

SQUADRONS

Squadrons are a unit type separate from ships with their own activations and timing windows. Squadrons are activated during the Ship Phase when a ship resolves a 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 command, it can move and attack in any order.
- After a squadron activates, toggle its activation slider 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 at 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 with 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 Ambush⁴, 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 re-roll 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

You 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

- 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 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.