


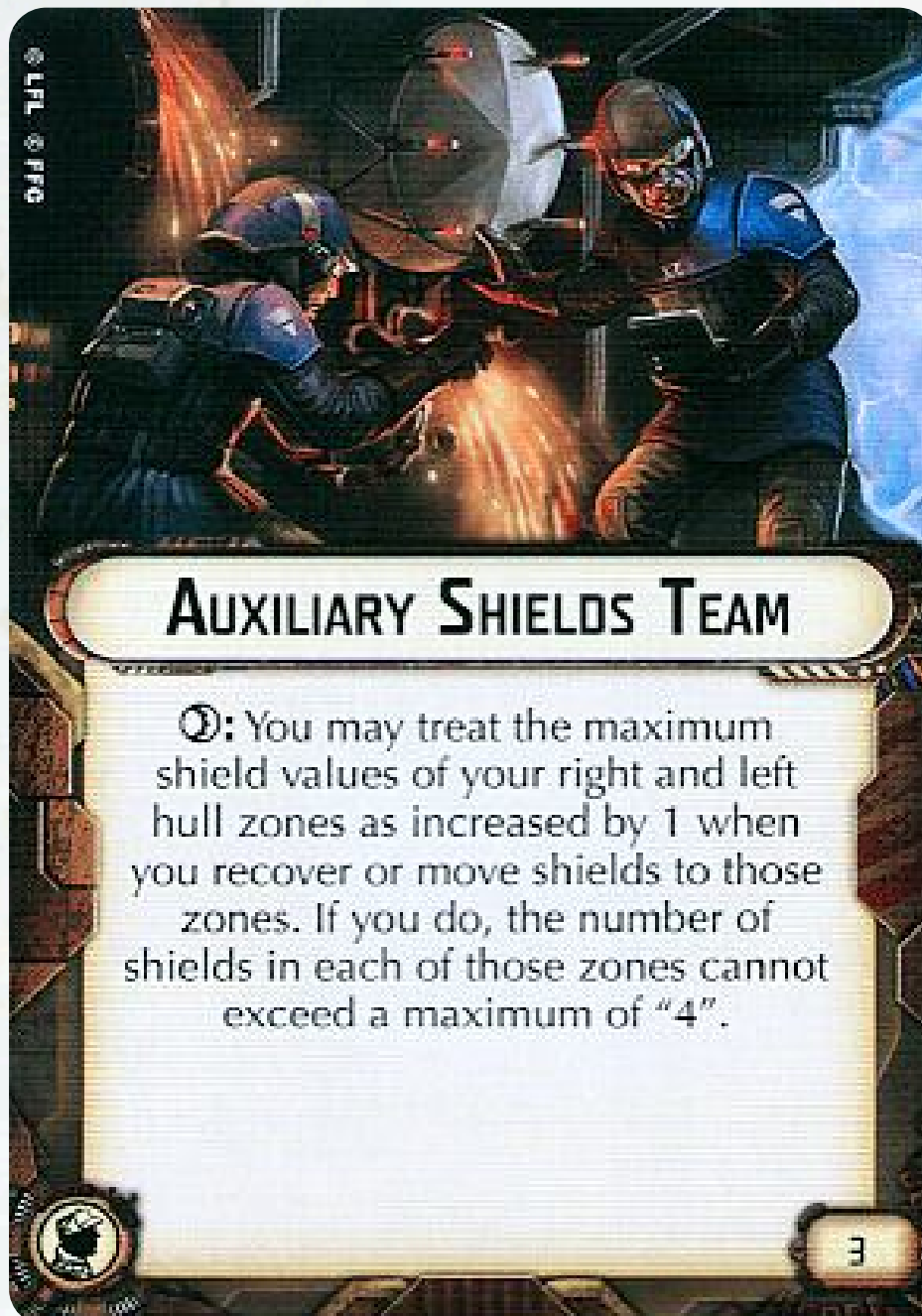


SUPPORT TEAM

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  upgrade 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.



AUXILIARY SHIELD TEAM (3)

Card Text

: You may treat the maximum shield values of your right and left hull zones as increased by 1 when you recover or move shields to those zones. If you do, the number of shields in each of those zones cannot exceed a maximum of "4".

Timing

This Upgrade Card may resolve when resolving a Repair Command.

