



Flight Commander

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 ⚔️

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 ⚡

Card Text

Once 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

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 ⚡

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 ⚡

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

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

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

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

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

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

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 [icon]

Card Text

You gain an additional [icon] icon in your upgrade bar.

You cannot equip this card to a medium or large ship with a [icon] 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

Card Text

Before you reveal a command, you may change that command to a [icon] 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 [icon]

Card Text

When you reveal a command, you may place a matching command token on this card. Then, if you have at least 1 [icon], 1 [icon], 1 [icon], and 1 [icon] 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

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

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

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

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

Card Text

When a friendly ship at distance 1-5 resolves a Ⓢ command, you may discard 1 Ⓢ token from this card. If you 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

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

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

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 ⚡

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

Card Text

Before you reveal a command, you may change that command to a [command token] 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 [command token]

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 [command token]

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

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.



Tikkies

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

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

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

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

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

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 Ⓢ

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

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.



WULFF YULAREN

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 X17 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.