



---

**ARC01 - CHANGE LOG**

---

# COMMANDERS

A  is a special type of upgrade card with the  icon on its card back and no upgrade icon in the lower-left corner of the card front.

- A  can be equipped to any ship except Flotillas.
- A fleet cannot have more than one .
- A ship with a  equipped is a flagship.
- A  must be in the play area to be able to resolve. If this card has been set aside, then the  ability cannot resolve.



## ADMIRAL MOTTI (20)

### Card Text

*The hull value of each friendly ship is increased according to its size class:*

*Small ship: 1*

*Medium ship: 2*

*Large ship: 3*

### Timing

The effect of this Upgrade Card is permanent unless the flagship is destroyed, then all ships of the fleet lose their additional hull point(s).

### Clarifications

- The additional hull value is a permanent effect unless the flagship is destroyed. If this happens, check any remaining friendly ships in this card's fleet; if a ship meets or exceeds its printed hull value on its ship card, they are immediately destroyed and removed from the play area.
- This Upgrade Card does not work with Super Star Destroyers as it has no effect on a huge ship.

### Obstacle Interactions

- This card does not work with Armed Stations or Unarmed Stations as they are not given a size class.



## ADMIRAL SCREED (26)

### Card Text

*Once per activation, while a friendly ship is attacking, it may spend 1 die to change a die to a face with a  icon. That die cannot be rerolled.*

### Timing

This ability is resolved in the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card **can resolve only** once per activation, **while** a friendly ship is attacking during the "Resolve Attack Effects" step.
- On your activation, if attacking squadrons, you may only use this Upgrade Card's ability on one squadron.
- You may spend a die to change any other die in your attack pool to a face with a critical icon, **including** a hit/critical icon.
- This card's effect can resolve once during any ship or squadron's activation, **including** an opponent's.
- Admiral Screed can use his ability when a friendly ship is performing a **Salvo** or **Counter** attack against a squadron. It would only be effective if there is a black die in the attack pool.
- **This upgrade card may resolve while a friendly ship is performing a Salvo or Counter attack against a squadron.**
- A die set to a particular face by this upgrade card's ability cannot be rerolled, either by attack effects (such as Leading shots) or defense effects (such as Point Defense Ion Cannons). The die may still be modified in other ways, such as being set to a different face, cancelled, spent. Thus, the die is vulnerable to the scatter defense token effect (which cancels dice) but not to the evade defense token effect when resolved at medium range (which rerolls a die).



## DARTH VADER (28)

### Card Text

While a friendly ship is attacking a ship, it may spend 1 defense token to reroll any number of dice in its attack pool.

### Timing

This Upgrade Card may be resolved when a ship is attacking during the "Resolve Attack Effects" step.

### Clarifications

- While a friendly ship is attacking, during the "Resolve Attack Effects" step, it can spend a defense token to reroll any die in its attack pool, even if the attacking ship is at speed 0. Speed 0 only prevents a ship from spending tokens during the "Spend Defense Tokens" step of an attack.
- You cannot use this ability when attacking squadrons or proximity mines.
- Intel Officer allows you to target your own defense tokens. If that defense token is chosen by this Upgrade Card to be spent for a reroll, that defense token would be discarded.

### Damage Card Interactions

- If a ship has the critical card Faulty Countermeasures ("You cannot spend exhausted defense tokens.") you may not spend an exhausted defense token for this card's ability.



## EMPEROR PALPATINE (32)

### Card Text

After deploying fleets, place 1 defense token of each type on this card. At the start of each Ship Phase you may discard 1 of those tokens. If you do, until the end of the round, if an enemy ship or squadron spends a matching token *during its Spend Defense Tokens step*, discard that token. This card's effect cannot be resolved against friendly ships or squadrons.

### Timing

The initial effect of this Upgrade Card triggers "after deploying fleets" when you place 1 defense token of each type on this card. This Upgrade Card may be then resolved at the start of a Ship Phase by discarding a defense token.