Upgrade Interactions

- Note that only the ship equipped with this Upgrade Card can increase the maximum shield values as it says "When you recover or move shields". "You" refers to the ship with this Upgrade Card, thus another ship could not move shields to increase the maximum with a card like Projection Experts. Projection Experts can still move shields to restore shields up to the value listed on that ship's ship card.
- If this Upgrade Card is discarded by another effect such as Darth Vader (Boarding Team), any shields that exceed a hull zone's maximum shield value are immediately lost.
- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus, do not trigger this Upgrade Card



BATTLE DROID RESERVES (4)

Card Text

Droid only.

: You may exhaust this card. If you do:

- Flip any number of your faceup damage cards with the **CREW** trait facedown.
- Discarding facedown damage cards costs 1 fewer engineering point.

Timing

This Upgrade Card may resolve when resolving a Repair Command.

Upgrade Interactions

- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus do not trigger this Upgrade Card.



ENGINE TECHS (8)

Card Text

⚙️: *After you execute a maneuver in which you did not overlap a ship, you may exhaust this card to execute a speed-1 maneuver.*

After you execute a maneuver, if you overlapped a ship, exhaust this card.

Timing

This Upgrade Card may be exhausted after a maneuver is executed and only when a Navigation Command has been resolved.

Clarifications

- This Upgrade Card should be interpreted as if it read: "Navigation Command: After you execute a maneuver, you may exhaust this card to execute a speed-1 maneuver. WHILE you execute a maneuver, if you overlapped a ship, exhaust this card." This clarifies the timing, making this Upgrade Card unable to be used if you overlapped a ship.

- When the ship executes this maneuver, it can click the first joint of the maneuver tool using its usual yaw value for the first joint at speed 1.
- The ship cannot resolve a navigation command during this Upgrade Card's maneuver, but can resolve other effects that trigger during a "Maneuver course step" such as Admiral Ozzel.
- After this ship overlaps a ship, if this Upgrade Card is already exhausted it remains exhausted.
- A ship equipped with this Upgrade Card must have resolved a Navigation Command during that ship's Determine Course Step in order to resolve this Upgrade Card after a maneuver. A Navigation command can be resolved using a dial, token, or dial & token together. The Navigation command must be resolved during that ship's initial Determine Course Step maneuver before the ship executes a maneuver. A Navigation token or dial cannot be spent after the initial maneuver to subsequently resolve this Upgrade Card.
- After executing a maneuver, you may use the range ruler to verify ranges before deciding whether or not to exhaust this Upgrade Card.
- If you declare the use of this Upgrade Card and exhaust the card, once you have picked up the maneuver tool for the additional maneuver you are committed to using this Upgrade Card. You can no longer change your mind and not execute the maneuver, as the only time you can handle the maneuver tool is when a ship is conducting a maneuver

Damage Card Interactions

- If a ship has the faceup damage card Thrust Control Malfunction, it only affects this Upgrade Card if the ship's physical speed dial is set to "1". Other abilities can add the reduced yaw back.
- If a ship has the faceup damage card Ruptured Engine and if the ship's physical speed dial is greater than 1, an Engine Techs maneuver would damage the ship. However if your ship speed dial is set to 1, it would not damage the ship.
- During Admiral Ozzel (Officer) movement, if you somehow have the ability to resolve a Navigation Command, you could then also resolve this Upgrade Card.
- If Demolisher is equipped with this Upgrade Card, it cannot perform attacks after it executes the maneuver granted by this Upgrade Card.
- The maneuver granted by this Upgrade Card may be affected by G-8 Experimental Projectors or the Gravity Rift Obstacle.

Upgrade Card Interactions

- Entrapment Formation only changes a ship's speed dial, it does not resolve the Navigation Command required to use this Upgrade Card.
- You cannot use Entrapment Formation to increase or decrease the speed of this Upgrade Card's maneuver, as it is a temporary speed 1 maneuver. You can, however, change your ship's speed dial by 1 during the Determine Course Step of this Upgrade Card's extra maneuver.
- Take Evasive Action applies to a ship's maneuver if the ship is at speed 1 when this Upgrade Card is resolved.
- General Madine's ability does not affect the maneuver granted by this Upgrade Card. This is because General Madine's ability must be resolved in the first maneuver's Determine Course Step.



