ARC

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ARMADA REFERENCE MANUAL

V1.1

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SPECIAL THANKS

We want to take a moment to thank Derek, or as many of you may know him, Karneck. The ARC-ARM is heavily derived from his magnum opus, the KARM. Without the long hours he put into documenting rules interactions in Armada, none of this would have been possible - thank you for letting us build upon your efforts.

We also want to give a shout out to our Rules Gurus - @Stewbucket, @Elred, @DadVader, and @CptAwesomer for their many hours spent formatting, debating, cross referencing, and editing this document into a presentable format.

Thank you to all our ARC playtesters for their proofreading, encouragement, and feedback.

Finally, special thanks goes out to @ForestEXE and @Doty, who provided us with the template for the pages you're reading. Without their contributions and willingness to collaborate, the document would have been very much diminished. To see more of their fantastic work, head over to Armada Legacy and take a look.

ARMADA
LEGACY

LEGAL DISCLAIMER

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BOARDING TEAM

For brevity and clarity, this document will refer to [] upgrade cards as Boarding Team upgrade cards.

Boarding Team [] - is a special type of upgrade card with the [] icon on its card back and upgrade icon in the lower-left corner of the card front.

- Some upgrade cards have more than one upgrade icon. For each group of these icons in a ship's upgrade bar, it may equip one upgrade card with the matching upgrade icons. That group of icons cannot be used to equip additional upgrade cards. For each group of these icons in a ship's upgrade bar, it may equip one upgrade card with the matching upgrade icons. That group of icons cannot be used to equip additional upgrade cards."
- A Boarding Team can be equipped to any ship that has both a Weapons Team and an Offensive Retrofit upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same Boarding Team card.
- A Boarding Team can be equipped to any ship that has the upgrade icon(s) in its ship card.

General Clarifications

- To resolve a Boarding Team you must discard a dial or a token (your choice), then also discard the upgrade.
- If a ship does not reveal a command, because it chooses to discard its command dial due to a card effect such as Crew Panic or some other ability, no Boarding Team upgrade card can be resolved as no command was revealed.
- Admiral Tarkin's and Grand Admiral Thrawn's dials are not "revealed", they are "gained". So long as a dial was "revealed", their dials can be chosen to be discarded if it is a Squadron Command.
- Sunder, Shriv Suurgav or Darth Vader (Boarding Team) can discard a Boarding Team upgrade card, because the upgrade card is a single card that requires both upgrade card slots but is considered to occupy each slot when checked.[1]



Boarding Engineers (2)

Card Text

"When you reveal a command, you may discard a dial or token and this card to choose 1 enemy ship at close range. Look at its facedown damage cards and flip a number of them faceup up to your engineering value (one at a time)."

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- When damage cards are chosen using this Upgrade Card they cannot be chosen again and any new damage cards dealt cannot be chosen.
- You do not need to reveal to your opponent what the other facedown damage cards you did not choose.
- When damage cards are flipped faceup by this Upgrade Card they are not "dealt" to the target, so abilities such as General Dodonna and Lira Wessex cannot trigger.



Boarding Troopers (3)

Card Text

When you reveal a command, you may discard a dial or token and this card to choose 1 enemy ship at close range. Choose and spend a number of its defense tokens up to your squadron value.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- The same defense token cannot be chosen twice when resolving this Upgrade Card's effect.
- The defensive tokens are "spent" out of the attack sequence and thus do not resolve their effects. Any defensive tokens chosen that are "readied" are flipped to the "exhausted" side. Any defensive tokens chosen that are "exhausted" are discarded.

Damage Card Clarifications

- If a ship equipped with this Upgrade Card also has the faceup damage card Faulty Countermeasures then "exhausted" defense tokens cannot be spent when resolving this Upgrade Card's effect, even those belonging to enemy ships.



Cham Syndulla (Boarding Team) (5)

Card Text

When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. If you do, you may choose a new command for each command dial assigned to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- This Upgrade Card cannot target dials on Grand Admiral Thrawn's card since those dials are not equipped to a ship.



Darth Vader (Boarding Team) (3)

Card Text

When you reveal a command, you may discard a dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 non-Commander upgrade card equipped to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- If this Upgrade Card were to discard Relentless, that ship would now need to set one additional command dial (according to its command value) in the next Command Phase.
- If Rapid Launch Bays, Invisible Hand or Profundity were discarded by this Upgrade Card then any squadrons or ships currently set aside that have not been placed are considered destroyed.
- If this Upgrade Card were to discard Captain Needa, Endeavor, or Vanguard after their respective timing windows, the defense token granted by these upgrades would remain.
- If the Liberator title or Flag Bridge upgrade were discarded by this Upgrade Card, the Fleet Command could now resolve by spending a command token.
- If this Upgrade Card were to discard Early Warning System, the chaff token remains and continues to obstruct all attacks on that hull zone until the end of the Status Phase when it is removed.
- If this Upgrade Card were to discard Chimaera, Minister Tua, Phoenix Home, Vanguard, or Harrow, the upgrade card (if one was equipped in the granted upgrade slot) would remain.
- If this Upgrade Card were to discard; Aspiration, Auxiliary Shield Team, Gilded Aegis or Tranquility, any shields that exceed a hull zone's maximum shield value are immediately lost.
- If this Upgrade Card were to discard a Fleet Command that was resolved at the start of the ship phase, that Fleet Command will continue to resolve until the end of the round.



Jyn Erso (Boarding Team) (4)

Card Text

When you reveal a command, you may discard a squadron dial or token and this card to choose 1 enemy ship at close range. If that ship has no raid tokens, it gains 2 raid tokens of your choice. If that ship has an objective token, you may also gain 1 victory token.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- If a victory token is gained but the objective being played has no victory points associated with that victory token, then that victory token is worth 0 points.

- Current **Assault**, **Defensive**, and **Navigation** objectives that relate to this Upgrade's ability.
  - Ion Storm
  - Marked for Destruction
  - Rift Assault
  - Blockade Run (as first player only)
  - Fleet in Being
  - Capture the VIP
  - Intel Sweep
  - Hyperspace Migration



Shriv Suurgav (Boarding Team) (4)

Card Text

When you reveal a command, you may discard a dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 Weapons Team, Support Team, Offensive Retrofit, Defensive Retrofit, Ordnance, Ion Cannon, or Turbolaser upgrade card equipped to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- If Rapid Launch Bays is discarded by this Upgrade Card then any squadrons or ships currently set aside that have not been placed are considered destroyed.
- If the Flag Bridge upgrade were discarded by this Upgrade Card, the Fleet Command could now resolve by spending a command token. [2]

- If this Upgrade Card were to discard Early Warning System, the chaff token remains and continues to obstruct all attacks on that hull zone until the end of the Status Phase when it is removed.
- If this Upgrade Card were to discard Auxiliary Shield Team, any shields that exceed a hull zone's maximum shield value are immediately lost.

ENDNOTES

1. **Developer Feedback: Shriv Suurgav** (or **Sunder**) can discard any card with any of the listed icons, regardless of any other icons it might have. The word "or" is used to make it clear that only one card can be discarded, not one matching each icon. Upgrade icons are properties that upgrade cards possess, and which are sometimes used to refer to them, but the rules have never distinguished a "**Weapons Team** + **Offensive Retrofit**" card from another card with only one of those icons for any game mechanical purpose.
2. As the restriction against using command tokens to power the **Fleet Command** would have been removed by this Upgrade Card.

COMMANDER

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 Ackbar (38)

Card Text

Before a friendly ship's Attack step, it may choose to attack from only its left and right hull zones this round. If it does, it may add 2 red dice to its attack pool while attacking a ship.

Timing

This Upgrade Card may be resolved only before an activated ship's "Attack" step.

Objective Interactions

- Ships that have chosen to use this Upgrade Card's effect can claim Fire Lanes tokens with their front and rear ship batteries. However, this Upgrade Card's effect does not increase a ship's battery armament, and cannot be used to claim Fire Lanes tokens.

Upgrade Card Interactions

- If a ship is equipped with Gunnery Teams, this Upgrade Card's effect may apply to both attacks performed from the same hull zone.
- Using this Upgrade Card will prevent you from attacking from the front or rear hull zones with upgrade cards such as Ordnance Pods.

Counter & Salvo Interactions

- Resolving this Upgrade Card's effect would not prevent a ship from attacking from its left or right hull zones with Salvo or Counter attacks.
- Salvo attacks made by an unactivated ship would not prevent a player from choosing to resolve this Upgrade Card's effect during that ship's activation later in the round.
- Counter attacks (such as from upgrade cards such as Quad Laser Turrets) and Salvo attacks can be restricted by this Upgrade Card. If this Upgrade Card's effect has been declared by that ship, then that ship can only resolve attacks from either its left or right hull zones and cannot attack from its front or rear.



Admiral Konstantine (23)

Card Text

At the start of each Status Phase, you may choose any number of enemy ships at distance 1-5 of at least 2 friendly non-flotilla ships, 1 of which must be of medium or larger size class. For each chosen ship, you may discard 1 token from it or increase or decrease its speed by 1 to a minimum of speed 1.

Timing

The effect of this Upgrade Card is resolved at the start of the Status Phase.

Clarifications

- This Upgrade Card's ability may resolve against all enemy ships in range.

Upgrade Card Interactions:

- The Grand Inquisitor may resolve from this Upgrade Card's effect.

Damage Card Interactions

- If this Upgrade Card's effect changes the speed of a ship with a faceup Thruster Fissure damage card, that ship does not suffer 1 damage from Thruster Fissure's effect since this Upgrade Card is forcing the speed change, and not the ship's owner.

Obstacle Interactions

- This Upgrade Card can be used in conjunction with Unarmed Stations, they are treated as ships when resolving effects.
- Unarmed Stations are a non-flotilla ship with no size class.



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 Ozzel (20)

Card Text

During each friendly ship's Determine Course step, it may change its speed by 1.

Timing

This Upgrade Card resolves in a friendly ship's Determine Course step.

Clarifications

- During a friendly ship's Determine Course step, the player may change the speed of that ship by 1. This effect can resolve during any of your ships' "Determine Course" steps such as when conducting a maneuver from Rift Ambush or Engine Techs.



Admiral Piett (20)

Card Text

When a friendly ship spends only a command token to resolve a command, you may exhaust this card. If you do, that ship resolves that command as if it had spent a dial of the same type instead.

Timing

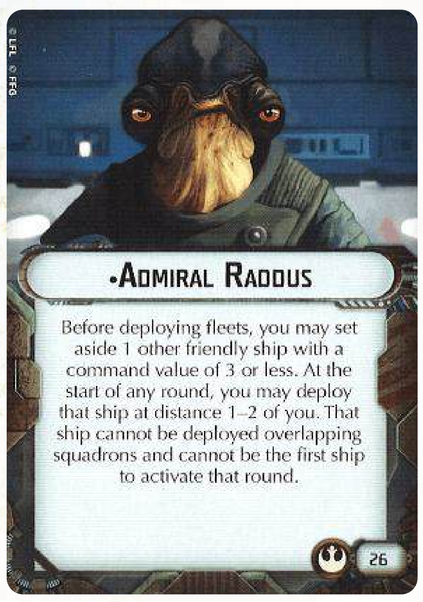
This Upgrade Card is exhausted and triggers when resolving only a command token.

Clarifications

- When only a command token is spent, you may exhaust this Upgrade Card to turn the token into a dial instead. Since you are already spending a token to resolve the command, you cannot also then spend another token of the same command to increase the value of the command.
- This card does not grant the Super Star Destroyer an additional token from changing a command token into a dial, as the dial is not “revealed”. It gains a token from a “revealed” dial

Upgrade Card Interactions:

- If this Upgrade Card is equipped to a ship with the **Interdictor** title, this Upgrade Card can be chosen to become unexhausted.
- Commander Beck's ability can be used by this card for one command.



Admiral Raddus (26)

Card Text

Before deploying fleets, you may set aside 1 other friendly ship with a command value of 3 or less. At the start of any round, you may deploy that ship at distance 1-2 of you. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.

Timing

This Upgrade Card's effect triggers at the start of a game round, before command dials are set in the Command Phase.

Deployment Interactions

- If the ship with this Upgrade Card equipped is destroyed after resolving this Upgrade Card’s effect to deploy a ship, the ship that was deployed by this Upgrade Card’s effect still cannot be the first ship to activate that round.
- Ships deployed with this Upgrade Card's effect can be deployed overlapping anything except other ships and squadrons.
- This Upgrade Card must be on a ship in the play area in order to trigger his card effect. For example, if this Upgrade Card’s ship was set aside by Hyperspace Assault or into Profundity, that ship must be deployed before being able to use this Upgrade Card.

Objective Interactions

- Objectives which target ships in the play area cannot target a ship set aside by this Upgrade Card. Objectives which target ships not yet in the play area can target a ship set aside by this Upgrade Card. For this reason, a ship set aside by this Upgrade Card can be chosen for Intel Sweep and will receive a token for Blockade Run; it cannot be assigned as an objective ship for Most Wanted.

Upgrade Card Interactions

- You cannot set aside this Upgrade Card’s ship into Profundity, and then set aside Profundity with this Upgrade Card, for two reasons. First, this Upgrade Card is no longer in effect after being set aside. Second, there would be no way you could ever deploy Profundity if you then also set it aside with this Upgrade Card's effect.
- When a ship set aside by this Upgrade Card is equipped with Aspiration or Local Fire Control, those effects would trigger during deployment, since those effects resolve when the ship deploys.
- Proximity Mines and this Upgrade Card share the same timing window, so proximity mine tokens can be placed before choosing a ship to be set aside by this Upgrade Card (subject to first and second player considerations).



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).



Admiral Sloane (24)

Card Text

While a friendly squadron without **ROGUE** *is attacking, it may spend 1 die with an ♻ icon to choose and spend 1 of the defender's defense tokens. While attacking a ship, it may also reroll 1 die with a ✳ icon.*

Timing

The effect of this Upgrade Card triggers while a squadron is attacking, during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card can trigger on any squadron attack, including Counter, as long as the friendly squadron does not have Rogue.
- A token spent by this card's effect cannot be spent by the defender during that attack. The defender may spend another token of the same type during that attack.I1
- 1 die with the accuracy icon may be "spent" during "Resolve Attack Effects" to spend 1 of the defender's defense tokens of the attacker's choice.
- While a squadron is attacking a ship, it can reroll 1 die showing the critical icon in the "Resolve Attack Effects" step.

Upgrade Card Interactions

- **Electronic Countermeasures** does not allow the defender to spend a defense token that, during this attack, has already been spent by this Upgrade Card's ability.



Admiral Tarkin (30)

Card Text

At the start of each Ship Phase, you may discard 1 command token from this card. If you do, either you gain 1 matching command dial, or each friendly ship gains 1 matching command token.

Timing

The initial effect of this card triggers when that ship is deployed "during the Deploy Ships step of setup", place only 6 command tokens of any type on this card. The second part of this Upgrade Card triggers at the start of each Ship Phase.

Clarifications

- This Upgrade Card would not receive any command tokens on this card (and would thus be useless) if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.
- The dial that is "gained" from this Upgrade Card may be turned into a matching command token.
- You cannot resolve two dials of the same command. You may use this Upgrade Card's effect to generate a token if you have revealed the matching command dial. Only a dial, or a token, or a dial + token together may be resolved in the same activation.
- This Upgrade Card's dial cannot be discarded to clear all Raid tokens. Only a ship's "revealed" dial may be discarded, and this Upgrade Card's dials are "gained" not "revealed". However this Upgrade Card's dial can be turned into a token that may be used to clear a matching Raid token. This would allow a command to be resolved if the ship's dial is also of that command.

Upgrade Card Interactions

- As long as a ship has "revealed" a dial, this Upgrade Card's dial can be discarded to trigger Boarding Teams, as the squadron dial being discarded does not need to be the one being revealed.
- This Upgrade Card's ability can be resolved before you choose to resolve Fleet Commands, as they share the same timing.
- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

Damage Card Interactions

- The Crew Panic damage card only affects the ship's dial, not this Upgrade Card's dial as they are "gained" not "revealed".



Admiral Trench (32)

Card Text

At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when a friendly ship spends only a matching command token to resolve a command, that ship resolves that command as if it had spent a dial and token of the same type instead.

Timing

The initial effect of this card triggers when that ship is deployed "during the Deploy Ships step of setup". The second part of this Upgrade Card may resolve at the start of the Ship Phase.

Clarifications

- This Upgrade Card would not gain any command dials on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.
- If a ship under the effect of this Upgrade Card has a Raid token, it may not spend a matching command token to resolve This Upgrade Card's ability.
- If the ship this Upgrade Card is equipped to is destroyed after this Upgrade Card's effect is resolved, the effect would last until the end of the round.
- Effects which trigger when a ship "Reveals" a command dial are not triggered by this Upgrade Card, as this Upgrade Card's dials are on the card, not its ship.



Admiral Yularen (24)

Card Text

When a friendly ship resolves a command, if it spend a token, it may activate 1 additional squadron.
When a friendly ship resolves a command, it may spend engineering points on the following repair effect:
Repair Squadron: Spend 2 points to choose a friendly squadron at distance 1-3. That squadron recovers 1 hull point.

Timing

This Upgrade Card triggers after the Reveal Command Dial step.

Clarifications

- A ship with a Squadron dial and token would activate as many squadrons as its Squadron Value, plus an additional one from a Squadron token, and another additional squadron from this Upgrade Card's effect.
- Using a squadron token to clear a Raid token would not count as spending a Squadron token for the purpose of this Upgrade Card's ability.



Anakin Skywalker (27)

Card Text

While a friendly ship is attacking a ship, if the defender is at distance 1-5 of at least 2 other friendly ships, 1 other friendly ship at distance 1-5 of the defender may spend 1 defense token. If it does, the attacker may reroll up to 3 dice.

Timing

This ability may be resolved in the "Resolve Attack Effects" step.

Clarifications

- While a friendly ship at distance 1-5 of at least 2 other friendly ships is attacking, during "Resolve Attack Effects", another friendly ship at distance 1-5 may spend 1 defense token. Even if the other ship is at speed 0, it may spend a token, as only defending ships are not allowed to spend defense tokens at speed 0.
- You cannot use this ability when attacking squadrons or proximity mines.

Damage Card Interactions

- If a ship has the Faulty Countermeasures critical card ("You cannot spend exhausted defense tokens.") it may not spend its defense token to allow another friendly attacking ship to resolve this Upgrade Card's ability if it has no readied defense tokens. If the attacking ship has the Faulty Countermeasures damage card, it may still choose another friendly ship at distance 1-5 and resolve this Upgrade Card's ability even if it has no readied defense tokens.



Bail Organa (28)

Card Text

When a friendly ship reveals a command, you may discard up to 1 token of each type from this card. For each token you discard, that ship gains 1 additional command dial matching that token's type.

Timing

The initial effect of this card triggers when that ship is deployed "during the Deploy Ships step of setup". The second part of this Upgrade Card may then resolve when one of your ships activates and "reveals" its command dial.

Clarifications

- This Upgrade Card would not gain any command tokens on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.
- The dial that is gained from this Upgrade Card may be turned into a matching command token.
- You cannot resolve two dials of the same command. You may use this Upgrade Card's effect to generate a token if you have revealed the matching command dial. Only a dial, or a token, or a dial + token together may be resolved.
- Only a ship's "revealed" dial may be discarded to clear raid tokens. This Upgrade Card's dials are "gained" not "revealed" and thus may not be used to clear Raid tokens. This Upgrade Card's dials can be turned into a token that may be then used to clear a matching Raid token. This would allow a command to be resolved if the ship's dial is also of that command.

Upgrade Card Interactions

- Upgrades that trigger and resolve, or resolve on, that ship's "revealed" dial, do not trigger on this Upgrade Card's "gained" dial. Examples include; Clone Navigation Officer, Navigation Officer, Engineering Captain, Tactical Expert, Wing Commander, Weapons Liaison, Defense Liaison, and Support Officer.
- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

Damage Card Interactions

- If a ship does not "reveal" a command because it chose to discard it due to a card effect such as Crew Panic or another effect, then you cannot resolve this Upgrade Card's effect.
- A ship with this Upgrade Card as well as the Crew Panic damage card may reveal a normal command dial as well as gain this Upgrade Card's dial, and only suffer 1 damage (not 2), as Crew Panic only affects the ship dial.



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.



Count Dooku (27)

Card Text

You must choose at least 2 types of command tokens for this card.
At the start of each Ship Phase, you may discard 1 command token from this card. If you do, each enemy ship gains a raid token matching that command token.

Timing

The initial effect of this card triggers when that ship is deployed “during the Deploy Ships step of setup”. The second part of this Upgrade Card may resolve at the start of the Ship Phase.

Clarifications

- This Upgrade Card would not gain any command tokens on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault’s Setup effect.



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, 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.



Garm Bel Iblis (25)

Card Text

After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens, each friendly ship may gain a number of command tokens equal to its command value.

Timing

This Upgrade Card's effect resolves at the start of Ship Phase for the two non-consecutive rounds chosen.

Clarifications

- At the start of the Ship Phase for the chosen rounds, each ship can choose to gain command tokens equal to its command value. As usual, a ship can only have as many tokens as its command value and one of each type of token.
- This Upgrade Card's effect resolves at the start of the Ship Phase and not at the start of a round.

Damage Card Interactions

- This Upgrade Card is unable to assign command tokens to ships with the Life Support Failure damage card.

Upgrade Card Interactions

- Phoenix Home does not increase a ship's command value; it allows it to be assigned up to 4 command tokens. However, this Upgrade Card only allows ships to gain command tokens equal to its command value, so Phoenix Home would only gain 2 command tokens. If Phoenix Home already has 2 command tokens and this Upgrade Card's effect triggers at the start of a Ship Phase, it could gain another 2 command tokens.
- When this Upgrade Card assigns command tokens, if a ship has the title Tantive IV, before it gains its command token, it may assign that token to another ship in range.



General Cracken (26)

Card Text

While a friendly small or medium ship is defending against a ship, if the defender is at speed 3 or higher, the attack is treated as obstructed.

Timing

This Upgrade Card's effect may resolve before the attacker rolls dice during the "Roll Attack Dice" step.

Clarifications

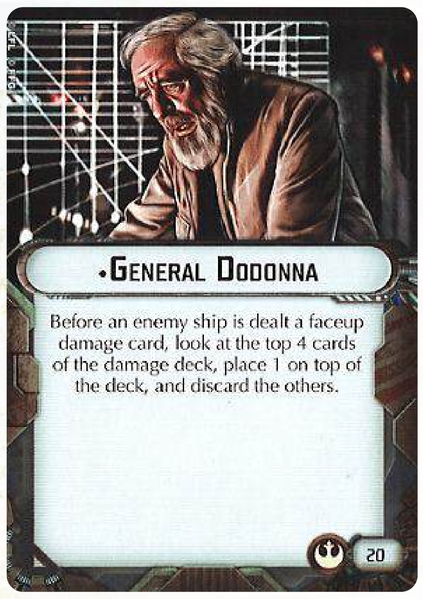
- This Upgrade Card's effect is active whenever a small or medium base ship's speed dial is at 3 or higher.

Squadron Interactions

- This Upgrade Card's effect does not affect squadron attacks.

Upgrade Card Interactions

- Attacks made by a ship equipped with Jaina's Light ignore this Upgrade Card's effect as those attacks cannot be obstructed.
- If an attacking ship is using General Romodi's effect, and the defending ship is using this Upgrade Card's effect, the attack does not benefit from General Romodi's effect unless line of sight is traced over an obstacle or another ship.[3]



General Dodonna (20)

Card Text

Before an enemy ship is dealt a faceup damage card, look at the top 4 cards of the damage deck, place 1 on top of the deck and discard the others.

Timing

This Upgrade Card's effect triggers before an enemy ship would be dealt a faceup damage card.

Clarifications

- This Upgrade Card resolves for each faceup damage card dealt, separately.
- The player with this Upgrade Card does not have to reveal what damage cards were drawn to their opponent. The cards in the discard pile also cannot be looked at.

Upgrade Card Interactions

- If this Upgrade Card is equipped to a ship that is also equipped with Garel's Honor and that ship overlaps an enemy ship but is destroyed in doing so, this Upgrade Card's effect may still trigger and resolve before that ship is destroyed.
- This Upgrade Card's effect is not resolved when damage cards already dealt face down are flipped face up (e.g. Boarding Engineers or Precision Strike).
- A damage card chosen by this Upgrade Card's effect may be flipped face down by Lira Wessex before the damage card resolves its effect.[1R]



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.

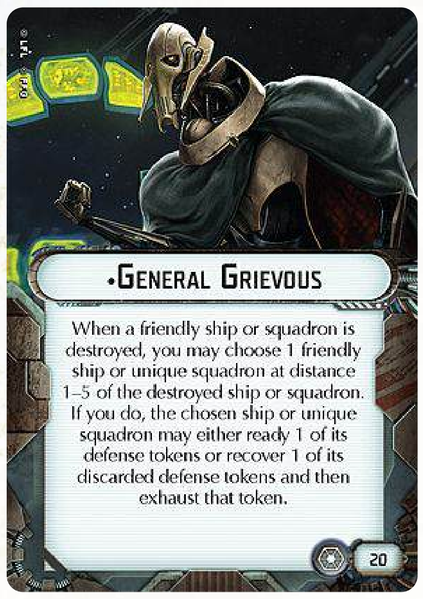
While a friendly squadron is attacking, if it is at distance 1-2 of an enemy ship with at least 1 raid token, it may reroll 1 die.

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.



General Grievous (20)

Card Text

When a friendly ship or squadron is destroyed, you may choose 1 friendly ship or unique squadron at distance 1-5 of the destroyed ship or squadron. If you do, the chosen ship or unique squadron may either ready 1 of its defense tokens or recover 1 of its discarded defense tokens and then exhaust that token.

Timing

The effect of this card triggers immediately upon the destruction of a friendly ship or squadron at distance 1-5.

Clarifications

- If a player chooses to resolve the Reserve Hangar Deck effect when a squadron is destroyed, the squadron is still considered destroyed and would resolve this Upgrade Card's effect. These effects share a timing window and can be resolved in the order of the controlling player's choice.
- If a player chooses to move a ship or squadron so that any of it is outside of the play area; i.e., fly it off the board, it is considered destroyed and would trigger this Upgrade Card's effect.
- This Upgrade Card's effect can resolve when a friendly Unarmed Stations is destroyed as Unarmed Stations are treated as ships when resolving effects.
- The squadron's position when it was destroyed would be used when determining distance for this Upgrade Card effect, not the squadron's position after being placed by Reserve Hangar Deck.



General Madine (30)

Card Text

While a friendly ship is executing its first maneuver during its activation, during the Determine Course step, it may increase 1 yaw value by 1.

Timing

This Upgrade Card's effect is active during the "Determine Course" step of the first maneuver of a friendly ship's activation.

Objective Interactions

- This Upgrade Card's effect does not trigger during a maneuver from the Rift Ambush special rule as it is not the first maneuver a ship would perform during its activation.

Upgrade Card Interactions

- This Upgrade Card's effect does not trigger during a maneuver from Engine Techs as it is not the first maneuver a ship would perform during its activation.
- If a ship's yaw value is reduced by a card effect or damage card, this Upgrade Card's effect can be used to add yaw back after the reduction.



General Rieekan (34)

Card Text

Once per round, when a friendly ship or friendly unique squadron is destroyed, it remains in the play area and is treated as if it was not destroyed until the end of the Status Phase.

Timing

This Upgrade Card's effect triggers when a friendly ship or unique squadron is dealt damage equal to or higher than its hull value, which would result in it being destroyed.

Clarifications

- Ships and squadrons affected by this Upgrade Card are destroyed at the end of the Status Phase regardless of the number of damage cards or hull points they have at that time. These ships or squadrons are removed before resolving any "end of round" or "end of game" effects.
- Ships and squadrons affected by this effect are treated as not destroyed until the end of the Status Phase for all purposes (attacking, defending, resolving card abilities, etc). These ships and squadrons can suffer additional damage from resolving effects such as Ruthless Strategists.
- This Upgrade Card's effect affects the ship he is equipped to. If this effect prevents the last ship in this Upgrade Card's fleet from being destroyed, the game ends at the end of the game round.
- A ship or unique squadron may continue to be attacked and/or suffer damage while in the play area. Damage cards are still drawn on a ship that has been destroyed yet still in the play area under the effect of this Upgrade Card.
- Once a ship or unique squadron is destroyed and under the effect of this Upgrade Card, it must be removed from the play area at the end of the Status Phase, even if it had recovered lost hull.

Objective Interactions:

- A ship under this Upgrade Card's effect may still be used by the opponent to score points from objectives such as Precision Strike and Superior Positions.
- A ship or squadron under this Upgrade Card's effect is removed from the play area at the end of the Status Phase, meaning that it cannot score on objectives that take place "end of round" or "end of game".
- This Upgrade Card's effect may be used on an armed or unarmed station that the player controls as "stations are treated as ships when resolving effects". This ruling is primarily for Station Assault and Corellian Conflict objectives.

Play Area Interactions

- If a ship or squadron would be destroyed by leaving the play area, it is destroyed immediately (regardless of this Upgrade Card's effect).
- If the ship that this Upgrade Card is equipped to leaves the play area, a ship or squadron already affected by this effect remains in the play area until the end of the Status Phase.

Squadron Interactions:

- Biggs Darklighter cannot move damage to a friendly unique squadron that is destroyed yet still in play due to this Upgrade Card's effect.

Campaign Interactions:

In the Corellian Conflict campaign, if a ship is under the effect of this Upgrade Card and it departs the area via hyperspace retreat, then the ship is NOT considered destroyed (although its points are scored as if it had been). That ship is also not scarred, as it was never removed from the play area.



General Romodi (28)

Card Text

While a friendly ship is attacking a ship, if the attack is obstructed by a ship or obstacle, the attacker does not remove a die (even if the attack is also obstructed by a card effect), and may add 1 red die to the attack pool.

Timing

This Upgrade Card is resolved during the "Roll Attack Dice" step (not removing a die due to obstruction) and in the "Resolve Attack Effects" step (adding a die).

After rolling your initial attack pool, you may roll 1 red die.

Upgrade Clarifications

- This Upgrade Card's ability would not prevent the obstruction caused by Early Warning System, General Cracken, and Admiral Montferrat. However if line of sight would also trace through an obstacle or another ship this Upgrade Card would supersede those cards' effects, no longer removing a die and adding 1 red to the attack pool.

Objective Interactions

- When determining control of tokens in Fire Lanes, this Upgrade Card would not prevent the removal of a die due to obstruction as this is not an attack against a ship.

Counter & Salvo Interactions

- If the Salvo attack is obstructed by another ship or obstacle and the attacker has this Upgrade Card, then the attacking ship would not lose a die due to obstruction, but it would not add any dice either.



General Tagge (25)

Card Text

After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens, each friendly ship may recover 1 of its discarded defense tokens.

Timing

The first part of this Upgrade Card resolves after fleets are deployed. The second half of this card may resolve at the start of the selected rounds' Ship Phase.

Clarifications

- This Upgrade Card does not "ready" any exhausted defense tokens.
- This Upgrade Card will not resolve if the card is discarded, as it is no longer in play when the appropriate timing window is reached to resolve its effect

Upgrade Card Interactions

- General Tagge cannot choose to recover any defense token "replaced" by card effects such as Captain Needa and Local Fire Control.



Grand Admiral Thrawn (32)

Card Text

Choose command dials for this card after deploying fleets.
At the start of each Ship Phase, you may reveal and discard 1 dial from this card. If you do, until the end of the round, when each friendly ship activates, it gains 1 additional dial matching that discarded dial.

Timing

The first effect of this Upgrade Card triggers "after deploying fleets". The second part of this Upgrade Card may then resolve at the start of a Ship Phase and, when active, when each friendly ship activates.

Clarifications

- The dial that is "gained" from this card may be turned into a matching command token.
- When a friendly ship gains a command dial as part of this Upgrade Card's effect, that ship may spend it at the appropriate time to resolve that command, but the ship cannot resolve the same command more than once during its activation.
- If the ship with this Upgrade Card equipped is destroyed, any command dial revealed and discarded may still be gained by ships that activate in your fleet for the rest of the turn.
- A huge ship does not gain a matching token from this Upgrade Card's dials, as they are "gained" not "revealed".
- Per the RRG a ship cannot discard a dial it gains from card effects to discard raid tokens. You may use a dial to gain a matching token, and then discard that token to remove a matching raid token.

Upgrade Card Interactions

- This Upgrade Card's dials cannot be targeted by Slicer Tools, the damage card Comm Noise or by the boarding team Cham Syndulla because they can only target dials in a ship's command stack. This card's dials are not kept in a command stack, they are gained at the beginning of the ship phase.
- If this card is discarded due to Darth Vader (Officer), any remaining command dials on the card cannot be revealed and discarded.
- The dials gained by this Upgrade Card can be discarded to trigger Boarding Teams as long as any command dial is being revealed by the ship. The squadron dial being discarded does not need to be the one being revealed.
- Upgrades that only trigger and/or resolve on that ship's "revealed" dial cannot trigger and/or resolve on dials "gained" from this card's effect. For example Commandant Aresko, Taskmaster Grint or Wing Commander all trigger on the revealed command.
- In regards to ships equipped with Comms Net, when a ship "reveals" its command dial, it also "gains" a dial from this card at the same time. You must declare if these dials will be used and/or gained as tokens. It would replace any token(s) currently on that ship if it were at its maximum token capacity before they could be "assigned" by
- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

Objective Interactions

- This Upgrade Card will not gain facedown command dials on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.

Damage Card Interactions

- The Crew Panic damage card only affects dials on the ship's command stack, not this Upgrade Card's dials as they are "gained" not "revealed".



Grand Moff Tarkin (28)

Card Text

At the start of each Ship Phase, you may choose 1 command. Each friendly ship gains a command token matching that command.

Timing

This Upgrade Card triggers at the start of each Ship Phase.

Clarifications

- A ship may replace a token with a token gained from this card.
- You may resolve this Upgrade Card's ability before you choose to resolve Fleet Commands, as they share the same timing.

Damage Card Interactions

- This Upgrade card is unable to assign command tokens to ships with the Life Support Failure damage card.



Kraken ⚙ (30)

Card Text

Once per activation, while a friendly ship is attacking a ship, if another friendly ship is at close-medium range of the defender, the attacker may change 1 die to a face with any 1 icon (and no other icons).

Timing

This ability may be resolved in the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card's effect can resolve once per enemy ship's activation while performing a Salvo attack.
- You cannot change a die to a blank face, a double hit icon, or a hit/crit icon.
- This Upgrade Card's effect does not work against enemy squadrons.

Obstacle Interactions

- This Upgrade Card's requirement of a friendly ship at close-medium range of the defender can be met by a friendly Unarmed Station, as Unarmed Stations are treated as ships when resolving effects.



Kyrsta Agate ⚙ (25)

Card Text

After you deploy, gain 1 non-⚙ defense token.

During your "Spend Defense Tokens" step, if your speed is not 0, you may discard 1 defense token to resolve the effect of that defense token. You cannot resolve the effect of each type of defense token more than once per attack.

Timing

This Upgrade Card's first effect immediately resolves when a ship is deployed. This Upgrade Card's second effect resolves during the "Spend Defense Tokens" step, and only if the flagship is defending.

Defense Token Interactions

- When an Evade defense token is discarded using this Upgrade Card's second effect, the defender cannot affect an additional die since the Evade defense token must have been "spent" and then discarded to be able to affect an additional die.

Objective Interactions

- When a ship equipped with this Upgrade Card deploys from being set aside by Hyperspace Assault, it may resolve this Upgrade Card's first effect, since it is "after you deploy".

Upgrade Card Interactions

- A ship equipped with both this Upgrade Card and Expert Shield Tech may spend a Redirect defense token and resolve the Expert Shield Tech card effect, and then discard that token to resolve this Upgrade Card's second effect to resolve the standard Redirect defense token effect. This is because these are two different defense token effects. However, a ship cannot discard a Redirect defense token using this Upgrade Card's second effect and choose to resolve the Expert Shield Tech card effect as that effect requires a defense token to be "spent" and not "discarded".[3]
- A ship equipped with this Upgrade Card defending against an attack using the Heavy Turbolaser Turrets upgrade effect may resolve the Brace defense token effect by spending a Brace defense token and also discard another type of defense token to resolve a different defense token effect without suffering the effect of Heavy Turbolaser Turrets. This is because this Upgrade Card's second effect "discards" a defense token to resolve a defense token effect. However, if the defender uses this Upgrade Card's second effect to discard a Brace defense token to resolve its defense token effect, then the Heavy Turbolaser Turrets upgrade effect would trigger and the defender would not be able to reduce the dam age total by more than 1. This is because Heavy Turbolaser Turrets requires the defender to "spend" a single Brace defense token, not "discard".
- A ship equipped with this Upgrade Card defending against an attack using XI7 Turbolasers may use this Upgrade Card's second effect to discard a Redirect defense token and effectively ignore the effect of XI7 Turbolasers. This is because XI7 Turbolasers requires the defender to "spend" a Redirect defense token, whereas this Upgrade Card has the defender "discard" a Redirect defense token to resolve that defense token effect.
- Titles such as Avenger and Mon Karen do not prevent a defender equipped with this Upgrade Card from discarding a defense token to resolve its effect.
- Walex Blissex can choose to recover a defense token granted by this Upgrade Card's first effect.
- A ship at speed 0 and equipped with the title Concord may spend 1 defense token while defending. If this ship is also equipped with this Upgrade Card it would not be able to resolve this Upgrade Card's second effect and discard a defense token at speed 0.
- When a ship is equipped with both Admonition and this Upgrade Card, it may not resolve both effects when using Admonition to discard a single defense token while defending. Each card requires its own separate discard.
- If this Upgrade Card is equipped to a ship deployed by Profundity, the deployed ship would not be granted a defense token by this Upgrade Card's second effect. This is because the ship is deployed and then equipped with this Upgrade Card, thus missing the timing window.



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.



Luminara Unduli (25)

Card Text

While a friendly ship or unique squadron is defending, after the Spend Defense Tokens step, if it spent fewer than 2 defense tokens, it may either ready 1 of its defense tokens it did not spend, or choose another friendly ship at distance 1-5 and ready 1 of that ship's defense tokens.

Timing

This Upgrade Card triggers after Attack Step 4: Spend Defense Tokens.

Clarifications

- This Upgrade Card can resolve with any defending friendly ship or unique squadron owned by that player, even if the defending ship or unique squadron has no defense tokens.
- This Upgrade Card effect is able to be resolved if 0 defense tokens are spent by a defending ship or unique squadron.
- A "readied" defense token which was spent to be "exhausted" by an attacker (for example, using Admiral Sloane's ability), can be chosen by the defender with this Upgrade Card's effect to "ready" and return it to its "readied" side.
- This Upgrade Card may be used in conjunction with Unarmed Stations. They are treated as a ship that spent 0 defense tokens and are friendly to the second player.

Upgrade Card Interactions

- If a ship spends a defense token to resolve Thermal Shields, that spent defense token is counted when determining if this Upgrade Card's effect can be resolved.

Squadron Interactions

- Spending a defense token using Axe's ability to reduce damage on a friendly squadron does not resolve this Upgrade Card effect as Axe is not the defending squadron.



Mar Tuuk ⊛ (28)

Card Text

While a friendly ship is attacking, if the defending hull zone has at least 1 shield remaining, the attacker may add 1 red die to its attack pool.
While a friendly ship is attacking a ship that has no shields remaining, after rolling attack dice, the attacker must cancel 1 attack die.

Timing

This Upgrade Card's effect can be resolved in the "Resolve Attack Effects" step - after rolling dice during an attack.

Clarifications

- If a ship with this Upgrade Card's ability performs an attack with a single die in the attack pool against a ship that has no shields remaining, the attack would not be canceled despite having no dice in the pool. It has already passed the "Gather Dice" step (at which point the attack would be cancelled if there were no dice) and has now moved on to the "Roll Dice" step of the attack. At this point the attack must continue. Effects that add additional dice may still add dice to this attack pool, such as Quad Battery Turrets, or External Racks. Effects that have a requirement based on dice currently in the attack would only trigger if dice were later added to the pool. e.g., Concentrate Fire adds a die of any color already present in the attack pool.



