






# FLEET SUPPORT

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

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



## BOMBER COMMAND CENTER

### Card Text

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

### Timing

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

### Clarifications

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



## COMMS NET

### Card Text

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

### Timing

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

### Upgrade Interactions

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

### Damage Card Interactions

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



## JAMMING FIELD

### Card Text

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

### Timing

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

### Clarifications

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

### Squadron Interactions

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





## Munitions Resupply

### Card Text

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

### Timing

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

### Clarifications

- You cannot discard tokens from this Upgrade card to ready this card in the Status Phase.
- This Upgrade Card cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this card when this ship is deployed during Setup.

- Squadron and Repair commands must be resolved BEFORE upgrades that resolve "after the Reveal Command Dial step" unless another upgrade's effect modifies the timing of those commands (such as Flight Commander).

### Upgrade Card Interactions

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

### Damage Card Interactions

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



## Parts Resupply

### Card Text

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

### Timing

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

### Clarifications

- You cannot discard tokens from this Upgrade card to ready this card in the Status Phase.
- This Upgrade Card cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this card when this ship is deployed during Setup.

- Squadron and Repair commands must be resolved BEFORE upgrades that resolve "after the Reveal Command Dial step" unless another upgrade's effect modifies the timing of those commands (such as Flight Commander).

### Upgrade Card Interactions

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

### Damage Card Interactions

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



## Repair Crews

### Card Text

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

### Timing

This Upgrade Card may resolve when resolving a Repair Command.

### Clarifications

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





## SLICER TOOLS

### Card Text

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

### Timing

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

### Clarifications

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

### Upgrade Card Interactions

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

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# ENDNOTES

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1. The Reveal Command Dial step is when a player must declare if the dial is going to be used as a dial or spent to take a matching command token. Officers such as Raymus Antilles, Taskmaster Grint, and Veteran Captain also resolve during the Reveal Command Dial step. Similarly Grand Admiral Thrawn and Bail Organa provide additional command dials to a ship when a ship reveals its command dial, which may be spent to gain a matching command token. The tokens gained from these upgrades are gained BEFORE Comms Net resolves, so this Upgrade Card cannot be used to clear those tokens before gaining more.
2. Steps broken down to do Vanto and Comms net:  
Step 1: Reveal Command dial. (For example: Squadron) Declare you're using the dial.  
Step 2: Per RRG: Resolve [a command] after revealing the ship's command dial. Now currently in the "After reveal command dial" timing window. Resolve command.  
Step 3: Squadron command has resolved, exhaust Vanto and gain a token of your choice.  
Step 4: Now in "After the Reveal Command Dial Step" use Comms Net to send the token to another ship.