ENGINEERING TEAM (3)

Card Text

☯: Gain 1 additional engineering point.

Timing

This Upgrade Card resolves when resolving a Repair Command.

Clarifications

- A ship gains 1 additional engineering point when a Repair Command is resolved. When a repair token is spent, you gain half the engineering value first and then add 1 point after. If a repair command dial and token are spent together, it is resolved as a single command. You only gain 1 additional engineering point from this Upgrade Card and not 2.

Upgrade Card Interactions

- The title Redemption can give an additional engineering point to give 2 additional engineering points in unison with this Upgrade Card.
- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus, do not trigger this Upgrade Card.

Damage Card Interactions

- The faceup damage card Power Failure does not affect this Upgrade Card, as only a ship's engineering value is reduced, which determines the amount of points gained.



FIGHTER COORDINATION TEAM (3)

Card Text

After you execute a maneuver, you may select a number of unengaged friendly squadrons up to your squadron value at close-medium range. Those squadrons may move up to distance 1.

Timing

This Upgrade Card may resolve after a ship executes a maneuver.

Clarifications

- This Upgrade Card's ability can be resolved multiple times if multiple ship maneuvers are executed.
- Squadrons that are unengaged may be moved even if they are at distance 1 of an enemy squadron if engagement is being prevented (by obstruction, for example).

Upgrade Card Interactions

- All Fighters, Follow Me! Does not affect this Upgrade Card, as this card moves squadrons a "distance", and does not involve a squadron's speed.
- When the squadron "Mauler" Mithel is "moved" by Fighter Coordination Team it may resolve its card effect.
- A ship that is equipped with Yavaris and this Upgrade Card cannot choose to move any squadrons that chose to utilize the Yavaris card ability.
- A ship that is equipped with this Upgrade Card cannot choose to move any of the squadrons that were placed by that ship from Rapid Launch Bays.
- Boosted Comms does not increase the range of this Upgrade Card's effect.
- This Upgrade Card does not interact with Admiral Chiraneau's ability as he may only resolve with a Squadron Command.
- The Admiral Ozzel (Officer) movement may resolve this Upgrade Card's effect.

Clarifications

- When a squadron with the Strategic keyword is "moved" by this Upgrade Card it may resolve the Strategic keyword.



MEDICAL TEAM (1)

Card Text

Before you are dealt a faceup damage card with the **CREW** trait, you may discard this card to discard that damage card.

Timing

This Upgrade Card may be discarded before a faceup damage card is dealt.

Clarifications

- This Upgrade Card may discard a damage card chosen by General Dodonna's ability, if it has the Crew trait, before it is dealt and resolves its critical effect.
- This Upgrade Card cannot discard a damage card with the Crew trait that has already been dealt to a ship.
- An attacker may choose not to resolve any critical effect when attacking.



NAV TEAM (4)

Card Text

☙: If you spent a ☙ Token, once during this maneuver, when you would change your speed, you may instead increase 1 yaw value by 1.

Timing

This Upgrade Card may resolve when a Navigation token is spent.

Damage Card Interactions

- This Upgrade Card can be used to add a yaw back to a yaw joint after Thrust Control Malfunction reduction.



PROJECTION EXPERTS (6)

Card Text

☙: You may spend up to 2 engineering points to move that many shields from your ship to a friendly ship at distance 1-5.

Timing

This Upgrade Card may resolve when a Repair Command is resolved.

Clarifications

- When a ship resolves a Repair Command, if it is equipped with this Upgrade Card, it may spend 1 engineering point to move 1 shield (up to 2 points spent for 2 shields moved maximum) from its shields to another friendly ship at distance 1-5. The shield(s) chosen can be from any selected hullzone(s) that has shields remaining and may be moved to any chosen hull zone(s) of the target ship.

Upgrade Card Interactions

- Redundant Shields and Shields to Maximum! do not resolve a Repair Command and thus do not trigger this Upgrade Card.
- This Upgrade Card cannot increase the maximum left or right shield hull zones as granted by Auxiliary Shield Team. This Upgrade Card can still move shields to restore shields up to the value listed on that ship's ship card.

Damage Card Interactions

- Shields moved by Projection Experts from another ship are not prevented from moving shields to a hull zone with "0" shields on a ship that is currently dealt the faceup damage card Capacitor Failure.