

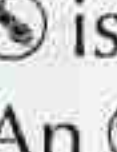
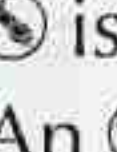
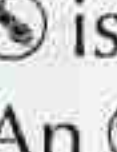


# ORDNANCE


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

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



## ASSAULT CONCUSSION MISSILES

### Card Text

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

### Timing

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

### Clarifications

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

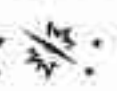
### Upgrade Card Interactions

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



## ASSAULT PROTON TORPEDOES

### Card Text

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

### Timing

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

### Clarifications

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

### Upgrade Card Interactions

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



## EXPANDED LAUNCHERS

### Card Text

*Modification.*

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

### Timing

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

### Clarifications

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





## External Racks

### Card Text

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

### Timing

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

### Upgrade Card Interactions

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



## Flechette Torpedoes

### Card Text

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

### Timing

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

### Clarifications

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

### Upgrade Card Interactions

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



## Ordnance Pods

### Card Text

*Medium or large ship only.*

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

### Timing

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

### Clarifications

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

### Upgrade Card Interactions

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





## RAPID RELOAD

### Card Text

*Modification.*

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

### Timing

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

### Clarifications

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



## WIDE-AREA BARRAGE

### Card Text

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

### Timing

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

### Clarifications

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

### Obstacle Interactions

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

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# ENDNOTES

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