

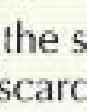
# FLEET COMMAND

- 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

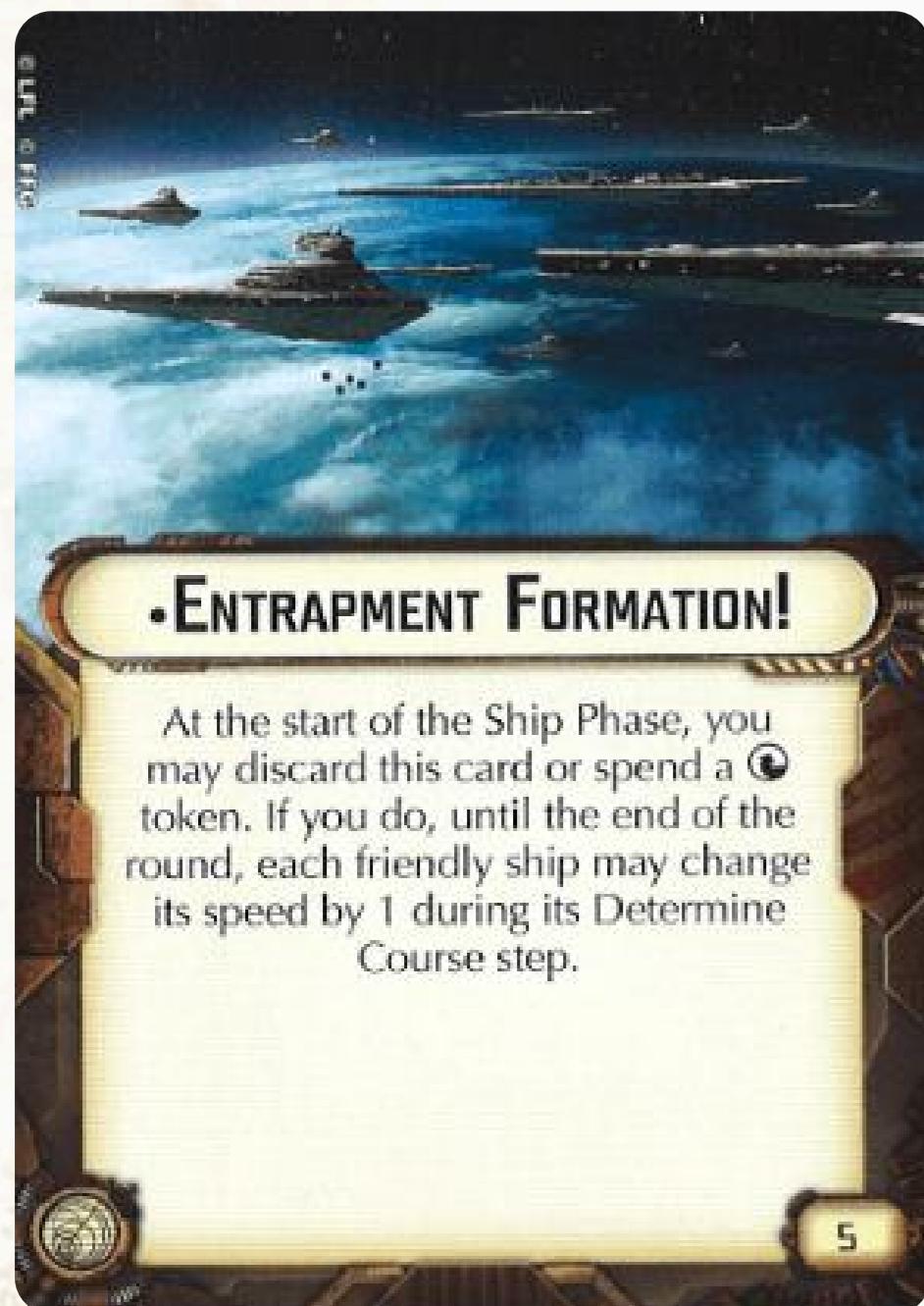
This Upgrade Card resolves at the start of the Ship Phase. You may discard this card or spend a squadron command token to resolve this card's effect.

### 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.

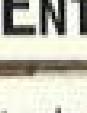
### Squadron Interactions

- 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.<sup>1</sup>



## 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.<sup>2</sup>



## 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.<sup>3</sup>



## 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 Card Interactions

- 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.<sup>4</sup>
- 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.<sup>5</sup>

### 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.