### Clarifications

- If the ship this Upgrade Card is equipped to is destroyed, this Upgrade Card's ability (if active) will remain in effect until the end of the round.
- This upgrade card's effect will trigger at any time the opposing player spends a matching defense token. This includes but is not limited to defense tokens spent while defending as part of the Spend Defense tokens step, those spent while defending but not as part of the Spend Defense tokens step (such as Thermal Shields) and those spent while attacking (such as Turbolaser Reroute Circuits).
- This upgrade card's effect will only trigger if the opposing player is spending their own defense tokens. It will not trigger if defense tokens are spent by another player, such as via Boarding Troopers.
- This upgrade card's effect does not trigger when a defense token is exhausted (rather than spent), such as via Suppressor or Overload Pulse.
- If this Upgrade Card is discarded due to Darth Vader (Officer), any remaining defensive tokens on this Upgrade Card cannot be discarded. However if a defensive token was discarded at the beginning of the turn, the card's ability will remain in effect until the end of the turn.

### Squadron Interactions

- This Upgrade Card will resolve when the opposing player uses the special abilities of both Jan Ors and Axe.

### Damage Card Interactions

- The Injured Crew damage card only affects defense tokens assigned to the ship which was dealt the damage card. It will not affect the defense tokens assigned to this Upgrade Card.



## COMMANDER SATO [25]

### Card Text

*While a friendly ship is attacking a ship at distance 1 of a friendly squadron, the attacker may add 2 dice, each of any color. If it does, it must cancel 2 attack dice.*

### Timing

This Upgrade Card's effect may be resolved during the "Resolve Attack Effects" step.

### Clarifications

- The dice added by this upgrade card's effect may both be of the same color or of different colors.
- The dice cancelled by this upgrade card's effect may be any of the dice in the attack pool, including the dice just added.

- The attacker must add both dice at the same time; he may not add one, check the result, and then choose another.
- The add and subsequent cancel effects of this upgrade card may not be interrupted to resolve other attack effects; the attacker must cancel two attack dice immediately after adding two attack dice. For example the attacker may not add two dice, concentrate fire in a third, and then cancel two dice.



## GENERAL DRAVEN [22]

### Card Text

*After an enemy ship resolves a command, you may discard a matching command token from this card. If you do, that enemy ship gains 1 matching raid token.*

*While a friendly squadron is attacking, if it is at distance 1-2 of an enemy ship with at least 1 raid token, it may reroll 1 die.*

### Timing

This upgrade card triggers once at deployment, when command tokens are chosen for the card. It may also trigger again after an enemy ship has completed resolution of a given command. It may also trigger again while a friendly squadron is attacking.

### Clarifications

- "After an enemy ship resolves a command" is a timing window that may occur several times throughout a ship's activation, as ships may resolve more than one command per activation. There is no limitation on the number of times during a ship's activation that this upgrade card may trigger.
- This upgrade card may trigger while a friendly squadron is making a Counter attack.



## LEIA ORGANA (28)

### Card Text

*When a friendly ship resolves a command by spending the command dial it revealed, it may resolve that command as if it also spent a matching command token.*

### Timing

This Upgrade Card's effect triggers during a ship's activation when resolving a command.

### Clarifications

- This Upgrade Card's effect cannot be resolved when a ship resolves a command by spending a command dial and a matching command token. To be eligible to use this Upgrade Card's effect, a ship must resolve a command by only spending the command dial which it revealed this turn.

### Upgrade Card Interactions

- This Upgrade Card's effect has **no interaction with** spending tokens for Fleet Command upgrade cards or upgrade cards like Boarding Teams, because those cards do not resolve commands.
- However, if a dial must be discarded for a card or otherwise, this Upgrade Card's effect would not be able to trigger since there is no dial with which to resolve a command.
- A ship using this Upgrade Card's effect is considered to have spent a command token, which would trigger cards such as Liberty or Nav Team.

### Damage Card Interactions

This Upgrade Card's effect is unaffected by Life Support Failure.



## MON MOTHMA (28)

### Card Text

*When a friendly ship resolves the ⚡ token effect, it can cancel 1 die at medium range or reroll 1 additional die at close range or distance 1.*

*While a friendly ship is defending, it may spend an Evade token that the attacker has targeted with an Accuracy result.*

### Timing

This Upgrade Card's effect is used during a ship's "Spend Defense Tokens" step during an attack.

### Clarifications

- This upgrade card provides a modification to the Evade defense token effect. Provided the range conditions are met, the Evade defense token effect can cancel one die at medium range or reroll an additional die at close range or distance 1.

- This modified Evade defense token effect can combine with other effects that trigger on resolving the Evade defense token effect. While defending against a ship of a larger size class, the defender may use Mon Mothma's ability to cancel two dice at medium range (or reroll three dice at close range) should it discard the Evade defense token.
- This upgrade card does not grant the defender the ability to spend two tokens of the same type.
- This upgrade card does not grant the defender the ability to spend an Evade defense token while at speed 0.

