

# WEAPONS TEAM

A **Weapons Team**  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.



## CAITKEN AND SHOLLAN

### Card Text

*While attacking, you may exhaust this card to reroll any number of dice of 1 color.*

### Timing

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

### Clarifications

- When resolving this card, you may choose to reroll any number of dice of one color, even if that number is fewer than the number in your attack pool.
- This upgrade may be used while attacking a squadron.



## CLONE GUNNERS

### Card Text

*Clone only.*

*◎: You may discard 1 ◎ token assigned to another friendly ship at distance 1-5 of the defender. If you do, add 1 blue die set to the & icon to your attack pool.*

### Timing

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

### Clarifications

- This Upgrade Card may only be resolved if the Concentrate Fire command has been resolved during this attack.
- This Upgrade Card requires another friendly ship to be at distance 1-5 of the defender to discard a Concentrate Fire token. This friendly ship has no distance requirement relative to the attacker.

- This effect may be used while attacking an enemy ship or an enemy squadron.
- This Upgrade Card resolves during the "Resolve Attack Effects" step; therefore, if this effect is used while attacking an enemy squadron, its effects do not persist when attacking subsequent squadrons during the same attack. In other words, the "blue die set to an accuracy" mentioned by this card can only be added against 1 squadron during an attack.
- Resolving the Concentrate Fire command is an action independent of its effects; the act of "spending a Concentrate Fire Dial to resolve the Concentrate Fire Command" is distinct from "Adding a die to the attack pool". Therefore, the following sequence is legal:
  - You may resolve the Concentrate Fire command, paying its cost (a dial, a token, or dial & token).
  - You may subsequently trigger this upgrade card: add a blue die set to the accuracy icon while discarding a Concentrate Fire token from another friendly ship as instructed in this upgrade card's text.
  - You may subsequently utilize the effects of your Concentrate Fire command, such as adding a die already in your attack pool (which now contains a blue die) or rerolling (which may target the aforementioned blue die set to an accuracy).

### Upgrade Card Interactions

- Because the card specifies that you may discard 1 Concentrate Fire token assigned to another friendly ship, you cannot discard Concentrate Fire tokens that are assigned to upgrade cards, such as Munitions Resupply, to fuel this effect.



## Fire Control Team

### Card Text

*During the Resolve Damage Step, you may exhaust this card to resolve 1 additional critical effect. You cannot resolve the same critical effect twice.*

### Timing

This Upgrade Card takes effect during the Resolve Damage Step; after the Spend Defense Tokens step, when the attacker chooses a critical effect to resolve.

### Clarifications

- You cannot resolve the same critical effect twice during the same Resolve Damage Step; you may resolve the same critical effect on two separate attacks.
  - The attacker chooses the order in which to resolve the critical effects.
- Every ship is able to resolve the Standard Critical Effect, which is as follows: "If the defender is dealt at least one damage card by this attack, deal the first damage card face-up". Thus, a ship may choose to exhaust this upgrade card to resolve the Standard Critical Effect and an additional one granted by an outside source, such as another upgrade card or an objective. Alternatively, a ship may choose to exhaust this upgrade card to resolve two different critical effects, neither of which is the Standard Critical Effect.
  - Some critical effects require a critical icon of a specific color to be present in the attack pool (such as Assault Proton Torpedoes requiring a Black critical icon). This Upgrade Card does not remove these requirements.
  - This Upgrade Card does not require multiple critical icons to be present in the attack pool; the same icon can satisfy the requirement for both critical effects (unless the two effects require icons of different colors, such as when a player attempts to resolve both Heavy Ion Emplacements and Assault Concussion Missiles).

### Upgrade Card Interactions

- If a ship equipped with this Upgrade Card resolves the effect from XX-9 Turbolasers and the Standard Critical Effect, only the first two damage cards are dealt face up. This is because both effects reference the "first" card, which is dealt face-up.
- If a ship equipped with this Upgrade Card resolves the effect from Assault Proton Torpedoes and the Standard Critical Effect, the "first" card dealt to the defender will be the one dealt by Assault Proton Torpedoes and will be dealt face-up. Further damage cards will not be dealt face-up.
- If a ship equipped with this Upgrade Card resolves the effect from Assault Proton Torpedoes and XX-9 Turbolasers, the "first" card will be the card dealt from Assault Proton Torpedoes. The second card, if dealt, will be dealt face-up. Further damage cards will not be dealt face-up.



## Flight Controllers

### Card Text

*The anti-squadron armament of each squadron that you activate is increased by 1 blue die until the end of its activation.*

### Timing

This Upgrade Card resolves when a ship resolves a squadron command.

### Clarifications

- This Upgrade Card affects any squadron activated by a ship's resolved squadron command. It grants a temporary increase of a squadron's anti-squadron armament by 1 blue die until the end of that squadron's activation.
- A squadron attacking using the Snipe keyword attacks with an "anti-squadron armament" of X blue dice. Thus, this upgrade card increases Snipe attacks by 1 blue die.