Moff Jerjerrod ⊛ (23)

Card Text

While a friendly ship executes a maneuver, during the Determine Course step, that ship may suffer 1 damage to change the first yaw value of that maneuver to "II".

Timing

This Upgrade Card may resolve during a ship's Determine Course step.

Clarifications

- When a ship is determining its course with the maneuver tool, before the maneuver tool is locked in it may suffer 1 damage to any selected hull zone. This changes the first yaw value of the ship's current speed to "II" until the end of its activation. "Current Speed" refers to the numeric value that is currently displayed on the ship's speed dial, not the speed of any maneuver granted by another effect, such as Engine Techs or Rift Ambush.
- If the ship's "current speed" is speed 1, then Moff Jerjerrod's effect would last until the end of that ship's activation and affect movement from Engine Techs, Admiral Ozzel (Officer) or Rift Ambush (see below).
- When a ship suffers damage from this Upgrade Card's ability, that damage must be taken on a selected hull zone. That hull zone would suffer damage to shields in that zone first. If no shields are present, then that damage would be taken to the ship's hull as a facedown damage card. You cannot bypass shields to take a facedown damage card.
- A first yaw value of "II" does not require you to use both clicks.

Upgrade Card Interactions

- This Upgrade Card effect can be resolved with Rakehell to add an additional yaw at speed 0.

Damage Card Interactions

- This Upgrade Card can be used to add a yaw back to a yaw joint after Thrust Control Malfunction reduction if a ships speed dial is set to 1.

Objective Interactions

- In Rift Ambush if you are first player the Rift Ambush special rule overrides this Upgrade Card's ability because "it must execute a speed-1 maneuver with a yaw of '-'."



Mon Mothma (27)

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.



Obi-Wan Kenobi (22)

Card Text

While a friendly ship is defending, when it spends a readied token, it may reduce the total damage by 1 before it suffers damage.

Timing

This Upgrade Card resolves in the "Spend Defense Tokens" step.

Clarifications

- This reduction shares the same timing as Brace, so the defender can choose which effect is resolved first.
- The defender must be able to spend the Redirect token, so an accuracy could prevent this Upgrade Card effect from triggering.

Upgrade Card Interactions

- This Upgrade Card's effect does not take the place of the standard Redirect effect. As such, cards that do replace the standard Redirect effect (such as Expert Shield Tech or Reactive Gunnery) would be able to stack with the effects of this Upgrade Card. If a ship had all three cards it would have to choose between the latter two, in addition to this Upgrade Card effect."
- A defender cannot spend more than one defense token of each type per attack. For example, a defender cannot spend one Redirect token to resolve the Redirect effect and a second Redirect token to resolve Reactive Gunnery to trigger this Upgrade Card twice.[4]

Damage Card Interactions

- The Capacitor Failure critical prevents the spending of a Redirect token and would prevent this Upgrade Card's effect from triggering.



Plo Koon ⊛ (26)

Card Text

While a friendly squadron is attacking a ship that is at distance 1-3 of a friendly ship, the attacker may add 1 blue die set to an ♁ icon to its attack pool. That die cannot be rerolled or changed.

Friendly squadrons without **Adept** *gain* **Grit** *while they are at distance 1 of a friendly squadron with* **Adept**.

Timing

The first effect of this Upgrade Card triggers during a friendly squadron's Attack step 3: "Modifying Dice".

Clarifications

- Grit only applies as long as the "at distance 1 of a friendly Adept squadron" condition is satisfied. If that condition is lost (by either the friendly squadron or the Adept squadron moving away) then Grit will also be lost instantly.
- If Kickback performs an attack before moving while at distance 1 of a friendly squadron with Adept but moves out of distance 1 using his ability, he would lose Grit and not be able to move after the attack if engaged by a squadron. The same would apply in reverse if he used his ability to move into distance 1.



TF-1726 ⊛ (26)

Card Text

Once per activation, while a friendly ship is attacking a ship, the attacker adds 1 black die to its attack pool for each raid token the defender has, to a maximum of 2 additional dice.

Timing

This Upgrade Card's effect triggers during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card's effect is treated as a "may" effect so the attacking player may choose which attack to resolve the effect with, once per activation.
- The black dice can be added at any range.

ENDNOTES

1. The RRG states "The defender cannot spend more than one defense token of each type per attack" but the defender was not the one spending the initial token, the Sloane player was.
2. This is because General Romodi's effect only triggers if the attack "is obstructed by a ship or obstacle". This Upgrade Card's effect is a card effect that causes obstruction (not a ship or obstacle). However, if line of sight is traced over an obstacle or another ship, then General Romodi's effect would allow the attacker to ignore obstruction and add 1 red die to the attack pool, regardless of this Upgrade Card's effect.
3. The second paragraph of Mon Mothma's effect contains identical wording to that of Electronic Countermeasures. It may be a useful shorthand to think "free ECM, but only for an Evade"
4. If there was a Republic ship with two redirects.

DEFENSIVE RETROFIT

A ◉ is a special type of upgrade card with the ◉ icon on its card back and upgrade icon in the lower-left corner of the card front.

- A ◉ can be equipped to any ship that has the ◉ upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same ◉ card.



Advanced Projectors (6)

Card Text

When you resolve the token effect, you can choose more than one hull zone to suffer damage, which may include a nonadjacent hull zone.

Timing

This Upgrade Card resolves during the "Resolve Damage" step

Clarifications

- When the Redirect defense token is resolved, any hull zones with shields can be chosen to suffer damage.

Upgrade Interactions

- If an attacking ship is equipped with XI7 Turbolasers, then at most only one damage can be moved to each non defending hull zone.



Cluster Bombs (4)

Card Text

After a squadron performs an attack against you, even if you are destroyed, you may discard this card to roll 4 blue dice. That squadron suffers 1 damage for each ✸ or ✵ icon rolled.

Timing

This Upgrade Card may be discarded after being attacked by a squadron.

Clarifications

- After an attack by a squadron, even if the ship this card is equipped to is destroyed, you may discard this Upgrade Card to resolve its ability.
- Accuracies are not used for this effect and count for zero damage.
- This damage inflicted by this card is not an attack, it is a card effect. This damage cannot be reduced or canceled by defense tokens, nor can any card effects that involve moving or reducing damage be utilized (unless they are effects not used in the term “attack” or otherwise stated).
- The dice rolled are not part of an attack, and thus cannot be modified by card effects unless a card effect states it is not used during an attack.



Early Warning System (7)

Card Text

At the start of each Ship Phase, you may choose 1 of your hull zones and mark it with a chaff token. Until the end of the round, while a ship or squadron is attacking that hull zone, the attack is obstructed. After the Status Phase, remove that chaff token.

Timing

This Upgrade Card resolves at the start of each Ship Phase.

Clarifications

- At the start of the Ship Phase, for each ship equipped with this Upgrade Card, choose a hull zone on each ship and place a chaff token on it to mark it as the selected hull zone benefiting from this Upgrade Card’s ability. Until the end of the round, any attacks on this hull zone are treated as obstructed. Remove the chaff token at the end of the Status Phase but before the end of the round.
- If this card is discarded by another effect such as Darth Vader (Boarding Team) or Shriv Surgaav, the chaff token remains and continues to obstruct all attacks until the end of the Status Phase when it is removed.

Upgrade Interactions

- Jaina’s Light ignores this Upgrade Card’s effect.

Damage Card Interactions

- A ship with the damage card Disengaged Fire Control cannot attack a hull zone that is obstructed by this Upgrade Card.



Electronic Countermeasures (7)

Card Text

While defending you may exhaust this card to spend 1 defense token that your opponent targeted with an ♺ result.

Timing

This Upgrade Card may be exhausted during the "Spend Defense Tokens" step to resolve its effect.

Clarifications

- This Upgrade Card does not allow the defender to spend a defense token while at speed “0”.
- This Upgrade Card does not allow the defender to spend a defense token of a type the defender has already spent during an attack.
- This Upgrade Card does not allow the defender to spend a defense token more than once during an attack.

Upgrade Interactions

- If a defense token was spent by the attacker through a card effect such as Admiral Sloane, and another defense token of the same type was locked by a spent accuracy in the same attack, this Upgrade Card does not allow for that defense token of the type already spent by the attacker to also be spent by the defender.

Damage Card Interactions

- This Upgrade Card does not allow an exhausted defense token to be spent by a ship with the face up damage card Faulty Countermeasures.



Reactive Gunnery (4)

Card Text

While defending, you may exhaust this card and spend a readied defense token to resolve the defense effect instead of that token's effect. You cannot resolve the defense effect more than once per attack.

Timing

This Upgrade Card may be exhausted during the Spend Defense Tokens Step.

Clarifications

- The defender may only spend one type of defense token per attack. For example, you could spend a Redirect token to resolve this Upgrade Card but then you could not spend another Redirect token to resolve the standard effect.
- The defender cannot spend a readied defense token that has been targeted by an accuracy icon.

Upgrade Interactions

- If a readied defense token was spent by the attacker by a card effect such as Admiral Sloane, this Upgrade Card does not allow the defense token spent by the attacker to be used for this Upgrade Card’s effect.
- If a readied defense token was spent by Obi-Wan Kenobi his effect will also resolve.
- Kyrsta Agate (officer)'s critical effect can be exhausted and resolved during a Salvo attack against a ship, which includes a Salvo granted by this Upgrade Card.



Redundant Shields (8)

Card Text

At the start of each Status Phase, you may recover 1 shield.

Timing

This Upgrade Card triggers at the start of the Status Phase.

Clarifications

- This Upgrade Card does not resolve a Repair command and thus does not trigger cards such as Projection Experts, Auxiliary Shield Team, Engineering Team or Redemption.
- A ship with Aspiration may not recover shields if any hullzone exceeds its maximum shield value.

Damage Card Interactions

- A ship with the damage card Capacitor Failure cannot recover shields in hull zones that have “0” shields.



Reinforced Blast Doors (5)

Card Text

At the start of the Ship Phase, you may discard this card to discard up to 3 of your facedown damage cards.

Timing

This Upgrade Card triggers at the start of the Ship Phase.

Clarifications

- Faceup damage cards cannot be discarded by this Upgrade Card.



Thermal Shields (5)

Card Text

Medium or large ship only.
While defending, after the attacker gathers dice, you may spend 1 token. If you do, choose and remove half of the dice in the attack pool, rounded down.

Timing

This Upgrade Card triggers when the attacker gathers the initial dice pool but before the attacker rolls the attack dice.

Clarifications

- A ship equipped with this Upgrade Card cannot spend a Brace token to activate its effect if that ship is at speed 0.
- If all dice are removed before the attack pool is rolled the attack is cancelled. e.g., an attack pool of 2 is reduced by obstruction and this card.
- If all dice of one color are removed from the attack pool with this Upgrade Card, dice of that color cannot be added to that pool using a Concentrate Fire dial unless another effect can add dice of that color back into the pool.

Upgrade Interactions

- Commander Sato replaces dice after this Upgrade Card removes dice.

Objective Interactions

- This Upgrade Card may be used against an attack from Plantery Ion Cannon.
- If an attack is traced across a Jamming Barrier and the defending ship is equipped with this Upgrade Card, the dice pool would be first reduced by the Jamming Barrier effect (attacker removes dice), and second by this Upgrade Card's effect (defender removes more dice). [1]

ENDNOTES

1. The effects share the timing of "before rolling", and attacking comes before defending in the general sequence of events.

EXPERIMENTAL RETROFIT

An ◎ is a special type of upgrade card with the ◎ icon on its card back and upgrade icon in the lower-left corner of the card front.

- A ◎ can be equipped to any ship that has the ◎ upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same ◎ card.



G-8 Experimental Projector (8)

Card Text

Before an enemy ship at distance 1-5 resolves the Determine Course step, you may exhaust this card to temporarily reduce its speed by 1 to a minimum of speed 0 until the end of the maneuver.

Timing

This upgrade card may be resolved before an enemy ship resolves its Determine Course Step.

Clarifications

- When a ship's speed is temporarily reduced, its speed dial is not changed and its current speed is equal to the number on its speed dial minus one until the end of that maneuver. This temporary reduction never changes the speed value on the physical speed dial.
- When using this upgrade card its owner must use this card before an enemy ship resolves the Determine Course Step. The user of this Upgrade Card should declare their intentions and exhaust this card as soon as possible so their opponent may know the range of legal maneuvers. Adjusting the maneuver tool and resolving a Navigation command to adjust speed or yaw happen after this Upgrade Card is used. Waiting to use this Upgrade Card until an opponent is about to lock in a maneuver with the Maneuver Tool is a missed opportunity.
- This Upgrade Card may be resolved on an enemy ship executing a non-standard maneuver granted by an upgrade card, objective, or any other effect.

Upgrade Interactions

- The maneuver granted by Engine Techs, Quantum Storm, or Admiral Ozzel (officer) may be affected by this Upgrade Card.
- This Upgrade Card does not trigger The Grand Inquisitor as the ship's speed dial is not changed.
- If a ship's speed is temporarily slowed by an effect such as this Upgrade Card, that ship will not be able to use Take Evasive Action!. For example, a ship's "current speed" is 3. It is then temporarily slowed to "2", but this temporary reduction in speed does not change the ship's speed dial. Since the ship's "current speed" is 3, but forced to conduct the maneuver at speed 2, Take Evasive Action! cannot modify the yaw value in the speed 2 chart.
- This Upgrade Card would not prevent Moff Jerjerrod's effect from resolving.

Objective Interactions

- This Upgrade Card effect stacks with the speed reduction of the Gravity Rift Obstacle.
- This Upgrade Card may affect the special rule maneuver granted by Rift Ambush.



G7-X Grav Well Projector (2)

Card Text

Before deploying fleets, place 1 Grav well token anywhere in the play area.

When a ship deploys at distance 1-3 of a Grav well token, its speed dial must be set to 0.

Timing

This Upgrade Card may resolve before deploying fleets, but after obstacles are placed.

Clarifications

- Grav well tokens are never removed from play, and cannot be moved unless they are placed on an obstacle that is moved. This is important as ships that deploy during play from abilities such as Admiral Raddus or Hyperspace Assault can be affected by this Upgrade Card.
- Grav Well tokens may be placed anywhere in the play area, including deployment zones.
- Each copy of this Upgrade Card in a fleet grants one Grav Well token.
- A ship equipped with this Upgrade Card must be in the play area (not set aside or otherwise not in play) in order for its effect to be resolved.

Upgrade Interactions

- The maneuver granted by Admiral Ozzel (officer) is not affected by this Upgrade Card.



Grav Shift Reroute (2)

Card Text

Before deploying fleets, place 1 Grav shift token anywhere in the play area.
After deploying fleets, you may move each obstacle at distance 1-3 of that token to within distance 2 of that obstacle's current location. Obstacles cannot overlap tokens, obstacles, or ships.

Timing

This Upgrade Card may resolve before deploying fleets, but after obstacles are placed. It resolves obstacle movement after deploying fleets.

Clarifications

- Obstacles moved with this Upgrade Card's effect are restricted from overlapping tokens, obstacles, and ships only at their final position. If an obstacle overlaps one or more squadrons, move any overlapped squadron out of the way and place the obstacle. Then the player who is not moving the obstacle places the overlapped squadrons, regardless of who owns them, in any position touching or overlapping that obstacle.
- An obstacle moved with this Upgrade Card's effect can be rotated or flipped; however, no part of that obstacle can be beyond distance 2 of the object's original position.
- If an obstacle with an objective token or proximity mine on it is moved, that objective token or proximity mine remains on that obstacle in the same position. If the token or mine is bumped, moved, or falls off after final placement, the opponent should place that token nearest to the original placement.
- After deploying fleets, if the ship with this Upgrade Card equipped is not in play (because it has been set aside), that ship's owner cannot resolve the remainder of this Upgrade Card's effects.
- The Grav shift token remains in the play area until the end of the game.

Objective Interactions

- During the Doomed Station objective, if an obstacle is moved by this Upgrade Card so it is touching the Gravity Rift, the obstacle is not removed as obstacles are only removed during "End of Round".



Targeting Scrambler (4)

Card Text

While a friendly ship at distance 1-3 is defending at close range, during the Spend Defense Tokens step, you may exhaust this card to force the attacker to reroll up to 4 dice of your choice.

Timing

This Upgrade Card may be exhausted to resolve its effect during the Spend Defense Tokens step.

Clarifications

- Multiple copies of this card can each resolve their effect during the same attack. Each card's effect must be resolved separately.
- This Upgrade Card can be used on any friendly ship defending at close range, such as from a ship, squadron, or armed/unarmed station.
- This Upgrade Card cannot be used on an attack that is not at close range.

Squadron Interactions

- This Upgrade Card cannot reroll a die that has been modified by the Lando Calrissian (squadron) card effect.

FLEET COMMAND

A ◍ is a special type of upgrade card with the ◍ icon on its card back and upgrade icon in the lower-left corner of the card front.

- A ◍ can be equipped to any ship that has the ◍ upgrade icon in its ship card.
- Only one ◍ card of the same type can be in play for that fleet (or allied fleets in team play), if this ◍ is discarded during play, it cannot be equipped by any other ship in that fleet, such as Chimaera.
- If a ◍ has an effect that triggers at the start of a phase, that card's effect will persist until the end of the round, even if the ship that card is equipped to is destroyed, or if that card is discarded by some other effect.



All Fighters, Follow Me! (5)

Card Text

At the start of the Ship Phase, you may discard this card or spend a token. If you do, until the end of the round, the speed of each squadron that a friendly ship activates is increased by 1, to a maximum of 5, until the end of that squadron's activation.

Timing

This Upgrade Card resolves at the start of the Ship Phase. You may discard this card or spend a squadron command token to resolve this card's effect.

Clarifications

- If the ship with this Upgrade Card equipped is destroyed after resolving this effect, squadrons activated by friendly ships are still affected until the end of the round.
- A squadron's speed may not be increased to greater than 5.
- This Upgrade Card does not affect Squall or Fighter Coordination Team, as those cards move squadrons a "distance", not a speed.
- Card abilities that change a squadron's speed such as Independence, Vector, or Corruptor will combine with this card's increase in a squadron's speed.
- Card abilities that allow a squadron to move at a "printed" speed, such as Admiral Chiraneau, will allow that squadron to move by an additional speed of 1 if this Upgrade Card's effect is active.
- Triggering this Upgrade Card does not resolve a squadron command, and thus does not trigger abilities such as Flight Controllers.

Squadron Interactions

- Squadrons activated during the Squadron Phase of a round do not gain the benefit of this Upgrade Card.
- Ketsu Onyo reduces the speed of squadrons at distance 1 of her, to a minimum of 1. After that reduction, any speed enhancing card effects such as this Upgrade Card take place.[1]



Entrapment Formation! (5)

Card Text

At the start of the Ship Phase, you may discard this card or spend a token. If you do, until the end of the round, each friendly ship may change its speed by 1 during its Determine Course step.

Timing

This Upgrade Card resolves at the start of the Ship Phase. You may discard this card or spend a Navigation command token to resolve this card's effect.

Clarifications

- If the ship with this Upgrade Card equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

Upgrade Card Interactions

- This Upgrade Card does not resolve a navigation command and thus does not trigger abilities such as Engine Techs or Quantum Storm.
- A ship may have multiple "Determine Course" steps during its activation (due to card abilities like Engine Techs). A ship may utilize the benefit of this Upgrade Card and adjust the speed on its speed dial during each "Determine Course" Step of its activation.
- Some card effects, like Engine Techs, grant the ability to perform a maneuver set to a particular speed. This Upgrade Card cannot change that specified maneuver speed.[2]



Hot Landing (3)

Card Text

*At the start of the Squadron Phase, friendly squadrons with **Adept** gain **Grit** until the end of the phase.*
*When a friendly squadron with **Adept** is destroyed, you may choose 1 enemy ship at distance 1-2 of that squadron. If you do, that ship gains 1 raid token of your choice.*

Timing

- The effect of this Upgrade Card triggers during the squadron phase or when a friendly squadron has been destroyed by an attack or card effect
- If a ship with this Upgrade Card equipped is destroyed before the start of the Squadron Phase, then friendly squadrons with Adept do not gain Grit in that Squadron Phase.

Upgrade Card Interactions

- If a player chooses to resolve Reserve Hangar Deck when a squadron is destroyed, the player may resolve this Upgrade Card's effect first to give out a raid token before resolving Reserve Hangar Deck.[3]



Intensify Firepower! (6)

Card Text

At the start of the Ship Phase, you may discard this card or spend a token. If you do, until the end of the round, while each friendly ship is attacking a ship, it may change 1 die to a face with 1 and no other icons.

Timing

This Upgrade Card resolves at the start of the Ship Phase. You may discard this card or spend a Concentrate Fire command token to resolve this Upgrade Card's effect.

Clarifications

- If the ship with this Upgrade Card equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

Upgrade CardInteractions

- This Upgrade Card does not resolve a Concentrate Fire command and thus does not trigger abilities such as Director Krennic or Mon Karren.

Counter & Salvo Interactions

- This Upgrade Card works with Salvo attacks.
- This Upgrade Card does not work with Counter attacks as it is only valid while attacking a ship.



Jedi Hostage (3)

Card Text

When an enemy ship declares you as the target of a non- attack, if this card is readied, the attacker gains a raid token of its choice, if able.
When an enemy ship at close range reveals a command, it may discard a dial to exhaust this card.
While defending, if this card is exhausted, you cannot spend more than 1 defense token.

Timing

The effect of this Upgrade Card triggers during an opponent's attack step 1: "Declare Target".

Clarifications

- A squadron dial discarded to exhaust this Upgrade Card may not be used for another purpose, for example clearing Raid tokens or activating a Boarding Team.
- The attacker may not choose to receive a Raid token already assigned to the attacking ship.
- A pre-existing squadron Raid token does not prevent the discard of a squadron dial, as the Raid token only prevents resolution of a squadron command.



Mercy Mission (5)

Card Text

Before deploying fleets, un-equip this card and choose 1 friendly small ship that is not your flagship. Equip this card to the chosen ship (even if it does not have a icon in its upgrade bar).

At the end of the game, if you are within the enemy deployment zone, increase your score by 40 points; if you were destroyed, increase your opponent's score by 15 points.

Timing

This Upgrade Card's first effect occurs before deploying fleets. This Upgrade Card's second effect occurs at the end of the game, before tallying scores.

Clarifications

- If the fleet has no non-flagship small ship, then this Upgrade Card remains equipped on the original ship regardless of that ship's size.

Objective Interactions

- If the only small ship in a player's fleet is set aside with Hyperspace Assault, this Upgrade Card remains equipped to the current ship.
- If the ship this Upgrade Card is equipped to is set aside by Hyperspace Assault, this Upgrade Card remains equipped to that ship.



Shields To Maximum! (6)

Card Text

At the start of the Ship Phase, you may discard this card or spend a token. If you do, until the end of the round, before a friendly ship reveals a command, it may recover 1 shield.

Timing

This Upgrade Card resolves at the start of the Ship Phase. You may discard this Upgrade card or spend an Engineering command token to resolve this card's effect.

Clarifications

- If the ship with this Upgrade Card equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

Upgrade Card Interactions

- This Upgrade Card does not resolve the Repair command, and thus does not trigger abilities such as Engineering Team or Projection Experts.

Damage Card Interactions

- If a ship has the face up damage card Crew Panic, you can resolve this Upgrade Card before Crew Panic.
- If a ship has the face up damage card Capacitor Failure, you cannot recover a shield in a hull zone with "0" shields remaining.



Take Evasive Action! (6)

Card Text

At the start of the Ship Phase, you may discard this card or spend a token. If you do, until the end of the round, each friendly ship may increase the last yaw value of its current speed by 1 during its Determine Course step.

Timing

This Upgrade Card resolves at the start of the Ship Phase. You may discard this card or spend an Engineering command token to resolve this Upgrade Card's effect.

Clarifications

- If the ship with this Upgrade Card equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

Upgrade Card Interactions

- A ship performing an "extra" speed 1 maneuver from an ability such as Engine Techs will not gain the benefit of This Upgrade Card if that ship's speed dial is set to a speed higher than 1.[4]
- This Upgrade Card does not resolve a Navigation command, and thus does not trigger abilities such as Engine Techs or Quantum Storm.
- If a ship's speed is temporarily slowed by an effect such as the G-8 Experimental Projector, you will not be able to use this Upgrade Card as the maneuver speed no longer matches the value shown on the speed dial.[5]

Objective Interactions

- This Upgrade Card cannot change the yaw value for the speed 1 maneuver for the 1st player in Rift Ambush as the maneuver "must" be done with a yaw value of "-". The 2nd player may add yaw to the forced executed maneuver (see above).

Damage Card Interactions

- This Upgrade Card can be used to add yaw back on the last joint if it was reduced by Thrust Control Malfunction.

ENDNOTES

1. Ketsu Onyo's ability is always "on" - it affects all squadrons at all times at distance 1 of her. Abilities which selectively increase a squadron's speed, such as All Fighters Follow Me!, "wait" for the squadron to be activated before enacting their effects. Thus, Ketsu's reduction will occur first, and speed-enhancing abilities such as those granted by All Fighters Follow Me! will come after.
2. A ship's speed (on its speed dial) and the speed of a maneuver granted by an ability are not the same thing. When a ship uses Entrapment Formation! or a navigation command to increase or decrease speed, that ship's speed (shown on its speed dial) is changed, not the speed of the maneuver being performed by an ability such as Engine Techs. Engine Techs is a set temporary "speed 1 maneuver", regardless of the speed of that ship's speed dial.
3. Currently this is only possible when Nevoota Bee grants a Delta-7 swarm, which then is destroyed due to a counter or salvo attack.
4. A ship's speed (on its speed dial) and the speed of a maneuver granted by an ability are not the same thing. Take Evasive Action! only affects yaw values at a ship's current speed, so if the ship is moving at speed 3, the extra speed 1 maneuver from Engine Techs would not benefit from an extra yaw.
5. For example, a ship's "current speed" is 3. It is then temporarily slowed to "2", but this temporary reduction in speed does not change the ship's speed dial. Since the ship's "current speed" is 3, but is forced to conduct the maneuver at speed 2, Take Evasive Action! cannot modify the yaw value in the speed 2 chart.

FLEET SUPPORT

A 🏴 is a special type of upgrade card with the 🏴 icon on its card back and upgrade icon in the lower-left corner of the card front.

- A 🏴 can be equipped to any ship that has the 🏴 upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same 🏴 card.



Bomber Command Center (8)

Card Text

*While a friendly squadron with **Bomber** at distance 1-5 is attacking a ship, it may reroll 1 die.*
A squadron cannot resolve more than 1 "Bomber Command Center" card per attack.

Timing

This Upgrade Card may resolve when a squadron with the keyword "Bomber" is attacking a ship during "Resolve Attack Effects".

Clarifications

- This card ability may only be resolved once per attack regardless of the number of this Upgrade Card in range.



Comms Net (2)

Card Text

After the Reveal Command Dial Step, you may remove 1 command token from this ship to assign a matching token to another friendly ship at distance 1-5.

Timing

- This Upgrade Card can only be resolved after the Reveal Command Dial step of the ship with this card equipped.
- Squadron and Repair commands are typically resolved as part of the Reveal Command Step upgrades that resolve "after the Reveal Command Dial step" unless another upgrade's effect modifies the timing of those commands (such as Flight Commander).
- When an upgrade card effect gives you a token "when you reveal a command" you cannot use this Upgrade Card to remove that token to assign one to another ship, and then turn the revealed dial into a token to also assign a token to another ship. [1]

Upgrade Interactions

- If a ship equipped with this Upgrade Card assigns its token to Tantive IV, then Tantive IV can use its card effect to move that token to another ship.
- The officer Wulff Yularen does not work with this Upgrade Card as the token is "removed and assigned" not "spent".
- The officer Commander Vanto has a unique timing opportunity with this Upgrade Card. When you reveal a Repair or Squadron command those dials "Resolve after revealing the ship;s command dial." This means you can resolve one of those commands, then exhaust Commander Vanto and gain a token, and now "After the Reveal Command Dial Step" you can use this Upgrade Card to move that gained token.[2]

Damage Card Interactions

- The Life Support Failure critical card prevents a ship from being able to save tokens, thus rendering it unable to use this Upgrade Card.



Jamming Field (2)

Card Text

While a squadron at distance 1–2 is attacking a squadron or defending against a squadron, the attack must be treated as obstructed.

Timing

This Upgrade Card resolves before the attacker rolls dice during the "Roll Attack dice" step.

Clarifications

- This Upgrade Card does not prevent squadrons from being engaged.

Squadron Interactions

- Only one of the two squadrons needs to be in range of this Upgrade Card for the attack to be obstructed as this Upgrade Card triggers when any squadron in range is attacking or defending.



Munitions Resupply (3)

Card Text

After your Reveal Command Dial step, you may exhaust this card and discard any number of tokens from it to choose that many friendly ships at distance 1-5. Assign each chosen ship a token.

Timing

The initial effect of this card triggers when this ship is deployed "during the Deploy Ships step of setup", place 5 Concentrate Fire command tokens on this card. This Upgrade Card may be exhausted and resolved after the Reveals Command Dial step.

Clarifications

- You cannot discard tokens from this Upgrade card to ready this card in the Status Phase.
- This Upgrade Card cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this card when this ship is deployed during Setup.
- Squadron and Repair commands must be resolved BEFORE upgrades that resolve "after the Reveal Command Dial step" unless another upgrade's effect modifies the timing of those commands (such as Flight Commander).

Upgrade Card Interactions

- If this Upgrade Card assigns a token to Tantive IV, then Tantive IV can use its card effect to move that token to another ship.
- The officer Wulff Yularen does not work with this Upgrade Card as the tokens are assigned to an upgrade card, not the ship. Also the tokens are "discarded" not "spent".

Damage Card Interactions

- The Life Support Failure damage card does not affect command tokens on upgrade cards.



Parts Resupply (3)

Card Text

After your Reveal Command Dial step, you may exhaust this card and discard any number of tokens from it to choose that many friendly ships at distance 1-5. Assign each chosen ship a token.

Timing

The initial effect of this card triggers when this ship is deployed "during the Deploy Ships step of setup"; place 5 Repair command tokens on this card. This Upgrade Card may be exhausted and resolved after the Reveals Command Dial step.

Clarifications

- You cannot discard tokens from this Upgrade card to ready this card in the Status Phase.
- This Upgrade Card cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this card when this ship is deployed during Setup.
- Squadron and Repair commands must be resolved BEFORE upgrades that resolve "after the Reveal Command Dial step" unless another upgrade's effect modifies the timing of those commands (such as Flight Commander).

Upgrade Card Interactions

- If this Upgrade Card assigns a token to Tantive IV, then Tantive IV can use its card effect to move that token to another ship.
- The officer Wulff Yularen does not work with this Upgrade Card as the tokens are assigned to an upgrade card, not the ship. Also the tokens are "discarded" not "spent".

Damage Card Interactions

- The Life Support Failure damage card does not affect command tokens on upgrade cards.



Repair Crews (3)

Card Text

: Instead of spending engineering points, you may discard 1 damage card from 1 friendly ship at distance 1-2.

Timing

This Upgrade Card may resolve when resolving a Repair Command.

Clarifications

- The ship equipped with this Upgrade Card can resolve this card effect on itself.
- This Upgrade Card effect replaces the standard spending of engineering points. Regardless of how many or how few engineering points are generated, none can be used for effects other than this Upgrade Card's.



Slicer Tools (7)

Card Text

After you execute a maneuver, you may exhaust this card to choose an enemy ship at distance 1-3. Look at the top command dial assigned to that ship. Then you may either choose a new command on its top command dial or that ship gains 1 raid token of your choice that does not match its top command dial. If the chosen ship has no top command dial, it gains 1 raid token of your choice.

Timing

This Upgrade Card may be exhausted and resolved after a ship executes a maneuver.

Clarifications

- If there are no command dials currently on top of the targeted ships command stack, then there is no command dial to select to set a new command.

Upgrade Card Interactions

- This Upgrade Card cannot be used on Grand Admiral Thrawn's dials, as it can only target a ship's command stack.
- This Upgrade Card may be exhausted after a Quantum Storm maneuver, as long as it was not exhausted during that ship's initial maneuver.

ENDNOTES

1. The Reveal Command Dial step is when a player must declare if the dial is going to be used as a dial or spent to take a matching command token. Officers such as Raymus Antilles, Taskmaster Grint, and Veteran Captain also resolve during the Reveal Command Dial step. Similarly Grand Admiral Thrawn and Bail Organa provide additional command dials to a ship when a ship reveals its command dial, which may be spent to gain a matching command token. The tokens gained from these upgrades are gained BEFORE Comms Net resolves, so this Upgrade Card cannot be used to clear those tokens before gaining more.
2. Steps broken down to do Vanto and Comms net:

Step 1: Reveal Command dial. (For example: Squadron) Declare you're using the dial.
Step 2: Per RRG: Resolve [a command] after revealing the ship's command dial. Now currently in the "After reveal command dial" timing window. Resolve command.
Step 3: Squadron command has resolved, exhaust Vanto and gain a token of your choice.
Step 4: Now in "After the Reveal Command Dial Step" use Comms Net to send the token to another ship.

ION CANNONS

An ◒ is a special type of upgrade card with the ◒ icon on its card back and upgrade icon in the lower-left corner of the card front.

- A ◒ can be equipped to any ship that has the ◒ upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same ◒ card.



Heavy Ion Emplacements (9)

Card Text

Blue *: Exhaust this card. The defending hull zone and each adjacent hull zone loses 1 shield.*

Timing

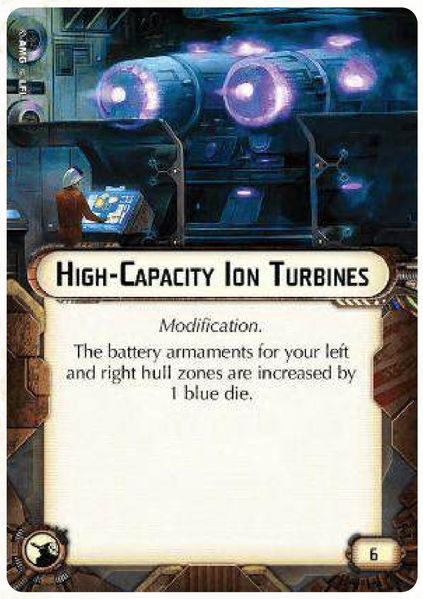
This Upgrade Card may be exhausted and resolved during the "Resolve Damage" step.

Clarifications

- The damage suffered by this card ability only affects the shield values of a ship; it does not cause any damage to a ship's hull. That shield damage is suffered before the damage total is calculated, so it cannot be blocked by card effects such as Major Derlin or Seventh Fleet Star Destroyer.
- This upgrade resolves during the "Resolve Damage" step, meaning that the defender must decide whether or not to spend their defense tokens before this card may be triggered.

Upgrade Card Interactions

- A defending ship that has Tranquility equipped may choose to reallocate shields before the attacker can trigger this card. Tranquility triggers after the "Spend Defense Tokens" step but before the "Resolve Damage" step.
- Implacable cannot reduce the loss of shields from this card as Implacable only applies to the total damage dealt at the end of the "Resolve Damage" step.



High-Capacity Ion Turbines (6)

Card Text

Modification.
The battery armaments for your left and right hull zones are increased by 1 blue die.

Timing

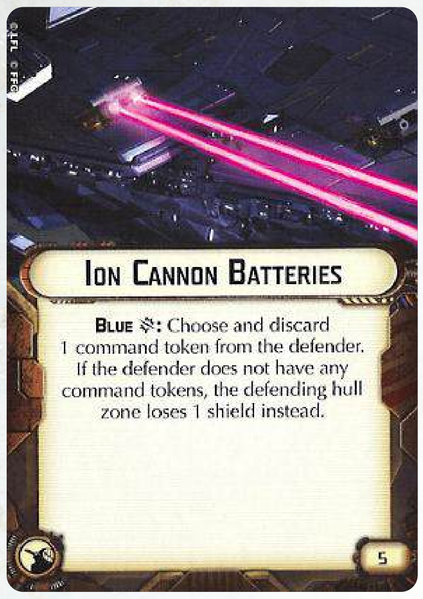
This Upgrade Card is always active, unless it is discarded.

Clarifications

- Battery armament is used when attacking a ship. This Upgrade Card does not increase that ship's anti squadron armament.
- This card ability only increases the "Left" and "Right" hull zones of a ship's battery armament; "Auxiliary Left" and "Auxiliary Right" hull zones (such as those on the Super Star Destroyer) do not qualify.
- This added die is part of the initial attack pool when gathering dice.

Objective Interactions

- The blue dice added by this card can be used to claim Fire Lanes objective tokens during the "End of Round" step, as they are considered part of the ship's battery armament.



Ion Cannon Batteries (5)

Card Text

***Blue**: Choose and discard 1 command token from the defender. If the defender does not have any command tokens, the defending hull zone loses 1 shield instead.*

Timing

This Upgrade Card may be exhausted and resolved during the "Resolve Damage" step.

Clarifications

- The damage suffered by this card ability only affects the shield values of a ship, it does not cause any damage to a ship's hull. When suffering the shield damage, that shield damage is suffered before the damage total is calculated, so it cannot be blocked by card effects such as Major Derlin or Seventh Fleet Star Destroyer.
- The defender may not choose to have the defending hull zone lose one shield instead of discarding a command token.

Upgrade Card Interactions

- A defending ship that has Tranquility equipped may choose to reallocate shields before the attacker can trigger this card as Tranquility resolves before the “Resolve Damage” step.
- If a defending ship is the target of the Implacable effect during the “Resolve Damage” step, because this card forces the defender to “lose 1 shield” instead of “suffer a damage”, Implacable cannot reduce the loss of shields from this card, only any other damage present in the pool.



Leading Shots (5)

Card Text

While attacking, you may spend 1 blue die to reroll any number of dice in your attack pool.

Timing

This Upgrade Card may be resolved once during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card’s ability works on attacks against both ships and squadrons.
- A blue die spent for any other effect does not also resolve this card; a die can only be spent for one effect at a time unless a card ability states otherwise.



MS-1 Ion Cannon (2)

Card Text

***Blue**: Choose and exhaust 1 of the defender’s upgrade cards.*

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step.

Clarifications

- This Upgrade Card has no effect on cards that are already exhausted.
- Exhausting a card that does not have any abilities relating to its exhaustion (such as Spinal Armament or Intensify Firepower!) will have no effect.



NK-7 Ion Cannons (6)

Card Text

Blue *: Exhaust this card to force the defender to choose and discard 1 of its defense tokens.*

Timing

This Upgrade Card may be exhausted and resolved during the "Resolve Damage" step.

Clarifications

- The defender can choose and discard any defense token of their choice including any exhausted defense tokens that were spent in the “Spend Defense Tokens” step.
- If an Evade defense token was discarded to resolve the Evade effect, the defender must select another available token to be discarded by this card’s effect.
- A token discarded by this Upgrade Card’s effect will not resolve its normal effect.

Upgrade Card Interactions

- A defending ship that has Admonition equipped (and not discarded) cannot resolve the Admonition effect by discarding a token from this card as the “Spend Defense Token” timing window has already passed.

Damage Card Interactions

- The faceup damage card Faulty Countermeasures does not prevent a defending ship from discarding an exhausted defense token due to this Upgrade Card; the token is “discarded”, not spent.



Overload Pulse (6)

Card Text

Blue *: Exhaust all of the defender’s defense tokens.*

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step.

Clarifications

- This card ability does not resolve before defense tokens are spent.
  The Defender may still spend defense tokens in the “Spend Defense Tokens” step, which is before the “Resolve Damage” step. In the “Resolve Damage” step, when the attacker chooses and resolves this critical effect, any remaining readied defense tokens will be flipped to the exhausted state.
- Exhausted defense tokens are not affected by this Upgrade Card.



