo to the Republic one—and the Clams... is it 68 points... 70 points... 73 points? Should the Clams be adjusted? Or is the GAR Vic-I overpriced? Complete. Mental. Meltdown.

Armada also has squadrons. Let's first consider whether or not generics are correctly priced relative to one another. Hint: they are not—only a handful of types see regular play. But for the sake of argument, let us look at the A-wing, Tri-fighter, and Interceptor. They all cost 11 and have a lot in common, so are they correctly costed in relation to one another? They all have Counter 2, but the A doesn't have Swarm, which is a slight-to-serious disadvantage. The Int and the Tri hit like trucks on the attack, while the A-wing hits like a semi-wet noodle. The A and the Tri are good vs. ships; the Int ain't (no Sloane in RitR). The A has 1 more hull, but the other two have access to RHD, making them incredibly hard to eliminate. I'd say the Tri is the better squadron overall, but it's so easy for the Empire to get those Ints up to 5 or even 6 blue dice, which is genuinely fearsome in the RitR context. Despite steady anti-ship damage and 4 hull, the A-wing is the weaker squadron. But it's not weak enough for a rebate when it's the only high-speed option in an otherwise glacial squadron lineup. Now you can add the Naboo N-1 and the Fang Fighter to the equation... are they correctly priced relative to these 11-point squads? What about the Fang vs. the TIE Defender? So. Bloody. Hard.

Aces are typically not correctly priced compared to generics. No way Ciena or Mauler is worth the same as two lousy TIEs... but since we have the ace cap and RitR caps at 2 (or maybe 3 if you're using that option), aces are mostly fine. I've adjusted the cost of some of them slightly, but I felt that a major shakeup was out of scope.

There are lots, well over 100, new squadrons in this document. I've tried to price them conservatively without making them so expensive they won't see play.

I could ramble on about this for page after page, but it's time to wrap up this document. I just wanted to give you some insight into the thought processes that went into making this. If you wish, you can always PM me on Discord, and we can continue the discussion there.

APPENDIX 10: CHANGELOG & ROADMAP

CHANGELOG

V0.95: First public WIP

V0.98: Second (revised) public WIP

V1.00: First public full release (2023-06-22)

V1.10: Updated to comply with Revised RRII (this is getting ridiculous, AMG—try playtesting a little next time). New layout/visuals. Some typo corrections and grammatical fixes (not highlighted).

Changes and additions in blue:

- Fighter Group Leader restricted to max 3 squadrons per activation.
- New options for random objective selection and reduced potency of veteran tokens.
- Suggestions for additional anti-snowballing options added.
- Tweaked the "Additional obstacles" option for Pivotal battles (remember that the final confrontation is also a Pivotal battle).
- Added "Hyperspace reinforcements" option to the Final confrontation.
- New alternate use for the Contain token, tweak for the Dodge keyword and added a new pass token option.
- Various points adjustments (see points list for details).

- Republic Arkitens changed to be more similar to the Imperial version (cost changed too).
- Kit Fisto added as a replacement squadron (with scatter).
- Grievous gets Intel instead of Grit (so his slaughter lambs can follow more easily).
- Advanced Transponder Net, Avenger, Hot Landing, and Hyperwave Singal Boost were added to replacement upgrades.
- Replacement Jyn Erso got a boost.
- Obi-Wan (Delta-7) was replaced by Jedi Escort (partly to provide a non-Ace Delta, but also bc Obi + Axe + Implacable was proving to be a bit much). He might return later (although he doesn't like flying).
- The following squadrons were significantly reworked (some other squads received minor tweaks):
 - Anakin (Twilight).
 - All Eta-2 squadrons.
 - Some further minor tweaks.

ROADMAP

There are no concrete plans for future versions of this document, but knowing myself, it's bound to happen.

Fly casual, and have fun!

Green Knight