- This card is not an "Add" effect and does not resolve during the "Resolve Attack Effects" step. Instead, it changes the anti-squadron armament of each squadron activated. The blue die is rolled with the initial attack pool and would be a candidate for removal if the attack is obstructed.

### Upgrade Interactions

- A squadron activated by a ship with both this Upgrade Card and Ahsoka Tano (officer, Republic) would receive the benefit of both. Ahsoka would grant the squadron the Snipe keyword at the time of the squadron's activation, up to a maximum of Snipe 3, as written on the card. Subsequently, this Upgrade Card would increase the anti-squadron armament by one blue die. This would allow some squadrons (such as a V-19 Torrent) to perform a Snipe attack using 4 blue dice.

### Squadron Interactions

- If a ship with this Upgrade Card activates Colonel Jendon, and Colonel Jendon "passes" his attack to another squadron using his ability, that squadron will not receive the benefit of this card. <sup>2</sup>
- The effect of this Upgrade Card persists through the entirety of a squadron's activation and terminates when that activation is concluded. Thus, in the exceedingly rare scenario where a squadron performs a "Counter" attack during its own activation, it would receive the benefit of this upgrade card. <sup>3</sup>



## GUNNERY CHIEF VARNILLIAN

### Card Text

After you deploy, place 1 red die set to a blank face on this card. If you are the second player, set it to any face instead.

While attacking a ship, you may spend 1 die from the attack pool to exchange it with a die on this card. Both dice remain set to their current faces.

### Timing

The first paragraph of this Upgrade Card is resolved after you deploy. The second paragraph of this Upgrade Card may be resolved during the "Resolve Attack Effects" step.

### Clarifications

- The first paragraph of this Upgrade Card triggers when you deploy. If this ship deploys at a different time (such as due to Corvus or Hyperspace Assault), it will trigger at that time.

### Upgrade Interactions

- If a ship is equipped with both Corvus and this Upgrade Card, the first paragraph will resolve twice because the ship "deploys" twice - once during deployment, and once when it "re-deploys" due to Corvus' effect. The player will therefore place two red dice on this card (with identical restrictions on first/second player). Because a given card effect may only be resolved once during each "Resolve Attack Effects" step, it would not be possible to swap out both of these dice during the same attack.



## GUNNERY TEAM

### Card Text

@: The next attack you perform this activation can be performed from this hull zone.

Each of your hull zones cannot target the same ship or squadron more than once during your activation.

### Timing

The first portion of this Upgrade Card occurs during the "Resolve Attack Effects" step. The second portion of this Upgrade Card describes a continuous effect on the ship to which it is equipped.

### Clarifications

- If you wish to resolve the effects of this Upgrade Card and your first attack is against a squadron, you must resolve the Concentrate Fire command while attacking the final squadron of that attack sequence.

- While you are allowed to resolve the Concentrate Fire command during any attack, this upgrade will not have an effect when it is resolved on the last attack of a ship's activation. In order to initiate an attack from the same hull zone as a prior attack, it is necessary to have "unlocked" that ability by resolving the Concentrate Fire command on the prior attack.
- This card does not preclude a ship from "double-arcing". You may attack the same ship or squadron multiple times in your attack step provided that the attacks originate from different hull zones.

### Upgrade Card Interactions

- A ship may choose to use Admiral Ackbar's ability in conjunction with this Upgrade Card; Admiral Ackbar's ability would apply to both attacks.
- Upgrade cards which grant additional attacks (such as Impetuous or Ordnance Pods) do not supersede the "cannot" in this card. Those additional attacks may not target the same ship or squadron if they have already been targeted by a given hull zone.
- A ship with an upgrade which limits the number of attacks it can make (such as Slaved Turrets or Patriot Fist) cannot attack again, even if it has this upgrade card equipped and has resolved the Concentrate Fire command.

### Objective Interactions

- The "cannot" in this card supersedes the benefits gained by being named as the objective ship in Advanced Gunnery. If an objective ship with this Upgrade Card equipped attacks a second time from the same hull zone during its activation, that ship cannot target the same ship or squadron more than once from that hull zone.



## Local Fire Control

### Card Text

After you deploy, you must replace 1 of your defense tokens with a ⚡ defense token.

### Timing

This Upgrade Card resolves when a ship is deployed.

### Clarifications

- The "must" in this card is absolute. A ship cannot choose to not replace one of its tokens with a salvo defense token.
- There is no limitation on which token must be replaced; a player may choose to replace a pre-existing Salvo defense token with this upgrade card, in effect making no changes to the ship's defense token complement.
- If a ship deploys at a non-typical time, such as due to Admiral Raddus, Profundity, or Hyperspace Assault, this Upgrade Card's effect will occur at the time that ship deploys.

### Upgrade Card Interactions

- Some upgrade cards modify defense tokens at the start of the first round (such as Endeavor, Captain Needa or Vanguard). This Upgrade Card's effect takes place when a ship is deployed, which is typically before the start of the first round. Thus, extra defense tokens granted by such effects may not be replaced by this Upgrade Card's effect.
- A replaced defense token is not discarded. As such, effects which recover discarded defense tokens such as General Tagge or Walex Blissex cannot target the token replaced by this Upgrade Card. If, over the course of game play, the salvo granted by this Upgrade Card is discarded, effects which recover discarded defense tokens may recover the salvo granted by this Upgrade Card.
- Effects which grant defense tokens on deployment, such as Krysta Agate or Concord, may be targeted by this Upgrade Card.
- If a ship is equipped with both Corvus and this Upgrade Card, this Upgrade Card will resolve twice - once during deployment, and once after deployment when Corvus "re"-deploys.<sup>5</sup>



## Ordnance Experts

### Card Text

While attacking, you may reroll up to 2 black dice.

### Timing

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

### Clarifications

- This effect may be used while attacking a squadron.



## Ruthless Strategists

### Card Text

*After attacking a squadron, you may deal 1 damage to a friendly squadron engaged with the defender. If you do, the defender suffers 1 damage.*

### Timing

This Upgrade Card resolves after an attack on a squadron has completed, before the "Declare Additional Squadron Target" step.

### Clarifications

- "After attacking a squadron" indicates that the defender must spend defense tokens and suffer damage before the attacker is required to decide if he is using Ruthless Strategists or not. The attacker must decide if he is using Ruthless Strategists before moving on to the "Declare Additional Squadron Target" step.

### Upgrade Card interactions

- This damage takes place after an attack has been completed, and does not involve the attack step. Card abilities which are used to cancel or move damage during an attack (such as Gallant Haven) thus do not interact with this upgrade card.
- This Upgrade Card can trigger from any attack targeting a squadron. This includes cards which grant extra attacks targeting squadrons, such as Ordnance Pods, Impetuous, and Quad Laser Turrets.
- The "Friendly Squadron" mentioned in this Upgrade Card may be a squadron that has zero hull points remaining thanks to the effect of General Riekkan. A squadron at zero hull points who suffers damage remains at zero hull points.

### Squadron Interactions

- Damage suffered from resolving the effect of this Upgrade Card takes place after an attack, and does not involve the attack step. Squadron abilities which are used to cancel or move damage during an attack (such as Axe or Biggs) thus do not interact with this upgrade card.
- Tel Trevura's effect shares a timing window with Ruthless Strategists; both occur "After an attack". Therefore, the first player's effect will occur first and the second player's will occur second. If the second player's Tel Trevura discarded a defense token and is reduced to zero hull as a result of the first player's usage of Ruthless Strategists, the second player's Tel Trevura may still recover up to 3 hull points. This is because Tel Trevura's effect contains the stipulation "even if you would be destroyed". If Tel Trevura belonged to the first player and discarded a defense token in the initial attack (even if reduced to 0 hull), it would recover 3 hull points and then would take this Upgrade Card's damage leaving 2 hull points left..



## Sensor Team

### Card Text

*While attacking, you may exhaust this card and spend 1 die to change 1 of your dice to a face with an ⚡ icon.*

### Timing

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

### Clarifications

- There is no restriction on the die that must be spent; it may be blank.



## Veteran Gunners

### Card Text

*While attacking, you may exhaust this card to reroll all dice in your attack pool.*

### Timing

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

### Clarifications

- Dice spent from the attack pool are removed from the attack pool. As a result, if they are spent before this Upgrade Card is resolved, they are not rerolled and any effects gained from spending them will persist. This includes accuracy icons spent to prevent the usage of defense tokens or dice spent for the effects of objectives like "Precision Strike", "Rift Assault", or "Close Range Intel Scan".
- Any unspent accuracies in the attack pool will be rerolled along with all remaining dice when this Upgrade Card is resolved.



## WEAPONS BATTERY TECHS

### Card Text

*While attacking a ship, you may change 1 die face with an & icon to a face with a & icon.*

### Timing

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

### Clarifications

- The objective "Solar Corona" will remove a die with an accuracy icon "before resolving any attack effects". As a result, this upgrade card is not able to modify a die before it is removed by "Solar Corona".

## ENDNOTES

1. This is analogous to how **Enhanced Armament** functions when equipped to a ship. **Flight Controllers** changes the base anti-squadron armament of a squadron rather than granting it the ability to add a blue die to an attack.
2. When **Colonel Jendon** uses his ability, he does not activate a friendly squadron; rather, he is permitting another squadron to make an attack. He is not activating that squadron and neither is that squadron activated by the ship equipped with Flight Controllers.
3. **Counter** typically takes place during another squadron's activation, as performing a **Counter** attack requires that you first be attacked. However, it is possible due to abilities like those from **Moralo Eval** or **Haor-Chall** prototypes that allow squadrons to attack, and therefore be **Counter-ed**, during another squadron's activation.
4. This is because **Gunnery Team** grants its benefit to the "next" attack. If you resolve **Gunnery team** while targeting the first squadron, your "next" attack will occur while attacking the second squadron during that attack; you will not have the benefit available by the time you have finished attacking all the squadrons in a given hull zone.
5. This means that **Corvus** may replace two different tokens with & defense tokens.