Point Defense Ion Cannons (6)

Card Text

Non-huge ship only.
While defending at close range or distance 1, during the Spend Defense Tokens step, you may force the attacker to reroll 1 die of your choice.

Timing

This Upgrade Card is resolved during the Spend Defense Tokens step of the Attack step.

Clarifications

- None



SW-7 Ion Batteries (5)

Card Text

While attacking a ship, each of your unspent blue ♺ icons adds 1 damage to the damage total.

Timing

This Upgrade Card is resolved during the "Resolve Damage" step.

Clarifications

- During the “Spend Defense Tokens” step, if dice are rerolled by a defense token (Evade) or card effect (Lando Calrissian or Targeting Scrambler, etc), any accuracies rolled at that time cannot be spent to lock defense tokens as the “Resolve Attack effects” step has already passed. However, this Upgrade Card will allow blue die accuracies to still be counted as damage, as they are “unspent”.
- The Damage card “Blinded Gunners” does not prevent this Upgrade Card’s effect, as the accuracy dice are “unspent”.

OFFENSIVE RETROFIT

An ⊛ is a special type of upgrade card with the ⊛ icon on its card back and upgrade icon in the lower-left corner of the card front.
- An ⊛ can be equipped to any ship that has the ⊛ upgrade icon in its ship card.

A ship cannot equip more than one copy of the same ⊛ card.



Advanced Transponder Net (5)

Card Text

Modification.
*Friendly **Heavy** squadrons at distance 1-2 prevent engaged squadrons from attacking ships.*

Timing

This Upgrade Card resolves during the "Declare Target" step of the Attack step.

Upgrade Card Interactions

- This Upgrade Card does not interact with Instigator.
- Tycho Celchu is not prevented from attacking a ship equipped with this Upgrade Card even if he is engaged by enemy Heavy squadrons.



B2 Rocket Troopers ⊛ (7)

Card Text

While performing a non-attack against a ship at close-medium range, you may exhaust this card. If you do, the defender gains 1 raid token of your choice.
While attacking a squadron, you may exhaust this card. If you do, add 1 die of a color already in your attack pool to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step of the Attack step.

Clarifications

- If a ship equipped with B2 Rocket Troopers performs an attack at long range against a ship, it may not use B2 Rocket Troopers even if the entire ship is at close-medium range.
- B2 Rocket Troopers may be exhausted at any time during the "Resolve Attack Effects" step of an attack to assign a raid token to a ship being attacked.



Boosted Comms (4)

Card Text

: You can activate friendly squadrons at close-long range (instead of close-medium).

Timing

This Upgrade Card ability resolves when a ship resolves the squadron command.

Upgrade Card Interactions

- A squadron can resolve its Relay keyword even if it could only be activated because of this Upgrade Card
- Effects that reference a particular distance or range (such as Fighter Coordination Team or Triumphant) have no interaction with this card. However, effects that reference whether or not a squadron is at the appropriate range to be activated (such as Relay) would combine with the effects of this Upgrade Card.



Disposable Capacitors (3)

Card Text

Small or medium ship only.
When you activate, you may discard this card. If you do, the blue dice in your battery armament can be used while attacking ships at close-long range until the end of the round.

Timing

This Upgrade Card may be discarded when a ship equipped with this card activates. This occurs before it reveals its command dial.

Clarifications

- This Upgrade Card does not affect attacks against squadrons.

Upgrade Card Interactions

- As this Upgrade Card's effect is applied while attacking ships, the blue dice in the battery armament of the equipped ship cannot be used to claim Fire Lanes objective tokens at long range on the round this Upgrade Card has been discarded.
- As this Upgrade Card's effect is effective until the end of the round, blue dice of the equipped ship can be used when performing Salvo attacks after this Upgrade Card has been discarded
- This Upgrade Card does not apply to Ignition attacks, as Ignition arcs have a "special battery armament" instead of a "battery armament." In addition, the close-long range mentioned in the card text refers to the distance from the ship's firing arcs, not the range measured from the Ignition token for the purposes of gathering dice.



Expanded Hangar Bay (5)

Card Text

Your squadron value is increased by 1.

Timing

This Upgrade Card increases a Ship's "Squadron Value" by 1, unless this card is forced to be discarded by some other effect.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card has its "Squadron Value" increased by 1 when activating squadrons or otherwise referencing the equipped ship's squadron value (e.g. Hyperspace Rings, Boarding Troopers, etc). This increase remains unless the equipped ship is destroyed or forced to discard this Upgrade Card by some other effect.



Flag Bridge (0)

Card Text

Medium or Large ship only.
Flagship only.
Modification.
You gain 1 icon in your upgrade bar.
You cannot spend a command token to resolve a card's effect.

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- The restriction on discarding a command token to resolve a Fleet Command's effect may require you to discard that Fleet Command.

Upgrade Card Interactions

- If this Upgrade Card is discarded by Darth Vader (Boarding Team) or Shriv Suurgav (Boarding Team), the equipped Fleet Command card granted by the title card ability remains. This Upgrade Card being discarded also removes the restriction of not being able to discard command tokens for the equipped Fleet Command.



Flak Guns (3)

Card Text

Treat each die in your anti-squadron armament as black.
While performing a attack, the black dice in your battery armament can be used at medium range and the blue dice in your battery armament can be used at long range.

Timing

This Upgrade Card triggers during the "Gather Dice" step of an attack.

Clarifications

- The anti-squadron armament dice of a ship equipped with this Upgrade Card are treated as black dice. Therefore, a ship equipped with this Upgrade Card will be able to attack squadrons only at close range
- This Upgrade Card does not change the printed anti-squadron armament. Therefore, when performing a Salvo attack against a squadron, a ship equipped with this Upgrade Card still uses its printed anti-squadron armament.

Upgrade Card Interactions

- A ship equipped with Quad Laser Turrets and this Upgrade Card must replace the blue die from Counter 1 with a black die when performing Counter attacks.
- A ship equipped with Agent Kallus and this Upgrade Card can add a die of any color (not only black) when performing attacks against a unique squadron.
- A ship equipped with General Draven (Officer) and this Upgrade Card can add a die of any color (not only black) when performing attacks against a squadron with Counter or Intel.



Hardened Bulkheads (5)

Card Text

Large ship only.
When you overlap a ship of a smaller size class (or are overlapped by a ship of a smaller size class), deal 1 fewer facedown damage card to your ship.

Timing

This Upgrade Card resolves after a ship executes a maneuver.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card and Amity would be dealt 1 damage card (instead of 2), if it chooses to resolve Amity's effect.
- A ship equipped with this Upgrade Card would be dealt 1 faceup damage card when it is overlapped by a ship equipped with Garel's Honor.
- A ship equipped with this Upgrade Card and Lira Wessex can turn the faceup damage card from Garel's Honor to a facedown damage card, but it cannot then trigger this Upgrade Card to not be dealt this facedown damage card.[1]

Damage Card Interactions

- The additional facedown damage card dealt from Structural Damage cannot be discarded by this Upgrade Card, as it was not the result of an overlap, but from that critical card's effect.



Hyperspace Rings (3)

Card Text

Before deploying fleets, you may choose a number of friendly, non-rogue squadrons up to your squadron value. Those squadrons gain scout.

Timing

This Upgrade Card may be resolved before deploying fleets.

Clarifications

- You can choose either Unique or non Unique squadrons to gain the Scout keyword.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card and Expanded Hangar Bay is able to choose an additional squadron to gain the Scout keyword.



Hyperwave Signal Boost (3)

Card Text

During the Squadron Phase, when it is your fleet's turn to activate squadrons, you may exhaust this card to choose a number of unactivated, friendly squadrons at close-long range up to your squadron value. This turn, activate each of those squadrons. While attacking, each of those squadrons with AI are treated as if activated by a command.

Timing

This Upgrade Card may be exhausted and resolved in the Squadron Phase, when it is your turn to activate squadrons.

Clarifications

- Squadrons cannot move and attack when they are chosen for the purpose of this Upgrade Card effect. The phrasing "as if activated by a squadron command" is a trigger for the AI keyword and not to the ability of a squadron to both move and attack.[2]
- This Upgrade Card's ability provides an alternative way to activate squadrons during the Squadron Phase, instead of the usual 2 Squadron activations when it is a player's turn to activate squadrons in this phase.
- As the equipped ship owner can choose any number of squadrons up to your squadron value when you resolve this Upgrade Card effect, they can choose to exhaust this Upgrade Card's effect to activate 0 squadrons on their turn, essentially passing on their turn's activations.
- Multiple copies of this Upgrade Card can each resolve their effect during your fleet's turn to activate squadrons. Each effect must be resolved separately.[3]

Upgrade Card Interactions

- This Upgrade Card does not interact with the **Flight Controllers**, **San Hill**, or the **Relay** keyword in any way.



Phylon Q7 Tractor Beams (6)

Card Text

Modification.
When you activate, you may exhaust this card to choose 1 enemy ship of your size class or smaller at distance 1-5. That ship must spend a token or reduce its speed by 1 to a minimum of 1.

Timing

This Upgrade Card may be exhausted and resolved when a ship equipped with this card activates. This occurs before it reveals its command dial.

Clarifications

- A ship affected by this ability must discard a Navigation token if it has one. Otherwise, it reduces its speed.
- The size classes of ships are "small", "medium", "large", and "huge". A Flotilla is not its own distinct size class and may use this Upgrade Card to target ships of the same size class or smaller.

Upgrade Card Interactions

- The Grand Inquisitor can resolve from this Upgrade Card being used on an enemy ship, if the owner of the ship is forced to change the speed on its speed dial.

Damage Card Interactions

- The damage from Thruster Fissure will resolve if a ship is forced to change its speed as a result of this Upgrade Card.



Point-Defense Reroute (5)

Card Text

While attacking a squadron at close range, you may reroll your icons.

Timing

This Upgrade Card may be used during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card may only be used once during the "Resolve Attack Effects" step.



Proximity Mines (4)

Card Text

Before deploying fleets, you may discard this card to place a number of proximity mine tokens equal to half your engineering value, rounded down. You may place these mines anywhere in the play area beyond distance 5 of enemy ships (and distance 1 of each other).

Timing

This Upgrade Card may be discarded and resolved after obstacles are placed and before fleets are deployed.

Upgrade Card Interactions

- This Upgrade Card and Admiral Raddus share the same timing, so proximity mine tokens can be placed before choosing an Admiral Raddus ship to set aside.

Proximity Mine (token)

Rules text

"When Proximity Mine Tokens are placed, they must be placed beyond distance 1 of any other Proximity Mine Tokens.

When a ship ends a movement at distance 1 of a Proximity Mine Token, remove that token from the play area and roll two blue dice. That ship is dealt one facedown damage card for each hit or critical icon rolled.

Attacking Proximity Mine Tokens:
When a ship performs an attack, it can declare one Proximity Mine Token as a target instead of attacking a ship or squadrons. The defending Proximity Mine Token is treated as a squadron with one hull point that is not friendly to any ship or squadron and has no keywords or defense tokens. If that token suffers at least one point of damage, remove that token from the play area."

Clarifications

- Squadrons cannot attack Proximity Mine Tokens.
- Ships that attack Proximity Mine Tokens cannot attack squadrons in the same arc with the same attack.
- A ship may only attack 1 proximity mine in arc during its anti-squadron attack. [4]
- Proximity Mine Tokens are not considered "friendly" to any ship or squadron.
- Proximity Mine Tokens cannot be moved by the "Strategic" keyword, as they are not objective tokens.
- Proximity Mines Tokens can be placed on obstacles. If an obstacle with a Proximity Mines Token on it moves, the Proximity Mines Token moves with that obstacle. If that obstacle is rotated or flipped, that Proximity Mines Token should be placed as close to its original position as possible as determined by an opponent that did not move that obstacle.
- An attack against a Proximity Mine token can be obstructed.
- A ship can deploy near or on a Proximity Mines Token. The Proximity Mine token will not trigger until a ship executes a maneuver and as ends its movement at distance 1 of it. [5]
- If a ship is overlapping a Proximity Mines Token, it cannot attack that token.[6]
- Proximity Mines Tokens cannot normally resolve against Armed or Unarmed Station as they do not move.
- If a ship with 1 hull overlaps another ship and would be destroyed, it still resolves any Proximity Mines Tokens it ends its maneuver near.
- When an obstacle with a Proximity Mines token on it is removed from the play area (such as on an Exogorth) the Proximity mine token remains in its last location before the obstacle was removed.

Upgrade Card Interactions

- Ruthless Strategists cannot be triggered when attacking a Proximity Mine Token.[7]
- Linked Turbolaser Towers added die effect can be used on a Proximity Mine Token.
- Heavy Fire Zone may be used against Proximity Mines Tokens.
- A ship deployed by Raddus or Hyperspace Assault ship can be deployed on or near Proximity Mine Tokens without triggering them.
- Impetuous is able to attack a Proximity Mines Token.
- Ordnance Pods can use its attack to target a single Proximity Mines token but no other squadrons.
- Wide-Area Barrage cannot choose a Proximity Mines Token to suffer damage, as it is not a ship or squadron.

Objective Interactions

- Volatile Deposits special rule cannot choose a Proximity Mines Token to suffer damage, as it is not a ship or squadron.
- In Doomed Station, when an obstacle with a Proximity Mines Token on it is moved and touches the Gravity Rift in its final position and is to be removed from the play area, the Proximity Mines Token remains in its last location before the obstacle is removed.



Quad Laser Turrets (5)

Card Text

While defending at distance 1, if the attacker is a squadron, you have ***Counter 1.***

Timing

This Upgrade Card grants a ship Counter 1 after being attacked by a squadron at distance 1.

Clarifications

- A ship with this Upgrade card equipped rolls 1 blue die when performing a counter attack. It does not use its anti-squadron armament.
- When a ship with this Upgrade Card equipped performs a Counter attack, the ship's owner chooses which hull zone the attack is performed from.
- A ship equipped with this Upgrade Card can perform a Counter attack even if it has been destroyed.
- If the Counter attack target is obstructed, the ship equipped with this Upgrade Card is unable to roll the initial attack pool, unless otherwise granted by some other card ability.

Upgrade Card Interactions

- If a ship has not yet resolved the Concentrate Fire command this round, it may use a Concentrate Fire token on this attack. But it then cannot use the Concentrate Fire command for the rest of the round.
- If a ship equipped with this Upgrade card is the first player Advanced Gunnery objective ship and performs a Counter attack using this Upgrade card's effect, the hull zone that performed the Counter attack can no longer target that squadron that round.
- Ruthless Strategists can trigger from this Upgrade Card's attacks.
- A ship equipped with Heavy Fire Zone and this Upgrade Card can replace the blue die from Counter 1 with a red die when performing Counter attacks, if the target is not engaged with a friendly squadron.
- A ship equipped with Flak Guns and this Upgrade Card must replace the blue die from Counter 1 with a black die when performing Counter attacks.
- A ship equipped with Agent Kallus and this Upgrade Card can add a die when performing Counter attacks against a unique squadron.
- A ship equipped with General Draven (Officer) and this Upgrade Card can add a die when performing Counter attacks against a squadron with Counter or Intel.
- Linked Turbolaser Towers' dice add effect cannot be used on this Upgrade Card's Counter attacks as they do not occur during that ship's activation.
- If an unactivated ship equipped with Slaved Turrets and this Upgrade Card chooses to perform a Counter attack, that ship cannot perform further Counter attacks, nor can it attack when that ship is activated. If the ship had activated and had attacked, it cannot perform any Counter attack.
- If a ship equipped with this Upgrade Card has declared Admiral Ackbar's ability, then that ship can only resolve attacks from either its left or right hullzones, and cannot attack from its front or rear.

Damage Card Interactions

- The faceup damage card Point-defense Failure would prevent a ship equipped with this Upgrade Card from attacking as no dice could be gathered.



Rapid Launch Bays (6)

Card Text

Before deploying fleets, you may set aside a number of friendly squadrons up to your squadron value next to your ship card. When you reveal a command, you may discard this card. If you do, place each squadron set aside with this card within distance 1-2 of you. Those squadrons cannot move during your activation.

Timing

This Upgrade Card sets aside squadrons before deploying fleets. Then a Ship may place those squadrons by discarding this Upgrade Card when it reveals a command.

Clarifications

- Squadrons that are placed by this Upgrade Card are placed with their slider toggled on the unactivated side.
- Squadrons that are placed by this Upgrade Card may be activated by a Squadron Command during the equipped ship's activation, but will only be able to attack as they cannot move until the end of that ship's activation.

Upgrade Card Interactions

- A ship equipped with Fighter Coordination Team and this Upgrade Card cannot choose to move any squadrons on the round placed by this Upgrade Card on the round they are placed.
- If this Upgrade Card is discarded by another card ability such as Darth Vader (Boarding Team) then any squadrons currently set aside that have not been placed are considered destroyed.



Reserve Hangar Deck (4)

Card Text

*When a friendly non-unique squadron with **Swarm** at distance 1-5 is destroyed, you may discard this card. If you do, you may set that squadron's hull points to "2" and place that squadron, unengaged, at distance 1 with its activation slider toggled to the activated side.*

Timing

This Upgrade Card may be discarded when a friendly non-unique squadron with Swarm is destroyed.

Clarifications

- When a squadron is destroyed and replaced in the play area by this Upgrade card, the opponent does not score points for that squadron. A squadron is only counted as destroyed and scored for points when it is removed from the play area.
- When resolving this Upgrade Card, the squadron must be placed unengaged if possible. If this is not possible, then the squadron may be placed engaged with as few enemy squadrons as possible.

Upgrade interactions

- If a squadron gains Swarm during its activation, such as from Nevoota Bee effect, and is destroyed during its activation, it can be chosen to trigger this Upgrade Card.
- A squadron that is chosen to trigger this Upgrade Card still counts as having been destroyed for triggering the effect of General Grievous.



SPHA-T ⊛ (7)

Card Text

Modification. "Star Destroyer" only.
Decrease your squadron value by 2.
Ignition [Close]
Each of your front, left, or right firing arcs is also a special firing arc. You have a special battery armament of 5 blue dice and 1 black die.
After you place your targeting token, exhaust this card. While this card is exhausted, you cannot place targeting tokens.

Timing

This Upgrade Card's effect is permanent unless discarded.

Clarifications

- For a ship equipped with this Upgrade Card, each hull zone listed (the front, left, and right zones) is considered to be a special firing arc capable of performing an Ignition attack.
- If a targeting token is not within a hull zone's special firing arc (for example if it has been moved on the line between two hull zones or to the equipped ship rear hull zone), no Ignition attack may be performed.
- You must conduct an Ignition attack from the hull zone that the targeting token is currently located within, as determined by its special firing arc, if able. This means if the targeting token had been moved from its left hull zone to its front hull zone, the Ignition attack would be conducted from the front hull zone.

ENDNOTES

1. This is because **Lira Wessex** can only resolve her ability “when” a faceup damage card is dealt. A dealt damage card has passed the timing window of **Hardened Bulkheads**, which would resolve before the card is dealt.
2. Per the RRG, Squadron activation is defined as follows:
   a. “When a squadron is activated during the Squadron Phase, it can move or attack, but not both.”
   b. When a squadron is activated by a Squadron command, it can move and attack in any order.” "Activate those Squadrons" in this context refers to the Squadron Phase definition of activation, as the activation granted by **Hyperwave Signal Boost** is “while attacking”. It is only once you choose to attack (having already foregone the opportunity to move, as this activation occurs during the squadron phase) with those selected squadrons that the attacks “are treated as if activated by a Squadron command”. Any abilities which trigger “on a squadron command” (such as AI) would therefore trigger, but not the ability of a squadron to both move and shoot.
3. This is similar to the way that Targeting Scramblers functions.

PROXIMITY MINES

4. A ship with **Gunnery Teams** may attack a Proximity Mine, end its attack, then perform a 2nd attack against another Proximity Mine in the same arc so long as it resolved a ⊛ command during its first attack.
5. Per the objective Minefields FAQ, mines explode before a ship ends its maneuver and set a precedent for Proximity Mines as well, allowing them to detonate before the ship is destroyed and removed.

   Q. What happens when a ship with 1 hull remaining overlaps a ship and ends its maneuver in range of a Proximity Mine(s)?

   It would resolve in the following steps:

A ship with 1 hull remaining overlaps another ship, and drops back on the maneuver tool to the next available position. The ship now has 0 hull but it is not yet removed from play. The ship is still considered “maneuvering” and checks to see if its maneuver is at Distance 1 of any mines, if so, these mines resolve their effects. Damage cards are still dealt. Any overlapped squadrons are placed. Now the ship ends its maneuver and is removed from play before it suffers the effects of any obstacle it may of overlapped.

6. **Developer Answer**: That is correct, the ship can't shoot a proximity mine it is overlapping. Based on the unarmed station precedent. This is similar to the way a ship overlapping an Armed or Unarmed Station cannot attack it.
7. This falls into the category of "it is attacked as if it was a squadron, but it is not a squadron", so effects that affect squadrons outside of the context of directly attacking them do not affect it

OFFICER

An officer is a special type of upgrade card with the officer icon on its card back and upgrade icon in the lower-left corner of the card front.

- An officer can be equipped to any ship that has the officer upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same officer card.



Adar Tallon (10)

Card Text

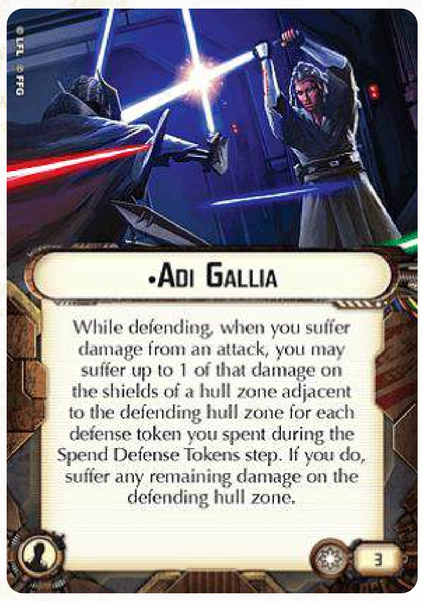
After you resolve a command, exhaust this card to toggle the activation slider of 1 squadron activated with that command.

Timing

This Upgrade Card may resolve during Ship Phase after resolving a Squadron command.

Clarifications

- A squadron is considered either activated or unactivated based on its activation slider. A squadron that was activated and then has its activation slider toggled with this Upgrade Card's ability is no longer considered activated for card effects such as **Hondo Ohnaka** or **Dutch Vander**.



Adi Gallia (3)

Card Text

While defending, when you suffer damage from an attack, you may suffer up to 1 of that damage on the shields of a hull zone adjacent to the defending hull zone for each defense token you spent during the Spend Defense Tokens step. If you do, suffer any remaining damage on the defending hull zone.

Timing

The effect of this Upgrade Card triggers during Attack step 5: "Resolve Damage".

Clarifications

- This Upgrade Card's effect occurs "when you suffer damage" and shares a timing window with the Redirect effect. However to benefit from both this Upgrade Card and Redirect, you must resolve this Upgrade Card effect first.[1]

Upgrade Card Interactions

- There is no interaction between this Upgrade Card and XI7 Turbolasers.[2]
- Only tokens spent during the Spend Defense Tokens step count for this Upgrade Card's effect, so a Brace token spent for Thermal Shields (or a Redirect spent for Barriss Offee) would not qualify.



Admiral Chiraneau (10)

Card Text

: Squadrons that you activate can move even if they are engaged. When an engaged squadron moves in this way, treat it as having a printed speed of "2."

Timing

This Upgrade Card resolves when resolving a Squadron command.

Upgrade Card Interactions

- If your ship has Corruptor equipped, engaged squadrons with Bomber that you activate have a speed of "3."
- If your ship has Vector equipped, engaged squadrons without Heavy that you activate have a speed of "3."

- All Fighters, Follow Me! increases the speed of squadrons activated by this Upgrade Card by 1.
- This ability applies only when resolving a Squadron command. It does not work with effects like Squall or Fighter Coordination Team.
- Squadrons can still move despite being in range of Instigator.



Admiral Montferrat (5)

Card Text

While defending against a ship, if your speed is 3 or higher, the attack is treated as obstructed.
After you execute a maneuver, if you overlapped a ship, discard this card.

Timing

This Upgrade Card may resolve during the Attack Step before the initial die pool is rolled.

Critical Effect Interactions

- A ship with a faceup Disengaged Fire Control damage card cannot target a ship equipped with this Upgrade Card, as long as the defender is at speed 3 or higher and this Upgrade Card is not discarded.

Upgrade Card Interactions:

- Jaina's Light ignores this Upgrade Card's ability.
- If an attacking ship is using General Romodi's effect, and the defending ship is using this Upgrade Card's effect, the attack does not benefit from General Romodi's effect unless line of sight is traced over an obstacle or another ship.[3]



Admiral Ozzel (2)

Card Text

At the start of the first round, you may execute a speed-1 maneuver.

Timing

This Upgrade Card triggers at the start of the first round before the "Command Phase".

Upgrade Card Interactions

- This Upgrade Card's movement may resolve Fighter Coordination Team.
- During this Upgrade Card's movement, if you have a navigate token and thus the ability to resolve a Navigation command during the "Determine Course" step, you could then also resolve Engine Techs.[4]
- This Upgrade Card's movement does not allow Squall or Demolisher to resolve.
- The maneuver granted by this Upgrade Card may be affected by G-8 Experimental Projector or Gravity Rift.
- The maneuver granted by this Upgrade Card is not affected by G7-X Grav Well Projector.

Objective Interactions

- The maneuver granted by this Upgrade Card does not work with the Rift Ambush Special Rule, as it requires the ship to be activated.



Admiral Titus (2)

Card Text

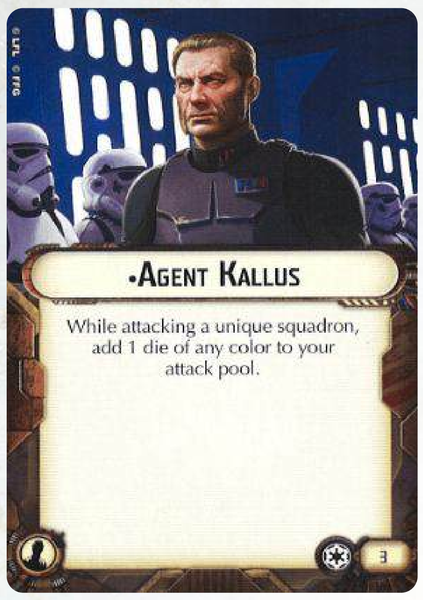
At the start of the first round, you may change 1 enemy ship's speed by 1.

Timing

This Upgrade Card triggers at the start of the first round before the "Command Phase".

Clarifications

- At the start of the first round, but before Command dials are assigned, you may choose 1 enemy ship to change its speed by 1. A ship can be reduced from speed 1 to speed 0 but you cannot increase a ship's speed past its maximum speed.



Agent Kallus (3)

Card Text

While attacking a unique squadron, add 1 die of any color to your attack pool.

Timing

This Upgrade Card may resolve during the "Resolve Attack Effects" step.

Clarifications

- Any anti squadron attacks may resolve this Upgrade Card if attacking a unique squadron, such as when using Ordnance Pods or Quad Laser Turrets.



Ahsoka Tano (2)

Card Text

During the activation of a friendly ship at distance 1-5, you may exhaust this card to discard 1 command token from that ship. If you do, that ship may gain 1 command token of any type.

Timing

This Upgrade Card may be resolved at any point during a friendly ship's "activation" in the Ship Phase; the timing window is anytime from "before" Reveal Command Dial until "end of activation" (e.g. usually after the ship executes its maneuver).

Clarifications

- A ship's activation begins when it is chosen for activation (before it reveals its command dial), and ends only after the player acknowledges the ship's activation is over, typically after the end of a maneuver.
- This Upgrade Card has a very liberal timing window. A ship which has a squadron token and a squadron dial which it does not intend to use may exhaust this Upgrade Card before revealing the command dial. It could then discard the squadron token and gain a token of a different type, and subsequently turn the squadron dial into a squadron token. This would also allow a different token to be converted to activate a **Boarding Team**.
- However this Upgrade Card's effect cannot be used in the middle of resolving a different card's effect. For example, a Rebel **Pelta** which resolves a Parts Resupply effect with **Tantive IV** nearby could not give itself a Repair token, use this Upgrade Card to change the Repair token into a different token type, and then use **Tantive IV** to give itself another Repair token. The **Parts Resupply** needs to completely resolve its effect; this Upgrade Card may be used before or afterwards but not in the middle.
- This Upgrade Card may only be used on the ship which is being activated; it may not affect tokens on ships which are not currently being activated.

Upgrade Interactions

- If this Upgrade Card is used during **Tantive IV**'s activation, it may pass the token it would gain from this Upgrade Card's effect.



Ahsoka Tano (6)

Card Text

: Each of up to 3 non-unique squadrons that you activate gain snipe 1 for each die in their anti-squadron armament, to a maximum of snipe 3, until the end of its activation.

Timing

This Upgrade Card triggers when you resolve a Squadron Command.

Clarifications

- Snipe dice are always blue dice.
- You may wait until you activate each squadron to declare whether you are using this Upgrade Card's ability with that squadron. The 3 squadrons do not have to be activated consecutively.

Upgrade Card Interactions

- When a squadron with three or more anti-squadron dice is activated by a ship equipped with both this Upgrade Card and Flight Controllers and performs a Snipe attack, it may attack using four blue dice.[5]



Asajj Ventress (2)

Card Text

During the activation of a friendly ship at distance 1-5 of you, you may exhaust this card to discard 1 raid token from an enemy ship at distance 1-5 of you. If you do that friendly ship may gain 1 command token of any type.

Timing

You may exhaust this Upgrade Card at any time during the activation of a friendly ship in range.

Clarifications

- None



Barriss Offee (6)

Card Text

While defending, after the attacker declares the defending hull zone, you may spend 1 token. If you do, at the start of the Resolve Damage step, choose a different hull zone to be the defending hull zone for this attack.

Timing

The Redirect token must be spent before Attack Step 2: Roll Attack Dice to trigger the effect of this Upgrade Card. If it is, then the second part of this Upgrade Card takes effect at the start of Attack Step 5: Resolve Damage.

Clarifications

- This Upgrade Card resolves before Critical Effects

Upgrade Card Interactions

- A Redirect token spent using this Upgrade Card's ability counts toward Obi-Wan Kenobi's card effect.

Objective Interactions

- If playing Superior Positions, the attacker gains victory tokens (or not) depending on what hull zone is the defending hull zone when damage is suffered - which is after this Upgrade Card takes effect.

Counter & Salvo Interactions

- If this Upgrade Card is used during a Salvo attack, the Salvo attack would be directed against the new hull zone but would use the same measurements for range and line-of-sight as the original attack.



Captain Brunson (9)

Card Text

While defending at distance 1-2 of an obstacle, during the Spend Defense Tokens step, you may exhaust this card to choose and cancel 1 attack die.

Timing

You may resolve this Card during the "Spend Defense Tokens" step.

Clarifications

- This Upgrade Card cannot prevent accuracies from targeting defense tokens as accuracies are spent before this Upgrade Card takes effect.

Squadron Interactions

- This Upgrade Card cannot cancel a die that has been modified by the Lando Calrissian squadron effect.

Objective Interactions

- The Station in Contested Outpost is still an obstacle, and still fulfills the requirements needed for this Upgrade Card.



Captain Needa (2)

Card Text

At the start of the first round, you may replace 1 of your defense tokens with an defense token.

Timing

This Upgrade Card resolves at the start of round 1, before the Command Phase.

Clarifications

- The ship that this Upgrade Card is equipped with may replace one of the defense tokens it has with an Evade defense token. For example: removing a ship's Contain and replacing it with Evade.

Upgrade Card Interactions

- This Upgrade Card "replaces" a chosen defense token (instead of "discarding" it) so General Tagge cannot choose to recover the defense token replaced by this Upgrade Card's Evade. However the Evade may be recovered if it has been discarded.
- If this Upgrade Card is discarded in the course of the game, the Evade token would remain.



Captain Rex (5)

Card Text

: You may choose 1 enemy ship at close range. That ship gains 1 raid token of your choice.
While you are at distance 1-3 of an enemy ship, that ship can discard only 1 raid token of any type when it discards a command dial.

Timing

This Upgrade Card may resolve when resolving a Squadron Command.

Clarifications

- This Upgrade Card does not need to spend a token for its effect, it is able to trigger anytime you resolve a squadron command whether via dial, token, or token + dial. You may command squadrons as usual with this command.

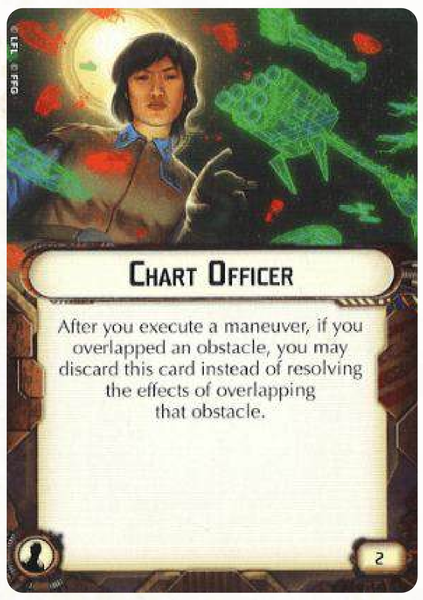


Chart Officer (2)

Card Text

After you execute a maneuver, if you overlapped an obstacle, you may discard this card instead of resolving the effects of overlapping that obstacle.

Timing

This Upgrade Card may resolve after executing a maneuver that ends with your ship overlapping an obstacle(s).

Clarifications

- If a ship with this Upgrade Card overlaps more than one obstacle, it can ignore the effects of each obstacle. If the ship chooses to ignore the effects of one obstacle that it overlaps, it must ignore the effects of all obstacles it overlaps.

Objective Interactions

- When you resolve this Upgrade Card, an overlapping ship would not score an objective token in Dangerous Territory or Infested Fields. It would not score an objective token in Navigational Hazards unless it had the faceup damage card Damaged Controls.
- When you resolve this Upgrade Card, an overlapping ship would not recover a defense token in Asteroid Tactics.

Damage Card Interactions

- This Upgrade Card does not ignore the faceup damage card Damaged Controls when overlapping obstacles.



Clone Captain Silver ✵ (4)

Card Text

When you execute a maneuver, during your Determine Course step, if you have not resolved a ☯ command during this activation, you may exhaust this card to increase or decrease your speed by up to 3. If you do, you cannot resolve a ☯ command during this activation.
You can spend tokens from this card to ready it.

Timing

The effect of this Upgrade Card triggers during your Determine Course step.

Clarifications

- You may not use this Upgrade Card if you perform a Navigate Command, which includes using a Navigate dial or token.



Clone Captain Zak ✵ (5)

Card Text

While attacking from your side or rear hull zones, you may exhaust this card to add 1 die to your attack pool of a color already in your attack pool (you cannot add dice to a attack).
You can spend tokens from this card to ready it.

Timing

The initial effect of this card triggers when this ship is deployed "during the Deploy Ships step of setup"; place 1 Concentrate Fire command token on this card. This Upgrade Card may be exhausted and resolved during Attack Step 3, Modifying Dice.

Clarifications

- This add die effect only works on one attack, much like Concentrate Fire. You would not be able to add this die to each squadron you attack from an attacking hull zone.
- You cannot place a command token on this Upgrade Card if the ship it is equipped to is set aside; tokens are only placed on this card when this ship is deployed during Setup.



Clone Commander Wolffe ✵ (6)

Card Text

: You may exhaust this card. If you do:

- *Each of up to 3 squadrons that you activate without adept gain assault until the end of its activation.*
- *Each squadron that you activate with the assault keyword can spend a die with a ✸ or ♺ icon to resolve the assault effect.*

You can spend tokens from this card to ready it.

Timing

This Upgrade Card triggers after the Reveal Command Dial step, when resolving a squadron command.

Clarifications

- You can spend the Blue Accuracy from Plo Koon (Commander) for this Upgrade Card's effect.



Clone Navigation Officer (4)

Card Text

When you reveal a , , or command, you may exhaust this card to choose a friendly ship at distance 1-5. That ship may gain 1 command token matching your command.
You can spend tokens from this card to ready it.

Timing

The initial effect of this card triggers when this ship is deployed during the "Deploy Ships" step of setup; place 1 Navigation command token on this card. This Upgrade Card may be exhausted and resolved when a ship reveals its Command Dial.

Clarifications

- You may assign a token to this Upgrade Card's ship.
- If a ship equipped with this Upgrade Card does not reveal a command dial, due to that dial being discarded, then you cannot resolve this Upgrade Card's effect.
- You cannot place a command token on this Upgrade Card if the ship it is equipped to is set aside during deployment; tokens are only placed on this card when this ship is deployed during Setup.



Commandant Aresko (7)

Card Text

When another friendly ship at distance 1-3 reveals a command, you may exhaust this card to gain 1 command token of the same type.

Timing

This Upgrade Card may resolve when another friendly ship reveals its Command Dial.

Clarifications

- This Upgrade Card can only trigger and/or resolve on that friendly ship's 'revealed' dial, not dials that are 'gained'.[6]



Commander Beck (3)

Card Text

During your activation, you may resolve a command as if you had spent a command token. If you do, gain 1 raid token of the matching type.
You may resolve this effect twice per activation.

Timing

This Upgrade Card may be resolved any time a command would be normally resolved, according to the type of command.

Clarifications

- This Upgrade Card's effect is treated as spending a command token and can be combined with a command dial of the same type. This Upgrade Card's effect may be resolved twice during that ship's activation.

Interactions

- This Upgrade Card does not replace any command tokens already on the ship. For example, you may choose to resolve this Upgrade Card effect for a Navigation command (as a token only) even if the ship already has a Navigation token. The physical Navigation token would remain, and the Navigation command would resolve as if a navigation command token had been spent.
- If the ship has a raid token on it, this Upgrade Card does not allow a command to bypass raid, as raid prevents that command from being resolved until it is removed. Also, this Upgrade Card cannot be used to clear Raid, as that would require the discarding of a dial or a physical command token matching that raid token.
- This Upgrade Card can only be resolved during the activation of the ship to which it is equipped.

Upgrade Card Interactions

- This Upgrade Card does fulfill the requirements needed to resolve upgrade cards such as Admiral Piett, Director Krennic, Nav Teams, and Ravager. These upgrades only require that a command token was resolved with that command effect.
- However upgrade cards which require a physical token to be spent, such as Wulff Yularen, would not be able to trigger.
- This Upgrade Card is able to work with Pursuant.



Commander Gherant (2)

Card Text

While you are defending, the attacker cannot resolve critical effects. After you perform an attack against a ship, discard this card.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- After this ship performs an attack against another ship, discard this Upgrade Card. This includes an attack made by Salvo.
- An armed or unarmed station is considered a ship when attacking or defending, thus if a ship equipped with this Upgrade Card were to attack a station it would need to discard this Upgrade Card after that attack.
- A ship equipped with this Upgrade Card may attack squadrons or Proximity Mines without discarding this Upgrade Card.



Commander Vanto (7)

Card Text

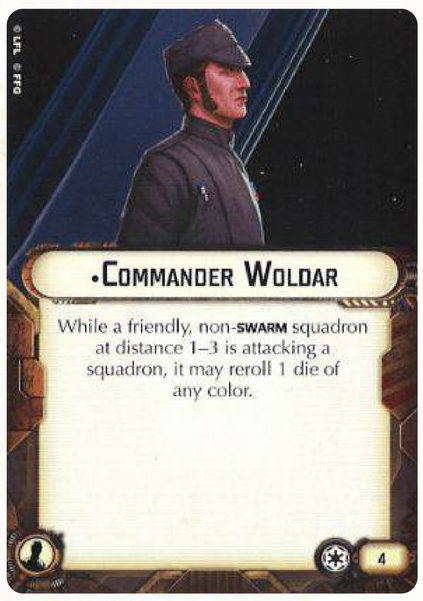
After you resolve the first command during your activation, you may exhaust this card to gain 1 command token of any type.

Timing

You may exhaust and resolve this Upgrade Card after resolving the first command during the ship's activation.

Clarifications

- An example of use: a ship resolves a Repair Command. You may now exhaust this Upgrade Card to gain a Squadron token and then spend that Squadron token to resolve a Squadron Command.



Commander Woldar (4)

Card Text

While a friendly, non-Swarm squadron at distance 1-3 is attacking a squadron, it may reroll 1 die of any color.

Timing

You may resolve this Upgrade Card during the "Resolve Attack Effects" step.

Clarifications

- If a ship equipped with this Upgrade Card is at distance 1-3 of a friendly squadron that does not have the keyword “Swarm”, and that squadron is attacking another squadron, it may reroll 1 die.
- For a squadron to benefit from this Upgrade Card, the selected squadron must be at distance 1-3 of this Upgrade Card’s ship, regardless of Relay or Colonel Jendon.



Damage Control Officer (3)

Card Text

When you resolve the defense effect, you can prevent the attacker from resolving any critical effects.

Timing

The defender must decide during the "Spend Defense Tokens" step if they will use a Contain defense token. After that decision the attacker then declares whether they will use the standard critical effect or an alternate one, as critical effects are resolved in the “Resolve Damage” step.

Clarifications

- This Upgrade Card does not prevent Garel's Honor, Eclipse, or an Asteroid Obstacle from resolving their effects, as they are not attacks.

Upgrade Interactions

- If the opponent has Fire Control Team, using this Upgrade Card can prevent both critical effects.



Darth Vader (4)

Card Text

While a friendly ship at distance 1-5 is attacking a ship, it may discard 1 of its or cards (other than Darth Vader) to reroll any number of dice in its attack pool.

Timing

You may resolve this Upgrade card in the “Resolve Attack Effects” step while attacking.

Clarifications

- If Grand Admiral Thrawn is discarded due to this Upgrade Card, any remaining command dials on the card cannot be revealed and discarded.
- If Emperor Palpatine is discarded due to this Upgrade Card, any remaining defensive tokens on the card cannot be discarded.
- if this Upgrade Card were to discard Intel Officer after it was used in the same attack, the effect of Intel Officer would remain active for this attack as it was exhausted and declared before being discarded.



Defense Liaison (3)

Card Text

Before you reveal a command, you may spend 1 command token to change that command to a or command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.

Upgrade Card Interactions

- This Upgrade Card can change the dial for a ship with Commander Leia, and still gain her benefit when the dial is revealed. You may not use her virtual token to activate this Upgrade Card.



Director Isard (3)

Card Text

When you reveal a command, you may look at all command dials assigned to 1 enemy ship.

Timing

This Upgrade Card may resolve when the ship it is equipped to reveals its Command Dial.

Clarifications

- Since the timing is a shared “when you reveal a command”, you can look at an enemy ship's command dials before deciding whether to spend your ship's command dial as a command or to spend it for a token.
- This Upgrade Card can only trigger and/or resolve on that ship’s “revealed” dial, not dials that are “gained”.
- When a ship equipped with this Upgrade Card does not “reveal” a command dial (due to that dial being discarded), then you cannot resolve this Upgrade Card.



Director Krennic (8)

Card Text

: While attacking at medium-long range, if you spent a dial, you may also reroll any number of red dice in your attack pool. If you spent a token, you may also reroll up to 2 red dice in your attack pool.

Timing

This Upgrade Card may resolve if the Concentrate Fire command is resolved during the “Resolve Attack Effects” step.

Clarifications

- As an example, if you were to spend a Concentrate Fire dial + token, you could 1st: Add a die from the CF dial effect to the attack pool, and then reroll 1 die of any color in the attack pool from the CF token effect.
- 2nd: Reroll any red dice in the attack pool and then Reroll 2 red dice in the attack pool.
- This Upgrade Card’s ability does not work at “close” range or at “extreme” range.

Upgrade Card Interactions:

- If you spend a Concentrate Fire token to resolve Ravager’s effect, you may also still resolve this Upgrade Card’s Concentrate Fire token effect. You add 1 die of a color already in the attack pool instead of rerolling 1 die of any color, and reroll 2 red dice.
- If you spend just a Concentrate Fire token and use Admiral Piett’s ability on it, this Upgrade Card’s ability will resolve as the Dial effect only, not as a token nor as dial+token. See more under Admiral Piett for a longer detailed explanation.



Emperor Palpatine (3)

Card Text

When an enemy ship or unique squadron declares you as the target of an attack, it must spend 1 of its defense tokens (if able).

Timing

This Upgrade Card must resolve when the ship is declared a target of an attack, in the "Declare Target" step.

Clarifications

- This Upgrade Card’s effect resolves for each attack made and is a “must” effect.
- Card abilities that deal “damage”, but are not “attacks”, do not resolve this Upgrade Card ability.

Damage Card Interactions

- If a ship is attacking a ship equipped with this Upgrade Card, and if the attacking ship also has the faceup damage card Faulty Countermeasures, it cannot spend any defense tokens that are exhausted. It must choose a defense token that is readied. If all of the defense tokens are exhausted, then no defense tokens are spent, because the ship is “not able” to spend them.

Defense Token Interactions

- This Upgrade Card would resolve with a Salvo attack. The spending of the defense token happens when you reach step 1 of the Salvo attack, which takes place after the current attack is concluded (not when the Salvo defense token is spent in the spend defense token step).



Engineering Captain (6)

Card Text

Before you reveal a command, you may change that command to a ◑ command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This upgrade card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



Expert Shield Tech (5)

Card Text

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

Timing

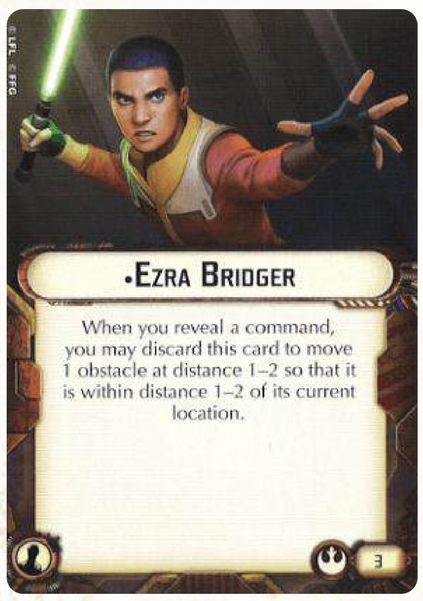
This Upgrade Card may resolve during the "Resolve Damage" step of an attack.

Clarifications

- When a ship equipped with this Upgrade Card is attacked, if that ship spent a Redirect defense token, in the "Resolve Damage" step, before damage is suffered, this Upgrade Card can be resolved to reduce the total damage by 1. This Upgrade Card's damage reduction shares the same timing as Brace, so the defender can choose which is resolved first.
- A ship equipped with both this Upgrade Card and Commander Kyrsta Agate could first "spend" a Redirect defense token to resolve this Upgrade Card's effect, and then "discard" that token with Agate to resolve the standard Redirect effect. This is allowed as it is resolving two different effects.
- You may not "discard" a redirect token with Agate to resolve this Upgrade Card as this Upgrade Card requires that you "spend" a redirect token.
- Commander Obi-Wan Kenobi and this Upgrade Card can both resolve to reduce damage

Damage Card Interactions

- A ship with Capacitor Failure is not able to use this Upgrade Card on a hull zone with no remaining shields, as the "cannot" is absolute and prevents the spending of a Redirect token.



Ezra Bridger ☯ (3)

Card Text

When you reveal a command, you may discard this card to move 1 obstacle at distance 1-2 so that it is within distance 1-2 of its current location.

Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

Clarifications

- When a ship equipped with this Upgrade Card does not reveal a command dial, then you cannot resolve this Upgrade Card's effect.

Objective Interactions

- When playing Doomed Station, if an obstacle is moved by this Upgrade Card so it touches the Gravity Rift, it is not immediately removed. The timing for the removal of obstacles is only during "End of Round" for that objective.
- All rules for "Moving Obstacles" as defined in the Rebellion in the Rim RRG should be followed. This means you cannot move obstacles so they end underneath ships, but you can move an obstacle that is already underneath a ship out and place it so it is no longer underneath a ship.
- Any tokens (such as Proximity Mines) on an obstacle that is moved remain on that obstacle.



Flight Commander (3)

Card Text

During your activation, you can resolve your command after you execute a maneuver.

Timing

This Upgrade Card delays the resolution of a Squadron command until after its ship executes a maneuver, although you must still declare if you are using the dial, or converting it to a token, when you reveal the dial.

Upgrade Card Interactions

- If a squadron activated by Yavaris moves during that ship's activation, it loses the chance to resolve Yavaris' card effect.[7]
- The controlling player decides when to fulfill this Upgrade Card's ability if a ship was to conduct multiple maneuvers due to an ability such as Engine Techs or Rift Ambush objective special rule.



General Draven (3)

Card Text

While attacking a squadron with Counter or Intel, add 1 die of any color to your attack pool.

Timing

This Upgrade Card may resolve during "Resolve Attack Effects".

Clarifications

- This Upgrade Card will also resolve when attacking a squadron that is granted the keywords "**Counter**" or "**Intel**" (for example via **Dengar**, or **Instructor Goran**).

Upgrade Card Interactions

- This Upgrade Card effect works with additional attacks such as the ones granted by **Counter** (via **Quad Laser Turrets**), or **Ordnance Pods**.



Governor Pryce (6)

Card Text

Oncer per activation, while attacking a ship, you may spend 1 shield from the attacking hull zone to change 1 die to any face without an icon.

Timing

This Upgrade Card may resolve during the "Resolve Attack Effects" step.

Clarifications

- Ignition attacks may benefit from this Upgrade Card as their attacks still originate from an attacking hull zone. An Onager's ignition attack, for instance, originates from its front hull zone.



Hondo Ohnaka (2)

Card Text

At the start of the ship phase, you may discard this card to choose 2 different command tokens and place them on 2 different ships. Then your opponent chooses 2 different command tokens you did not choose and places them on 2 different ships.

Timing

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

Clarifications

- At the start of the ship phase, a ship equipped with this Upgrade Card may choose to discard this card. If you do, you choose 2 different command tokens and place them on 2 different ships. Then your opponent chooses 2 different command tokens that you did not choose and also places them on 2 different ships.
- The tokens must be assigned to a ship, even if you must assign it to an enemy ship (for example you only have 1 ship in the play area).
- Your opponent can assign a token to a ship that was already given a token by you.
- When assigning a token to a ship, if a ship already holds its maximum number of command tokens according to its command value, the player that controls that ship may decide to either replace a current command token with that assigned token, or to discard the command token that was assigned.
- You can assign a token from this Upgrade Card to a ship that already has the same token already. It is then immediately discarded, unless that ship can hold multiple command tokens of the same type.

Upgrade Card Interactions

- If this Upgrade Card is used and Tantive IV is selected to receive a token, it may pass the token to be gained.



Iden Versio (6)

Card Text

When you resolve the defense effect, you can cancel 1 die at close range or distance 1.
: You may discard this card to choose 1 enemy ship at close range. That ship gains 1 raid token of your choice.

Timing

This Upgrade Card may resolve in two parts.
First, during the "Spend Defense Tokens" step, if an Evade defense token is spent.
Second, when resolving a squadron command.

Clarifications

- This Upgrade Card's effect provides an alternative way to resolve the Evade defense effect at close range. When the Evade defense effect is resolved in this way it does not also produce its normal effect; you do not reroll a die in addition to cancelling a die.
- If attacked by a larger ship and you discard an Evade token, this Upgrade Card would be able to cancel 2 dice instead of 1.



Instructor Goran (7)

Card Text

While a friendly non-Heavy squadron is at distance 1-2, it has Counter 1 or increases its Counter value by 1.

Timing

This Upgrade Card is active whenever non-Heavy squadrons are at distance 1-2 of this ship.

Clarifications

- None



Intel Officer (7)

Card Text

While attacking, after you roll your attack pool, you may exhaust this card to choose 1 defense token. If that token is spent during this attack, discard that token.

Timing

This Upgrade Card takes effect after rolling the initial attack pool but before the “Resolve Attack Effects” step.

Clarifications

- This Upgrade Card resolves immediately after rolling the initial attack pool. If you modify the dice in any way you have passed the timing window for this Upgrade Card and you may no longer resolve its effect.
- This Upgrade Card allows you to target 1 defense token of any squadron or ship in the play area during that attack; this is possible because the card does not specify or restrict which defense token can be chosen.[8]



Kyrsta Agate (5)

Card Text

Red or Blue *: You may exhaust this card to ready 1 of your exhausted defense tokens.*
You can resolve this critical effect during a Salvo attack.

Timing

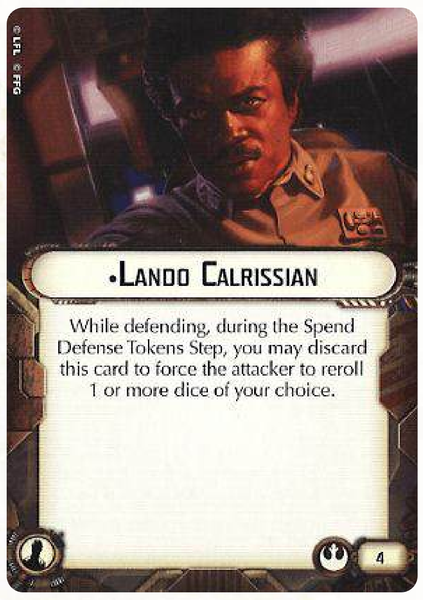
This Upgrade Card may be exhausted during a Salvo attack during the "Resolve Damage" step.

Clarifications

- This Upgrade Card can be exhausted and resolved during a Salvo granted by **Reactive Gunnery**.
- You cannot exhaust this card when attacking a squadron with a **Salvo** as the RRG states “Squadrons cannot resolve or suffer critical effects unless otherwise specified.”

Upgrade Card Interactions

- This Upgrade Card’s effect is a critical effect, and thus is subject to cards affecting critical effects such as **Targeter Disruption**, **Damage Control Officer**, or **Commander Gherant**.



Lando Calrissian (4)

Card Text

While defending, during the Spend Defense Tokens Step, you may discard this card to force the attacker to reroll 1 or more dice of your choice.

Timing

This Upgrade Card may be discarded during the "Spend Defense Tokens" step.

Clarifications

- Any accuracies rolled as a result of this Upgrade Card cannot be spent as the timing window (Resolve Attack Effects) has passed. However, a ship with **SW-7 Ion Batteries** equipped can use any blue die accuracies as damage, as they are “unspent”.



Leia Organa (3)

Card Text

When you reveal a command, you may choose another friendly ship at distance 1-5 and change that ship's top command to your revealed command.

Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

Clarifications

- When a ship equipped with this Upgrade Card does not reveal a command dial (due to that dial being discarded) then you cannot resolve this Upgrade Card.



Lira Wessex (2)

Card Text

When you are dealt a faceup damage card, you may spend 1 token to flip that card facedown (without resolving its effect).

Timing

This Upgrade Card may resolve any time a faceup damage card is dealt.

Clarifications

- A Repair token spent to resolve this Upgrade Card does not resolve its usual effect, and instead resolves the effect given by this Upgrade Card.

Upgrade Card Interactions:

- This Upgrade Card's ability may not resolve when damage cards already dealt face down are flipped face up by another ability such as Boarding Engineers.
- A damage card chosen by General Dodonna's ability may be flipped face down by this Upgrade Card before it resolves its critical effect.



Major Derlin (7)

Card Text

Before you suffer damage from an attack, you may exhaust this card to reduce the total damage by 1.

Timing

This Upgrade Card may resolve during the "Resolve Damage" step.

Clarifications

- This Upgrade Card's effect happens after Brace, but before damage is suffered from the attack.
- This Upgrade Card only works on "attacks", not on "damage" suffered through such effects like Obstacles, **Wide-Area Barrage**, **Proximity Mines**, **Assault Concussion Missiles**, etc.



Minister Tua (2)

Card Text

You gain an additional icon in your upgrade bar.

You cannot equip this card to a medium or large ship with a icon in its upgrade bar.

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- This Upgrade Card cannot be equipped to the SSD.
- A small ship with a Defensive Retrofit (such as the Arquitens-class Cruiser) that equips this Upgrade Card would be able to equip two Defensive Retrofit upgrade cards during Fleet Building.
- If this Upgrade Card is discarded in the course of the game, the Defensive Retrofit would remain.



Navigation Officer (6)

Card Text

Before you reveal a command, you may change that command to a command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This Upgrade Card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



Passel Argente (6)

Card Text

When you reveal a command, you may place a matching command token on this card. Then, if you have at least 1 , 1 , 1 , and 1 command token on this card, you may gain 1 additional command dial of your choice.

Timing

This Upgrade Card is resolved during the Reveal Command Dial step.

Clarifications

- This Upgrade Card does not allow you to resolve the same command twice, nor can you resolve two dials of the same command.
- If a ship equipped with this Upgrade Card reveals a command dial but discards it to clear a Raid token, this Upgrade Card is still eligible to gain a command token.
- If a ship equipped with this Upgrade Card does not reveal a command dial due to that dial being discarded before the reveal, then you cannot resolve this Upgrade Card's effect.

Upgrade Card Interactions

- This Upgrade Card does not gain a command token when Admiral Trench reveals a dial, as "When you reveal a command..." only refers to the ship this Upgrade Card is equipped to.[9]
- Nova Defiant has no real synergy with this Upgrade Card as it only triggers when a command dial is revealed, not when a token is spent.



Raymus Antilles (7)

Card Text

When you reveal a command, you may gain 1 matching command token without spending the command dial.

Timing

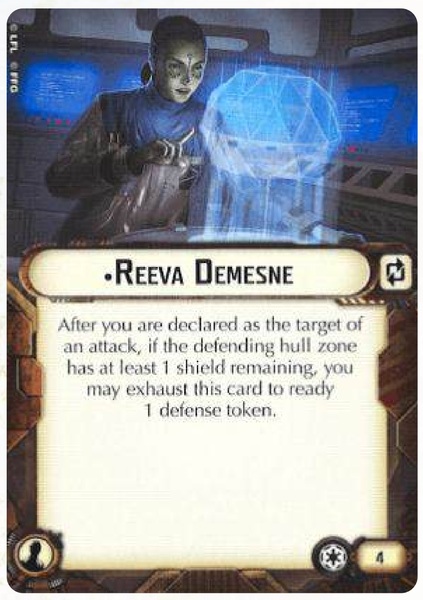
This Upgrade Card may resolve when the ship reveals its Command Dial.

Clarifications

- If a ship equipped with this Upgrade Card reveals a command, you may gain a command token matching the revealed command.
- When a ship equipped with this Upgrade Card does not reveal a command dial (due to that dial being discarded;) then you cannot resolve this Upgrade Card.

Upgrade Card Interactions

- The token gained via this Upgrade Card may be transferred to another ship via Tantive IV, but not Comms Net.[10]



Reeva Demesne (4)

Card Text

After you are declared as the target of an attack, if the defending hull zone has at least 1 shield remaining, you may exhaust this card to ready 1 defense token.

Timing

This Upgrade Card may be exhausted and resolved during the "Declare Target" step before your opponent gathers dice.

Upgrade Card Interactions

- If a defense token is spent by Admiral Sloane's card effect, this Upgrade Card cannot immediately refresh it as the timing window has passed; it could refresh the token with the next incoming attack, or initially before the squadron had rolled any dice.

Defense Token Interactions

- This Upgrade Card can be used against a Salvo attack



Rune Haako (4)

Card Text

When you reveal a command, you may choose another friendly ship at distance 1-5. If you do, discard any number of command tokens from that ship, this card, or both, to gain 1 matching command token for each discarded token.

Timing

This Upgrade Card may be resolved when a ship reveals its Command Dial.

Clarifications

- This Upgrade Card's effect does not allow a ship to gain additional command tokens of the same type unless some other effect allows for it.
- You cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this Upgrade Card when this ship is deployed.
- If a ship equipped with this Upgrade Card does not reveal a command dial, due to that dial being discarded, then you cannot resolve this Upgrade Card's effect.
- If there is no other ship in range then you may not resolve this Upgrade Card.
- This Upgrade Card resolves before Repair or Squadron commands are resolved so you cannot spend existing Repair or Squadron tokens to make room for new ones gained via this Upgrade Card.



Sabine Wren (4)

Card Text

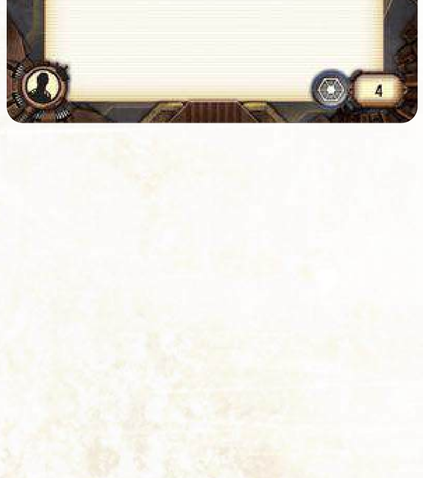
At the start of the Ship Phase, you may discard this card to place 1 Proximity Mine token in the play area at distance 1-2 of an obstacle and beyond distance 3 of enemy ships.

Timing

This Upgrade Card may be discarded and resolved at the start of Ship Phase.

Clarifications

- This Upgrade Card does not change the restriction on proximity mine tokens needing to be placed beyond distance 1 of other proximity mine tokens.
- The proximity mine token may be placed on an obstacle as an object is at distance 1 of itself.



San Hill (3)

Card Text

When a friendly ship at distance 1-5 resolves a command, you may discard 1 token from this card. If you do do, that friendly ship may activate 1 additional squadron during that command.

Timing

This Upgrade Card resolves when a ship in range resolves a Squadron command.

Clarifications

- This Upgrade Card's Effect may be resolved at any time during the resolution of the Squadron command.



Shu Mai (4)

Card Text

After deploying fleets, you may place 2 non-consecutive round tokens on this card.
During each round matching 1 of those tokens, while attacking a ship, you may reroll up to 3 dice.

Timing

The first part of this Upgrade Card resolves after deployment. The second part of this Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card's effect lasts throughout the round matching the relevant token.



Skilled First Officer (1)

Card Text

Before you reveal a command, you may discard this card to discard your top command dial.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- After using this Upgrade Card on a ship with Command 2 or greater, you would set two command dials in the next turn's Command Phase: one for the dial just discarded, and one for the dial revealed this turn.



Support Officer (2)

Card Text

At the start of the Command Phase, you may discard this card to discard all of your command dials.

Timing

This Upgrade Card may resolve at the start of the Command Phase.

Clarifications

- After the command dials are discarded you then assign new command dials set to any command(s), according to the ship's command value (unless modified by other card abilities).



T-Series Tactical Droid (4)

Card Text

When you spend only a , , or command token to resolve a command, you may exhaust this card. If you do, resolve that command as if you had spent a dial of the same type instead.

Timing

This Upgrade Card exhausts and resolves when ONLY resolving a Repair, Navigation, or Squadron command token.

Clarifications

- When only a Repair, Navigation, or Squadron command token is spent, you may exhaust this Upgrade Card to turn the token into a dial instead. Since you are already spending a token to resolve the command, you cannot also then spend another token of the same command to increase the value of the command.
- This Upgrade Card does not allow you to resolve the same command twice, nor can you resolve two dials of the same command.



Tactical Expert (6)

Card Text

Before you reveal a command, you may change that command to a ⊛ command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



Taskmaster Grint ⊛ (5)

Card Text

Choose the command token for this card after deploying fleets.
When you reveal a command matching the token on this card, you may gain 1 matching command token without spending the command dial.

Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

Clarifications

- This Upgrade Card can only resolve on that ship's "revealed" dial, not on dials that are "gained" (such as those provided by Grand Admiral Thrawn).
- When a ship equipped with this Upgrade Card does not "reveal" a command dial (due to that dial being discarded), then you cannot resolve this Upgrade Card.
- If the ship this Upgrade Card is currently equipped to is not in the play area "after deploying fleets" (via Hyperspace Assault, etc) then you cannot gain a command token to this card. This would prevent this Upgrade Card from resolving at any time for the rest of the game

Upgrade Card Interactions:

- Comms Net does not apply until "after" the Reveal Command Dial step, so you could not immediately transfer the token gained by this Upgrade Card. You cannot transfer this Upgrade Card's token, and then gain the same token from the revealed command dial, for instance.



The Grand Inquisitor ⊛ (4)

Card Text

When an enemy ship at distance 1-5 changes its speed, you may exhaust this card to increase or decrease your speed by 1.

Timing

This Upgrade Card may be exhausted to resolve its effect whenever an enemy ship in range changes its speed dial.

Upgrade Card Interactions:

- This Upgrade Card can only exhaust and resolve if an enemy ship's physical speed dial is changed. A ship temporarily slowed by a card effect such as the G-8 Experimental Projector does not change its speed dial and thus would not be an eligible target.
- This Upgrade Card can resolve from Admiral Konstantine's ability.
- This Upgrade Card can resolve from Phylon Q7 Tractor Beams being used on an enemy ship, if the owner of the ship is forced to change the speed dial.

Damage Card Interactions

- A ship with the Thruster Fissure damage card would suffer damage from changing speeds with this Upgrade Card.



TI-99 (4)

Card Text

While a friendly unactivated squadron is at distance 1-3, it gains **Counter 3** *or, if it has the printed* **Counter** *keyword, gains an additional* **Counter 1**. *After it performs a* **Counter** *attack, toggle its activation slider to the activated side.*

Timing

This Upgrade Card is always active to a friendly unactivated squadron at distance 1-3. Activate any friendly squadrons at distance 1-3 after they perform a counter attack.

Clarifications

- This Upgrade Card's effect is not optional; if an eligible squadron in range chooses to perform a Counter attack, then this Upgrade Card's effect will apply.
- A squadron in range may choose not to Counter, in which case it would not become activated.

Upgrade Card Interactions

- This Upgrade Card's timing means that it is always in effect. General Draven (Officer) would add a die to the attack pool while performing an anti-squadron attack against a friendly squadron in range of this Upgrade Card.

Squadron Interactions

- This Upgrade Card has no effect on activated squadrons.
- If a friendly squadron without the printed Counter ability is activated by Dutch Vander's ability, then this Upgrade Card would not apply and the friendly squadron would not be able to perform a Counter attack.



TIKKES (2)

Card Text

When you reveal a command, you may place a matching command token on this card. If you do, gain a command token of your choice.
During the Command Phase, if you have a command token on this card, you must choose that command on each command dial that is to be assigned to you and show those dials to your opponent. Then discard that command token.

Timing

The first part of this Upgrade Card triggers during the Reveal Command dial step. The second part of this Upgrade Card triggers during the Command phase.

Clarifications

- This Upgrade Card resolves before the window for Repair or Squadron commands.

Upgrade Card Interactions

- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.



TORYN FARR (7)

Card Text

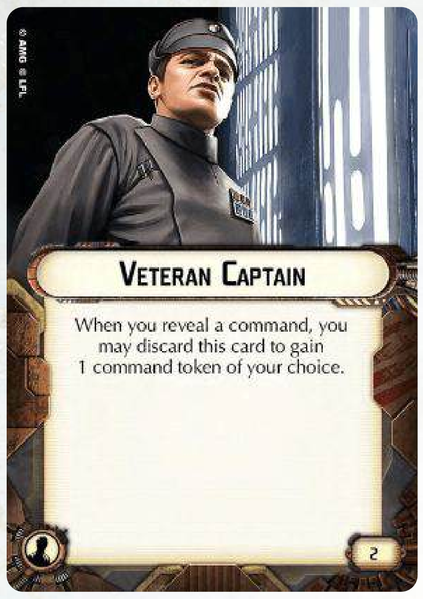
While another friendly ship or squadron at distance 1-3 is attacking, it may reroll 1 blue die.

Timing

This Upgrade Card may resolve during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card does not work on the ship it is equipped to.
- This Upgrade Card only works on dice from an attack. Dice rolled outside of the attack step (such as **Cluster Bombs**) do not benefit from this Upgrade Card.



Veteran Captain (2)

Card Text

When you reveal a command, you may discard this card to gain 1 command token of your choice.

Timing

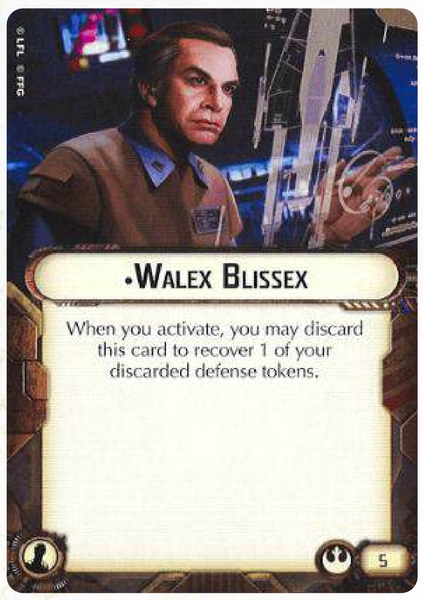
This Upgrade Card may resolve when a ship reveals its Command Dial.

Clarifications

- When a ship equipped with this Upgrade Card does not "reveal" a command dial due to that dial being discarded, you cannot resolve this Upgrade Card.

Upgrade Card Interactions

- Comms Net does not apply until "after" the Reveal Command Dial step, so you could not immediately transfer the token gained by this Upgrade Card. You cannot transfer this Upgrade Card's token, and then gain the same token from the revealed command dial, for instance.



Walex Blissex (5)

Card Text

When you activate, you may discard this card to recover 1 of your discarded defense tokens.

Timing

This Upgrade Card may resolve when a ship activates.

Clarifications

- Defense tokens recovered by this ability are readied.
- This Upgrade Card only recovers tokens which were discarded.

Upgrade Card Interactions

- This Upgrade Card can recover a defense token provided by a card effect, such as **Commander Kyrsta Agate**.
- This Upgrade Card cannot recover a defense token that was "replaced" (for instance via **Local Fire Control**).



Wat Tambor (9)

Card Text

: You may spend up to 2 shields from any of your hull zones or any 1 hull zone on another friendly ship at distance 1-5 to gain twice that many additional engineering points.

Timing

This Upgrade Card may be resolved when a ship resolves the Repair Command.

Clarifications

- The engineering points gained from this Upgrade Card are in addition to whatever engineering points you have gained from the repair command dial, token, or dial+token.[11]



Weapons Liaison (3)

Card Text

Before you reveal a command, you may spend 1 command token to change that command to a ⊛ or ⓜ command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



Wedge Antilles (4)

Card Text

Before the end of the Squadron Phase, you may spend 1 ⓜ token to choose up to 3 friendly non-unique squadrons without Strategic at distance 1-5. Those squadrons gain Cloak until the end of the round.

Timing

This Upgrade Card may be resolved immediately before the end of the Squadron Phase, after the last squadron finishes its activation and before the "Cloak" keyword takes place.

Clarifications

- This Upgrade Card cannot select squadrons that are unique or have the **Strategic** keyword.
- This Upgrade Card has no effect if the ship it is equipped to is destroyed before the end of the squadron phase.



Wing Commander (6)

Card Text

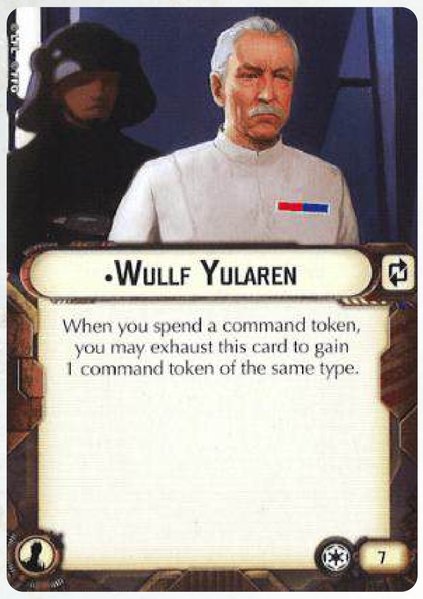
Before you reveal a command, you may change that command to a ⓜ command.

Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



Wullf Yularen (7)

Card Text

When you spend a command token, you may exhaust this card to gain 1 command token of the same type.

Timing

This Upgrade Card may exhaust and resolve when a command token is spent.

Clarifications

- You may exhaust and resolve this Upgrade Card anytime a physical command token is "spent". Commands that are resolved "as if" you spent a command token do not fulfill the requirement.
- If a ship spends a command token to resolve a command, it cannot spend the matching token gained by exhausting this Upgrade Card to resolve that command or its effect again this round.

Upgrade Card Interactions

- This Upgrade Card does not work with Comms Net, as the token is "removed and assigned" not "spent".
- This Upgrade Card does not work with Commander Beck, as the card effect resolves a command "as if" a token was spent.
- This Upgrade Card may not resolve when a token is discarded, for example when clearing a Raid token, as the token is "discarded" not "spent".

ENDNOTES

1. If you resolve the Redirect token first, then you would not be able to resolve this Upgrade Card's effect. This is because Redirect states "...you must suffer the remaining damage on the defending hull zone."
2. You would always resolve this Upgrade Card's effect before the Redirect, and the restrictions imposed by XI7 Turbolasers do not apply until the Redirect resolves. If the Redirect were applied first, then this Upgrade Card would not be able to resolve, as per the previous point.
3. This is because General Romodi's effect only triggers if the attack "is obstructed by a ship or obstacle". This Upgrade Card's effect is a card effect that causes obstruction (not a ship or obstacle). However, if line of sight is traced over an obstacle or another ship, then General Romodi's effect would allow the attacker to ignore obstruction and add 1 red die to the attack pool, regardless of this Upgrade Card's effect.
4. The Salvage Run objective grants the second player a navigation token to each ship "after deploying fleets", which would enable this scenario. Other sources of Navigate tokens trigger at the beginning of the Ship phase, so would miss this timing window.
5. This Upgrade Card states a maximum of 3 snipe dice, then Flight Controllers adds one more.
6. Grand Admiral Thrawn "reveals" a dial, however that dial is the card's dial, not the ship's dial. The ship then "gains" an equivalent dial.
7. For example: a ship equipped with Yavaris, Flight Commander, and Fighter Coordination Team cannot use Fighter Coordination Team to move squadrons, resolve a squadron command after executing its maneuver with Flight Commander, and then use Yavaris' effect to add an extra die to their attacks.
8. This is why you may target your own defense tokens on the ship this Upgrade Card is equipped to, or a token on Jan Ors or Axe while a different target is defending.
9. Effects that resolve when a ship reveals its command dial only resolve when a ship reveals a command dial from the stack assigned to its ship card as part of its activation.
10. See the relevant upgrade cards for further explanations.
11. For instance a ship with a repair value of 4, if it spends a dial+token, would gain 6 engineering points. Then if Wat Tambor spends 2 shields that ship would gain an additional 4 engineering points for a total of 10 engineering points.

ORDNANCE

An ⓞ is a special type of Upgrade Card with the ⓞ icon on its card back and upgrade icon in the lower-left corner of the card front.

- An ⓞ can be equipped to any ship that has the ⓞ upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same ⓞ card.



Assault Concussion Missiles (5)

Card Text

Black ⚡: *Exhaust this card. Each hull zone adjacent to the defending hull zone suffers 1 damage.*

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step, when the attacker chooses and resolves one of his critical effects.

Clarifications

- The damage from this Upgrade Card is first applied to any shields in the adjacent zones to the defending hull zone. If there are no shields, then the damage would be applied as facedown damage cards unless additional card effects allow for them to be applied faceup.
- Once the critical effect chosen by this card is chosen and resolved, the damage from this Upgrade Card cannot be reduced by the Brace defense token or otherwise mitigated by defense tokens.[1]

Upgrade Card Interactions

- If a ship with both this Upgrade Card and XI7 Turbolasers equipped resolves this Upgrade Card effect, XI7 will have no effect on the damage dealt from this Upgrade Card. The redirect token effect is resolved after damage is applied to the adjacent hull zones from the critical effect, and the defender will be able to redirect 1 of the total damage dealt during the “Resolve Damage” step.



Assault Proton Torpedoes (4)

Card Text

Black ⚡: *Exhaust this card to deal 1 faceup damage card to the defender.*

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step.

Clarifications

- When spending a Redirect defense token, the defender declares which adjacent hull zone(s) is being chosen to suffer damage in the “spend defense token” step. This occurs before the attacker chooses and resolves a critical effect in the “Resolve Attack Effects” step. Once chosen, the defender cannot select a different hull zone. This can be important for the effect of this Upgrade Card; faceup damage cards such as Shield Failure or Projector Misaligned that may reduce or remove all shields from the chosen hull zone(s).

Upgrade Card Interactions

- If a ship with Fire Control Team equipped resolves both this Upgrade Card critical effect and the standard critical effect, only the damage card dealt by resolving this Upgrade Card is dealt face up.[2]
- If a ship equipped with Fire Control Team resolves the critical effects of both this Upgrade Card and XX-9 Turbolasers, the damage card dealt by this Upgrade Card would be the “first” faceup damage card dealt. If any damage is then also dealt to the defending ship’s hull, it would suffer its “second” faceup damage card as XX-9 Turbolasers applies its effect. Only two faceup damage cards would be dealt faceup in total.



Expanded Launchers (8)

Card Text

Modification.

The battery armament for your front hull zone is increased by 2 black dice.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- These dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ship’s battery armament.
- Battery armament is used when attacking a ship, and thus this Upgrade Card does not increase that ship's anti squadron armament.



External Racks (4)

Card Text

While attacking at close range, you may discard this card to add 2 black dice to your attack pool.

Timing

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

Upgrade Card Interactions

- This Upgrade Card cannot be discarded in attacks being conducted at medium or long range. A ship with the title Insidious equipped that is attacking a ship at medium range cannot resolve the effect of this Upgrade Card.



Flechette Torpedoes (3)

Card Text

While attacking a squadron, you may spend 1 black die with a icon to toggle its activation slider to the activated side.

Timing

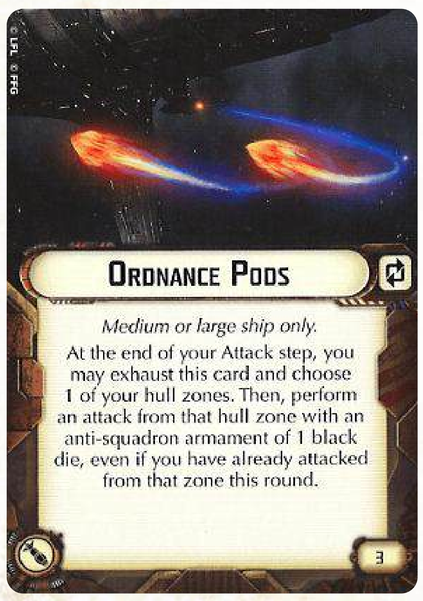
This Upgrade Card may be resolved during the "Resolve Attack Effects" step.

Clarifications

- A black die that has been spent by this card effect does not contribute any damage in the “Resolve Damage” step as it has been removed from the pool.

Upgrade Card Interactions

- If a ship equipped with this Upgrade Card performs a counter attack (granted by a card ability such as Quad Laser Turrets combined with Agent Kallus or General Draven), spending a black die with crit icon to toggle a squadrons slider that is already activated does not end that squadron’s activation.
- If the defending squadron is an unactivated squadron being granted an attack by another ability such as Colonel Jendon, a black die with crit icon could be spent to toggle that squadron's activation slider to the activated side.
- This Upgrade Card is not affected by the faceup damage card Targeter Disruption. A black dice with the critical icon is “spent” to trigger a card effect; it is not a critical effect.



Ordnance Pods (3)

Card Text

Medium or large ship only.
At the end of your Attack Step, you may exhaust this card and choose 1 of your hull zones. Then perform an attack from that hull zone with an anti-squadron armament of 1 black die, even if you have already attacked from that zone this round.

Timing

This Upgrade Card may be resolved at the end of the Attack Step, after the equipped ship has conducted all of its attacks.

Clarifications

- A ship equipped with this Upgrade Card can perform the Ordnance Pods attack even if this chosen hull zone has already attacked from that zone this round. The chosen hull zone can attack each eligible target at close range and in that hullzone’s firing arc.

Upgrade Card Interactions

- If a ship has declared the use of Admiral Ackbar's ability, a ship will not be able to use this Upgrade Card to attack with its front or rear hull zones.
- If the ship equipped with this Upgrade Card is also equipped with Gunnery Team, or was selected as the first player objective ship in Advanced Gunnery, this Upgrade Card’s effect is not able to attack a target if that target has already been attacked from the chosen hull zone.
- Ruthless Strategists can trigger from this Upgrade Card’s attacks.
- This Upgrade Card can be used to target a single proximity mines token, but then would not be able to attack other squadrons.[3]
- If a ship is equipped with both this Upgrade Card and Slaved Turrets, the ship cannot attack more than once per round. If a ship has attacked this round, it is then not able to resolve this Upgrade Card at the end of its Attack Step.



Rapid Reload (4)

Card Text

Modification.
The battery armaments for your left and right hull zones are increased by 1 black die.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- These dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ships battery armament.
- Battery armament is used when attacking a ship, and thus this Upgrade Card does not increase that ship's anti squadron armament.



Wide-Area Barrage (2)

Card Text

***Black**: If the defender is a ship, choose 1 other ship or squadron at close range of the defender. That ship or squadron suffers damage equal to half of the total number of black icons in your attack pool, rounded up.*

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step.

Clarifications

- As the effect of this Upgrade Card is not an attack, the damage from this Upgrade Card cannot be reduced or canceled by defense tokens. Card effects that involve moving or reducing damage during an attack cannot be utilized. Similar to the Debris obstacle, the ship suffering damage chooses a hull zone and suffers each point of damage on that hull zone, one at a time.

Obstacle Interactions

- This Upgrade Card cannot choose a proximity mine token to suffer damage, as it is a “Token” and not a ship or squadron.
- This Upgrade Card can choose an Unarmed/Armed Station to suffer damage, as “stations are treated as a ship when resolving effects”.

ENDNOTES

1. The damage done by Assault Concussion Missiles resolves as a critical effect, before damage is totaled. The Brace effect takes place when damage is totaled.
2. Resolving both critical effects fulfills the requirements of both, in that the first damage done to a ships hull is a face up damage card, meaning a 2nd face up damage card would not be drawn.
3. Ordnance Pods is used to declare an anti-squadron attack. An anti-squadron attack may attack one proximity mine instead of attacking any other squadrons.

SUPERWEAPON

A [icon] is a special type of upgrade card with the [icon] icon on its card back and upgrade icon in the lower-left corner of the card front.



Magnite Crystal Tractor Beam Array [Rebel] (10)

Card Text

After the end of your activation, you may exhaust this card to choose 1 enemy ship at distance 1-5. That ship's speed is increased or decreased to match your speed.
While your speed is 0, you cannot ready this card.

Timing

This Upgrade Card may be resolved at the end of the ship's activation.

Clarifications

- The targeted ship's owner changes the ship's speed, not the player triggering this Upgrade Card.



Orbital Bombardment Particle Cannons [Empire] (5)

Card Text

Modification.
Ignition [Long]
Ignition, Red: *Each other ship at distance 1 of the defender suffers 2 damage, and each squadron at distance 1 of the defender suffers 1 damage.*

Timing

This Upgrade Card may be resolved during the Resolve Damage step.

Clarifications

- The damage inflicted by this effect granted by this Upgrade Card is not an attack, it is a critical effect. Therefore this damage cannot be reduced or cancelled by defense tokens, nor can any card effects that involve moving or reducing damage "from an attack" be utilized.
- When this Upgrade Card causes a ship to suffer damage, it is suffered on one chosen hull zone chosen by the defender. [1]
- This Upgrade Card cannot cause a proximity mine token to suffer damage, as it is a token and not a ship or squadron. [2]

Objective Interactions

- This Upgrade Card will affect unarmed or armed stations at distance 1 of the defender to suffer damage. Stations are treated as a ship when resolving effects.



Superheavy Composite Beam Turbolasers [Empire] (7)

Card Text

Modification.
Ignition [Medium]
Ignition, Red: *The defender suffers 1 damage. This occurs once for each red or blue [Critical] icon in the pool.*

Timing

This Upgrade Card may be resolved during the Resolve Damage step.

Clarifications

- The damage inflicted by this effect granted by this Upgrade Card is not an attack, it is a critical effect. Therefore this damage cannot be reduced or cancelled by defense tokens, nor can any card effects that involve moving or reducing damage "from an attack" be utilized.
- Because the wording of this Upgrade Card is "this occurs once...", the defender will choose a new hull zone (or the same hull zone) for each instance of damage triggered by this Upgrade Card.

Upgrade Interactions

- A ship defending against an attack using both this Upgrade Card and XI-7 Turbolasers may suffer each damage from this Upgrade Card's critical effect on any of its hull zones, one at a time. The XI-7 effect will prevent the defender from redirecting more than 1 of the the total damage dealt during the "resolve damage" step.

ENDNOTES

1. Similar to the resolution after ending a maneuver on a debris field.
2. When a proximity mine token is chosen as the target of an attack, then it is treated as a squadron. Since the proximity mine was not chosen as an attack in this sequence, it is not treated as a squadron.

SUPPORT TEAM

A ⓒ is a special type of upgrade card with the ⓒ icon on its card back and upgrade icon in the lower-left corner of the card front.

- A ⓒ upgrade can be equipped to any ship that has the ⓒ upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same ⓒ card.



AUXILIARY SHIELD TEAM (3)

Card Text

❍: You may treat the maximum shield values of your right and left hull zones as increased by 1 when you recover or move shields to those zones. If you do, the number of shields in each of those zones cannot exceed a maximum of "4".

Timing

This Upgrade Card may resolve when resolving a Repair Command.

Upgrade Interactions

- Note that only the ship equipped with this Upgrade Card can increase the maximum shield values as it says "When you recover or move shields". "You" refers to the ship with this Upgrade Card, thus another ship could not move shields to increase the maximum with a card like Projection Experts. Projection Experts can still move shields to restore shields up to the value listed on that ship's ship card.
- If this Upgrade Card is discarded by another effect such as Darth Vader (Boarding Team), any shields that exceed a hull zone's maximum shield value are immediately lost.
- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus, do not trigger this Upgrade Card



BATTLE DROID RESERVES ⓒ (4)

Card Text

Droid only.

❍: You may exhaust this card. If you do:

- *Flip any number of your faceup damage cards with the* **CREW** *trait facedown.*
- *Discarding facedown damage cards costs 1 fewer engineering point.*

Timing

This Upgrade Card may resolve when resolving a Repair Command.

Upgrade Interactions

- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus do not trigger this Upgrade Card.



Engine Techs (8)

Card Text

: After you execute a maneuver in which you did not overlap a ship, you may exhaust this card to execute a speed-1 maneuver.
After you execute a maneuver, if you overlapped a ship, exhaust this card.

Timing

This Upgrade Card may be exhausted after a maneuver is executed and only when a Navigation Command has been resolved.

Clarifications

- This Upgrade Card should be interpreted as if it read: "Navigation Command: After you execute a maneuver, you may exhaust this card to execute a speed-1 maneuver. WHILE you execute a maneuver, if you overlapped a ship, exhaust this card." This clarifies the timing, making this Upgrade Card unable to be used if you overlapped a ship.
- When the ship executes this maneuver, it can click the first joint of the maneuver tool using its usual yaw value for the first joint at speed 1.
- The ship cannot resolve a navigation command during this Upgrade Card's maneuver, but can resolve other effects that trigger during a "Maneuver course step" such as Admiral Ozzel.
- After this ship overlaps a ship, if this Upgrade Card is already exhausted it remains exhausted.
- A ship equipped with this Upgrade Card must have resolved a Navigation Command during that ship's Determine Course Step in order to resolve this Upgrade Card after a maneuver. A Navigation command can be resolved using a dial, token, or dial & token together. The Navigation command must be resolved during that ship's initial Determine Course Step maneuver before the ship executes a maneuver. A Navigation token or dial cannot be spent after the initial maneuver to subsequently resolve this Upgrade Card.
- After executing a maneuver, you may use the range ruler to verify ranges before deciding whether or not to exhaust this Upgrade Card.
- If you declare the use of this Upgrade Card and exhaust the card, once you have picked up the maneuver tool for the additional maneuver you are committed to using this Upgrade Card. You can no longer change your mind and not execute the maneuver, as the only time you can handle the maneuver tool is when a ship is conducting a maneuver

Damage Card Interactions

- If a ship has the faceup damage card Thrust Control Malfunction, it only affects this Upgrade Card if the ship's physical speed dial is set to "1". Other abilities can add the reduced yaw back.
- If a ship has the faceup damage card Ruptured Engine and if the ship's physical speed dial is greater than 1, an Engine Techs maneuver would damage the ship. However if your ship speed dial is set to 1, it would not damage the ship.
- During Admiral Ozzel (Officer) movement, if you somehow have the ability to resolve a Navigation Command, you could then also resolve this Upgrade Card.
- If Demolisher is equipped with this Upgrade Card, it cannot perform attacks after it executes the maneuver granted by this Upgrade Card.
- The maneuver granted by this Upgrade Card may be affected by G-8 Experimental Projectors or the Gravity Rift Obstacle.

Upgrade Card Interactions

- Entrapment Formation only changes a ship's speed dial, it does not resolve the Navigation Command required to use this Upgrade Card.
- You cannot use Entrapment Formation to increase or decrease the speed of this Upgrade Card's maneuver, as it is a temporary speed 1 maneuver. You can, however, change your ship's speed dial by 1 during the Determine Course Step of this Upgrade Card's extra maneuver.
- Take Evasive Action applies to a ship's maneuver if the ship is at speed 1 when this Upgrade Card is resolved.
- General Madine's ability does not affect the maneuver granted by this Upgrade Card. This is because General Madine's ability must be resolved in the first maneuver's Determine Course Step.



Engineering Team (3)

Card Text

: Gain 1 additional engineering point.

Timing

This Upgrade Card resolves when resolving a Repair Command.

Clarifications

- A ship gains 1 additional engineering point when a Repair Command is resolved. When a repair token is spent, you gain half the engineering value first and then add 1 point after. If a repair command dial and token are spent together, it is resolved as a single command. You only gain 1 additional engineering point from this Upgrade Card and not 2.

Upgrade Card Interactions

- The title Redemption can give an additional engineering point to give 2 additional engineering points in unison with this Upgrade Card.
- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus, do not trigger this Upgrade Card.

Damage Card Interactions

- The faceup damage card Power Failure does not affect this Upgrade Card, as only a ship's engineering value is reduced, which determines the amount of points gained.



Fighter Coordination Team (3)

Card Text

After you execute a maneuver, you may select a number of unengaged friendly squadrons up to your squadron value at close-medium range. Those squadrons may move up to distance 1.

Timing

This Upgrade Card may resolve after a ship executes a maneuver.

Clarifications

- This Upgrade Card's ability can be resolved multiple times if multiple ship maneuvers are executed.
- Squadrons that are unengaged may be moved even if they are at distance 1 of an enemy squadron if engagement is being prevented (by obstruction, for example).

Upgrade Card Interactions

- All Fighters, Follow Me! Does not affect this Upgrade Card, as this card moves squadrons a "distance", and does not involve a squadron's speed.
- When the squadron "Mauler" Mithel is "moved" by Fighter Coordination Team it may resolve its card effect.
- A ship that is equipped with Yavaris and this Upgrade Card cannot choose to move any squadrons that chose to utilize the Yavaris card ability.
- A ship that is equipped with this Upgrade Card cannot choose to move any of the squadrons that were placed by that ship from Rapid Launch Bays.
- Boosted Comms does not increase the range of this Upgrade Card's effect.
- This Upgrade Card does not interact with Admiral Chiraneau's ability as he may only resolve with a Squadron Command.
- The Admiral Ozzel (Officer) movement may resolve this Upgrade Card's effect.

Clarifications

- When a squadron with the Strategic keyword is "moved" by this Upgrade Card it may resolve the Strategic keyword.



Medical Team (1)

Card Text

Before you are dealt a faceup damage card with the **Crew** *trait, you may discard this card to discard that damage card.*

Timing

This Upgrade Card may be discarded before a faceup damage card is dealt.

Clarifications

- This Upgrade Card may discard a damage card chosen by General Dodonna's ability, if it has the Crew trait, before it is dealt and resolves its critical effect.
- This Upgrade Card cannot discard a damage card with the Crew trait that has already been dealt to a ship.
- An attacker may choose not to resolve any critical effect when attacking.



Nav Team (4)

Card Text

: If you spent a Token, once during this maneuver, when you would change your speed, you may instead increase 1 yaw value by 1.

Timing

This Upgrade Card may resolve when a Navigation token is spent.

Damage Card Interactions

- This Upgrade Card can be used to add a yaw back to a yaw joint after Thrust Control Malfunction reduction.



Projection Experts (6)

Card Text

: You may spend up to 2 engineering points to move that many shields from your ship to a friendly ship at distance 1-5.

Timing

This Upgrade Card may resolve when a Repair Command is resolved.

Clarifications

- When a ship resolves a Repair Command, if it is equipped with this Upgrade Card, it may spend 1 engineering point to move 1 shield (up to 2 points spent for 2 shields moved maximum) from its shields to another friendly ship at distance 1-5. The shield(s) chosen can be from any selected hullzone(s) that has shields remaining and may be moved to any chosen hull zone(s) of the target ship.

Upgrade Card Interactions

- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus do not trigger this Upgrade Card.
- This Upgrade Card cannot increase the maximum left or right shield hull zones as granted by Auxiliary Shield Team. This Upgrade Card can still move shields to restore shields up to the value listed on that ship's ship card.

Damage Card Interactions

- Shields moved by Projection Experts from another ship are not prevented from moving shields to a hull zone with "0" shields on a ship that is currently dealt the faceup damage card Capacitor Failure.

TITLE

A [T] is a special type of upgrade card with the [T] icon on its card back and ship icon it equips too in the lower-left corner of the card front.

- A [T] can be equipped to the ship shown in the lower-left corner of the card front.
- A ship cannot equip more than one [T] card.
- Insert RRG: “Name-Restricted Title Cards: Some Title upgrade cards in this expansion have an icon in the lower-left corner that does not match a specific ship icon. A ship can equip this upgrade card if that ship matches this card's faction affiliation and the ship's name matches this upgrade card's name-restriction trait.”



Admonition (10)

Card Text

While defending, during the Spend Defense Tokens step, you may discard a defense token to cancel 1 attack die.

Timing

This Upgrade Card resolves during the “Spend Defense Tokens” step.

Clarifications

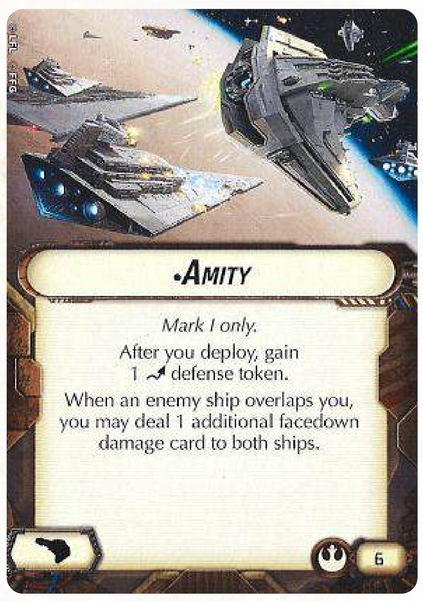
- A token discarded to resolve the effect of this upgrade card will not resolve its regular effect, though you may spend a defense token for its effect, and then discard it to resolve this Upgrade Card.
- “Accuracy” icons are spent to prevent the spending of defense tokens. Similar to Kyrsta Agate, this card’s effect is a “discard” and thus bypasses “accuracy” icons.

Upgrade Card Interactions

- When Commander Kyrsta Agate discards a defense token to resolve her effect, it does not also allow this Upgrade Card to cancel a die.[1]

Squadron Interactions

- Lando Calrissian’s (Millenium Falcon) effect prevents any further modification of a die. “Cancelling” a die is a modification, and thus this Upgrade Card cannot affect a die set to a face by Lando Calrissian.



Amity (6)

Card Text

Mark I only.
After you deploy, gain 1 defense token.
When an enemy ship overlaps you, you may deal 1 additional facedown damage card to both ships.

Timing

The first portion of this Upgrade Card resolves on deployment. The second part may be resolved after an enemy ship executes a maneuver that overlaps you.

Upgrade Card Interactions

- Hardened Bulkheads will not alter the number of damage cards dealt by this Upgrade Card’s effect.[2]



Annihilator (8)

Card Text

While attacking a squadron, you may reroll 1 attack die.

Timing

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

Clarifications

- While attacking a squadron, a ship equipped with this Upgrade Card may choose to reroll 1 die in the "Resolve Attack Effects" step. This can be resolved on each squadron or Proximity Mine this ship attacks.



Aspiration (3)

Card Text

When you deploy this ship, you may move shields to up to 2 of your hull zones from your other hull zones. If you do, the number of shields in a zone cannot exceed a maximum of "6". You cannot recover shields while any zone is greater than its maximum shield value.

Timing

This Upgrade Card resolves when the ship is deployed.

Clarifications

- "Recovering" shields and "moving" shields are different. Therefore, while this Upgrade Card does not allow a ship to recover shields, shields may still be moved (for example, due to the effects of Projection Experts).
- Cards which reference "recovering" shields (such as Redundant Shields or Shields to Maximum!) will have no effect while this ship has a hull zone with shields in excess of its maximum shield value.
- If this Upgrade Card is discarded in the course of the game, shields exceeding a hull zone's maximum shield value are immediately lost.
- If this Upgrade Card is deployed at an uncommon time (such as due to Admiral Raddus), it will trigger at the time of deployment.



Avenger (5)

Card Text

While attacking, you may exhaust this card. If you do, the defender cannot spend more than 1 exhausted defense token during this attack.

Timing

This Upgrade Card may be exhausted and resolved during the "Resolve Attack Effects" step.

Clarifications

- Card abilities such as Commander Kyrsta Agate and Admonition do not "spend" defense tokens, they "discard" them, and are not prevented by this Upgrade Card effect.



Beast Of Burden (6)

Card Text

When you activate, you may exhaust this card and spend 1 or more of your defense tokens to chose up to that many defense tokens on friendly ships at distance 1-3 and ready those defense tokens.

Timing

This Upgrade Card resolves before the "Reveal Command Dial" step.

Clarifications

- A ship is always at distance 1 to itself, so this Upgrade Card may affect the ship it is equipped to.
- This Upgrade Card's ship may spend exhausted defense tokens.

Damage Card Interactions

- If this Upgrade Card's ship has been dealt a Compartment Fire damage card, it cannot ready its own defense tokens. However if another ship has been dealt Compartment Fire, then this Upgrade Card would be able to ready that ship's defense tokens.[3]
- If this Upgrade Card's ship has been dealt a Faulty Countermeasures damage card, it cannot spend exhausted defense tokens to trigger this Upgrade Card's effect.



Bright Hope (2)

Card Text

While defending against an attack that does not target your rear hull zone, before you suffer damage reduce the total damage by 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step, before suffering damage and after critical effect(s) are resolved.

Clarifications

- This Upgrade Card resolves after critical effects are resolved. As a result Assault Concussion Missiles and other critical effects which deal damage before the ship actually suffers damage will take effect before this Upgrade Card reduces the total damage by 1.



Cataclysm (5)

Card Text

After the start of the Ship Phase, you may spend 1 token to place your targeting token within your special firing arc within the range specified by one of your **Ignition** *keywords.*

Timing

This Upgrade Card may be resolved after the start of the Ship Phase.

Clarifications

- After the start of the ship phase, a ship equipped with this Upgrade Card may choose to spend 1 concentrate fire token. If you do, you place your Ignition targeting token within your special firing arc and within the range specified by one of the Ignition keywords. If no card with the Ignition keyword is equipped you must place the token within the default Ignition range of close.



Centicore (3)

Card Text

When another friendly ship resolves a command, up to 2 of the squadrons it activates can be at close-medium range of you

Timing

This Upgrade Card may resolve when other friendly ships resolve the Squadron command.

Clarifications

- Centicore's effective range may be boosted by the Relay keyword; if another friendly ship is resolving a squadron command, and Squadron A (with the relay keyword) is at close-medium range of Centicore, Squadron B (at distance 1-3 of Squadron A) may be activated.
- There is no requirement for the other friendly ship to be at a specific distance from Centicore.



Chimaera (4)

Card Text

You gain 1 icon in your upgrade bar. You cannot equip this card if you have a icon in your upgrade bar. At the start of the Command Phase, you may discard 1 upgrade card you have equipped and replace it with another upgrade card.

Timing

This Upgrade Card resolves during Fleet Building and at the start of the Command Phase.

Clarifications

- At the start of the Command Phase, a ship with this Upgrade Card may discard a Fleet Command to replace it with another Fleet Command not already in your fleet, regardless of that Fleet Command's point cost.

- Using this Upgrade Card to discard a Fleet Command and replace it with another is different from discarding a Fleet Command for its effect. A Fleet Command discarded for its effect becomes unavailable for use for the rest of the game, as it is unique (whether the Fleet Command was equipped to Chimaera or another ship). A Fleet Command discarded and replaced through this Upgrade Card becomes available to be re-equipped in another Command Phase.
- You may not replace the Fleet Command with a Fleet Command not available to the faction.
- At the end of the game, when totalling up fleet points, the currently equipped Fleet Command is counted, not the Fleet Command that was equipped at the start of the game. This may increase or decrease the amount of points scored for the destruction of a ship with this Upgrade Card equipped. [4]
- If this Upgrade Card is discarded, the currently equipped Fleet Command would remain.



Concord (12)

Card Text

Mark I only.
After you deploy, gain 1 defense token.
While defending, if your speed is 0, during your Spend Defense Tokens step, you can spend 1 defense token.

Timing

This Upgrade Card immediately resolves the first effect after the ship is deployed.
The second effect resolves during the "Spend Defense Tokens" step, and only if this ship is defending.

Clarifications

- This Upgrade Card's effect does not bypass effects which limit defense token spending (such as the Faulty Countermeasures upgrade card, or an accuracy icon being spent by the attacker).

Upgrade Card Interactions

- Commander Kyrsta Agate's effect allows a ship to "discard" a defense token while that ship's speed is not zero. This Upgrade Card's effect allows a single "spend" of a defense token - and thus it cannot be combined with Commander Agate's ability.



Corrupter (3)

Card Text

*: The speed of each squadron with **Bomber** you activate is increased by 1 until the end of its activation.*

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Upgrade Interactions

- This Upgrade Card stacks with other effects that increase or modify squadron speed, such as All Fighters Follow Me! or Admiral Chiraneau.
- This Upgrade Card effect applies after the speed reduction from Ketsu Onyo.



Corvus (2)

Card Text

After deploying fleets you may redeploy this ship within your deployment zone.

Timing

This Upgrade Card may resolve after deploying fleets.

Clarifications

- Deployment involves setting a ship's speed; when you redeploy you may choose a new speed for your ship.

Upgrade Card Interactions

- Cards which resolve "on deployment" will resolve twice. This includes Local Fire Control and Gunnery Chief Varnillian.

Objective Interactions

- When playing Surprise Attack, if this ship is the first player's flagship, it must deploy following the requirements of the objective. This Upgrade Card's ability will trigger after deploying fleets, and this ship may choose to be redeployed within the deployment zone. It may choose any speed.
- When playing Fleet Ambush, this card's ability can only redeploy into your deployment zone. It cannot redeploy into the ambush zone.



Defiance (5)

Card Text

While attacking a ship that has already activated this round, add 1 die of any color to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card makes no distinctions based on range; it will allow, for example, 1 black die to be added at long range.



Demolisher (10)

Card Text

During your Attack step, you can perform only 1 attack.
You can perform 1 of your attacks after you execute your first maneuver during your activation.

Timing

During this ship's Attack step, you can only perform one attack before moving. After you perform your fist maneuver, you may perform the other attack.

Clarifications

- A ship equipped with this Upgrade Card may only perform one attack at the typical time in the Attack step. It may also perform one attack after executing its first maneuver. It is not required to perform either attack. It may never perform both attacks during the same timing window.
- A ship with this Upgrade Card may make both of its attacks from the same physical location on the board, such as after executing a speed-0 maneuver (from either being at speed zero on the speed dial or ramming).
- After a ship with this Upgrade Card conducts a maneuver, it must suffer the effects of any mine (either from the Minefields objective or a proximity mine token) at distance 1 before it can attack. If it is destroyed by a ram, mine, or obstacle, it will not be able to attack. If it suffers effects (such as a faceup damage card from an asteroid or a mine, or repairing a faceup damage card), those changes to the ship will be in effect during the subsequent attack.

Upgrade Card Interactions

- If a ship equipped with this Upgrade Card is also equipped with Engine Techs, it cannot perform any attacks after it executes the maneuver granted by Engine Techs. The attack must be resolved after executing the first maneuver but before performing any additional maneuvers.

Objective Card Interactions

- A ship equipped with this Upgrade Card cannot perform any attacks after it executes the maneuver granted by the Rift Ambush objective.The attack must be resolved after executing the first maneuver but before performing any additional maneuvers.



Devastator (10)

Card Text

Once per round, while attacking from your front hull zone, you may add 1 blue die to your attack pool for each of your discarded defense tokens.

Timing

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

Clarifications

- If this ship replaces one of its defense tokens (for example, using Captain Needa or Local Fire Control), its replaced defense token is not counted as discarded.
- If this ship recovers a discarded defense token, that token no longer counts as discarded.
- This Upgrade Card does not grant a new ability or timing to discard defense tokens; rather it grants an effect if defense tokens have already been discarded.
- This Upgrade Card effect can be used against squadrons, including when performing a Counter attack. Attacks from a ship using the Counter keyword are resolved from the hullzone of the defending player's choice (see Quad Laser Turrets).



Dodonna's Pride (4)

Card Text

***Blue**: Cancel all attack dice to deal 1 faceup damage card to the defender.*

Timing

This Upgrade Card may be resolved at the start of the "Resolve Damage" step, when the attacker chooses and resolves a critical effect.

Clarifications

- Resolving the effect of this Upgrade Card cancels all the dice in the attack pool. This means that there will be no damage for the defender to take when they suffer damage; the only effect will be a single face-up damage card.
- The “Spend Defense Tokens” step occurs before the attacker chooses and resolves a critical effect at the start of the “Resolve Damage” step. Thus, the defender may remove the critical face before the effect has a chance to come to fruition.
- The “Spend Defense Tokens” step occurs before the attacker chooses and resolves a critical effect at the start of the “Resolve Damage” step. Thus, the defender will decide if they are spending a Contain token before the attacker decides if they want to resolve this critical effect or the Standard critical effect.



Dominator (7)

Card Text

While attacking at close-medium range, you may spend up to 2 shields from any of your hull zones to add the same number of blue dice to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- The attacker may spend shields from a single hull zone or from two different hull zones.
- This card ability only works when attacking at close-medium range, it cannot be used when attacking at long range with Disposable Capacitors.
- You may resolve this Upgrade Card while attacking a squadron.



Eclipse (3)

Card Text

When an enemy ship overlaps you, the enemy ship suffers a faceup damage card instead of a facedown damage card.

Timing

This Upgrade Card resolves after an enemy ship executes a maneuver that overlaps you.

Clarifications

- Damage Control Officer does not prevent this Upgrade Card from resolving.
- Lira Wessex would be able to turn the faceup damage card facedown if a repair token is spent.



Endeavor (4)

Card Text

At the start of the first round, gain 1 defense token.

Timing

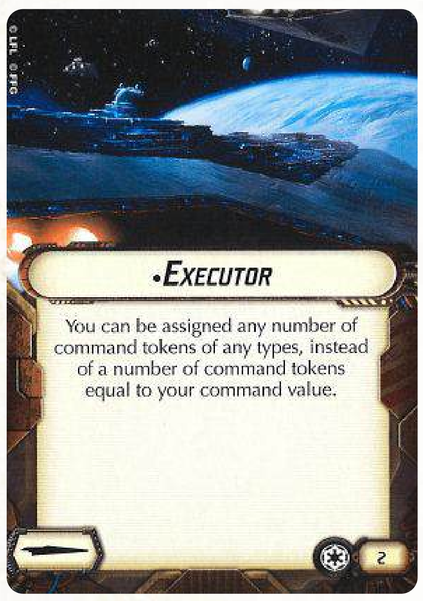
This Upgrade Card resolves at the start of the first round, before the Command Phase of the first round.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the gained Contain token would remain.

Upgrade Card Interactions

- Because this Upgrade Card resolves at the start of the first round, it will not have an effect if the ship is set aside at that time due to Admiral Raddus. If Admiral Raddus were to deploy this ship at the start of the first round, then this upgrade card would have an effect.



Executor (2)

Card Text

You can be assigned any number of command tokens of any types, instead of a number of command tokens equal to your command value.

Timing

The effect of this Upgrade Card is permanent unless discarded.

Clarifications

- A ship can only combine 1 command dial with 1 matching command token when it resolves a command. A ship cannot resolve the same command more than once during its activation.
- This Upgrade Card allows for a player to gain multiple command tokens, even of the same command. For example:The 1st from a dial that was “revealed”, the 2nd from the revealed dial itself when it is turned into a token, and possibly a 3rd if Grand Admiral Thrawn’s gained dial is turned into a token.

Damage Card Interactions

- The faceup damage card Life Support Failure requires you to discard all command tokens and prevents you from having any command tokens, even with this Upgrade Card.



FB-88 (4)

Card Text

Before you reveal a command, you may discard your top command dial.

Timing

The effect of this Upgrade Card triggers when the ship is activated, before the Reveal Command Dial step.

Clarifications

- After resolving this Upgrade Card effect, reveal the next available dial in the command stack, if possible.



Foreman's Labor (5)

Card Text

Before you suffer damage from an attack, if you defending hull zone has at least 1 shield remaining, you may exhaust this card to reduce the total damage by 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Upgrade Card Interactions

- This Upgrade Card only works on “attacks”, not on “damage” suffered through such effects like Obstacles, Wide-Area Barrage, Mines, Assault Concussion Missiles, etc.



Foresight (10)

Card Text

When you resolve the defense effect, you can affect 1 additional die.
When you resolve the defense effect, you can choose 1 additional adjacent hull zone to suffer damage.

Timing

This Upgrade Card resolves during the "Spend Defense Tokens" and “Resolve Damage” steps.

Clarifications

- This Upgrade Card does not change the timing of the effects of the redirect and evade defense tokens. When resolving the redirect defense effect, you may choose two hull zones during the spend defense token step, before the attacker chooses and resolves a critical effect and before damage is totalled and suffered.
- This Upgrade Card combines with the ability of smaller ships to discard an evade defense token to affect an extra die (when defending against ships of a larger size class).

Upgrade Card Interactions

- If an attacker is equipped with XI7 turbolasers, this Upgrade Card still allows the defender to resolve the redirect defense effect; select one additional adjacent hull zone to suffer damage. Only 1 damage may be suffered on each hull zone that is not the defending hull zone.
- This Upgrade Card may combine with the effects of Mon Mothma; the defender can choose to use Mon Mothma’s effect when resolving the evade defense effect and also utilize this upgrade card’s effect to affect one additional die. This may result in cancelling two dice at medium range or rerolling three dice at close range.



Gallant Haven (8)

Card Text

Before a friendly squadron at distance 1 suffers damage from an attack, reduce the total damage by 1, to a minimum of 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Clarifications

- Ruthless Strategists, Cluster Bombs, and other similar effects which apply damage outside of the attack sequence will not have their damage reduced by this upgrade card's effect.
- Wide Area Barrage and other critical effects do not deal damage "from" an attack. Therefore, this Upgrade Card cannot reduce damage from those effects.



Garel's Honor (4)

Card Text

When you overlap an enemy ship, the enemy ship suffers a faceup damage card instead of a facedown damage card.

Timing

This Upgrade Card resolves after a ship executes a maneuver.

Clarifications

- This Upgrade Card only resolves after the ship equipped with this Upgrade Card ("You") executes a maneuver. It does not resolve after any other ship (including ships which may overlap you) executes a maneuver.
- This Upgrade Card's effect is not a critical effect and thus is not affected by cards which have to do with critical effects such as Damage Control Officer or Commander Gherant.

Upgrade Card Interactions

- Hardened Bulkheads does not preclude this upgrade card's effect from resolving.[5]
- Lira Wessex's effect would be able to convert the face-up damage card into a facedown damage card.
- The timing does not allow for Lira Wessex to flip a damage card facedown and for Hardened Bulkheads to subsequently prevent it from being assigned to a ship.[6]
- General Dodonna's effect can resolve when this upgrade card's effect deals a faceup damage card. If you are equipped with both General Dodonna and this Upgrade Card and are destroyed when you ram a ship, both upgrade cards would still trigger their effects.[7]
- Medical Teams, Tide of Progress XII, and any other cards that would discard a faceup damage card, would apply to the faceup card dealt by this Upgrade Card.



Gilded Aegis (5)

Card Text

At the end of the Command Phase or Ship Phase, you may discard a defense token to move shields to 1 of your hull zones. If you do, the number of shields in that zone cannot exceed a maximum of "6." You cannot recover shields in that zone while it is greater than its maximum shield value.

Timing

This Upgrade Card triggers at the end of the Command or Ship phase.

Clarifications

- This Upgrade Card may resolve more than once per round, but only if it has a Redirect defense token to discard, and only in the specified timing windows.[8]
- If this Upgrade Card is discarded by another effect such as Darth Vader (Boarding Team), any shields that exceed a hull zone's maximum shield value are immediately lost.



Hand Of Justice (2)

Card Text

Before you reveal a command, you may exhaust this card to choose another friendly ship at distance 1-5 and ready 1 of its defense tokens.

Timing

This Upgrade Card may be exhausted and resolved before the "Reveal Command Dial" step.

Clarifications

- Hand of Justice can use its ability to ready a defense token on another ship that has the Compartment Fire damage card.



Harrow (3)

Card Text

You gain 1 additional icon in your upgrade bar.

When you execute a speed-1 maneuver, during your "Determine Course" step, you may change your first yaw value to "II" until the end of your activation.

Timing

This Upgrade Card resolves during Fleet Building and when executing a speed 1 maneuver.

Upgrade Card Interactions

- If a card such as Darth Vader (Boarding Team) were to discard this Upgrade Card, the Support Team equipped would remain.
- This Upgrade Card applies to a speed 1 maneuver granted by Admiral Ozzel (Officer), as the ship executes a maneuver.
- This upgrade card will provide a yaw value of "II" on speed-1 maneuvers that are performed when the ship's speed dial is set to something other than 1. This can occur on "bonus" maneuvers, such as those provided by Rift Ambush or Engine Techs. This can also occur if the ship's speed is temporarily reduced, such as via the Gravity Rift obstacle or G-8 Experimental Projectors.

Obstacle Interactions:

- This Upgrade card affects speed-1 maneuvers that are performed when the ship's speed is set to 2 and it performs a maneuver near the Gravity Rift. Additionally, when playing the Rift Ambush objective as second player, this Upgrade Card will affect the speed-1 maneuvers generated by ending a maneuver at distance 1 of the Gravity Rift.

Damage Card Interactions:

- The faceup damage card Thrust Control Malfunction would reduce this ship's yaw value, however this Upgrade Card would then return a speed-1 maneuver's yaw value to "II".



Home One (5)

Card Text

While another friendly ship at distance 1-5 is attacking, it may change 1 die to a face with an icon.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This ability can be used while attacking ships both ships and squadrons.



Impetuous (4)

Card Text

At the end of your Attack Step, choose 1 of your hull zones. You may perform an attack against 1 enemy squadron from that hull zone, even if you have already attacked from that zone this round.

Timing

This Upgrade Card may resolve at the end of the "Attack" step of a ship's activation and before the "Determine Course" step.

Clarifications

- If a ship equipped with this Upgrade Card is also equipped with Gunnery Team, or is the First Player's objective ship while playing Advanced Gunnery, it is not able to attack the same target if that target has already been attacked from that hull zone.
- The attack granted by this Upgrade Card may target a Proximity Mine Token.



Implacable (4)

Card Text

Before a friendly ship or squadron at distance 1-2 suffers damage from an attack, you may exhaust this card and spend up to 2 shields from your front hull zone to reduce the total damage by that amount.

Timing

This Upgrade Card resolves during the "Resolve Damage" step before a friendly ship or squadron suffers damage, but after the attacker determines a critical effect, if applicable.

Clarifications

- This Upgrade Card's effect shares the same timing as Brace, so the defender can choose which is resolved first. However there is no benefit to applying this Upgrade Card's effect until after Brace.
- This Upgrade Card is able to be used on friendly Unarmed Stations in Station Assault.
- This Upgrade Card's ship is able to choose itself as a target. For example, if the ship were attacked in the rear hull zone, you could choose to resolve this Upgrade Card and suffer up to 2 damage on the front zone.
- If one of your squadrons is attacked by "Dutch" Vander or an Exogorth, if this Upgrade Card is able to prevent that squadron from "suffering" any damage, then those effects would not resolve as that squadron did not "suffer" damage.
- This Upgrade Card is only able to be used on damage from "attacks", not on any damage resulting outside of an "attack" such as obstacle damage, mines, or Cluster Bombs, as these are not attacks.



Independence (8)

Card Text

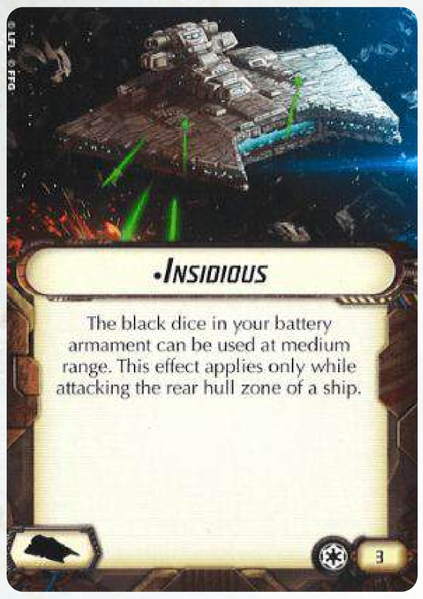
: Each squadron you activate may increase its speed to 4 until the end of its activation. Squadrons that change speed in this way cannot attack this activation.

Timing

This Upgrade Card may resolve when resolving a Squadron command.

Clarifications

- The simultaneous use of All Fighters, Follow Me! and this Upgrade Card will allow squadrons activated by Independence to move at speed 5.



Insidious (3)

Card Text

The black dice in your battery armament can be used at medium range. This effect applies only while attacking the rear hull zone of a ship.

Timing

This Upgrade Card resolves during the "Declare Target" step of an attack.

Clarifications

- A ship equipped with this Upgrade Card can initiate an attack against the rear hull zone of an enemy ship at medium range even if it does not have red or blue dice in its armament.

Objective Clarifications

- A ship with this Upgrade Card cannot claim any Fire Lanes tokens at medium range with its black dice battery armament.



Instigator (4)

Card Text

Enemy squadrons at distance 1 are treated as if they are engaged by 2 additional squadrons, even if they are not currently engaged.

Timing

This Upgrade Card is always in effect at distance 1 around the ship.

Squadron Interactions

- If a squadron is at distance 1 of a ship equipped with this Upgrade Card but no enemy squadrons, it may attack this ship or any other ship at distance 1.
- If a squadron is at distance 1 of a ship equipped with this Upgrade Card and is engaged with Valen Rudor and/or only squadrons with Heavy, that squadron cannot attack Valen Rudor, but may attack the ship equipped with this card or any other ship at distance 1.
- If a squadron is at distance 1 of a ship equipped with this card and is engaged with Valen Rudor and one or more non-Heavy squadrons, that squadron cannot attack Valen Rudor, the ship equipped with Instigator, or any other ship at distance 1.
- Squadrons with Grit cannot move away from an enemy ship with this Upgrade Card attached.
- Friendly squadrons can resolve Swarm against enemy squadrons that are in range of this Upgrade Card's ability.
- This Upgrade Card's effect will not prevent Tycho Celchu from moving or attacking ships.
- This Upgrade Card's ability will prevent the resolution of Malee Hurra's ability.

Upgrade Card Interactions [9]

- Squadrons who are at distance 1 of a ship equipped with this card but not engaged with any squadrons may be targeted by the effects of Heavy Fire Zone.
- This Upgrade Card has no interaction with Advanced Transponder Net



Interdictor (3)

Card Text

When a ship activates, you may exhaust this card to ready 1 other upgrade card equipped to this ship.

Timing

When any ship activates, you may exhaust this Upgrade Card. If you do, choose and ready an Upgrade Card equipped to this ship.

Clarifications

- This Upgrade Card effect cannot be used to ready cards that were exhausted during the same activation that this Upgrade Card is being used.
- You do not pay the "Ready Cost" to ready cards using this Upgrade Card effect, as that cost is only applicable if the card is readied in the Status Phase.
- If Admiral Piett is exhausted and equipped to a ship equipped with this card, you may ready him for a second use when a ship activates.
- This Upgrade Card may be used when an enemy ship activates.



Invincible (5)

Card Text

You gain 1 additional icon in your upgrade bar.

Timing

This Upgrade Bar resolves during Fleet Building.

Clarifications

- None



Invisible Hand (8)

Card Text

*While deploying fleets, if you are in the play area, when you would deploy a squadron with **Swarm**, you may set that squadron aside next to your ship card instead. You may set aside up to 5 squadrons in this way.*
*: Choose any number of squadrons set aside with this card. Then place them within distance 1-3 of you. During your activation, those squadrons cannot move and, if they have **AI**, may increase their **AI** value by 1.*

Timing

The effect of this Upgrade Card triggers after the Reveal Command Dial step, when executing a squadron command.

Upgrade Card Interactions

- A squadron set aside with Rapid Launch Bays would not benefit from this Upgrade Card's effect on its deployment.[10]

Squadron Interactions

- If a squadron's AI value is increased, the dice added to the attack pool may all be the same color or each a different color. They must be added and rolled at the same time.
- This Upgrade Card does not permanently increase the AI value of a squadron. The bonus is lost when the ship finishes its activation.



Jaina's Light (5)

Card Text

You can ignore the effects of overlapping obstacles.
Your attacks cannot be obstructed.

Timing

This Upgrade Card may resolve during the "Roll Attack Dice" step and also may resolve after executing a maneuver if the maneuver overlapped an obstacle.

Clarifications

- This Upgrade Card ignores the faceup damage cards Damaged Controls when overlapping obstacles and Disengaged Fire Control when attacking.
- The dust cloud obstacle does not obstruct attacks. Instead, it cancels an attack when the line of sight is drawn over the obstacle. Therefore this upgrade card does not ignore the dust cloud obstacle when making an attack.
- If a ship equipped with this upgrade card overlaps multiple obstacles, it may ignore the effects of both obstacles. If the ship chooses to ignore the effects of any one obstacle it overlaps, it must ignore the effects of all obstacles it overlaps.

Upgrade Card Interactions

- The "cannot" in this card is absolute. Cards which instruct an attack to be treated as obstructed (such as General Cracken, Early Warning System, Ciena Ree, and Admiral Montferrat) are therefore ignored by this Upgrade Card.

Objective Interactions

- If you choose to ignore an obstacle's effect with Jaina's Light during the objective Navigational Hazards, then the opposing fleet cannot claim a victory token.



Liberator (2)

Card Text

You gain 1 additional icon in you upgrade bar.
You cannot equip this card if you have a icon in your upgrade bar.
You cannot spend a command token to resolve a card's effect.

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- Due to the restriction imposed by this Upgrade Card, you may be forced to discard your Fleet Command to resolve its effect.
- If this Upgrade Card is discarded in the course of the game, the Fleet Command granted by this Upgrade Card would remain. The restriction on spending a command token to resolve a Fleet Command's effect would be removed.



Liberty (3)

Card Text

: If you spent a token, you may activate 1 additional squadron.

Timing

This Upgrade Card may resolve when resolving a Squadron command.

Clarifications

- Commander Leia Organa's effect allows ships to resolve a command "as if it had spent a matching command token"; this will trigger this Upgrade Card's effect.



Lucid Voice (6)

Card Text

Treat your rear hull zone's printed battery armament as 3 red dice.
The battery armament of your left and right hull zones are each increased by 1 black die and decreased by 1 blue die.

Timing

This Upgrade Card's effect is permanent unless it is discarded.

Defense Token Interactions

- This Upgrade Card changes the dice involved in a Salvo attack, as it changes the printed battery armament.



Mon Calamari Exodus Fleet (5)

Card Text

"MC" only.

: You may choose and exhaust another copy of this card on a friendly ship at distance 1-4. If you do, gain 2 additional engineering points.

Timing

This Upgrade Card resolves when resolving a Repair command.

Clarifications

- In order to be used, this upgrade card requires a minimum of two copies in a given fleet.
- Cards which manipulate a ship's engineering value (such as the faceup damage card "Power Failure") have no effect on this card.[11]
- This upgrade card can only be equipped to "Mon Calamari" ships. "Mon Calamari" ships have an "MC" in the name of the ship on the ship card. Currently, the following ships are considered "MC": MC30c Torpedo Frigate, MC30c Scout Frigate, MC75 Armored Cruiser, MC75 Ordnance Cruiser, MC80 Battle Cruiser, MC80 Assault Cruiser, MC80 Command Cruiser, MC80 Star Cruiser.
- You may only exhaust one copy of this card at a time when you resolve a repair command.



Mon Karren (6)

Card Text

: While attacking a ship, the defender cannot spend more than 1 defense token during this attack.

Timing

This Upgrade Card resolves during the "Spend Defense Tokens" step.

Clarifications

- This Upgrade Card's effect will only come into play if the attacker has resolved a Concentrate Fire command, using a dial or token or both.

Upgrade Card Interactions

- Defense tokens spent before this Upgrade Card resolves (due to upgrade cards such as Thermal Shields or Barriss Offee) count toward the total number of defense tokens spent during this attack.
- If a ship uses both Thermal Shields and Barriss Offee during this attack, both cards would resolve, but no further defense tokens may be spent after this Upgrade Card is declared in effect.



Nevoota Bee (5)

Card Text

: Each non-unique squadron that you activate gains swarm until the end of its activation. Each squadron with swarm that you activate may reroll 1 die while attacking a ship.

Timing

This Upgrade Card resolves while resolving the Squadron command.

Clarifications

- All squadrons with Swarm, including the squadrons that have gained Swarm from this Upgrade Card, are able to resolve the effect of rerolling 1 die while attacking a ship
- If a non-unique squadron that has gained Swarm (due to this Upgrade Card) is destroyed due to Counter or Salvo during this ship's activation, Reserve Hangar Deck would be able to be discarded and resolved for that squadron.



Nova Defiant (4)

Card Text

When you are deployed, you must choose 1 of each type of command token for this card.
Your command value is increased to 4.
You can be assigned more than 1 of each type of command token.
When you reveal a command, you may discard all of the tokens from this card to gain them.

Timing

The first effect of this Upgrade Card triggers when the ship it is equipped to is deployed. The second and third effects of this Upgrade Card are permanent unless it is discarded. The last effect of this Upgrade Card triggers during the Reveal Command Dial step

Clarifications

- This ship cannot resolve the same command more than once during its activation.
- This ship is still restricted to holding 4 command tokens (per its command value).
- If this Upgrade Card is discarded by another effect such as Darth Vader (Boarding Team), the ship would need to immediately discard command tokens until it reaches a legal state. If it was un-activated, it would keep the 4th dial, but would not set a 4th dial during the next command phase.



Paragon (5)

Card Text

While attacking a ship you have already attacked this round, add 1 black die to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- Completing a Salvo attack will trigger this Upgrade Card's effects during any subsequent attacks against the same ship this round, as a Salvo is an attack.



Patriot Fist (6)

Card Text

While attacking a ship at medium-long range, if this is your first attack during your activation, you may add 2 blue dice to your attack pool. If you do, you cannot attack again during this activation.

Timing

This Upgrade Card triggers during attack step 3: "Modify Dice".

Clarifications

- Range of an attack is measured from closest point to closest point. If any part of this ship's attacking hull zone is at close range, then this Upgrade Card's effect may not be used.



Phoenix Home (3)

Card Text

You gain 1 additional icon in your upgrade bar.

You can be assigned up to 4 command tokens instead of a number of command tokens equal to your command value.

Timing

The effect of this Upgrade Card takes place in fleet building.

Clarifications

- This Upgrade Card does not change this ship's command value. Upgrade cards and effects (such as Garm Bel Iblis) which reference a ship's command value will use this ship's native command value, rather than "4".
- If this Upgrade Card is discarded in the course of the game, the additional Officer assigned during fleetbuilding would remain attached to the ship. If the ship has 3 or 4 command tokens, the player must discard down to 2 command tokens.



Profundity (7)

Card Text

Before deploying fleets, you may set aside 1 small ship with a command value of 1.

At the start of any round, you may deploy the set-aside ship at distance 1. You may un-equip up to 1 and 1 upgrade cards and equip them to it (if able).

This Upgrade Card sets aside a small (command 1) ship before deploying fleets.
You may then may place that ship at the start of any round (before the Command Phase).

Clarifications

- An officer or commander that has been discarded is still eligible to be moved. It will remain in its discarded state after having been moved.
- The second portion of this Upgrade Card's ability will move the appropriate card(s) from the Profundity ship card to the deployed small ship; you should physically move them to be located near the small ship's card to avoid any ambiguity. When either ship is destroyed, the point value of that ship will take into account the upgrade cards which they currently have equipped - not the ships to which they were originally attached.
- Any officers or commanders moved using this Upgrade Card's ability must be able to be equipped to the small ship; if an officer specifies "Large Ship Only", for example, it will not be able to be moved from the Profundity to the small ship.
- A flotilla can be set aside using this Upgrade Card's effect; however, a flotilla cannot equip a Commander upgrade card, even if using this Upgrade Card's effect.
- If this Upgrade Card is discarded in the course of the game before the set-aside small ship is deployed, the small ship will be counted as destroyed at the end of the game.
- "Deploying" the small ship will not count as "executing a maneuver" and will thus not trigger the effects of any obstacles, mines, or card effects which trigger on a ship's maneuver.
- The small ship set aside by this upgrade card can be deployed overlapping obstacles, tokens, and squadrons. If the small ship is deployed overlapping squadrons, the other player will place those squadrons as if they had been overlapped after a maneuver.
- The deployed small ship cannot set its speed dial to zero, unless it is forced to by a card effect such as G7-X Grav Well Projector.
- The set-aside small ship will not trigger any effects from cards or objectives until it is deployed. As a result, it may lose the chance to resolve effects that trigger "after deploying fleets", such as Opening Salvo.
- If the set-aside small ship has any cards that trigger "on deployment" (such as Local Fire Control), those effects will trigger at the time it is deployed.
- The set-aside small ship will still count toward a player's total number of ships for the purposes of calculating Pass Tokens.

Upgrade Card Interactions

- If Commander Kyrsta Agate is transferred to a small ship as a result of this upgrade card, she will not grant that small ship a new defense token.[12]



Pursuant (2)

Card Text

When you reveal a command other than a command, you may discard this card to resolve a Command. You treat this command as if you spent a dial.

Timing

This Upgrade Card may only be discarded and resolved during the "Reveal Command Dial" step when a command other than a Squadron Command was revealed.

Clarifications

- You cannot convert the squadron dial granted by this Upgrade Card to a token, as it is already being resolved, not "gained".

- The Squadron command is resolved "as if you spent a squad dial". You may still add a Squadron token to this command.
- If the ship with this Upgrade Card equipped does not "reveal" a command dial, it cannot discard this Upgrade Card.
- The dial being resolved from this Upgrade Card cannot be discarded to clear raid tokens as it is not a command dial being "revealed".
- The dial being resolved from this Upgrade Card cannot be discarded to use a Boarding Team.



Quantum Storm (1)

Card Text

: After you execute a maneuver, you may exhaust this card to execute a 1-speed maneuver with a yaw of "-".

Timing

This Upgrade Card may be exhausted after a Maneuver is executed and only when a Navigation command had previously been resolved.

Clarifications

- Although a Nav command must be resolved to have the opportunity to exhaust this Upgrade Card, the actual timing of the decision to exhaust this card occurs after a maneuver has been completed. As a result, a player may check ranges and distances before committing to the move granted by this Upgrade Card. They may not pre-measure with the maneuver tool.

- General Madine's ability will not affect the maneuver granted by this Upgrade Card, as this Upgrade Card occurs "after you execute a maneuver" and General Madine applies to the "first" maneuver executed in an activation.

Upgrade Card Interactions

- Cards which may trigger while a ship executes a maneuver (such as G-8 Experimental Projector) may trigger as a result of the maneuver granted by this Upgrade Card.
- Cards which may trigger after a ship executes a maneuver (such as Flight Commander or Slicer Tools) may trigger as a result of the maneuver granted by this Upgrade Card.
- If the ship equipped with this upgrade card is travelling at speed 1 and the effect from Take Evasive Action! is active, the maneuver granted by this Upgrade Card would be conducted with a yaw value of "I".[13]



Radiant VII (1)

Card Text

"You gain 1 Fleet Support icon in your upgrade bar. You cannot equip Turbolaser or Ordnance upgrades."

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- If this Upgrade Card is discarded in the course of the game, an equipped Fleet Support card would remain.



Rakehell (4)

Card Text

:While executing a 0-speed maneuver, you can resolve clicks of yaw at the speed-0 joint, and are treated as having a yaw value of "I" for that maneuver.

Timing

This Upgrade Card may be resolved during a Maneuver only when a Navigation command has been resolved.

Clarifications

- While a ship equipped with this Upgrade Card has resolved a Navigation Command, and is executing a speed 0 maneuver, this ship is treated as having a native yaw value of “I”. It can resolve clicks of yaw on the maneuver tool at the speed 0 joint.
- This yaw value can be increased to “II” by other yaw granting effects, such as a Navigation Command Dial, Moff Jerjerrod, Take Evasive Action!, etc.
- This ship can execute multiple speed 0 maneuvers using a combination of Engine Techs and the Gravity Rift obstacle, or if slowed by a G-8 Experimental Projector. Engine Techs is a speed 1 maneuver, but if near a Gravity Rift or if slowed by G-8 Experimental Projector, it would execute a speed 0 maneuver.
- Rakehell speed 0 maneuver is affected by Thrust Control Malfunction.



Ravager (4)

Card Text

: Your tokens can either reroll 1 attack die or add 1 die to your attack pool. If you add a die, that die must be of a color already in your attack pool.

Timing

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

Clarifications

- While attacking, if you resolve the Concentrate Fire command by spending a dial & token, you may add 1 die and reroll 1 die as normal, or use this Upgrade Card to add 2 dice (each of a color already in the attack pool).
- If you spend a Concentrate Fire token to resolve this Upgrade Card effect, you may also still resolve Director Krennic's Concentrate Fire token effect. You add 1 die of a color already in the attack pool instead of rerolling 1 die of any color, and reroll 2 red dice.
- If a ship equipped with this Upgrade Card is conducting a Counter attack, if it has not yet resolved the Concentrate Fire command that round, it may spend a Concentrate Fire token to add a die to that attack. If it does so, no other Concentrate Fire Commands may be resolved until next round.



Redemption (5)

Card Text

When a friendly ship at distance 1-5 resolves a command, it gains 1 additional engineering point.

Timing

This Upgrade Card may resolve when a friendly ship at distance 1-5 resolves a Repair Command.

Clarifications

- Other card effects which add engineering points (such as Engineering Team or Mon Calamari Exodus Fleet) may combine with this card to add further Engineering Points.
- Some card effects grant bonuses without requiring the Engineering Command (such as Shields To Maximum!). This upgrade card requires the resolution of the engineering command to grant its benefit.



Relentless (3)

Card Text

The total number of command dials that must be assigned to your ship during the Command Phase is reduced by 1.

Timing

This Upgrade Card is always active unless discarded.

Clarifications

- A ship equipped with this Upgrade Card only needs to assign 2 command dials instead of 3. The ship still has a command value of 3 for the purposes of stored tokens and scoring objectives.
- If this Upgrade Card is discarded the ship it was equipped to would need to set command dials to reach its command value in the next command phase. This may cause the player to set multiple command dials.



Resolute (4)

Card Text

You must choose at least 2 types of command tokens for this card.
After you resolve a command by spending a dial, you may discard 1 matching command token from this card to gain that token.

Timing

This Upgrade Card's effect triggers after its ship finishes resolving a command that matches a token on this Upgrade Card.

Clarifications

- As long as this ship resolves a matching dial (whether in conjunction with a token or not), this Upgrade Card's effect may resolve.
- If multiple dials are spent during an activation (via Bail Organa or Admiral Tarkin), this Upgrade Card may trigger multiple times, one for each dial spent.



Sa Nalaor (5)

Card Text

While defending, if you are at speed 2 or higher, you may spend a defense token to resolve the defense effect instead of that token's effect. You cannot resolve the defense effect more than once per attack.

Timing

This Upgrade Card may resolve during the "Spend Defense Tokens" step.

Clarifications

- This Upgrade Card does not give the ability to discard the spent defense token to affect an additional die against larger ships.[14]
- A Brace token spent earlier via Thermal Shields may not be spent again for this Upgrade Card's effect, as a defense token may only be spent once per attack.

Upgrade Card Interactions

- This Upgrade Card cannot be used to power Turbolaser Reroute Circuits as it specifies "While defending...".
- This Upgrade Card's effect does not stack with that of Expert Shield Techs.[15]



Salvation (7)

Card Text

While attacking a ship from your front hull zone, your icons count as 2 damage instead of 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Clarifications

- The effect of this upgrade card is not a critical effect.
- If a ship equipped with this upgrade card performs a Salvo attack, this upgrade card's effect would only resolve if this Upgrade Card's ship is being attacked in the front hull zone.
- While attacking from the front hull zone, a hit/crit face on a black die would count as three damage total, and a blue critical face would count as two damage.



Seventh Fleet Star Destroyer (5)

Card Text

"Star Destroyer" only.
While defending against an attack that targets your front hull zone, before you suffer damage, you may choose and exhaust a copy of this card on another friendly ship at distance 1-4 to reduce the total damage by 1.

Timing

This Upgrade Card may be exhausted during the "Resolve Damage" step.

Clarifications

- This Upgrade Card can only be equipped by ships with “Star Destroyer” in their title. This Upgrade Card cannot be equipped to the Onager Testbed or any Star Dreadnaught (sometimes referred to as a “Super Star Destroyer”).

- Only one copy of this Upgrade Card can be exhausted during the “Resolve Damage” step.
- Even if the total damage is reduced to zero, the attacker can still resolve critical effects.



Sovereign (4)

Card Text

At the start of Ship Phase, you may exhaust this card to discard 1 command token from up to 3 friendly ships at distance 1-5. If you do, each of those ships may gain 1 command token of any type.

Timing

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

Clarifications

- This Upgrade Card does not allow a ship to hold duplicate command tokens.



Squall (7)

Card Text

When you activate, you may choose up to 3 unengaged friendly squadrons at close-medium range. Those squadrons may move up to distance 2. If they do, they cannot end their movement engaged.

Timing

This Upgrade Card resolves before the "Reveal Command Dial" step.

Clarifications

- This Upgrade Card effect resolves before your ship dial is revealed
- Boosted Comms does not increase the range of this Upgrade Card’s effect.
- Squadrons that are engaged cannot move. However if squadrons are obstructed by an obstacle or a ship, and thus not engaged, they may move.

- This Upgrade Card’s effect timing is before the ship reveals a command dial, so squadrons with the Strategic keyword could move and bring an objective token into range so the ship can interact with the objective token during the “Reveal Command Dial” step. This affects objectives such as Capture the VIP, Intel Sweep, Salvage Run, and Sensor Net.
- All Fighters, Follow Me! does not interact with this Upgrade Card effect as this Upgrade Card moves squadrons a “distance”, not a speed.
- Admiral Chiraneau's ability may only resolve when a squadron command is resolved. It does not interact with this Upgrade Card.



Stronghold (3)

Card Text

*While a friendly squadron with **Swarm** at distance 1-2 is defending, the attack is treated as obstructed.*

Timing

This Upgrade Card resolves before the attacker rolls dice during the “Roll Attack dice” step.

Clarifications

- Attacks that cannot be obstructed overrule this Upgrade Card effect



Sunder (10)

Card Text

***Blue or Black**: You may discard this card to choose and discard 1 , , , , or upgrade card equipped to the defender.*

Timing

This Upgrade Card may resolve during the "Resolve Damage" step.

Clarifications

- This Upgrade Card effect may target a Boarding Team as it is an offensive retrofit.
- You cannot resolve additional critical effects when you resolve this Upgrade Card (unless this ship is also equipped with and resolves Fire-Control Team).

Damage Card Clarifications

- This Upgrade Card cannot be resolved by a ship with the faceup damage card Targeting Disruption.



Suppressor (4)

Card Text

After an enemy ship ends its activation, if it is at distance 1-3, you may choose and exhaust 1 of its defense tokens.

Timing

This Upgrade Card may resolve after an enemy ship's activation.

Clarifications

- This Upgrade Card only “exhausts” defense tokens, it does not “spend” them.
- The player that controls the ship equipped with this Upgrade Card chooses which defense token is exhausted.



Swift Return (3)

Card Text

During your Determine Course step, if you are at distance 1-2 of an obstacle, you may change your speed by 1 or increase 1 yaw value by 1.

Timing

This Upgrade Card resolves in a friendly ship's Determine Course step.

Obstacle Interactions

- The Station in Contested Outpost is an obstacle, and still fulfills the requirements needed for this Upgrade Card.

Damage Card Interactions

- This Upgrade Card can be used to add a yaw back to a yaw joint after a Thrust Control Malfunction reduction.



Tantive IV (3)

Card Text

Before you gain a command token, 1 friendly ship at distance 1-5 may gain that token instead.

Timing

This Upgrade Card may resolve anytime before gaining a command token.

Clarifications

- If a card effect assigns a token to a ship equipped with this Upgrade Card (such as Comms Net, Hondo Ohnaka, or Munitions Resupply) that token can be passed to a different ship.
- If a ship equipped with this Upgrade Card would gain a command token but is unable to (such as already having a copy of that command token assigned to this ship, or already having command token(s) up to its command value), it can use this upgrade card's effect to assign that token to another friendly ship without discarding a token.
- Once a command token is assigned to this ship, this upgrade card is no longer able to pass it to another friendly ship.

Upgrade card interactions

- If Raymus Antilles is equipped to a ship with this title, you can gain and pass both the token gained from Raymus Antilles' effect and the native dial (if it is turned into a token).
- If the ship equipped with this upgrade card chooses to use the effect of Ahsoka Tano during its activation - discarding and then gaining a token - it may choose to use the effect of this upgrade card to pass the token to be gained before it is gained.
- If the ship equipped with this upgrade card has the damage card Life Support Failure and would gain a command token, a friendly ship at distance 1-5 may gain that command token instead.[16]



Task Force Antilles (3)

Card Text

When you suffer damage from an attack, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3. If you do, that ship suffers 1 of your damage instead. While this card is exhausted, you cannot spend engineering points.

Timing

This Upgrade Card may be exhausted during the "Resolve Damage" step.

Clarifications

- "Choose and exhaust a copy of this card" indicates that only one copy of this card may be exhausted during the Resolve Damage Step of a given attack.
- A ship may still resolve the repair command even if it is unable to spend any engineering points (for example, if it wishes to discard its objective token when playing the objective Ion Storm).
- The friendly ship which suffers damage due to this Upgrade Card's effect will choose a hull zone and suffer damage on that hull zone, one point at a time. This means that ship will not be able to send a single point of damage "straight to hull" unless it chooses a hull zone with no shields remaining.
- The friendly ship which suffers a damage due to this Upgrade Card's effect will not be the target of any of the attacker's critical effects.
- If the usage of this Upgrade Card reduces the total damage of an attack to zero, the attacker may still choose and resolve one of their critical effects.
- There are not currently any critical effects in the game which would interact with this Upgrade Card to cause deleterious effects on the friendly ship at distance 1-3 who suffers damage as a result of this Upgrade Card's effect. [17]



Task Force Organa (1)

Card Text

While attacking, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3 to reroll up to 2 attack dice. While this card is exhausted, you cannot attack ships.

Timing

This Upgrade Card may be exhausted during the "Resolve Attack Effects" step.

Clarifications

- A ship can still attack squadrons or proximity mines even if this Upgrade Card is exhausted.
- "Choose and exhaust a copy of this card" indicates that only one copy of this card may be exhausted during the Resolve Attack Effects Step of a given attack.



TB-73 (5)

Card Text

After you deploy, gain 1 additional defense token.

Timing

The effect of this Upgrade Card triggers after deploying the ship.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the additional Evade token would remain.



Tide Of Progress XII (2)

Card Text

*Before you are dealt a faceup damage card with the **Ship** trait, you may exhaust this card to discard that damage card (without resolving its effect).*

Timing

This Upgrade Card triggers during Attack step 5: "Resolve Damage"

Clarifications

- This Upgrade Card cannot discard a damage card with the Ship trait that has already been dealt to a ship.
- A ship with this Upgrade Card equipped and on 1 health would not be destroyed if it is dealt a faceup damage card with the ship trait, as this Upgrade Card discards the damage card before it is dealt.
- An attacker may choose to not resolve any critical effect while attacking.



TRANQUILITY (7)

Card Text

While defending, after the Spend Defense Tokens step, if you spent fewer than 2 defense tokens, you may move up to 2 shields from 1 of your hull zones to the defending hull zone. If you do, the number of shields in that zone cannot exceed a maximum of "6." You cannot recover shields while any zone is greater than its maximum shield value.

Timing

This Upgrade Card may be resolved after the "Spend Defense Tokens" step.

Clarifications

- Shields can be moved to hull zones on the ship this Upgrade Card is equipped to (via Projection Experts for example), as long as the number of shields in the hull zone they are moved to does not exceed that hull zone's maximum shield value.
- If this Upgrade Card is discarded in the course of the game, shields exceeding a hull zone's maximum shield value are immediately lost.
- You may use this Upgrade Card's effect even if no damage is dealt by an attack.

Upgrade Card Interactions

- Spent tokens for Thermal Shields and/or Barriss Offee count toward the total number of defense tokens spent for this Upgrade Card's effect.



TRIUMPHANT (7)

Card Text

While another friendly non-flotilla ship resolves a command, up to 3 squadrons without adept that it activates can be at close range of you (even if the squadrons are beyond close-medium range of that ship).

This effect is not active during the first round.

Timing

This Upgrade Card may resolve during the Ship Phase when another ship resolves a Squadron command after the first round.

Clarifications

- There is no range restriction when another ship resolves a Squadron command using this Upgrade Card's effect.

Squadron Interactions

- Squadrons activated using both "Matchstick's" and this Upgrade Card's effects must have the Bomber keyword and not have the Adept keyword.
- A ship resolving a Squadron command using this Upgrade Card's ability may choose to activate up to 3 squadrons with Bomber at distance 1-3 of "Matchstick" if "Matchstick" is at close range of the ship equipped with this Upgrade Card.
- The maximum number of squadrons that may be activated using this Upgrade Card's ability is 3, regardless if Matchstick is involved or not.
- A squadron may resolve Relay when using this Upgrade Card's effect as long as it is in range.



UNITY (10)

Card Text

After you deploy, gain 1 [Redirect] defense token.
While attacking a squadron, if the defender is engaged with a friendly squadron without the printed Heavy keyword, you may reroll 1 die.

Timing

This Upgrade Card immediately resolves when a ship is deployed. The second effect resolves during the "Resolve Attack Effects" step.

Clarifications

- A squadron granted the keyword "Heavy" by some effect does not have the "printed" keyword Heavy.
- If this Upgrade Card is discarded in the course of the game, the gained Redirect token would remain.



Vanguard (4)

Card Text

You gain 1 additional icon in your upgrade bar.
At the start of the first round, you may replace 1 of your defense tokens with a defense token.

Timing

This Upgrade Card resolves once during Fleet Building. It also resolves at the start of the first round, before the Command Phase.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the Weapons Team equipped and the Redirect defense token would remain.



Vector (2)

Card Text

: The speed of each squadron without **Heavy** *you activate is increased by 1, to a maximum of 5, until the end of its activation.*

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Clarifications

- Squadrons that are given the keyword Heavy by a card effect will not be affected by this Upgrade Card.
- This Upgrade Card will combine with other speed-enhancing abilities such as All Fighters, Follow Me!
- This Upgrade Card will take effect after the speed reductions of Admiral Chiraneau & Ketsu Onyo.



Warlord (8)

Card Text

While attacking you may change 1 die face with an icon to a face with a icon.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card can change a red die to a face with two hit icons.



YAVARIS (5)

Card Text

: Each squadron you activate may choose to only attack during your activation. If it does, while attacking, it may add 1 die to its attack pool of a color already in its attack pool.

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Clarifications

- Any squadrons that have already moved during Yavaris' activation, from any effect, are not eligible to add a die.
- Any squadron that chooses to take the benefit from this upgrade card may not move during Yavaris' activation, from any effect.

Upgrade Card Interactions

- Using effects that move squadrons during a ship's activation but outside of a squadron's activation (such as Fighter Coordination Teams) will prevent squadrons from utilizing the effects of this Upgrade Card.
- The use of Adar Tallon does not remove the restrictions of this upgrade card. A squadron which takes the benefit of this Upgrade Card, whose activation slider is then slid to the unactivated side by Adar Tallon, still may not move during Yavaris' activation.

ENDNOTES

1. Each card can only resolve with itself, paying its costs independently. This is similar to how a Squadron Dial cannot both be discarded to clear raid tokens and simultaneously activate a boarding team; in-game resources can only be spent once for one effect at a time.
2. Using both Amity and Hardened Bulkheads in conjunction would result in 1 damage card being dealt to Amity (1 from Amity's effect, and 0 from the original maneuver, altered by Hardened Bulkheads) and 2 damage cards being dealt to the enemy ship (1 from Amity's effect, and 1 from the original maneuver).
3. It is this Upgrade Card's ship readying the tokens, not the ship with Compartment Fire.
4. In a 400 point tournament setting, only a max of 400 points is scored for MOV, even if the destroyed fleet totaled more than 400 points.
5. Hardened Bulkheads' relevant text reads "Deal 1 fewer facedown damage card". Garel's Honor does not deal any facedown damage cards.
6. Lira Wessex's effect can only resolve "when you are dealt a face-up damage card". Hardened Bulkhead's effect prevents a facedown upgrade card from ever being dealt. By the time Lira Wessex has turned a given damage card facedown, it has already been dealt. It has missed the timing window of Hardened Bulkheads.
7. The timing of executing a maneuver will assign a damage card before any ships are removed from the table. As a result, General Dodonna will still be on the table (and granting his effects) at the time the cards are dealt. He will subsequently be removed when his ship is destroyed after the maneuver step.
8. General Grievous could allow a discarded redirect token to be recovered.
9. It can sometimes be useful to consider this Upgrade Card using the idea of "ghost" squadrons. You can pretend that enemy squadrons, when they are near Instigator, are engaged by two invisible, intangible, immovable, un-affectable squadrons who are not friendly to either player. This idea, for example, would explain why this Upgrade Card works with "Swarm" but not with Advanced Transponder Net or Heavy Fire Zone. The idea of "ghost" squadrons is not an official ruling for how to treat this card, it is merely an oft-used community tool to analyze this card.
10. RRG: "A ship or squadron that is set aside...can only be deployed or affected by the effect that set them aside."
11. "Engineering Value" corresponds to a ship's base stats and can be manipulated by cards such as Power Failure. "Engineering Points" are the currency spent to do things like discard damage cards and regenerate shields. These are two distinct things. When ships "gain engineering points" it is often, though not always, tied to their Engineering Value.
12. The timing has the small ship deploy, and subsequently a Commander and/or an Officer are transferred to it. Thus, Kyrsta Agate (who triggers "on deployment") will miss her timing window to grant a new defense token.
13. Take Evasive Action increases the "last yaw value" of a ship's current speed. If Quantum Storm is at speed 1 then TEA would apply for both maneuvers.
14. The Evade rule specifically states that for this effect against larger ships to apply, an Evade token must be spent. With this Upgrade Card, no actual Evade token is being spent.
15. Both cards state "...instead of [resolving] that token's effect." Therefore if you spend a Redirect token, you must choose which one effect it resolves - that of this Upgrade Card, that of Expert Shield Techs, or its original effect.
16. Life Support Failure prevents a ship from "having" any command tokens. Tantive IV allows a ship to "redirect" an incoming command token before it ever "arrives", and thus the command token is never "had" by the ship - and thus never discarded.
17. This is similar to the function of other effects which direct a ship to "suffer damage", such as Wide Area Barrage or overlapping a debris field.

TURBOLASER

A 🌍 is a special type of upgrade card with the 🌍 icon on its card back and upgrade icon in the lower-left corner of the card front.

- A 🌍 can be equipped to any ship that has the 🌍 upgrade icon in its ship card.

A ship cannot equip more than one copy of the same 🌍 card.



DBY-827 Heavy Turbolaser (3)

Card Text

While performing a attack, you may change 1 die to a face with a icon.

Timing

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

Clarifications

- This Upgrade Card can change a black die to a hit/crit face.



Dual Turbolaser Turrets (4)

Card Text

Modification.
While attacking you may exhaust this card to add 1 red die to your attack pool. If you do, choose and cancel 1 attack die.

Timing

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

Clarifications

- While you are resolving this Upgrade Card's effect, you cannot resolve other effects that modify dice until you have completely resolved this Upgrade Card's effect.
- If this Upgrade Card is resolved during a Salvo attack, you will not be able to add 1 red die, as you cannot add dice to Salvo attacks. You will, however, be required to choose and cancel one attack die.[1]



Enhanced Armament (10)

Card Text

Modification.
The battery armaments for your left and right hull zones are increased by 1 red die.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- A ship equipped with this Upgrade Card has its left and right hull zones' battery armament permanently increased by 1 red die. Therefore, this added die is part of the initial attack pool.
- This card ability only increases the "Left" and "Right" hull zones of a ship's battery armament. A Super Star Destroyer's "Auxiliary Left" and "Auxiliary Right" hull zones do not qualify.
- Battery armament is used when attacking a ship; this Upgrade Card does not increase anti squadron armament.

Objective Interactions

- These added dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ship's battery armament.



H9 Turbolasers (8)

Card Text

While attacking, you may change 1 die face with a ✸ or ✵ to a face with an ♲ icon.

Timing

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

Clarifications

- This effect cannot be used on black dice, as they have no accuracy icon.



Heavy Fire Zone (2)

Card Text

While attacking a squadron, before you gather dice, if the defender is not engaged with a friendly squadron you may replace all of the blue dice in your anti-squadron armament with red dice.

Timing

This Upgrade Card may be resolved during the "Declare Targets" step.

Clarifications

- When a ship equipped with this Upgrade Card declares an enemy squadron as the target of an attack, if that squadron is not engaged with a friendly squadron, before moving on to the “Roll Attack Dice” step you may replace all blue dice in that ship's anti squadron armament with red dice.[2] This allows antisquadron attacks at long range.
- Ships may use this Upgrade Card effect to attack proximity mines; proximity mines cannot be “engaged” by squadrons.

Upgrade Card Interactions

- A ship with Quad Laser Turrets equipped and this Upgrade Card has an
- anti-squadron armament of 1 blue die during Counter attacks and would be able to replace it with a red die.
- Targets at distance 1 of Instigator may still be affected by this Upgrade Card, as they are not engaged with any friendly squadrons.



Heavy Turbolaser Turrets (4)

Card Text

While attacking, the ◐ defense effect cannot reduce the damage total by more than 1 unless it is the only defense token spent by the defender during the attack.

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step.

Clarifications

- When attacking a target, if the defender spends a Brace defense token and also spends another defense token, the total damage that can be reduced by Brace cannot be more than “1”.

Upgrade Card Interactions

- Effects such as Commander Kyrsta Agate or Admonition allow tokens to be discarded rather than spent.[3] However this Upgrade Card states that a brace must be spent in order for the Brace effect to reduce damage by more than 1.
  - If a Brace was spent and another token discarded via Agate, the full damage reduction from the Brace defense effect would apply - the defender spent a Brace defense token, and it was the only token spent during this attack.
  - If another token was spent and the Brace was discarded via Agate, then the Brace effect would only reduce damage by 1.[4] The defender spent a defense token other than Brace, and so the Brace defense effect would be limited by this Upgrade Card’s effect.



Linked Turbolaser Towers (7)

Card Text

While attacking a squadron, you may reroll 1 red die in your attack pool.
While attacking a ship, if you have the bombard tag, you may reroll 1 red die in your attack pool.
During your activation, while attacking the first squadron during an attack, you may exhaust this card to add 2 dice of any color to your attack pool. If you do, you cannot declare additional squadron targets for this attack.

Timing

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

Clarifications

- Both dice added must be of the same color.
- The reroll effect may be resolved even when this Upgrade Card is exhausted.
- A ship equipped with this Upgrade Card can resolve the “add dice” effect during any of its attacks but, because the card will exhaust, can only resolve it once during its activation. If the ship resolves this effect during an additional attack granted by another effect, such as the Ordnance Pods upgrade card, it cannot declare additional squadron targets during that attack.
- This Upgrade Card’s add dice effect may be used on a proximity mine token as it is treated as a squadron during an attack.

Upgrade Card Interactions

- If you attack a squadron using this Upgrade Card’s add dice effect, and are also equipped with Gunnery Team, you may choose to conduct your second attack from the same hullzone at other squadrons in arc/range but not the first squadron (due to Gunnery Team’s restriction on attacking the same target).
- This Upgrade Card’s add dice effect cannot be used on a Quad Laser Turrets or Salvo attack, as it is not “your activation” (that ship’s activation). This is in addition to the prohibition against adding dice to a Salvo attack.



Quad Battery Turrets (5)

Card Text

Modification.
While attacking a ship with a higher speed than yours, you may add 1 blue die to your attack pool.

Timing

Timing:
This Upgrade Card may be resolved during the “Resolve Attack Effects” step.

Clarifications

- This die can be added to an attack targeting a ship, regardless of distance, if the requirements are met.
- This Upgrade Card’s effect is based on a ship's speed as shown on its speed dial. Temporary speed changes (such as those due to the G8 Experimental Projector or the Gravity Rift obstacle) will not allow this Upgrade Card to trigger.



Quad Turbolaser Cannons (10)

Card Text

Modification.
While attacking, if at least 1 red die face has an ♺ icon, add 1 red die set to the ♺ icon to your attack pool.

Timing

This Upgrade Card may be resolved during the “Resolve Attack Effects” step.

Clarifications

- This effect can trigger at any point during the “Resolve Attack Effects” step. If the initial attack pool roll does not have a red die with an accuracy, a red die can be modified with a card ability (such as Home One) which will then allow this Upgrade Card’s effect to trigger.
- The objective Solar Corona may remove the only red die showing an Accuracy icon in the pool. This would happen “before resolving any attack effects”, and thus this Upgrade Card would not be able to trigger.



Slaved Turrets (6)

Card Text

Modification.
You cannot attack more than once per round.
While attacking a ship, add 1 red die to your attack pool.

Timing

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

Clarifications

- If a ship equipped with this Upgrade Card targets squadrons with its single attack, it can attack all squadrons within that chosen hull zone's arc and range.

Upgrade Card Interactions

- The “cannot attack more than once per round” is absolute. A ship equipped with this Upgrade Card can still only attack once even if it is equipped with Gunnery Team or is the objective ship in Advanced Gunnery.
- Counter and Salvo both count as an attack. A ship equipped with this Upgrade Card and Quad Laser Turrets, if it chooses to Counter a squadron attack, would not be able to attack on its activation. If it attacked on its activation it would be unable to Counter a subsequent squadron attack.
- A ship equipped with this Upgrade Card would be unable to trigger Ordnance Pods if it had previously attacked during the round.



Spinal Armament (9)

Card Text

Modification.
The battery armaments for your front and rear hull zones are increased by 1 red die.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- This Upgrade Card does not add a die to a Salvo attack, as it does not change the printed armament on the ship card.
- A ship equipped with this Upgrade Card has its front and rear hull zones’ battery armament permanently increased by 1 red die. This die is part of the initial attack pool.
- Battery armament is used when attacking a ship; this Upgrade Card does not increase anti squadron armament.

Objective Interactions

- These dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ship’s battery armament.



Swivel-Mount Batteries (8)

Card Text

Modification.
When you reveal a command, you may exhaust this card to choose 1 of your hull zones and mark it with a focus token. While attacking a ship from that hull zone, add 1 die of any color from an adjacent hull zone's armament to your attack pool. While attacking from adjacent hull zones, remove 1 die from your attack pool. When you ready this card, remove that focus token.

Timing

This Upgrade Card resolves in several stages. The first part takes place when you reveal a command; at this time you mark a hull zone with a Focus token. The second part takes place while attacking, depending on the hull zone conducting the attack. A die is added during the "Resolve Attack Effects" step, while a die is removed after gathering the attack pool but before rolling.[5]

Clarifications

- If you do not reveal a command dial, you cannot exhaust this Upgrade Card nor place a Focus token.
- When this ship is attacking another ship from a hull zone marked with a Focus token, during the "Resolve Attack Effects" step, you can add 1 die of a color that is present in an adjacent hull zone's battery armament to your attack pool.
- For example, a black die could be chosen to be added to an attack, regardless of range, if that die is in an adjacent hull zone's battery armament.
- When this ship is attacking another ship or squadron from a hull zone adjacent to the hull zone with a Focus token, after you gather dice but before rolling your initial attack pool, remove 1 die. This includes any attacks made by card effects such as Ordnance Pods or Quad Laser Turrets if you choose to use the effect from a hull zone adjacent to one with the Focus token. Because this die is removed before the attack pool is rolled, an attack consisting of a single die will be cancelled.[6]
- Salvo attacks from a hull zone adjacent to a hull zone with a Focus token must have a die removed as well, as they originate from the defending hull zone.

Upgrade Card Interactions

- Dice added by an upgrade card that increases battery armament in a hull zone are eligible to be added to an adjacent hull zone via a Focus token.[7]



Turbolaser Reroute Circuits (7)

Card Text

While attacking, you may exhaust this card and spend 1 defense token to change 1 red die to a face with a icon or 2 icons.

Timing

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

Clarifications

- This Upgrade Card can be used even if the ship is at speed 0.

Damage Card Interactions

- If a ship equipped with this Upgrade Card also has the faceup damage card Faulty Countermeasures, you cannot spend and discard exhausted Evade defense tokens to resolve this Upgrade Card's effect. You would only be eligible to spend readied Evade defense tokens.



XI7 Turbolasers (6)

Card Text

While attacking, if the defender spends a token, it cannot suffer more than 1 damage on each hull zone other than the defending hull zone when it resolves the defense effect.

Timing

This Upgrade Card may be resolved during the "Resolve Damage" step..

Upgrade Card Interactions

- Commander Kyrsta Agate's card effect "discards" a defense token to resolve its effect. She does not spend it. If a ship equipped with Commander Krysta Agate discards a redirect token, the effects of this Upgrade Card would therefore be bypassed.

- If the defender is equipped with Advanced Projectors, this Upgrade Card prevents the defender from suffering more than one damage on each hull zone other than the defending hull zone. For example an attack dealing five damage could have one damage applied to each other hull zone and two damage applied to the original defending hull zone.
- Cards with a critical effect causing damage to adjacent hull zones (such as Assault Concussion Missiles or Superheavy Composite Beam Turbolasers) do not interact with this Upgrade Card. The redirect defense effect is resolved after damage is applied to the adjacent hull zones from the critical effect.



XX-9 Turbolasers (2)

Card Text

: The first 2 damage cards dealt to the defender by this attack are dealt faceup.

Timing

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

Upgrade Card Interactions

- General Dodonna will resolve once for each faceup damage card dealt. If a ship is dealt two face-up damage cards, the player will draw four cards once (and Dodonna will choose one), and then will draw four cards a second time (and Dodonna will choose another).
- If a ship equipped with Fire Control Team resolves both this Upgrade Card's critical effect and the standard critical effect, only the first 2 damage cards will be faceup.

- If a ship equipped with Fire Control Team resolves the critical effects of both this Upgrade Card and Assault Proton Torpedoes, the damage card dealt by Assault Proton Torpedoes would be the "first" faceup damage card dealt. If any damage is then also dealt to the defending ship's hull, it would suffer its "second" faceup damage card when this Upgrade Card applies its effect. Only two critical damage cards would be dealt faceup in total.

Damage Card Interactions

- If the first damage card dealt when resolving this Upgrade Card's' effect is Structural Damage, the additional card dealt by Structural Damage would not be dealt faceup. Then if another damage card is dealt due to the defender suffering hull damage, that damage card will be dealt faceup due to this Upgrade Card's effect.

ENDNOTES

1. You may not add dice to a Salvo attack but you can remove them.
2. Example: A ship with this Upgrade Card and a native blue antisquadron die attacks a squadron at long range.

Step 1. Declare a Target. In this case, your ship attacks a squadron. State you are using this Upgrade Card.
Step 2. Gather attack dice to form the attack pool, gathering only dice appropriate for the range of the attack. In this case there is a red die present instead of blue as you stated your use of the card, so the attack can proceed at long range.

3. Note that, in the normal course of play, without particular upgrade cards, ships discard an exhausted defense token by spending it while exhausted.
4. In order for HTT to NOT limit the brace effect to reducing damage by 1, the following conditions must be met:
    a. *A brace token MUST be SPENT*
    b. *No other defense tokens MAY be SPENT.*

An example: A ship equipped with Agate only has an exhausted Brace defense left, and also has the faceup damage card Faulty Countermeasures, so it cannot spend exhausted defense tokens. The ship is attacked and will be suffering 4 damage; the defender uses Agate's effect to discard the brace. The ship would suffer 3 damage; the discarded brace effect could only reduce damage by 1, as the brace was not "spent" to resolve its effect.

5. Dice removed this way share the same timing as those removed by Obstruction.
6. Dice removed by this Upgrade Card's effect are removed at the same time as those removed by obstruction.
7. Note that currently all such cards are Modifications and thus incompatible with this Upgrade Card.

WEAPONS TEAM

A **Weapons Team** is a special type of upgrade card with the icon on its card back and upgrade icon in the lower-left corner of the card front.

- A can be equipped to any ship that has the upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same card.



Caitken And Shollan (6)

Card Text

While attacking, you may exhaust this card to reroll any number of dice of 1 color.

Timing

This Upgrade Card may be exhausted and resolved during the "Resolve Attack Effects" step.

Clarifications

- When resolving this card, you may choose to reroll any number of dice of one color, even if that number is fewer than the number in your attack pool.
- This upgrade may be used while attacking a squadron.



Clone Gunners (4)

Card Text

Clone only.

: You may discard 1 token assigned to another friendly ship at distance 1–5 of the defender. If you do, add 1 blue die set to the icon to your attack pool.

Timing

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

Clarifications

- This Upgrade Card may only be resolved if the Concentrate Fire command has been resolved during this attack.
- This Upgrade Card requires another friendly ship to be at distance 1-5 of the defender to discard a Concentrate Fire token. This friendly ship has no distance requirement relative to the attacker.
- This effect may be used while attacking an enemy ship or an enemy squadron.
- This Upgrade Card resolves during the “Resolve Attack Effects” step; therefore, if this effect is used while attacking an enemy squadron, its effects do not persist when attacking subsequent squadrons during the same attack. In other words, the “blue die set to an accuracy” mentioned by this card can only be added against 1 squadron during an attack.
- Resolving the Concentrate Fire command is an action independent of its effects; the act of “spending a Concentrate Fire Dial to resolve the Concentrate Fire Command” is distinct from “Adding a die to the attack pool”. Therefore, the following sequence is legal:
  - You may resolve the Concentrate Fire command, paying its cost (a dial, a token, or dial & token).
  - You may subsequently trigger this upgrade card: add a blue die set to the accuracy icon while discarding a Concentrate Fire token from another friendly ship as instructed in this upgrade card’s text.
  - You may subsequently utilize the effects of your Concentrate Fire command, such as adding a die already in your attack pool (which now contains a blue die) or rerolling (which may target the aforementioned blue die set to an accuracy).

Upgrade Card Interactions

- Because the card specifies that you may discard 1 Concentrate Fire token assigned to another friendly ship, you cannot discard Concentrate Fire tokens that are assigned to upgrade cards, such as Munitions Resupply, to fuel this effect.



Fire Control Team

Card Text

During the Resolve Damage Step, you may exhaust this card to resolve 1 additional critical effect. You cannot resolve the same critical effect twice.

Timing

This Upgrade Card takes effect during the Resolve Damage Step; after the Spend Defense Tokens step, when the attacker chooses a critical effect to resolve.

Clarifications

- You cannot resolve the same critical effect twice during the same Resolve Damage Step; you may resolve the same critical effect on two separate attacks.
- The attacker chooses the order in which to resolve the critical effects.
- Every ship is able to resolve the Standard Critical Effect, which is as follows: "If the defender is dealt at least one damage card by this attack, deal the first damage card face-up". Thus, a ship may choose to exhaust this upgrade card to resolve the Standard Critical Effect and an additional one granted by an outside source, such as another upgrade card or an objective. Alternatively, a ship may choose to exhaust this upgrade card to resolve two different critical effects, neither of which is the Standard Critical Effect.
- Some critical effects require a critical icon of a specific color to be present in the attack pool (such as Assault Proton Torpedoes requiring a Black critical icon). This Upgrade Card does not remove these requirements.
- This Upgrade Card does not require multiple critical icons to be present in the attack pool; the same icon can satisfy the requirement for both critical effects (unless the two effects require icons of different colors, such as when a player attempts to resolve both Heavy Ion Emplacements and Assault Concussion Missiles).

Upgrade Card Interactions

- If a ship equipped with this Upgrade Card resolves the effect from XX-9 Turbolasers and the Standard Critical Effect, only the first two damage cards are dealt face up. This is because both effects reference the "first" card, which is dealt face-up.
- If a ship equipped with this Upgrade Card resolves the effect from Assault Proton Torpedoes and the Standard Critical Effect, the "first" card dealt to the defender will be the one dealt by Assault Proton Torpedoes and will be dealt face-up. Further damage cards will not be dealt face-up.
- If a ship equipped with this Upgrade Card resolves the effect from Assault Proton Torpedoes and XX-9 Turbolasers, the "first" card will be the card dealt from Assault Proton Torpedoes. The second card, if dealt, will be dealt face-up. Further damage cards will not be dealt face-up.



Flight Controllers

Card Text

: The anti-squadron armament of each squadron that you activate is increased by 1 blue die until the end of its activation.

Timing

This Upgrade Card resolves when a ship resolves a squadron command.

Clarifications

- This Upgrade Card affects any squadron activated by a ship's resolved squadron command. It grants a temporary increase of a squadron's anti-squadron armament by 1 blue die until the end of that squadron's activation.
- A squadron attacking using the Snipe keyword attacks with an "anti-squadron armament" of X blue dice. Thus, this upgrade card increases Snipe attacks by 1 blue die.
- This card is not an "Add" effect and does not resolve during the "Resolve Attack Effects" step. Instead, it changes the anti-squadron armament of each squadron activated. The blue die is rolled with the initial attack pool and would be a candidate for removal if the attack is obstructed.

Upgrade Interactions

- A squadron activated by a ship with both this Upgrade Card and Ahsoka Tano (officer, Republic) would receive the benefit of both. Ahsoka would grant the squadron the Snipe keyword at the time of the squadron's activation, up to a maximum of Snipe 3, as written on the card. Subsequently, this Upgrade Card would increase the anti-squadron armament by one blue die. This would allow some squadrons (such as a V-19 Torrent) to perform a Snipe attack using 4 blue dice.

Squadron Interactions

- If a ship with this Upgrade Card activates Colonel Jendon, and Colonel Jendon "passes" his attack to another squadron using his ability, that squadron will not receive the benefit of this card. [2]
- The effect of this Upgrade Card persists through the entirety of a squadron's activation and terminates when that activation is concluded. Thus, in the exceedingly rare scenario where a squadron performs a "Counter" attack during its own activation, it would receive the benefit of this upgrade card. [3]



Gunnery Chief Varnillian ⚙ (5)

Card Text

After you deploy, place 1 red die set to a blank face on this card. If you are the second player, set it to any face instead.

While attacking a ship, you may spend 1 die from the attack pool to exchange it with a die on this card. Both dice remain set to their current faces.

Timing

The first paragraph of this Upgrade Card is resolved after you deploy. The second paragraph of this Upgrade Card may be resolved during the "Resolve Attack Effects" step.

Clarifications

- The first paragraph of this Upgrade Card triggers when you deploy. If this ship deploys at a different time (such as due to Corvus or Hyperspace Assault), it will trigger at that time.

Upgrade Interactions

- If a ship is equipped with both Corvus and this Upgrade Card, the first paragraph will resolve twice because the ship "deploys" twice - once during deployment, and once when it "re-deploys" due to Corvus' effect. The player will therefore place two red dice on this card (with identical restrictions on first/second player). Because a given card effect may only be resolved once during each "Resolve Attack Effects" step, it would not be possible to swap out both of these dice during the same attack.



Gunnery Team (7)

Card Text

: The next attack you perform this activation can be performed from this hull zone.

Each of your hull zones cannot target the same ship or squadron more than once during your activation.

Timing

The first portion of this Upgrade Card occurs during the "Resolve Attack Effects" step. The second portion of this Upgrade Card describes a continuous effect on the ship to which it is equipped.

Clarifications

- If you wish to resolve the effects of this Upgrade Card and your first attack is against a squadron, you must resolve the Concentrate Fire command while attacking the final squadron of that attack sequence.
- While you are allowed to resolve the Concentrate Fire command during any attack, this upgrade will not have an effect when it is resolved on the last attack of a ship's activation. In order to initiate an attack from the same hull zone as a prior attack, it is necessary to have "unlocked" that ability by resolving the Concentrate Fire command on the prior attack.
- This card does not preclude a ship from "double-arcing". You may attack the same ship or squadron multiple times in your attack step provided that the attacks originate from different hull zones.

Upgrade Card Interactions

- A ship may choose to use Admiral Ackbar's ability in conjunction with this Upgrade Card; Admiral Ackbar's ability would apply to both attacks.
- Upgrade cards which grant additional attacks (such as Impetuous or Ordnance Pods) do not supersede the "cannot" in this card. Those additional attacks may not target the same ship or squadron if they have already been targeted by a given hull zone.
- A ship with an upgrade which limits the number of attacks it can make (such as Slaved Turrets or Patriot Fist) cannot attack again, even if it has this upgrade card equipped and has resolved the Concentrate Fire command.

Objective Interactions

- The "cannot" in this card supersedes the benefits gained by being named as the objective ship in Advanced Gunnery. If an objective ship with this Upgrade Card equipped attacks a second time from the same hull zone during its activation, that ship cannot target the same ship or squadron more than once from that hull zone.



Local Fire Control (4)

Card Text

After you deploy, you must replace 1 of your defense tokens with a defense token.

Timing

This Upgrade Card resolves when a ship is deployed.

Clarifications

- The must in this card is absolute. A ship cannot choose to not replace one of its tokens with a salvo defense token.
- There is no limitation on which token must be replaced; a player may choose to replace a pre-existing Salvo defense token with this upgrade card, in effect making no changes to the ship's defense token complement.
- If a ship deploys at a non-typical time, such as due to Admiral Raddus, Profundity, or Hyperspace Assault, this Upgrade Card's effect will occur at the time that ship deploys.

Upgrade Card Interactions

- Some upgrade cards modify defense tokens at the start of the first round (such as Endeavor, Captain Needa or Vanguard). This Upgrade Card's effect takes place when a ship is deployed, which is typically before the start of the first round. Thus, extra defense tokens granted by such effects may not be replaced by this Upgrade Card's effect.
- A replaced defense token is not discarded. As such, effects which recover discarded defense tokens such as General Tagge or Walex Blissex cannot target the token replaced by this Upgrade Card. If, over the course of game play, the salvo granted by this Upgrade Card is discarded, effects which recover discarded defense tokens may recover the salvo granted by this Upgrade Card.
- Effects which grant defense tokens on deployment, such as Krysta Agate or Concord, may be targeted by this Upgrade Card.
- If a ship is equipped with both Corvus and this Upgrade Card, this Upgrade Card will resolve twice - once during deployment, and once after deployment when Corvus "re"-deploys.[5]



Ordnance Experts (4)

Card Text

While attacking, you may reroll up to 2 black dice.

Timing

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

Clarifications

- This effect may be used while attacking a squadron.



Ruthless Strategists (4)

Card Text

After attacking a squadron, you may deal 1 damage to a friendly squadron engaged with the defender. If you do, the defender suffers 1 damage.

Timing

This Upgrade Card resolves after an attack on a squadron has completed, before the "Declare Additional Squadron Target" step.

Clarifications

- "After attacking a squadron" indicates that the defender must spend defense tokens and suffer damage before the attacker is required to decide if he is using Ruthless Strategists or not. The attacker must decide if he is using Ruthless Strategists before moving on to the "Declare Additional Squadron Target" step.

Upgrade Card interactions

- This damage takes place after an attack has been completed, and does not involve the attack step. Card abilities which are used to cancel or move damage during an attack (such as Gallant Haven) thus do not interact with this upgrade card.
- This Upgrade Card can trigger from any attack targeting a squadron. This includes cards which grant extra attacks targeting squadrons, such as Ordnance Pods, Impetuous, and Quad Laser Turrets.
- The "Friendly Squadron" mentioned in this Upgrade Card may be a squadron that has zero hull points remaining thanks to the effect of General Riekkan. A squadron at zero hull points who suffers damage remains at zero hull points.

Squadron Interactions

- Damage suffered from resolving the effect of this Upgrade Card takes place after an attack, and does not involve the attack step. Squadron abilities which are used to cancel or move damage during an attack (such as Axe or Biggs) thus do not interact with this upgrade card.
- Tel Trevura's effect shares a timing window with Ruthless Strategists; both occur "After an attack". Therefore, the first player's effect will occur first and the second player's will occur second. If the second player's Tel Trevura discarded a defense token and is reduced to zero hull as a result of the first player's usage of Ruthless Strategists, the second player's Tel Trevura may still recover up to 3 hull points. This is because Tel Trevura's effect contains the stipulation "even if you would be destroyed". If Tel Trevura belonged to the first player and discarded a defense token in the initial attack (even if reduced to 0 hull), it would recover 3 hull points and then would take this Upgrade Card's damage leaving 2 hull points left..



Sensor Team (5)

Card Text

While attacking, you may exhaust this card and spend 1 die to change 1 of your dice to a face with an ♺ icon.

Timing

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

Clarifications

- There is no restriction on the die that must be spent; it may be blank.



Veteran Gunners (5)

Card Text

"While attacking, you may exhaust this card to reroll all dice in your attack pool."

Timing

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

Clarifications

- Dice spent from the attack pool are removed from the attack pool. As a result, if they are spent before this Upgrade Card is resolved, they are not rerolled and any effects gained from spending them will persist. This includes accuracy icons spent to prevent the usage of defense tokens or dice spent for the effects of objectives like "Precision Strike", "Rift Assault", or "Close Range Intel Scan".
- Any unspent accuracies in the attack pool will be rerolled along with all remaining dice when this Upgrade Card is resolved.



Weapons Battery Techs (4)

Card Text

While attacking a ship, you may change 1 die face with an icon to a face with a icon.

Timing

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

Clarifications

- The objective “Solar Corona” will remove a die with an accuracy icon “before resolving any attack effects”. As a result, this upgrade card is not able to modify a die before it is removed by “Solar Corona”.

ENDNOTES

1. This is analogous to how **Enhanced Armament** functions when equipped to a ship. **Flight Controllers** changes the base anti-squadron armament of a squadron rather than granting it the ability to add a blue die to an attack.
2. When **Colonel Jendon** uses his ability, he does not activate a friendly squadron; rather, he is permitting another squadron to make an attack. He is not activating that squadron and neither is that squadron activated by the ship equipped with Flight Controllers.
3. **Counter** typically takes place during another squadron’s activation, as performing a **Counter** attack requires that you first be attacked. However, it is possible due to abilities like those from **Moralo Eval** or **Haor-Chall** prototypes that allow squadrons to attack, and therefore be **Counter**-ed, during another squadron’s activation.
4. This is because **Gunnery Team** grants its benefit to the “next” attack. If you resolve **Gunnery team** while targeting the first squadron, your “next” attack will occur while attacking the second squadron during that attack; you will not have the benefit available by the time you have finished attacking all the squadrons in a given hull zone.
5. This means that **Corvus** may replace two different tokens with defense tokens.

DAMAGE CARDS

The Star Wars: Armada Core Set comes with a set of 52 damage cards. Damage cards are dealt to ships to indicate hull damage. Face up damage cards can be dealt to ships through overlapping an asteroid field obstacle, card effects, or critical effects. When a player's ship is dealt a damage card, the card is taken from the top of that player's damage deck. Players must maintain their own discard piles for their damage cards. Before shuffling, players may request to examine their opponent's damage deck to validate its contents. A marshal or judge may check damage decks at any time.

Faceup damage cards have either an effect that must be resolved immediately when the card is dealt or a persistent effect that applies while the card is faceup.

Each damage card has either the **Ship** or **Crew** trait. These traits have no inherent effect, but some card effects may refer to them. Players may not look at facedown damage cards assigned to ships.



Blinded Gunners (X2)

Card Text

Crew

While attacking, you cannot spend accuracy icons.

Clarifications

- This damage card does not affect blue dice accuracies under the effect of SW-7 Ion Batteries. These accuracies are "unspent" and thus, deal damage.
- This damage card would prevent you from being able to spend accuracy icons to score in Close-Range Intel Scan, or to trigger other card effects like Leading Shots or Admiral Screed.



Comm Noise (X2)

Card Text

Crew

Your opponent may either reduce your speed by 1 or choose a new command on your top command dial. Then flip this card facedown.

Clarifications

- This damage card cannot be used on upgrade card dials such as Grand Admiral Thrawn's.
- If this card is drawn as the result of an attack and the defender is travelling at speed 1 and its speed is chosen to be reduced by 1 to 0, then any spent defense tokens for that attack still resolve.



Compartment Fire (X2)

Card Text

Crew

You cannot ready your defense tokens.

Clarifications

- The damage suffered by this card ability only affects the shield values of a ship, it does not cause any damage to a ship's hull. When suffering the shield damage, that shield damage is suffered before the damage total is calculated, so it cannot be blocked by card effects such as Major Derlin or Seventh Fleet Star Destroyer.
- The defender may not choose to have the defending hull zone lose one shield instead of discarding a command token.



Crew Panic (X2)

Card Text

Crew

Before you reveal a command dial, you must either suffer 1 damage or discard that dial. If you discard it, do not reveal a dial this round.

Clarifications

- This damage card does not affect command dials that are "gained".
- This damage card does not affect the dial gained by the Pursuant title. However if a ship discards its command dial being revealed, Pursuant cannot be discarded.
- A shield recovered from Shields to Maximum! can be recovered before the damage is suffered.
- Boarding Team upgrades or similar cards that trigger when a command is "revealed" (such as Ezra Bridger, Raymus Antilles, or Taskmaster Grint) cannot be resolved if a command dial is not revealed.



Damaged Controls (X2)

Card Text

Crew

When you overlap a ship or obstacle, deal 1 facedown damage card to your ship (in addition to all other obstacle effects).

Clarifications

- This card's effect resolves during the "Move Ship" step while executing a maneuver.
- Jainas Light will not receive a damage card from this card effect when overlapping an obstacle.
- Chart Officer does not prevent a ship from receiving a damage card as a result of this damage card when overlapping obstacles.
- This damage card would still resolve for the second player in the objective Dangerous Territory or Asteroid Tactics.
- If a ship with this faceup damage card overlaps a ship and an obstacle during the same maneuver it would suffer a damage card from overlapping a ship first, then suffer a damage card from this critical effect, and lastly will suffer the effects of overlapping the obstacle.



Injured Crew (X4)

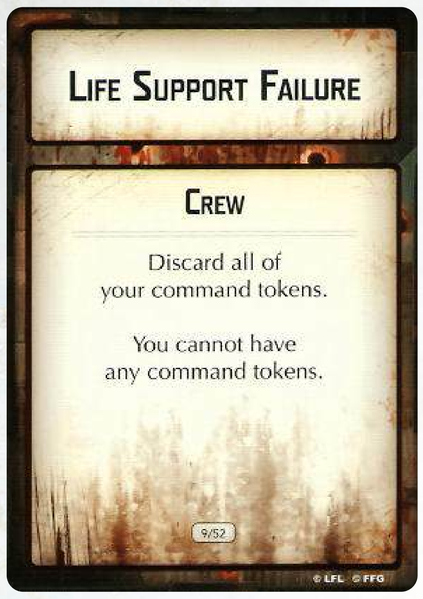
Card Text

Crew

Choose and discard 1 of your defense tokens. Then flip this card facedown.

Clarifications

- Faulty Countermeasures does not prevent a defending ship from discarding an exhausted defense token due to this Damage Card since the token is "discarded", not spent.
- This damage card cannot be used to discard a defense token on Emperor Palpatine's (Commander) card or any other upgrade card with defense tokens on the upgrade card.



Life Support Failure (X2)

Card Text

Crew

Discard all of your command tokens. You cannot not have any command tokens.

Clarifications

- This damage card does not affect command tokens on upgrade cards.
- A ship equipped with Executor would be required to discard all of its command tokens.
- A flotilla with Comms Net and this critical card is unable to assign command tokens to other ships.
- Grand Moff Tarkin (commander - Empire) is unable to assign command tokens to ships with this critical card.
- Leia Organa's (commander) ability is unaffected by this damage card.
- Garm Bel Iblis is unable to assign command tokens to ships with this critical card.



Capacitor Failure (X2)

Card Text

Ship

If a hull zone has no remaining shields, you cannot recover shields in it nor move shields to it. If that hull zone is defending, you cannot spend Redirect defense tokens.

Clarifications

- Upgrade cards that trigger upon spending a Redirect defense token, such as Expert Shield Tech and Obi-Wan Kenobi are not able to be used on a hull zone with no remaining shields.
- Projection Experts are not prevented from moving shields to a hull zone with "0" shields on a ship that has this damage card.[1]
- Redundant Shields and Shields to Maximum! are prevented from recovering a shield in a hull zone with "0" shields.



Coolant Discharge (X2)

Card Text

Ship

Only one attack you perform each round can target a ship

Clarifications

- If this damage card is dealt to a defending ship during the Resolve Damage Step of an attack and the defender has spent a Salvo token in the Spend Defense Tokens Step then this card will prevent the Salvo attack from resolving if the defending ship has already attacked this round. If that ship has not yet activated this round, then it will not be able to attack during its activation (as it will have already attacked this round using the Salvo).



Damaged Munitions (X2)

Card Text

Crew

When attacking a ship, before you roll your attack pool, remove 1 die of your choice.

Clarifications

- If a ship with this damage card performs an obstructed attack, it must remove two dice before rolling its attack pool.
- This does not affect a ship's ability in determining control of a Fire Lanes token.



Depowered Armament (X2)

Card Text

Ship

You cannot attack at long range.

Clarifications

- This does affect a ship's ability in determining control of a Fire Lanes token.
- Ships with this damage card can still perform Ignition attacks against ships at “Extreme”, “Medium”, and “Close” range.



Disengaged Fire Control (X2)

Card Text

Ship

When declaring the target of an attack, you cannot choose a target against whom the attack would be obstructed.

Clarifications

- A ship with this damage card cannot attack a ship that is granted obstruction through a card effect (Such as General Cracken, Early Warning System, Ciena Ree, and Admiral Montferrat).
- A ship with Jaina’s Light may ignore this damage card effect.
- This does not affect a ship's ability in determining control of a Fire Lanes token



Faulty Countermeasures (X2)

Card Text

Crew

You cannot spend exhausted defense tokens.

Clarifications

- A ship with this damage card would prevent using Darth Vader's (commander) effect to spend a defense token and would prevent Emperor Palpatine (officer) from forcing an attacking ship to spend a defense token if the attacker only had exhausted defense tokens.[2]
- Electronic Countermeasures does not ignore this faceup damage card.
- If a ship equipped with Boarding Troopers has this damage card, it cannot spend and discard an enemy ship's exhausted defense tokens; it may only spend an enemy ship's readied defense tokens.
- If a ship equipped with Turbolaser Reroute Circuits has this faceup damage card, it cannot spend exhausted Evade defense tokens.
- This faceup damage card does not prevent a defending ship from discarding an exhausted defense token due to effects such as NK-7 Ion Cannons or critical effects such as Injured Crew.
- When a defending ship has this damage card , an attacking ship or squadron with the capability to spend the defender's defense tokens can still do so since it is the attacker spending the exhausted defense token and not the defending ship.



Point-Defense Failure (X2)

Card Text

Ship

When attacking a squadron, before you roll your attack pool, remove 1 die of your choice.

Clarifications

- If a ship with this damage card performs an obstructed attack, it must remove two dice before rolling its attack pool.
- A ship that has this damage card and Counter 1 (such as from being equipped with Quad Laser Turrets) would be unable to perform the Counter 1 attacks.



Power Failure (X2)

Card Text

Ship

Your engineering value is reduced to half its value, rounded down.

Clarifications

- If a ship has two Power Failure damage cards, they are applied sequentially. For example, a ship with an engineering value of "5" would be reduced to "2" by the first Damage Card card and then reduced again to "1" from the second Damage Card.
- This damage card does not prevent Repair Crews from resolving.
- This damage card does not affect upgrade cards that grant additional engineering points when resolving a Repair command (such as Redemption, Engineering Team, and Mon Calamari Exodus Fleet). For example, a ship that has an engineering value of "2", Engineering Team equipped, and this damage card would have its engineering value reduced to "1" and then would be able to spend 2 repair points upon resolving a Repair command.



Projector Misaligned (X2)

Card Text

Crew

Your hull zone with the most remaining shields loses all of its shields. If multiple hull zones are tied, choose between the tied hull zones. Then flip this card face down.

Clarifications

- Ignore Luke Skywalker's ability while resolving this damage card.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.



Ruptured Engine (X2)

Card Text

Ship

After you execute a maneuver, if the speed on your speed dial is greater than "1", suffer 1 damage.

Clarifications

- Even if the ship was otherwise temporarily slowed, if your ship's physical speed dial is set to 2, 3, or 4, suffer 1 damage to a hull zone of your choice.
- This damage is taken on shields unless no shields are remaining, then it would be taken as a hull damage and a face down damage card would be dealt.
- This effect can be triggered multiple times if a ship executes multiple maneuvers.
- If a ship attempts to execute a maneuver and overlaps a ship with the Eclipse upgrade and is dealt this Damage Card, that moving ship would suffer the effects of this Damage Card for that maneuver.



Shield Failure (X2)

Card Text

Ship

Your opponent may choose up to 2 of your hull zones. Each of the chosen hull zones loses 1 shield. Then flip this card facedown.

Clarifications

- Ignore Luke Skywalker's ability while resolving this damage card.
- An opponent may choose a hull zone that has zero shields remaining, but that hull zone would not suffer any damage.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.



Structural Damage (X8)

Card Text

Crew

Deal 1 facedown damage card to your ship. Then flip this card facedown.

Clarifications

- If a ship dealt this damage card is already destroyed, it must still resolve this critical effect.
- If this critical effect is dealt as a result of Garel's Honor, the additional facedown damage card dealt cannot be negated by Hardened Bulkheads.
- If this damage card is drawn as a result of Assault Proton Torpedoes, this damage card resolves before any other damage is suffered.

- When this Damage Card is drawn as the first faceup damage card from an attack using the critical effect from XX-9 Turbolasers, the facedown damage card dealt by this Damage Card does not get flipped faceup.



Targeter Disruption (X2)

Card Text

Ship

While attacking, you cannot resolve critical effects.

Clarifications

- You cannot resolve any critical effect from any color of die, for any upgrade card e.g. Assault Concussion Missiles, or objective - not even the standard critical effect.
- Cards such as Flechette Torpedoes that spent a critical icon rather than resolving a critical effect are not affected by this damage card.



Thrust Control Malfunction (X2)

Card Text

Ship

The yaw value for the last adjustable joint at your current speed is reduced by 1.

Clarifications

- An adjustable joint is a joint with a yaw value of “I” or “II”; a joint with a yaw value of “-“ is not affected. This card affects the yaw value printed on the speed chart; that value can still be increased by the navigation command or other card effects. This card only affects maneuvers executed at the ship’s current speed (the number on its speed dial).
- Engine Techs is affected by this Damage Card only if the ship’s current speed is 1. If the ship’s speed dial is set to “2," the extra maneuver from Engine Techs is not affected.

- Cards that can grant additional yaw (such as Nav Teams, Take Evasive Action!, Moff Jerjerrod, and General Madine) can be used to add yaw back after the reduction.
- A ship equipped with Rakehell executing a speed 0 maneuver is affected by this damage card.
- This damage card affects the last “adjustable” joint, not the last joint, for that ship's current speed. For example, a hammerhead at a speed of 3 has a yaw value of “I”,”I”,”-”. The last “adjustable joint” is the yaw on the 2nd notch, not the 3rd. Thus the Hammerhead’s effective yaw value is “I”,”-”,”-”.



Thruster Fissure (X2)

Card Text

Crew

When you change your speed by 1 or more, suffer 1 damage.

Clarifications

- This Damage Card will do damage whenever the ship's speed dial is changed by its owner.
- Phylon Q7 Tractor Beams and Magnite Crystal Tractor Beam Array can be used to trigger this Damage Card since the owner of the ship is changing the speed.
- Admiral Konstantine and the Rift Ambush setup rule does not trigger this Damage Card since the target ship's owner is not changing its speed.
- G-8 Experimental Projector does not trigger this Damage Card since the target's speed dial is not changed.
- A ship with this Damage Card that uses the effect from The Grand Inquisitor would suffer damage for changing speeds.

ENDNOTES

1. Only "you", the ship with this damage card, are prohibited from moving shields to this hull zone.
2. As Emperor Palpatine (Officer) has the (if able) condition in its text.

SQUADRONS

Squadrons are a unit type separate from a ships with their own activations and timing windows. Squadrons are activated during the Ship Phase when a ship resolves a ⓫ Command.

- When a squadron is activated during the Squadron phase, it can move or attack, but not both.
- When a squadron is activated by a ⓫ commands, it can move and attack in any order.
- After a squadron activates, toggle its activation slicer to track that it has activated. A squadron that has its activation slider toggled by a card effect is now treated as an activated squadron.
- A squadron cannot activate if the color and icon of its activation slider do not match the initiative token.
- A squadron can activate and choose to end its activation without moving or attacking.

KEYWORDS

Adept X: While attacking, you may reroll up to X dice.

AI: Battery X and **AI: Anti-Squadron X**: While attacking with the indicated armament(s), if you are activated by a "squadron symbol" command, you may add X dice to your attack pool of a color or colors that are already in your attack pool.

Assault: While attacking a ship, you may spend 1 die with a "hit icon" icon. If you do, the defender gains 1 raid token of your choice.

Bomber: While attacking a ship, each of your "crit icon" icons adds 1 damage to the damage total and you can resolve a critical effect.

Cloak: At the end of the Squadron Phase, you may move up to distance 1, even if you are engaged.

Counter X: After a squadron performs a non-Counter attack against you, you may attack that squadron with an anti-squadron armament of blue dice equal to X, even if you are destroyed.

Dodge X: While you are defending against a squadron, during the "Spend Defense Tokens" step, you may choose X dice to be rerolled.

Escort: Squadrons you are engaged with cannot attack squadrons that lack Escort unless performing a Counter attack.

Grit: You are not prevented from moving while you are engaged by only 1 squadron.
- A Squadron with **Grit** is prevented from moving while engaged with multiple squadrons if as least 1 of those squadrons lacks **Heavy**

Heavy: You do not prevent engaged squadrons from attacking ships or moving.

Intel: While a friendly squadron is at distance 1 of you, it has Grit.

Relay X: When a friendly ship resolves a "squadron symbol" command, if you are in range to be activated, up to X of the squadrons it activates can be at distance 1-3 of you.

Rogue: You can move and attack during the Squadron Phase (in any order).

Scout: While deploying fleets, you can be placed outside of deployment zones and do not need to be at distance 1-2 of a friendly ship, but must be placed beyond distance 1-5 of enemy ships or squadrons.

Screen: While you are defending against a squadron, for each other friendly squadron the attacker is engaged with that lacks Screen, up to 3, you gain Dodge 1.

Snipe X: You can attack squadrons at distance 2 with an anti-squadron armament of blue dice equal to X. This attack ignores the Counter keyword.
- A **Snipe** attack can be modified by effects that modify a standard attack, such as the **Swarm** keyword.
- A squadron with **Snipe** that is engaged with a squadron with **Escort** cannot perform a **Snipe** attack against another squadron that lacks **Escort**.

Strategic: When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.
- A squadron with **Strategic** cannot move objective tokens that are assigned to a ship

Swarm: While attacking a squadron engaged witrh another squadron, you may reroll 1 die.
- A **Counter** attack can be modified by effects that modify a standard attack, such as the **Swarm** or **Adept** keyword.

IMPERIAL SQUADRONS



Boba Fett (Slave 1) (24)

Card Text

Card Text

Timing

"When you activate, choose 1 enemy ship or squadron at distance 1. That ship or squadron suffers 1 damage."

Keywords

- Bomber
- Rogue

Clarifications

- If an enemy ship is chosen to suffer 1 damage, the controlling player of that ship chooses which hull zone that damage is suffered to.
- You may not target a friendly squadron with this Squadron Card effect.
- If this Squadron is unactivated, and its activation slider is toggled to the activated side by a card or ability effect, this Squadron Card effect is not triggered.
- A fleet (or allied fleets) cannot have both Hondo Ohnaka (Squadron) and this squadron.

Squadron interactions

- Biggs Darklighter or Axe cannot reduce damage dealt from this Squadron Card effect.



Bossk (23)

Card Text

"While attacking, if you have 6 or fewer hull points remaining, you may add 1 blue die set to the Accuracy icon to your attack pool."

Timing

This Squadron Card effect may resolve during the "Resolve Attack Effects" step.

Keywords

- Rogue
- Grit

Clarifications

- This Squadron may be selected as the target of your own Wide Area Barrage as that card does not specify the damage recipient must be an enemy.



Captain Jonus (16)

Card Text

Card Text

Timing

- This Squadron Card effect may resolve during a friendly ship's "Resolve Attack Effects" step.

Keywords

- Grit
- Bomber
- Heavy

Clarifications

- While a ship is attacking, it can spend accuracy icons before or after resolving this Squadron effect.

Upgrade Card Interactions

- This Squadron effect works with Quad Turbolaser Cannons and Warlord.



Ciena Ree (17)

Card Text

While you are defending, the attack is treated as obstructed.

Timing

- This Squadron Card effect resolves during an attacker's "Declare Target" step.

Keywords

- Counter 2
- Swarm
-

Damage Card Interactions

- If a ship has the faceup damage card Disengaged Fire Control, then it cannot attack this Squadron.

Upgrade Card Interactions

- Jaina's Light ignores this Squadron Card effect.

Squadron Interactions

- DIS-T81 ignores this Squadron Card effect.



Colonel Jendon (23)

Card Text

"During your activation, instead of attacking you may choose 1 friendly squadron at distance 1-2. That squadron may perform an attack (even if it has already activated)."

Timing

This Squadron Card effect may be resolved during this Squadron's activation.

Keywords

- Heavy
- Relay 2

Clarifications

- This Squadron Card effect can resolve even if this Squadron is not engaged or is unable to perform an attack due to some other effect.
- This Squadron Card effect does not activate the chosen squadron.
- If this Squadron is activated by a squadron command, it can resolve its card ability before or after moving.
- If this Squadron was not activated by a squadron command, during the Squadron Phase, this Squadron can only move OR attack. This means this Squadron cannot move and then utilize its ability or vice versa

Upgrade Card Interactions

- If a ship equipped with Flight Controllers activates this Squadron, and this Squadron uses his ability to cause another friendly squadron to perform an attack, that squadron's armament is not increased by Flight Controllers's effect.



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.



Darth Vader (TIE Defender) (25)

Card Text

While attacking a unique squadron, each of your Critical icons adds 1 damage to the damage total.

Timing

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

Keywords

- Rogue
- Bomber
- Adept 2

Clarifications

- This Squadron Card effect also triggers during a Counter attack.

Squadron Interactions

- This Squadron Card effect triggers while attacking any squadron with the unique dot indicator. A squadron does not require defense tokens to be considered unique.



Dengar (20)

Card Text

While another friendly squadron is at distance 1–2, it has Counter 1 or increases its Counter value by 1.

Timing

This Squadron Card effect affects all other friendly squadrons at distance 1-2.

Keywords

- Intel
- Swarm

Upgrade Card Interactions

- General Draven will resolve when attacking a squadron that is granted the keyword "Counter" by this Squadron Card effect



Gar Saxon (20)

Card Text

When an enemy squadron with Intel or Relay at distance 1 activates, it suffers 1 damage.

Timing

This Squadron Card resolves when an enemy squadron at distance 1 with Intel or Relay activates.

Keywords

- Assault
- Rogue

Squadron Clarifications

- Biggs Darklighter or Axe cannot reduce damage dealt from this Squadron Card effect.
- A Squadron reduced to 0 hull from this effect is immediately removed from play and any ability effects would immediately end unless kept in play using General Rieekan.
- If a squadron targeted by this squadron effect also has an effect that takes place "when it activates" the first player would resolve their effect first, potentially removing the squadron from play before it is able to use its effect.



"Howlrunner" (16)

Card Text

While another friendly squadron with Swarm at distance 1 is attacking a squadron, it may add 1 blue die to its attack pool.

Timing

This Squadron Card effect may resolve during the "Resolve Attack Effects" step.

Keywords

- Swarm

Squadron interactions

- The extra blue die from this Squadron Card is added after the initial attack pool is rolled. This means if no attack pool can be formed (such as a squadron with one die in its anti-squadron armament attacking an obstructed target), the blue die will not be added to the attack pool as the attack will be cancelled.



Hondo Ohnaka (Slave 1) (24)

Card Text

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.

Timing

This Squadron Card effect may be resolved during its activation.

Keywords

- Bomber
- Rogue
- Grit

Clarifications

- This Squadron Card Effect does not trigger the overlap effect of obstacles on the chosen squadron.
- A fleet (or allied fleets) cannot have both Boba Fett (Squadron) and This Squadron.

Squadron Interactions

- When this Squadron Card effect toggles the activation slider of squadrons such as IG-88B or Boba Fett, it does not resolve their card abilities.
- This Squadron Card Effect does not trigger "Mauler" Mithel's effect.

Objective Interactions

- This Squadron Card Effect does not trigger claiming objective tokens in Infested Fields.



IG-88 (19)

Card Text

You ignore the Escort and Counter keywords on enemy squadrons

Timing

This Squadron Card is resolved during the "Declare Target" step.

Keywords

- Counter 2
- Rogue

Squadron Interactions

- Valen Rudor cannot be attacked by this Squadron if this Squadron is also engaged with other squadrons, even ones with Escort. [1]



IG-88B (19)

Card Text

At the start of Squadron Phase, you may toggle your activation slider to the activated side. If you do, you may perform an anti-squadron attack against each enemy squadron at distance 1. Treat these attacks as obstructed.

Timing

This Squadron Card effect may resolve at the start of Squadron Phase

Keywords

- Counter 1
- Rogue

Clarifications

- While this Squadron is engaged with 1 or more Escort squadrons, IG-88B must declare them as targets first and can attack each Escort squadron once. Then if 1 or more escort squadrons remain engaged with this Squadron, it must stop performing attacks.
- Valen Rudor cannot be attacked by this Squadron if this Squadron is also engaged with other enemy squadrons.

Obstacle Interactions

- This Squadron Card effect triggers before Exogorth attacks.



Maarek Stele (21)

Card Text

While attacking, you may change 1 die to a face with a Critical icon.

Timing

This Squadron Card effect may resolve during the "Resolve Attack Effects" step.

Keywords

- Grit
- Bomber

Clarification

- This Squadron Card effect can change a black die to the hit/crit face.
- This Squadron Card effect can be used in conjunction with Admiral Sloane. For example, when attacking ships, it is a valid sequence to turn a blue die to a critical face using this Squadron Card effect, reroll it using Admiral Sloane card effect, and spend a resulting accuracy using Admiral Sloane card effect.



Major Rhymer (16)

Card Text

Friendly squadrons at distance 1 can attack enemy ships at close range using all dice in their battery armament.

Timing

This Squadron Card is resolved during the "Declare Target" step.

Keywords

- Bomber
- Heavy

Clarifications

- This Squadron Card effect includes Major Rhymer himself.
- When a friendly squadron attacks using this Squadron Card effect, it ignores the dice color restrictions on the range side of the ruler, rolling all dice in its battery armament.



"Mauler" Mithel (15)

Card Text

After you move, each squadron engaged with you suffers 1 damage.

Timing

This Squadron Card effect resolves after each time the squadron moves.

Keywords

- Swarm

Clarifications

- This Squadron Card effect will not damage friendly squadrons, as a squadron does not engage friendly squadrons.
- When a squadron moves, it can choose to remain in its current position and is still considered to have moved.[2] A squadron can only choose to do so if it is eligible to move (through effects such as Grit or Admiral Chiraneau). In this case, this Squadron Card effect would damage the enemy squadrons it is engaged with.
- Squadrons are sometimes "placed" rather than "moved", such as by Hondo Ohnaka (Slave 1) or after being overlapped by a ship. "Placement" does not trigger this Squadron Card effect.
- Squadrons that are obstructed from this Squadron are not engaged, and thus would not take damage from this Squadron Card effect.

Upgrade Card Interactions

- This Squadron can trigger its ability from a Fighter Coordination Team move.

Squadron interactions

- Biggs Darklighter or Axe cannot reduce damage dealt from this Squadron Card effect.



Moralo Eval (22)

Card Text

When an objective token at distance 1-2 and not on an obstacle is moved or removed from the play area, you may move up to distance 1 and attack as if you were activated.

Timing

This Squadron Card effect resolves when a player uses an effect or card ability (like Strategic) to move or remove an objective token in the play area, and not on an obstacle.

Keywords

- Rogue
- Grit

Clarifications

- This Squadron may move and/or attack in any order when resolving the Squadron Card effect
- This Squadron Card effect does not toggle this Squadron's activation slider.
- This Squadron Card effect may trigger even if the Squadron has already been activated this turn.

Objective interactions

- Objectives that contain Objective tokens that can be moved / removed to resolve card ability.
- Targeting Beacons, Capture the VIP, Planetary Ion Cannon, Hyperspace Assault, Fleet Ambush, Fire Lanes, Jamming Barrier, Dangerous Territory, Intel Sweep, Minefields, Salvage Run, Sensor Net, Infested Fields, and Hyperspace Migration.[3]
- This card ability may be resolved regardless of which player moves or removes an eligible objective token for triggering this Squadron Card effect.

Examples of what can move or remove an objective token:

Can move the objective token: Strategic, Fire Lanes (Only during setup), Hyperspace Assault, Sensor Net Can remove the objective token: Capture the VIP, Planetary Ion Cannon, Hyperspace Assault, Fleet Ambush[4], Minefields, Salvage Run, Intel Sweep

- An objective token that is removed from a ship or "placed" in the play area does not trigger the card ability.
- When an objective token is "moved", this Squadron card effect resolves from the location where the token is being moved from, not where it is moved to.



Morna Kee (27)

Card Text

While attacking, you may spend 1 defense token to reroll any number of dice in your attack pool. When you activate, you recover 1 of your discarded defense tokens.

Timing

This Squadron Card effect may resolve during the "Resolve Attack Effects" step, and when the squadron activates.

Keywords

- Counter 1
- Rogue

Clarifications

- Defense tokens that are recovered are readied.
- This Squadron may spend its Brace while defending against a squadron, and during its own Counter may discard its Brace to trigger its Card effect.[5]



Soontir Fel (18)

Card Text

After a squadron you are engaged with performs a non-Counter attack, it suffers 1 damage if it did not attack you.

Timing

This Squadron Card effect resolves after an enemy squadron engaged with this Squadron has completed a non-Counter attack.

Keywords

- Counter 2
- Swarm

Squadron interactions

- If Anakin Skywalker (Y-wing)'s ability to ignore Engagement is resolved, this Squadron ability does not trigger.



Tel Trevura (17)

Card Text

While you have a readied defense token, you gain Escort.

After defending against an attack, if you discarded a defense token, you may recover up to 3 hull (even if you would be destroyed).

Timing

This Squadron Card is resolved during an attacker's "Declare Target" step and after defending against an attack.

Keywords

- Rogue
- Grit

Clarifications

- This Squadron Card effect can only trigger when its defense tokens are spent and discarded in the "spend defense tokens" step by the defender (and not by an opponent with Admiral Sloane).
- Ruthless Strategists and this Squadron card effect share the same timing and resolve in player order.
- This Squadron effect does not allow it an ability to discard a defense token aside from, as usual, spending an exhausted token.



Valen Rudor (13)

Card Text

"While an enemy squadron is engaged with another squadron, it cannot attack you."

Timing

This Squadron Card is resolved during an attacker's "Declare Target" step

Keywords

- Swarm

Clarifications

- An enemy squadron engaged with another squadron cannot perform a Counter attack against this Squadron.
- If an enemy squadron is engaged with this Squadron and also engaged with another friendly squadron (even if that squadron lacks Escort) the enemy squadron cannot attack Valen Rudor.
- If an enemy squadron with Snipe is engaged by another friendly squadron at distance 1, and this Squadron is within the distance 2 range band, the enemy squadron cannot Snipe Valen Rudor.

Squadron Interactions

- Anakin Skywalker (Y-wing)'s card effect, when resolved, can allow an attack on this Squadron
- This Squadron cannot be attacked by IG-88 if IG-88 is also engaged with other enemy squadrons (even those with Escort). [6]
- This Squadron cannot be attacked during IG-88B's ability if IG-88B is also engaged with other enemy squadrons.

Upgrade Card Interactions

- If an enemy squadron is at distance 1 of Instigator and engaged with Valen Rudor, Instigator's "ghost" squadrons prevent the enemy squadron from attacking Valen Rudor. However, in that case, if a squadron has no other valid targets, they can attack a ship (in this case, Instigator).[7]



Whisper (18)

Card Text

After defending against an attack, if you spent a defense token, you may move up to distance 1, even if you are engaged.

Timing

This Squadron Card effect may resolve after an attack and if a defense token was spent.

Keywords

- Cloak

Clarifications

- When this Squadron defends, then performs a counter attack from an effect such as Dengar, that attack must be completed before resolving this Squadron Card effect.
- After an attack, if this Squadron spent a defense token, it may move up to distance 1 (but not beyond) even if it is engaged. This would take place after any Counter.
- If this Squadron reaches 0 hull, it is destroyed before it may move up to distance 1.



Zertik Strom (15)

Card Text

While attacking, you may choose another friendly squadron at distance 1. If you do, that squadron suffers 1 damage and you may reroll any number of attack dice.

Timing

This Squadron Card effect may resolve during the "Resolve Attack Effects" step

Keywords

- Escort

Clarifications

- This ability effect may be used during any attack, including a counter attack

Squadron Interactions

- If this Squadron card is made to attack by Colonel Jendon's effect, you must complete the attack even if Colonel Jendon is brought to 0 hp by this Squadron's effect.

ENDNOTES

1. Valen Rudor "cannot" be attacked due to his card ability, which overrides IG-88's ability to ignore the Escort keyword.
2. This is similar to a ship performing a speed-0 maneuver.
3. Navigational Hazards has objective tokens that can only be placed and removed on obstacles end of round and start of round respectfully and thus could never resolve the card ability.
4. When objective tokens are removed in Fleet Ambush, it is "after" setup but before the start of the first round.
5. A Counter attack is a new attack and avoids the restriction on spending a defense token twice during one attack.
6. Valen Rudor "cannot" be attacked due to his card ability, which overrides IG-88 ability to ignore the Escort keyword.
7. This is because a squadron must attack a squadron "if possible" before attacking a ship, and in this case, Valen Rudor's ability means no squadron targets can be attacked.

REBEL SQUADRONS



Biggs Darklighter (19)

Card Text

Before a friendly squadron with Escort at distance 1 suffers damage during an attack, you may reduce the total damage by 1. If you do, choose a friendly squadron with Escort at distance 1. That squadron suffers 1 damage

Timing

This Squadron Card resolves during the “Resolve Damage” step.

Keywords

- Bomber
- Escort

Clarifications

- This Squadron Effect may target itself.
- If "Dutch" Vander is attacking and this Squadron’s effect prevents the defender from suffering damage, "Dutch" Vander’s effect does not toggle the defender’s activation slider (or that of the other squadron).
- If Anakin Skywalker (Delta-7) is attacking and this Squadron’s effect prevents the defender from suffering damage, Anakin Skywalker (Delta-7)’s ability would not resolve.
- This Squadron’s ability may be resolved for each damage that would be applied by damage dealt during an attack such as; Orbital Bombardment Particle Cannon, Ten Numb, Anakin Skywalker (Delta-7), and Wide-Area Barrage, as long as all of this Squadron’s conditions are met.
- Ruthless Strategists damage cannot be moved by this Squadron’s ability, as the damage takes place after (not during) an attack.
- This Squadron cannot move damage to a friendly squadron that has been destroyed yet is still in play due to General Rieekan's ability.



Corran Horn (21)

Card Text

None

Timing

None

Keywords

- Bomber
- Rogue
- Snipe 4

Clarifications

- This Squadron Card has no special ability, only the listed Keywords.



Dash Rendar (24)

Card Text

While attacking, you may reroll 1 die for each enemy squadron or enemy ship at distance 1.

Timing

This Squadron Card may resolve during the "Resolve Attack Effects" step.

Keywords

- Rogue
- Bomber

Clarifications

- While this Squadron is attacking, you may reroll 1 die for each enemy squadron or ship that is at distance 1. This applies to both ships and squadrons simultaneously.

Example: 1 enemy ship, reroll 1 die. 2 enemy squadrons, reroll 2 dice. 2 enemy squadrons and 1 enemy ship, reroll 3 dice.[1]



"Dutch" Vander (16)

Card Text

When a squadron you attack suffers at least 1 damage, you may toggle its activation slider to the activated side. If it was already activated, it suffers 1 additional damage instead.

Timing

This Squadron Card resolves when attacking a squadron during the resolve damage step.

Keywords

- Bomber
- Heavy

Clarifications

- A squadron is considered either activated or unactivated based on its activation slider. A squadron that was activated and then has its activation slider toggled with Adar Tallon's ability is no longer considered activated for this Squadron Card's ability.
- If this Squadron is attacking and the defender does not suffer damage but another enemy squadron does (due to resolving an effect such as Biggs Darklighter or "Axe"), this Squadron's effect does not toggle either the defender's activation slider nor any other squadron damaged in the attack.



Fenn Rau (24)

Card Text

After your activation, if you were activated by a command, choose up to 2 non-unique squadrons at distance 1 of you. The chosen squadrons may activate as if they were activated by that command.

Timing

This Upgrade Card resolves when resolving a Squadron command after activating this squadron.

Keywords

- Assault
- Escort

Upgrade Interactions

- Upgrade card effects that affect squadrons activated by a ship (such as Yavaris or Flight Controllers) also affect squadrons chosen by this squadron's ability when they activate.

Squadron Interactions

- The squadrons chosen by this Squadron Card's effect must be unactivated in order to be chosen.
- Squadrons chosen to be activated by this Squadron Card's ability do not count as part of the total squadron activation of the ship that activated this squadron. They are additional squadron activations.
- This Squadron Card's ability to choose two squadrons to activate may be resolved when this squadron card is activated by a token.



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).



Hera Syndulla (Ghost) (28)

Card Text

At the start of the Squadron Phase, choose up to 2 friendly squadrons at distance 1-2. Those squadrons gain Rogue until the end of the round.

Timing

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

Keywords

- Rogue
- Grit

Obstacle Interactions

- When resolving timing for "Start of the Squadron Phase", 1st player resolves this Squadron ability before the Exogorths attack. Then 2nd player can choose to resolve the Squadron ability either before or after the Exogorth attacks.



Hera Syndulla (X-Wing) (23)

Card Text

At the start of the Squadron Phase, choose up to 2 friendly squadrons at distance 1-2. Those squadrons gain Rogue until the end of the round.

Timing

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

Keywords

- Bomber
- Dodge 1

Clarifications

- None



Jan Ors (19)

Card Text

While a friendly squadron at distance 1-2 is defending, it can spend your defense tokens.

Timing

This Squadron Card may resolve during the "Spend Defense Tokens" step.

Keywords

- Intel
- Counter 2

Clarifications

- Unless this Squadron itself is defending, its defense tokens cannot be targeted by Accuracy icons.

Upgrade Card Interactions

- Emperor Palpatine will resolve against this Squadron Card's ability, as it is still a defense token being "spent" in the "Spend Defense Tokens" step.
- Intel Officer allows a ship to target 1 defense token of any squadron or ship in the play area during an attack, including tokens on this Squadron Card.
- When a squadron defends against Avenger, this Squadron Card's tokens (if used during the attack) are included in the total number of exhausted defense tokens spent.



Kanan Jarrus (19)

Card Text

While attacking a ship, you may spend 1 die with a Critical icon. If you do, the defender gains 1 raid token of your choice.

Timing

This Squadron Card may resolve during the "Resolve Attack Effects" step.

Keywords

- Assault
- Cloak
- Rogue

Clarifications

- While this Squadron is attacking a ship, you may spend 1 die with a Critical icon to assign a raid token of your choice to the defender. This die is spent prior to the "Spend Defense Tokens" step, similar to the Assault keyword.
- It is possible for this Squadron to issue two raid tokens in a single turn, one with Assault and one with its own Squadron Card ability.



Ketsu Onyo (22)

Card Text

While an enemy squadron is at distance 1, its speed is reduced by 2 to a minimum of 1

Timing

This Squadron Card affects all enemy squadrons at distance 1.

Keywords

- Bomber
- Rogue
- Grit

Clarifications

- All enemy squadrons at distance 1 of this Squadron have their speed reduced by 2 to a minimum of 1. Ketsu's ability is always "active" no matter if 1st or 2nd player; the reduction of speed happens before any squadrons are activated. Therefore abilities that affect a squadron's speed are applied after this Squadron's effect.
- The reduction in speed from this Squadron Card remains in effect for the rest of the turn, even if the enemy squadron moves out of distance 1 of this Squadron Card.



Keyan Farlander (18)

Card Text

While attacking a ship, if the defending hull zone has no shields, you may reroll any number of dice in your attack pool.

Timing

This Squadron Card resolves during the "Resolve Attack Effects" step.

Keywords

- Bomber

Clarifications

- None



Lando Calrissian (24)

Card Text

While attacking, you may discard a defense token to set 1 die to any face. That die cannot be modified again.

While defending you may spend 1 of your defense tokens to force the attacker to reroll 1 or more dice of your choice.

Timing

This Squadron Card may resolve during the "Resolve Attack Effects" step when attacking and during the "Spend Defense Tokens" step when defending.

Keywords

- Rogue
- Grit

Clarifications

- Setting a die to an Accuracy icon with this Squadron's ability is useless as that die cannot be spent to target a defense token. This is because a die changed by this Squadron cannot be modified again, and spending an Accuracy is modifying the die.
- While this Squadron is defending, you cannot spend a Brace defense token to resolve the card ability and also spend another Brace defense token to resolve Brace; you cannot spend more than one defense token of each type per attack.
- While this Squadron is defending, any defense tokens targeted by Accuracies cannot be spent to resolve this Squadron Card's ability.
- A fleet (or allied fleets) cannot have both this Squadron and Han Solo (Squadron).

Upgrade Card Interactions

- Targeting Scrambler nor Evade, (or other cards/effects such as these, including this Squadron) cannot "reroll" a die that has been modified by this Squadron card effect.
- Captain Brunson and Scatter (or other cards/effects such as these) cannot "cancel" a die that has been modified by this Squadron card effect.

Squadron Interactions

- This Squadron, while defending, cannot spend defense tokens from Jan Ors to resolve the card ability as it is not one of "your" (as in, that squadron's) defense tokens.



Lieutenant Blount (14)

Card Text

While another friendly squadron with Swarm at distance 1 is attacking a squadron, it may reroll 1 die (in addition to any dice rerolled from Swarm)

Timing

This Squadron Card resolves during the "Resolve Attack Effects" step

Keywords

- Swarm

Clarifications

- The attacking player may choose the resolution order of Swarm and this Squadron's ability. For example it may reroll a die with swarm then reroll the same or a different die with this Squadron Card or vice versa.



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.



Malee Hurra (21)

Card Text

Once per activation, while a friendly ship is attacking a ship at distance 1 of you and you are engaged by 1 or fewer squadrons, the attacker may spend 1 die to change 1 die to a face with a icon.

Timing

This Squadron Card may resolve once per activation when a friendly ship is attacking during the "Resolve Attack Effects" step.

Keywords

- Bomber
- Grit

Clarifications

- A friendly ship may use this Squadron’s ability when a friendly ship is attacking with the Salvo defense token.
- If this Squadron is at distance 1 of Instigator, this Squadron ability is prevented from resolving as this Squadron would be considered engaged by squadrons.



Mart Mattin (22)

Card Text

At the start of the Squadron Phase, you may toggle your activation slider to the activated side. If you do, you may place 1 Proximity Mine token at distance 1.

Timing

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

Keywords

- Rogue
- Grit

Clarifications

- When proximity mine tokens are placed, they must be placed beyond distance 1 of any other proximity mine tokens’. This Squadron does not alter this rule

Obstacle Interactions

- When resolving timing for “Start of the Squadron Phase”, 1st player resolves this Squadron ability before Exogorths attack. 2nd player can choose to either resolve the squadron ability before or after Exogorth attacks.



Norra Wexley (17)

Card Text

Friendly squadrons with Bomber at distance 1 gain: ✳: The defending hull zone loses 1 shield.

Timing

This Squadron Card resolves during the “Resolve Damage” step.

Keywords

- Bomber

Clarifications

- When a friendly squadron with Bomber is attacking a ship, if that squadron is also at distance 1 of this Squadron, it may resolve this Squadron’s ability in the “Resolve Damage” step if it has rolled a Critical icon
- If the defending hull zone has no shields remaining, this Critical effect will do nothing (though you may apply the standard Critical effect instead).



Nym (21)

Card Text

Blue Critical: If the defender is a ship, you may choose and discard 1 of its defense tokens.

Timing

This Squadron Card may resolve during the "Resolve Damage" step.

Keywords

- Bomber
- Grit

Clarifications

- You may choose which defense token the defender must discard.
- Defense tokens are spent before choosing which to discard and would still resolve.



Shara Bey (17)

Card Text

While performing a Counter attack, each Critical icon adds 1 damage to the damage total

Timing

This Squadron Card resolves during the “Resolve Damage” step.

Keywords

- Counter 3

Clarifications:

- When this Squadron is conducting a Counter attack, the Critical icons in the attack pool count as damage.



Ten Numb (19)

Card Text

While attacking a squadron, you may spend 1 blue die with a Critical icon. If you do, each other enemy squadron at distance 1 of the defender suffers 1 damage.

Timing

This Squadron Card resolves during the "Resolve Attack Effects" step.

Keywords

- Bomber

Clarifications

- This ability is not a Critical effect.
- This ability's damage is not prevented by obstruction or blocked by line of sight, nor can it be scattered. Any enemy squadron that is at distance 1 of the targeted squadron suffers 1 damage



Tycho Celchu (16)

Card Text

ou are not prevented from moving or attacking ships while you are engaged.

Timing

This Squadron Card ability is always in effect.

Keywords

- Counter 2

Clarifications

- This Squadron is not prevented from moving or attacking any enemy ship even if this Squadron is engaged.
- This Squadron is not prevented from attacking a ship equipped with Advanced Transponder Net even if engaged by enemy squadrons.
- This Squadron is not prevented from moving by Instigator.

Wedge Antilles (19)

Card Text

While attacking an activated squadron, you may add 2 blue dice to your attack pool.

Timing

This Squadron Card resolves during the "Resolve Attack Effects" step.

Keywords

- Bomber
- Escort

Clarifications

- A squadron is considered either activated or unactivated based on its activation slider. A squadron that was activated and then has its activation slider toggled with Adar Tallon's ability is no longer considered activated for effects such as this Squadron's ability.

ENDNOTES

1. Card abilities only resolve once, you cannot reroll an anti ship die over and over again for each enemy at distance 1, as that would be resolving the card effect multiple times.

REPUBLIC SQUADRONS



Ahsoka Tano (23)

Card Text

After you move, you may choose another friendly squadron at distance 1. That squadron performs an attack against an enemy squadron at distance 1 with an anti-squadron armament of 2 blue dice (even if it has already activated).

Timing

This Squadron Card may resolve after this squadron moves.

Keywords

- Adept 1
- Counter 2
- Grit

Clarifications

- The attack granted by this Squadron Card does not activate the chosen squadron.
- There is no distance requirement for this Squadron relative to the enemy squadron being attacked.
- When a squadron is eligible to move (such as when it is not engaged), it can choose to remain in its current position and is still considered to have moved.
- When this Squadron is "placed" (such as after being overlapped by a ship), its ability will not trigger.

Upgrade Interactions

- A squadron chosen to attack by this Squadron does not gain the benefit of effects which trigger on a squadron's activation, such as Flight Controllers.
- When this Squadron is "moved" (not "placed") by a card ability such as Fighter Coordination Team it may resolve its card effect.

Squadron Interactions

- Squadron Interactions:
- Hondo Ohnaka (Slave 1) "places" squadrons with its ability. It does not "move" them, and thus would not trigger this Squadron's ability.



Anakin Skywalker (Delta 7) (24)

Card Text

"While attacking a squadron during your activation, at the end of the Resolve Damage step, you may choose up to 2 enemy squadrons at distance 1 of the defender. If the defender was damaged, the chosen squadrons suffer 1 damage."

Timing

This Squadron Card resolves at the end of the "Resolve Damage" step of an attack.

Keywords

- Adept 2
- Counter 2
- Dodge 1

Clarifications

- Because the defender is at distance one of itself, one of the instances of extra damage dealt by this Squadron during an attack may be dealt to the defender.
- This ability's damage is not prevented by obstruction or blocked by line of sight, nor can defense tokens be used to mitigate it.
- If this Squadron is attacking and an ability is used to reduce the damage from that attack to 0, such as Biggs Darklighter or "Axe", this Squadron Card's ability would not trigger as the defending squadron did not suffer damage.



Anakin Skywalker (Y-Wing) (18)

Card Text

During your activation, you may spend 1 defense token to ignore engagement until the end of your activation.

Timing

This Squadron Card may resolve any time during this Squadron's activation.

Keywords

- Adept 2
- Bomber
- Heavy

Squadron Interactions

- Ignoring engagement means that this Squadron can move even if engaged by enemy squadrons, and can attack ships even if engaged by enemy squadrons.
- Ignoring engagement also means this Squadron may bypass keywords or card effects that trigger on engagement, such as Escort, Screen, Soontir Fel, and Valen Rudor.



"Axe" (17)

Card Text

Before another friendly squadron at distance 1 suffers damage during an attack, you may spend 1 defense token to reduce the total damage by 1.

Timing

This Squadron Card may resolve during the "Spend Defense Tokens" step.

Keywords

- Swarm
- Escort

Clarifications

- When another friendly squadron at distance 1 of this squadron is being attacked, this squadron's defense tokens cannot be targeted with Accuracy icons.
- When an attack deals damage to more than one squadron (such as Anakin Skywalker (Delta-7)), this Squadron's ability may be resolved for each instance of damage dealt. You cannot spend the same defense token more than once during an attack.[1]

Upgrade Interactions

- Spending a defense token using this Squadron Card's ability to reduce damage on a friendly squadron does not resolve Luminara Unduli (Commander)'s effect as this Squadron is not the defending squadron.
- Emperor Palpatine will resolve against this Squadron Card's ability, as this squadron is still spending a defense token during the "Spend Defense Tokens" step.
- Intel Officer allows a ship to target 1 defense token of any squadron or ship in the play area during an attack. (The card does not specify the owner of the defense token targeted). Therefore during an attack on another squadron at distance one of this squadron, Intel Officer could target one of this Squadron's defense tokens.



"Kickback" (16)

Card Text

After you perform an attack, you may move up to distance 1, even if you are engaged.

Timing

This Squadron Card may resolve after you perform an attack. See below for Counter timing.

Keywords

- Swarm
- Escort

Counter & Salvo interactions

- If both players have effects with the same timing, the first player resolves all of their effects with that timing first. If two or more of a player's effects have the same timing, that player can resolve those effects in any order.
- If this Squadron Card belongs to the first player, this Squadron Card must resolve its effect and move before the Counter attack is performed by the second player.
- If this Squadron Card belongs to the second player, the first player Counter would happen first, followed by this Squadron's movement.
- If this Squadron moves out of distance 1 of a squadron that will be performing Counter, the Counter will still resolve. Counter is NOT limited by attack range; it states that if you are attacked by a non counter attack, you may attack that squadron.
- Counter is, however, impacted by obstruction. This Squadron may move in such a way that the subsequent Counter shot is obstructed.
- Salvo uses the range and line of sight of the original attack and thus would not be affected by this Squadron moving into a different range band or into obstruction.



Kit Fisto (24)

Card Text

When you spend a defense token, you may discard it. If you do, reduce the total damage by 3 instead of resolving that token's effect.

Timing

This Squadron Card may resolve during the "Spend Defense Tokens" step.

Keywords

- Adept 2
- Counter 2
- Intel

Clarifications

- The chosen defense token may be a readied token or an exhausted token.
- If this Squadron is forced to discard a defense token when spending it (such as by spending a red token, or spending a token targeted by Intel Officer), you may still 'choose' to discard it and trigger its effect.[2]
- You may only spend the same token once during each attack. You may not spend a defense token for its effect and then discard the same token to trigger this Squadron Card's ability.
- This Squadron Card's ability does not allow it to "spend" one token and then "spend and discard" another token of the same type.[2]



Luminara Unduli (23)

Card Text

While an enemy squadron at distance 1 is attacking a non-unique, friendly squadron, the attack is treated as obstructed

Timing

This Squadron Card resolves when at distance 1 of an enemy squadron and when that enemy squadron is attacking a non-unique friendly squadron.

Keywords

- Adept 1
- Counter 2

Squadron Interactions

- This Squadron Card's effect has no bearing on engagement; The obstruction generated by this Squadron takes effect after the target has been selected. Therefore, it does not allow squadrons to ignore Escort.
- Note the distance requirements in this Squadron Card's effect are between this squadron and the enemy squadron; the friendly, non-unique squadron being attacked has no distance requirements.



"Matchstick" (16)

Card Text

When a friendly ship resolves a squadron command, if you are in range to be activated, up to 3 of the squadrons with Bomber it activates can be at distance 1-3 of you.

Timing

This Squadron Card may resolve at any time during a ship's squadron activation.

Keywords

- Bomber
- Heavy

Counter & Salvo interactions

- If both players have effects with the same timing, the first player resolves all of their effects with that timing first. If two or more of a player's effects have the same timing, that player can resolve those effects in any order.
-

Upgrade Interactions

- A ship resolving a squadron command using **Triumphant's** ability may choose to activate up to 3 squadrons with Bomber at distance 1-3 of this Squadron if this Squadron is at close range of the ship equipped with **Triumphant**. This Squadron must be at close range of Triumphant at the beginning of each of the selected squadron's activations.
- Squadrons activated using both this Squadron and **Triumphant's** ability must have the Bomber keyword and not have the Adept keyword.
- This Squadron's ability does not increase the number of squadrons a ship resolving a squadron command can activate using **Triumphant's** ability, which remains 3.



"Odd Ball" (20)

Card Text

"While attacking, if you moved during this activation, you may reroll up to 2 dice."

Timing

This Squadron Card may be resolved during the "Resolve Attack Effects" step

Keywords

- Bomber
- Counter 1

Interactions

- "This activation" may refer to either this squadron's own activation and/or the activation of a ship commanding this Squadron through a squadron command.
- This Squadron may trigger its ability when being moved via Fighter Coordination Team and then being activated via squadron command and Flight Commander, as both movement and attack are within a single ship's activation.
- This also applies to an attack by this Squadron triggered by Ahsoka Tano - as long as this Squadron moved before attacking and both squadron activations occurred during the same ship activation.
- However if this Squadron moved during the squadron phase, and Ahsoka Tano then moved during her movement in the squadron phase, these are two separate activations not encompassed by a ship's activation and would not trigger this Squadron's effect.



Plo Koon (24)

Card Text

Non-unique, friendly squadrons without counter at distance 1 gain counter 1.

Timing

This Squadron Card always affects relevant friendly squadrons at distance 1.

Keywords

- Adept 2
- Counter 2

Interactions

- Squadrons will lose Counter the moment they leave distance 1 of this Squadron.
- If this Squadron is destroyed by card effect damage during an attack on another non-unique friendly squadron at distance 1, Counter would not resolve as this Squadron Card is no longer in play. Counter takes place after an attack resolves.

Upgrade Interactions

- **General Draven (officer)** will resolve when attacking a squadron that is granted the keyword "Counter" by this Squadron Card.

ENDNOTES

1. Because Axe has two defense tokens, this means he can trigger his ability at most twice during a given attack.

1. This is similar to the way the evade token functions when a ship is defending against a ship of a larger size class; when spending the evade token, it may 'choose' to discard it (and affect an extra die) even if the defender was going to discard their evade token regardless.
2. This is because you may not spend two tokens of the same type during an attack.

SEPARATIST SQUADRONS



Baktoid Prototypes (16)

Card Text

While attacking a ship, if another friendly squadron with Bomber is at distance 1 of the defender, you may change 1 die to a face with a icon.

Timing

This Squadron Card's effect may resolve in the "Resolve Attack Effects" step.

Keywords

- AI: Battery 1
- Bomber
- Heavy

Clarification

- This Squadron Card's effect does not grant any effects to other friendly squadrons.



DBS-404 (17)

Card Text

While attacking, if you are touching the defender, you may suffer 1 damage to add 1 die to your attack pool of a color that is already in your attack pool

Timing

This Squadron Card effect may resolve in the "Resolve Attack Effects" step

Keywords

- AI: Battery 1
- Bomber
- Heavy

Clarification

- A ship's shield dials are considered part of the ship for the purposes of "touching".
- This squadron can "touch" a ship's base even if both or either bases are on obstacle(s).
- If this Squadron has one hull remaining and uses its effect, it would be immediately destroyed and removed from play. It would not be allowed to complete its attack.[1]



DFS-311 (16)

Card Text

While you are defending, if the attack is obstructed, you may force the attacker to reroll 1 die of your choice.

Timing

This Squadron Card effect resolves during the "Spend Defense Token" step.

Keywords

- Swarm
- AI: Anti-Squadron 1
- Intel

Clarification

- The reroll granted by this squadron card takes place during the "Spend Defense Tokens" step. "While defending" is the only timing window stated, and this card follows the precedent set by similar defensive effects.[2]



DIS-T81 (17)

Card Text

Your attacks cannot be obstructed.

Timing

This Squadron Card effect resolves when attacking.

Keywords

- Swarm
- AI: Anti-Squadron 1
- Counter 2
- Snipe 3

Clarifications

- Similar to **Jaina's Light**, this Squadron Card's effect overrules cards that grant obstruction such as **Ciena Ree**, **Jamming Field**, or **Early Warning System.**



General Grievous (22)

Card Text

While attacking a ship or squadron with no readied defense tokens, each of your Critical icons adds 1 damage to the damage total.

Timing

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

Keywords

- Relay 2
- Screen

Clarifications

- This Squadron Card's effect applies to any ship or squadron that does not have a readied defense token. This includes squadrons or ships that have never had any defense tokens, such as generic squads or non-tokened aces
- If the defender had a single "readied" defense token, and they spent that token in the "Spend Defense tokens" step so that they no longer have any readied defense tokens, this would allow this Squadron Card's effect to resolve in the "Resolve Damage" step.

Defense Token Interactions

- If the defender spends a Brace token and then no longer has any readied defense tokens, this Squadron's effect will take effect first, before damage is halved by the Brace effect.[3] This may potentially increase the total damage suffered despite the Brace token being spent. [4]



Haor Chall Prototypes (16)

Card Text

Before an enemy ship or squadron at distance 1 moves, you may perform an attack against that ship or squadron even if you are engaged.

Timing

This Squadron Card may resolve before an enemy ship or squadron moves

Keywords

- Swarm
- AI: Anti-Squadron 1

Squadron Interactions

- If this Squadron is engaged by a squadron with Escort, this Squadron will not be able to attack any non-escort squadrons with its Squadron Card effect.[5]
- If this Squadron is engaged with other enemy squadrons, it cannot use its ability to attack **Valen Rudor**.
- If an enemy squadron is activated by a ship and moves while engaged with this Squadron, this squadron may attack it. This attack granted by this squadron card would occur during the enemy squadron's activation - meaning that the enemy squadron's Counter would gain any effects that last during the span of its activation (such as **Flight Controllers**)



Jango Fett (22)

Card Text

While attacking a unique squadron during your activation, you may deal 1 damage to another friendly squad at distance 1 of the defender. If you do, you may change 1 die to any face.

Timing

This Squadron Card's effect resolves while attacking, but would not trigger during an attack outside of Jango's activation, such as a Counter attack.

Keywords

- Bomber
- Grit
- Rogue

Clarifications

- You may change the die to an Accuracy face and spend it.



Phlac-Arphocc Prototypes (18)

Card Text

After an enemy squadron ends its activation at distance 1, that squadron suffers 1 damage.

Timing

This Squadron Card effect may resolve when an enemy squadron ends its activation.

Keywords

- Swarm
- AI: Anti-Squadron 1
- Counter 2

Clarifications

- This Squadron Card effect's damage is suffered regardless of any movement, obstruction, or engagement.
- This damage granted by this ability does not occur as part of an attack, and therefore cannot be ameliorated by defense tokens or abilities which trigger as part of an attack (such as Biggs Darklighter)
- Effects that "toggle" a squadron's activation slider to the activated side (such as Exogorths or "Dutch" Vander) do not trigger this Squadron Card's effect as a "toggle" is not the same as that squadron having activated.



Wat Tambor (18)

Card Text

None

Timing

None

Keywords

- Escort
- Relay
- Screen

Clarifications

- This Squadron Card has no special ability, only the listed Keywords.

ENDNOTES

1. Based on the following from the Rules Reference Guide 1.6.0

"*A squadron is destroyed when it is reduced to zero hull points.*"

"*Destroyed ships and squadrons are no longer in play.*"

"*When a squadron is destroyed, remove it from the play area.*"

2. See **Dodge**, **Major Derlin**, **Captain Brunson**, **Lando Calrissian (Officer)**.

3. The Brace effect requires damage to first be “totaled” before it can then be “halved”. **General Grevious**’ effect takes place when damage is totaled, thus before the Brace effect.
4. For example, **General Grevious** may attack a squadron with a single Brace token with the following in his attack pool: 2 hits, 5 Crits. If the defender does not spend their brace token, the total damage would be 2. If the defender does spend their brace token, the total damage after **General Grevious**' effect and Brace would be 4 (2+5 is 7, which becomes 4 after the Brace effect).
5. Escort states: “Squadrons you are engaged with cannot attack squadrons that lack escort unless performing a counter attack.” The word “cannot” is absolute.