### Upgrade Card Interactions

- This Upgrade Card's effect works alongside Foresight to affect an additional die when a ship resolves the Evade defense effect.
- The second part of this upgrade card's effect has no interaction with Electronic Countermeasures. While defending, the defender can choose to use either Electronic Countermeasures or Mon Mothma's effect to spend an Evade token targeted by an accuracy result.
- Because the same defense token may only be spent once during each attack, the defender cannot use this upgrade card's ability to spend a defense token which has already been spent by Admiral Sloane's ability.

# SQUADRONS



## DARTH VADER (TIE ADVANCED) [20]

### Card Text

*"While attacking, each of your Critical icons adds 1 damage to the damage total."*

### Timing

This Squadron Card effect resolves during the "Resolve Damage" step

### Keywords

- Screen

### Clarifications:

- This Squadron Card effect applies against both ships and squadrons.
- This Squadron Card effect also triggers during a Counter attack.

- While attacking a ship, Critical icons do not deal a faceup damage card as this squadron is not a Bomber.



## HAN SOLO [24]

### Card Text

*At the start of the Ship Phase, you may activate as if you were activated by a @ command.*

### Timing

This Squadron Card may resolve at the start of Ship Phase.

### Keywords

- Rogue
- Grit

### Clarifications

- If this card belongs to the first player and it destroys a ship with an upgrade that triggers during the "Star Of The Ship Phase" those effects will not trigger.
- Even though this Squadron is activated "as if" by a Squadron command, it is not associated with any ship and cannot also resolve or benefit from any upgrade card (such as Flight controllers or All Fighters, Follow Me!).
- A fleet (or allied fleets) cannot have both this Squadron and Lando Calrissian (Squadron).



## LUKE SKYWALKER [20]

### Card Text

*While attacking a ship, treat the defender as having no shields.*

### Timing

This ability resolves with all attacks.

### Keywords

- Bomber
- Rogue

### Clarifications

- When this Squadron attacks a ship, in the "Resolve Damage" step, the attack bypasses any shields in the targeted hull zone and the defender suffers damage cards according to the damage dealt.

### Upgrade Card Interactions

- This Squadron's ability does not prevent the use of Implacable's ability, as the ship equipped with Implacable is spending its own shields to reduce the damage total before damage is suffered.

### Squadron Interactions

- This Squadron does not resolve the critical effect granted by Norra Wexley's ability while attacking a ship with shields.

### Damage Card Interactions

- Ignore this Squadron's ability while resolving the "Projector Misaligned" and "Shield Failure" damage card effects - i.e. these damage cards resolve as normal.

# SHIPS



## QUARREN PROTOTYPE GUNSHIP (UNIQUE) (63) ☀

### Card Tags

- Transport

### Values

- Command [2]
- Squadron [2]
- Engineering [3]

### Defense Tokens

- ⚡ ⚡ ⚡ ⚡

### Upgrade Bar:



## MUNIFICENT-CLASS COMMAND FRIGATE (UNIQUE) (74) ☀

### Card Tags

- Droid, Comms, Bombard

### Values

- Command [2]
- Squadron [3]
- Engineering [4]

### Defense Tokens

- ⚡ ⚡ ⚡

### Upgrade Bar:



## INTERDICTOR COMBAT REFIT (85) ☀

### Card Tags

- None

### Values

- Command [2]
- Squadron [2]
- Engineering [5]

### Defense Tokens

- ⚡ ⚡ ⚡ ⚡

### Upgrade Bar:





## MODIFIED PELTA-CLASS ASSAULT SHIP (52)

### Card Tags

- None

### Values

- Command [2]
- Squadron [1]
- Engineering [4]

### Defense Tokens

- 

### Upgrade Bar:



## ARQUITENS-CLASS LIGHT CRUISER (52)

### Card Tags

- Clone, Jedi

### Values

- Command [2]
- Squadron [1]
- Engineering [3]

### Defense Tokens

- 

### Upgrade Bar:



## VENATOR STAR DESTROYER IMPERATOR REFIT (100)

### Card Tags

- Clone, Transport

### Values

- Command [2]
- Squadron [2]
- Engineering [4]

### Defense Tokens

- 

### Upgrade Bar:

