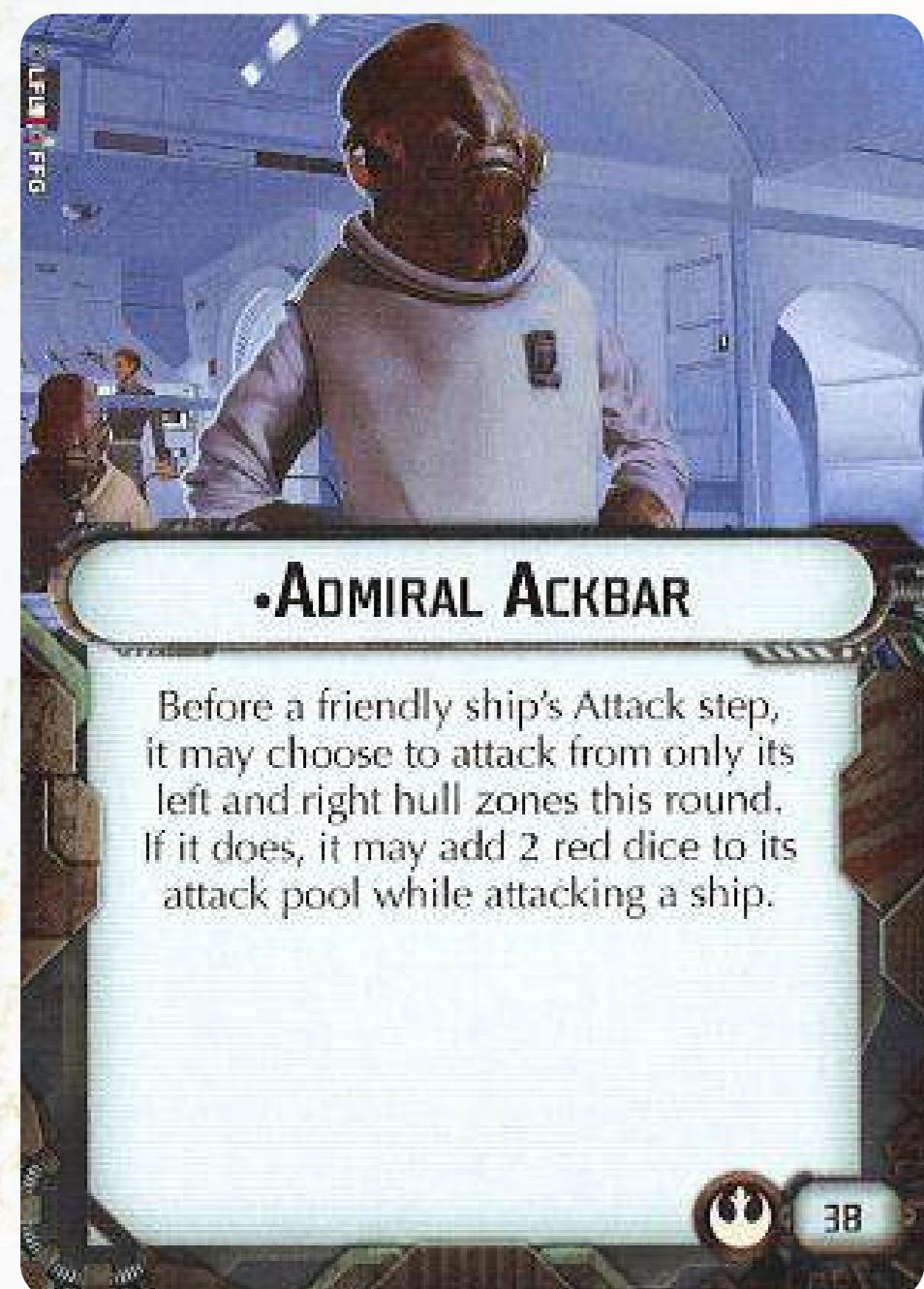


# COMMANDER

A is a special type of upgrade card with the  icon on its card back and no upgrade icon in the lower-left corner of the card front.

- A  can be equipped to any ship except Flotillas.
- A fleet cannot have more than one .
- A ship with a  equipped is a flagship.
- A  must be in the play area to be able to resolve. If this card has been set aside, then the  ability cannot resolve.



## ADMIRAL ACKBAR [3B]

### Card Text

*Before a friendly ship's Attack step, it may choose to attack from only its left and right hull zones this round. If it does, it may add 2 red dice to its attack pool while attacking a ship.*

### Timing

This Upgrade Card may be resolved only before an activated ship's "Attack" step.

### Objective Interactions

- Ships that have chosen to use this Upgrade Card's effect can claim Fire Lanes tokens with their front and rear ship batteries. However, this Upgrade Card's effect does not increase a ship's battery armament, and cannot be used to claim Fire Lanes tokens.

### Upgrade Card Interactions

- If a ship is equipped with Gunnery Teams, this Upgrade Card's effect may apply to both attacks performed from the same hull zone.
- Using this Upgrade Card will prevent you from attacking from the front or rear hull zones with upgrade cards such as Ordnance Pods.

### Counter & Salvo Interactions

- Resolving this Upgrade Card's effect would not prevent a ship from attacking from its left or right hull zones with Salvo or Counter attacks.
- Salvo attacks made by an unactivated ship would not prevent a player from choosing to resolve this Upgrade Card's effect during that ship's activation later in the round.
- Counter attacks (such as from upgrade cards such as Quad Laser Turrets) and Salvo attacks can be restricted by this Upgrade Card. If this Upgrade Card's effect has been declared by that ship, then that ship can only resolve attacks from either its left or right hull zones and cannot attack from its front or rear.



## ADMIRAL KONSTANTINE ⚡ [23]

### Card Text

*At the start of each Status Phase, you may choose any number of enemy ships at distance 1-5 of at least 2 friendly non-flotilla ships, 1 of which must be of medium or larger size class. For each chosen ship, you may discard 1 ⚡ token from it or increase or decrease its speed by 1 to a minimum of speed 1.*

### Timing

The effect of this Upgrade Card is resolved at the start of the Status Phase.

### Clarifications

- This Upgrade Card's ability may resolve against all enemy ships in range.

### Upgrade Card Interactions:

- The Grand Inquisitor may resolve from this Upgrade Card's effect.

### Damage Card Interactions

- If this Upgrade Card's effect changes the speed of a ship with a faceup Thruster Fissure damage card, that ship does not suffer 1 damage from Thruster Fissure's effect since this Upgrade Card is forcing the speed change, and not the ship's owner.

### Obstacle Interactions

- This Upgrade Card can be used in conjunction with Unarmed Stations, they are treated as ships when resolving effects.
- Unarmed Stations are a non-flotilla ship with no size class.



## ADMIRAL MOTTI ⚡ [20]

### Card Text

*The hull value of each friendly ship is increased according to its size class:*

*Small ship: 1*

*Medium ship: 2*

*Large ship: 3*

### Timing

The effect of this Upgrade Card is permanent unless the flagship is destroyed, then all ships of the fleet lose their additional hull point(s).

### Clarifications

- The additional hull value is a permanent effect unless the flagship is destroyed. If this happens, check any remaining friendly ships in this card's fleet; if a ship meets or exceeds its printed hull value on its ship card, they are immediately destroyed and removed from the play area.
- This Upgrade Card does not work with Super Star Destroyers as it has no effect on a huge ship.

### Obstacle Interactions

- This card does not work with Armed Stations or Unarmed Stations as they are not given a size class.



## ADMIRAL OSSZEL ⚡ [20]

### Card Text

*During each friendly ship's Determine Course step, it may change its speed by 1.*

### Timing

This Upgrade Card resolves in a friendly ship's Determine Course step.

### Clarifications

- During a friendly ship's Determine Course step, the player may change the speed of that ship by 1. This effect can resolve during any of your ships' "Determine Course" steps such as when conducting a maneuver from Rift Ambush or Engine Techs.



## ADMIRAL PIETT (20)

### Card Text

*When a friendly ship spends only a command token to resolve a command, you may exhaust this card. If you do, that ship resolves that command as if it had spent a dial of the same type instead.*

### Timing

This Upgrade Card is exhausted and triggers when resolving only a command token.

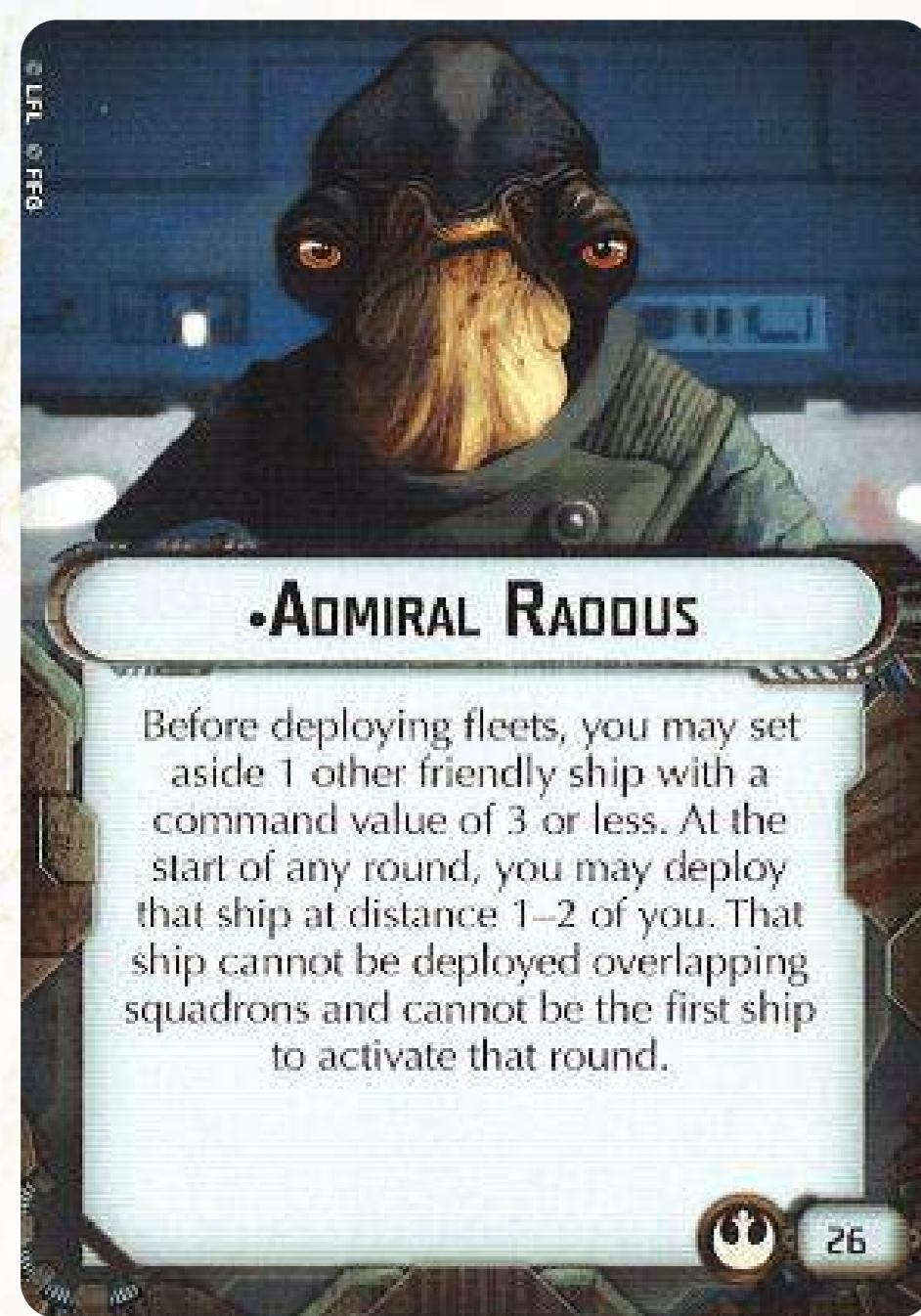
### Clarifications

- When only a command token is spent, you may exhaust this Upgrade Card to turn the token into a dial instead. Since you are already spending a token to resolve the command, you cannot also then spend another token of the same command to increase the value of the command.

- This card does not grant the Super Star Destroyer an additional token from changing a command token into a dial, as the dial is not "revealed". It gains a token from a "revealed" dial

### Upgrade Card Interactions:

- If this Upgrade Card is equipped to a ship with the **Interdictor** title, this Upgrade Card can be chosen to become unexhausted.
- Commander Beck's ability can be used by this card for one command.



## ADMIRAL RADDUS (26)

### Card Text

*Before deploying fleets, you may set aside 1 other friendly ship with a command value of 3 or less. At the start of any round, you may deploy that ship at distance 1-2 of you. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.*

### Timing

This Upgrade Card's effect triggers at the start of a game round, before command dials are set in the Command Phase.

### Deployment Interactions

- If the ship with this Upgrade Card equipped is destroyed after resolving this Upgrade Card's effect to deploy a ship, the ship that was deployed by this Upgrade Card's effect still cannot be the first ship to activate that round.

- Ships deployed with this Upgrade Card's effect can be deployed overlapping anything except other ships and squadrons.
- This Upgrade Card must be on a ship in the play area in order to trigger his card effect. For example, if this Upgrade Card's ship was set aside by Hyperspace Assault or into Profundity, that ship must be deployed before being able to use this Upgrade Card.

### Objective Interactions

- Objectives which target ships in the play area cannot target a ship set aside by this Upgrade Card. Objectives which target ships not yet in the play area can target a ship set aside by this Upgrade Card. For this reason, a ship set aside by this Upgrade Card can be chosen for Intel Sweep and will receive a token for Blockade Run; it cannot be assigned as an objective ship for Most Wanted.

### Upgrade Card Interactions

- You cannot set aside this Upgrade Card's ship into Profundity, and then set aside Profundity with this Upgrade Card, for two reasons. First, this Upgrade Card is no longer in effect after being set aside. Second, there would be no way you could ever deploy Profundity if you then also set it aside with this Upgrade Card's effect.
- When a ship set aside by this Upgrade Card is equipped with Aspiration or Local Fire Control, those effects would trigger during deployment, since those effects resolve when the ship deploys.
- Proximity Mines and this Upgrade Card share the same timing window, so proximity mine tokens can be placed before choosing a ship to be set aside by this Upgrade Card (subject to first and second player considerations).



## ADMIRAL SCREED ⚡ (26)

### Card Text

Once per activation, while a friendly ship is attacking, it may spend 1 die to change a die to a face with a ⚡ icon. That die cannot be rerolled.

### Timing

This ability is resolved in the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card can resolve only once per activation, while a friendly ship is attacking during the "Resolve Attack Effects" step.
- On your activation, if attacking squadrons, you may only use this Upgrade Card's ability on one squadron.
- You may spend a die to change any other die in your attack pool to a face with a critical icon, including a hit/critical icon.
- This card's effect can resolve once during any ship or squadron's activation, including an opponent's.
- Admiral Screed can use his ability when a friendly ship is performing a **Salvo** or **Counter** attack against a squadron. It would only be effective if there is a black die in the attack pool.
- This upgrade card may resolve while a friendly ship is performing a Salvo or Counter attack against a squadron.
- A die set to a particular face by this upgrade card's ability cannot be rerolled, either by attack effects (such as Leading shots) or defense effects (such as Point Defense Ion Cannons). The die may still be modified in other ways, such as being set to a different face, cancelled, spent. Thus, the die is vulnerable to the scatter defense token effect (which cancels dice) but not to the evade defense token effect when resolved at medium range (which rerolls a die).



## ADMIRAL SLOANE ⚡ (24)

### Card Text

While a friendly squadron without **ROGUE** is attacking, it may spend 1 die with an ⚡ icon to choose and spend 1 of the defender's defense tokens. While attacking a ship, it may also reroll 1 die with a ⚡ icon.

### Timing

The effect of this Upgrade Card triggers while a squadron is attacking, during the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card can trigger on any squadron attack, including Counter, as long as the friendly squadron does not have Rogue.
- A token spent by this card's effect cannot be spent by the defender during that attack. The defender may spend another token of the same type during that attack.
- 1 die with the accuracy icon may be "spent" during "Resolve Attack Effects" to spend 1 of the defender's defense tokens of the attacker's choice.
- While a squadron is attacking a ship, it can reroll 1 die showing the critical icon in the "Resolve Attack Effects" step.

### Upgrade Card Interactions

- **Electronic Countermeasures** does not allow the defender to spend a defense token that, during this attack, has already been spent by this Upgrade Card's ability.



## ADMIRAL TARKIN ⚙ (30)

### Card Text

*At the start of each Ship Phase, you may discard 1 command token from this card. If you do, either you gain 1 matching command dial, or each friendly ship gains 1 matching command token.*

### Timing

The initial effect of this card triggers when that ship is deployed “during the Deploy Ships step of setup”, place only 6 command tokens of any type on this card. The second part of this Upgrade Card triggers at the start of each Ship Phase.

### Clarifications

- This Upgrade Card would not receive any command tokens on this card (and would thus be useless) if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault’s Setup effect.
- The dial that is “gained” from this Upgrade Card may be turned into a matching command token.
- You cannot resolve two dials of the same command. You may use this Upgrade Card’s effect to generate a token if you have revealed the matching command dial. Only a dial, or a token, or a dial + token together may be resolved in the same activation.
- This Upgrade Card’s dial cannot be discarded to clear all Raid tokens. Only a ship’s “revealed” dial may be discarded, and this Upgrade Card’s dials are “gained” not “revealed”. However this Upgrade Card’s dial can be turned into a token that may be used to clear a matching Raid token. This would allow a command to be resolved if the ship’s dial is also of that command.

### Upgrade Card Interactions

- As long as a ship has “revealed” a dial, this Upgrade Card’s dial can be discarded to trigger Boarding Teams, as the squadron dial being discarded does not need to be the one being revealed.
- This Upgrade Card’s ability can be resolved before you choose to resolve Fleet Commands, as they share the same timing.
- This Upgrade Card’s timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

### Damage Card Interactions

- The Crew Panic damage card only affects the ship’s dial, not this Upgrade Card’s dial as they are “gained” not “revealed”.



## ADMIRAL TRENCH ⚙ (32)

### Card Text

*At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when a friendly ship spends only a matching command token to resolve a command, that ship resolves that command as if it had spent a dial and token of the same type instead.*

### Timing

The initial effect of this card triggers when that ship is deployed “during the Deploy Ships step of setup”. The second part of this Upgrade Card may resolve at the start of the Ship Phase.

### Clarifications

- This Upgrade Card would not gain any command dials on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault’s Setup effect.
- If a ship under the effect of this Upgrade Card has a Raid token, it may not spend a matching command token to resolve This Upgrade Card’s ability.
- If the ship this Upgrade Card is equipped to is destroyed after this Upgrade Card’s effect is resolved, the effect would last until the end of the round.
- Effects which trigger when a ship “Reveals” a command dial are not triggered by this Upgrade Card, as this Upgrade Card’s dials are on the card, not its ship.



## ADMIRAL YULAREN ⚽ [24]

### Card Text

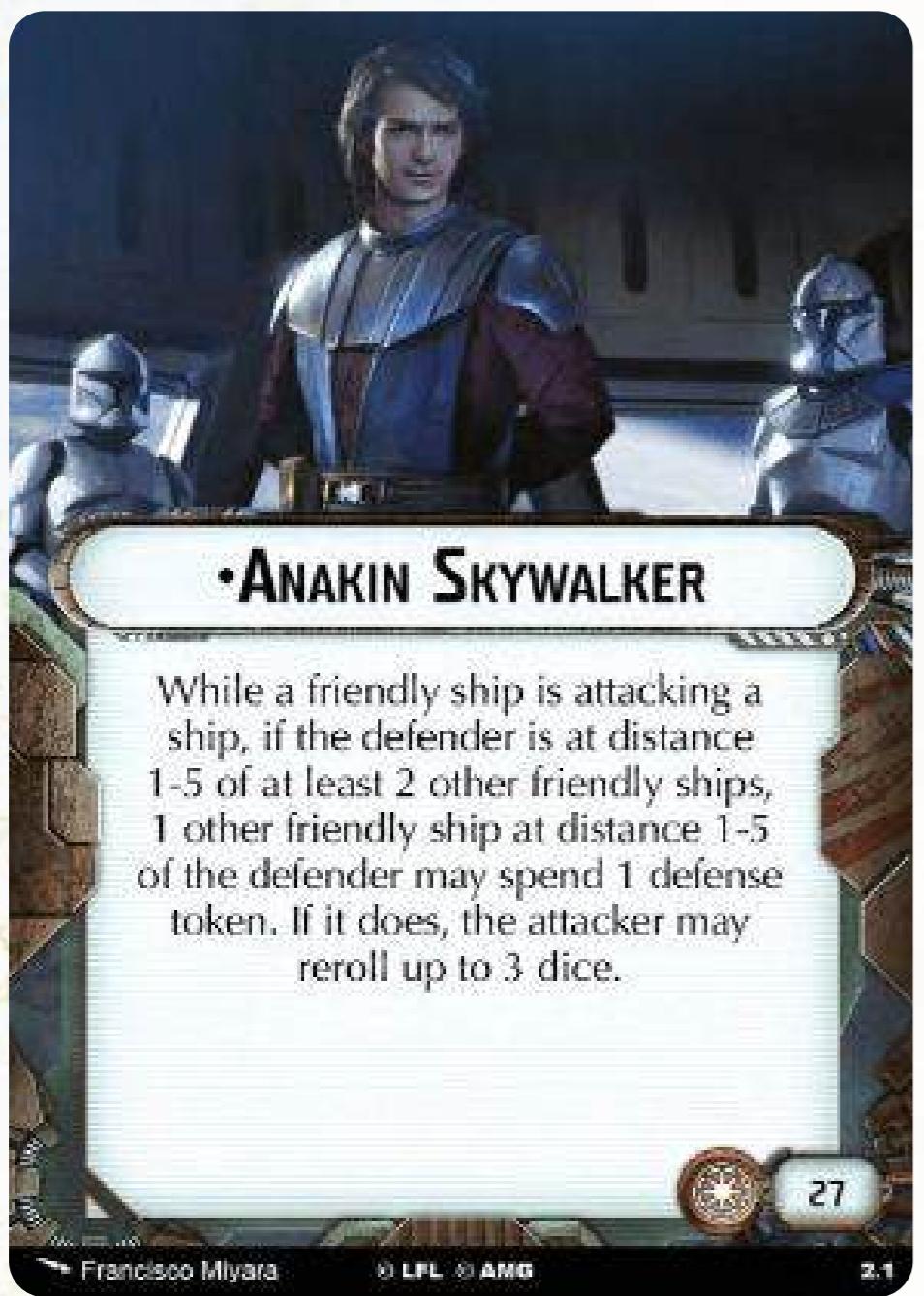
When a friendly ship resolves a ⚽ command, if it spent a ⚽ token, it may activate 1 additional squadron.  
When a friendly ship resolves a ⚓ command, it may spend engineering points on the following repair effect:  
**Repair Squadron:** Spend 2 points to choose a friendly squadron at distance 1-3. That squadron recovers 1 hull point.

### Timing

This Upgrade Card triggers after the Reveal Command Dial step.

### Clarifications

- A ship with a Squadron dial and token would activate as many squadrons as its Squadron Value, plus an additional one from a Squadron token, and another additional squadron from this Upgrade Card's effect.
- Using a squadron token to clear a Raid token would not count as spending a Squadron token for the purpose of this Upgrade Card's ability.



## ANAKIN SKYWALKER ⚽ [27]

### Card Text

While a friendly ship is attacking a ship, if the defender is at distance 1-5 of at least 2 other friendly ships, 1 other friendly ship at distance 1-5 of the defender may spend 1 defense token. If it does, the attacker may reroll up to 3 dice.

### Timing

This ability may be resolved in the "Resolve Attack Effects" step.

### Clarifications

- While a friendly ship at distance 1-5 of at least 2 other friendly ships is attacking, during "Resolve Attack Effects", another friendly ship at distance 1-5 may spend 1 defense token. Even if the other ship is at speed 0, it may spend a token, as only defending ships are not allowed to spend defense tokens at speed 0.

- You cannot use this ability when attacking squadrons or proximity mines.

### Damage Card Interactions

- If a ship has the Faulty Countermeasures critical card ("You cannot spend exhausted defense tokens.") it may not spend its defense token to allow another friendly attacking ship to resolve this Upgrade Card's ability if it has no readied defense tokens. If the attacking ship has the Faulty Countermeasures damage card, it may still choose another friendly ship at distance 1-5 and resolve this Upgrade Card's ability even if it has no readied defense tokens.



## BAIL ORGANA (28)

### Card Text

When a friendly ship reveals a command, you may discard up to 1 token of each type from this card. For each token you discard, that ship gains 1 additional command dial matching that token's type.

### Timing

The initial effect of this card triggers when that ship is deployed "during the Deploy Ships step of setup". The second part of this Upgrade Card may then resolve when one of your ships activates and "reveals" its command dial.

### Clarifications

- This Upgrade Card would not gain any command tokens on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.
- The dial that is gained from this Upgrade Card may be turned into a matching command token.
- You cannot resolve two dials of the same command. You may use this Upgrade Card's effect to generate a token if you have revealed the matching command dial. Only a dial, or a token, or a dial + token together may be resolved.
- Only a ship's "revealed" dial may be discarded to clear raid tokens. This Upgrade Card's dials are "gained" not "revealed" and thus may not be used to clear Raid tokens. This Upgrade Card's dials can be turned into a token that may be then used to clear a matching Raid token. This would allow a command to be resolved if the ship's dial is also of that command.

### Upgrade Card Interactions

- Upgrades that trigger and resolve, or resolve on, that ship's "revealed" dial, do not trigger on this Upgrade Card's "gained" dial. Examples include; Clone Navigation Officer, Navigation Officer, Engineering Captain, Tactical Expert, Wing Commander, Weapons Liaison, Defense Liaison, and Support Officer.
- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

### Damage Card Interactions

- If a ship does not "reveal" a command because it chose to discard it due to a card effect such as Crew Panic or another effect, then you cannot resolve this Upgrade Card's effect.
- A ship with this Upgrade Card as well as the Crew Panic damage card may reveal a normal command dial as well as gain this Upgrade Card's dial, and only suffer 1 damage (not 2), as Crew Panic only affects the ship dial.



## COMMANDER SATO (25)

### Card Text

*While a friendly ship is attacking a ship at distance 1 of a friendly squadron, the attacker may add 2 dice, each of any color. If it does, it must cancel 2 attack dice.*

### Timing

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

### Clarifications

- The dice added by this upgrade card's effect may both be of the same color or of different colors.
- The dice cancelled by this upgrade card's effect may be any of the dice in the attack pool, including the dice just added.

- The attacker must add both dice at the same time; he may not add one, check the result, and then choose another.
- The add and subsequent cancel effects of this upgrade card may not be interrupted to resolve other attack effects; the attacker must cancel two attack dice immediately after adding two attack dice. For example the attacker may not add two dice, concentrate fire in a third, and then cancel two dice.



## COUNT DOOKU ⚡ (27)

### Card Text

*You must choose at least 2 types of command tokens for this card.*

*At the start of each Ship Phase, you may discard 1 command token from this card. If you do, each enemy ship gains a raid token matching that command token.*

### Timing

The initial effect of this card triggers when that ship is deployed "during the Deploy Ships step of setup". The second part of this Upgrade Card may resolve at the start of the Ship Phase.

### Clarifications

- This Upgrade Card would not gain any command tokens on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.



## DARTH VADER ⚡ (28)

### Card Text

*While a friendly ship is attacking a ship, it may spend 1 defense token to reroll any number of dice in its attack pool.*

### Timing

This Upgrade Card may be resolved when a ship is attacking during the "Resolve Attack Effects" step.

### Clarifications

- While a friendly ship is attacking, during the "Resolve Attack Effects" step, it can spend a defense token to reroll any die in its attack pool, even if the attacking ship is at speed 0. Speed 0 only prevents a ship from spending tokens during the "Spend Defense Tokens" step of an attack.
- You cannot use this ability when attacking squadrons or proximity mines.

- Intel Officer allows you to target your own defense tokens. If that defense token is chosen by this Upgrade Card to be spent for a reroll, that defense token would be discarded.

### Damage Card Interactions

- If a ship has the critical card Faulty Countermeasures ("You cannot spend exhausted defense tokens.") you may not spend an exhausted defense token for this card's ability.



## EMPEROR PALPATINE (32)

### Card Text

After deploying fleets, place 1 defense token of each type on this card. At the start of each Ship Phase you may discard 1 of those tokens. If you do, until the end of the round, if an enemy ship or squadron spends a matching token, discard that token. This card's effect cannot be resolved against friendly ships or squadrons.

### Timing

The initial effect of this Upgrade Card triggers "after deploying fleets" when you place 1 defense token of each type on this card. This Upgrade Card may be then resolved at the start of a Ship Phase by discarding a defense token.

### Clarifications

- If the ship this Upgrade Card is equipped to is destroyed, this Upgrade Card's ability (if active) will remain in effect until the end of the round.
- This upgrade card's effect will trigger at any time the opposing player spends a matching defense token. This includes but is not limited to defense tokens spent while defending as part of the Spend Defense tokens step, those spent while defending but not as part of the Spend Defense tokens step (such as Thermal Shields) and those spent while attacking (such as Turbolaser Reroute Circuits).
- This upgrade card's effect will only trigger if the opposing player is spending their own defense tokens. It will not trigger if defense tokens are spent by another player, such as via Boarding Troopers.
- This upgrade card's effect does not trigger when a defense token is exhausted (rather than spent), such as via Suppressor or Overload Pulse.
- If this Upgrade Card is discarded due to Darth Vader (Officer), any remaining defensive tokens on this Upgrade Card cannot be discarded. However if a defensive token was discarded at the beginning of the turn, the card's ability will remain in effect until the end of the turn.

### Squadron Interactions

- This Upgrade Card will resolve when the opposing player uses the special abilities of both Jan Ors and Axe.

### Damage Card Interactions

- The Injured Crew damage card only affects defense tokens assigned to the ship which was dealt the damage card. It will not affect the defense tokens assigned to this Upgrade Card.



## GARM BEL IBLIS (25)

### Card Text

After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens, each friendly ship may gain a number of command tokens equal to its command value.

### Timing

This Upgrade Card's effect resolves at the start of Ship Phase for the two non-consecutive rounds chosen.

### Clarifications

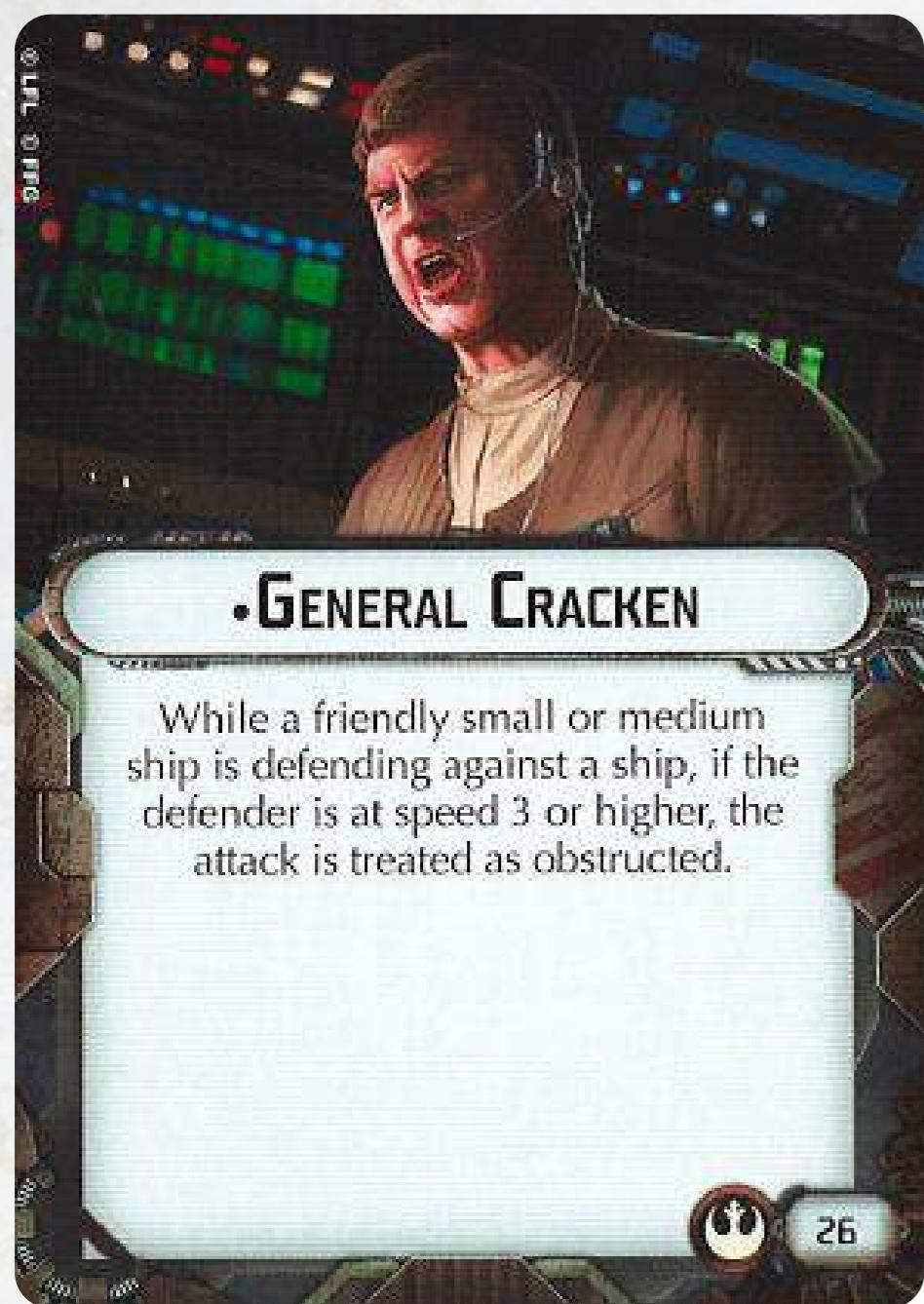
- At the start of the Ship Phase for the chosen rounds, each ship can choose to gain command tokens equal to its command value. As usual, a ship can only have as many tokens as its command value and one of each type of token.
- This Upgrade Card's effect resolves at the start of the Ship Phase and not at the start of a round.

### Damage Card Interactions

- This Upgrade Card is unable to assign command tokens to ships with the Life Support Failure damage card.

### Upgrade Card Interactions

- Phoenix Home does not increase a ship's command value; it allows it to be assigned up to 4 command tokens. However, this Upgrade Card only allows ships to gain command tokens equal to its command value, so Phoenix Home would only gain 2 command tokens. If Phoenix Home already has 2 command tokens and this Upgrade Card's effect triggers at the start of a Ship Phase, it could gain another 2 command tokens.
- When this Upgrade Card assigns command tokens, if a ship has the title Tantive IV, before it gains its command token, it may assign that token to another ship in range.



## GENERAL CRACKEN [26]

### Card Text

*While a friendly small or medium ship is defending against a ship, if the defender is at speed 3 or higher, the attack is treated as obstructed.*

### Timing

This Upgrade Card's effect may resolve before the attacker rolls dice during the "Roll Attack Dice" step.

### Clarifications

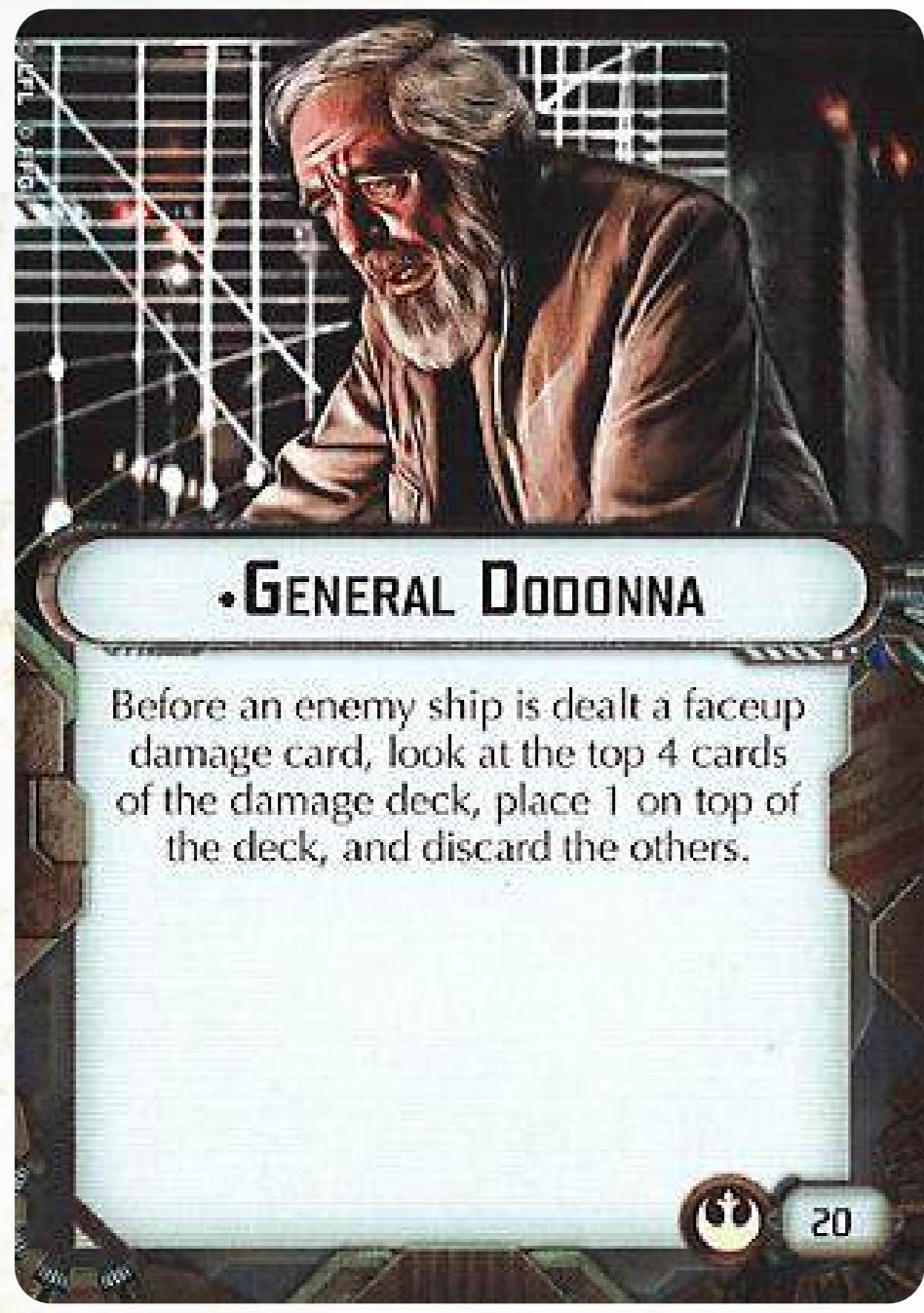
- This Upgrade Card's effect is active whenever a small or medium base ship's speed dial is at 3 or higher.

### Squadron Interactions

- This Upgrade Card's effect does not affect squadron attacks.

### Upgrade Card Interactions

- Attacks made by a ship equipped with Jaina's Light ignore this Upgrade Card's effect as those attacks cannot be obstructed.
- If an attacking ship is using General Romodi's effect, and the defending ship is using this Upgrade Card's effect, the attack does not benefit from General Romodi's effect unless line of sight is traced over an obstacle or another ship.<sup>3</sup>



## GENERAL DODONNA [20]

### Card Text

*Before an enemy ship is dealt a faceup damage card, look at the top 4 cards of the damage deck, place 1 on top of the deck and discard the others.*

### Timing

This Upgrade Card's effect triggers before an enemy ship would be dealt a faceup damage card.

### Clarifications

- This Upgrade Card resolves for each faceup damage card dealt, separately.
- The player with this Upgrade Card does not have to reveal what damage cards were drawn to their opponent. The cards in the discard pile also cannot be looked at.

### Upgrade Card Interactions

- If this Upgrade Card is equipped to a ship that is also equipped with Garel's Honor and that ship overlaps an enemy ship but is destroyed in doing so, this Upgrade Card's effect may still trigger and resolve before that ship is destroyed.
- This Upgrade Card's effect is not resolved when damage cards already dealt face down are flipped face up (e.g. Boarding Engineers or Precision Strike).
- A damage card chosen by this Upgrade Card's effect may be flipped face down by Lira Wessex before the damage card resolves its effect.<sup>1R</sup>



## GENERAL DRAVEN [22]

### Card Text

*After an enemy ship resolves a command, you may discard a matching command token from this card. If you do, that enemy ship gains 1 matching raid token.*

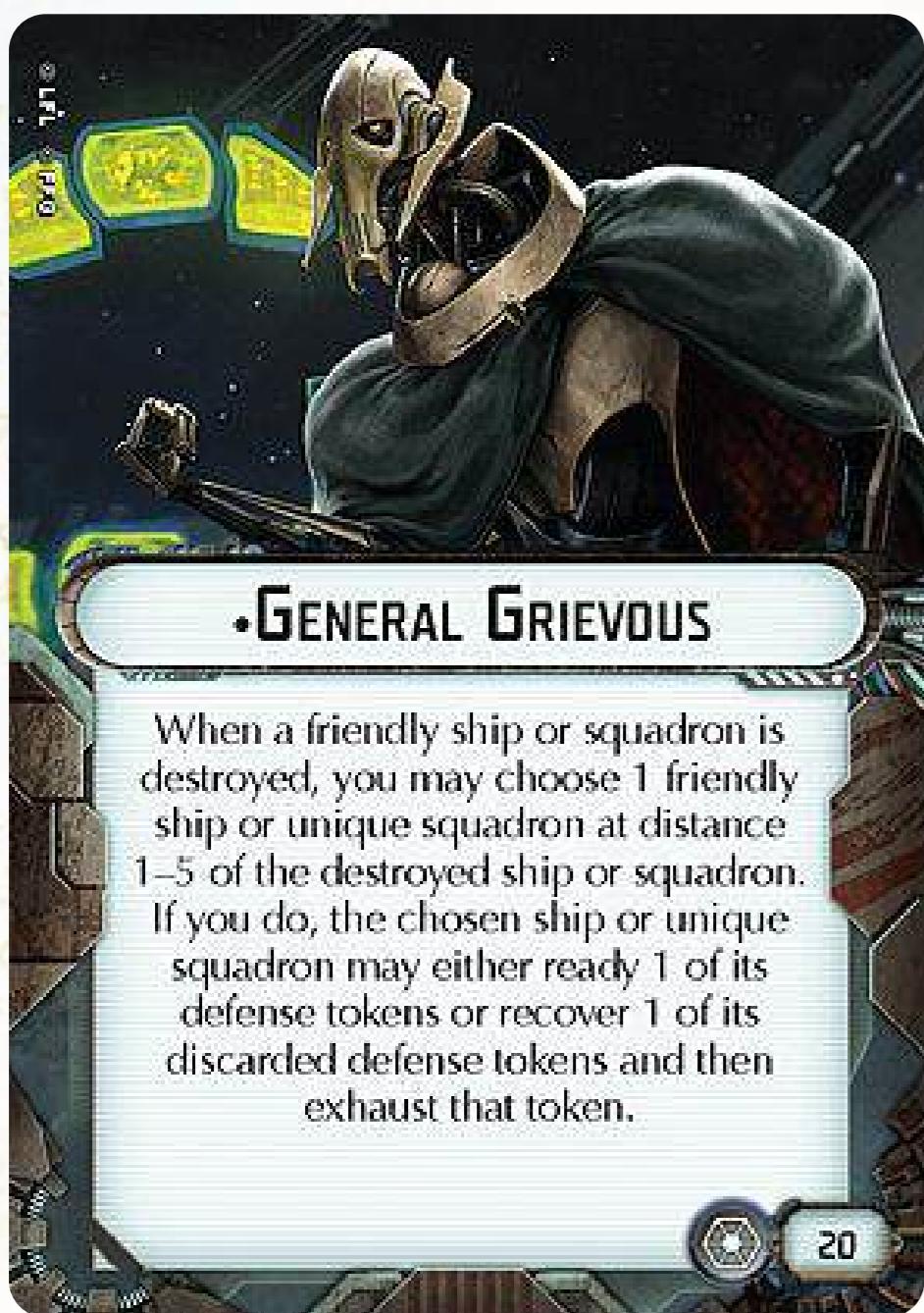
*While a friendly squadron is attacking, if it is at distance 1-2 of an enemy ship with at least 1 raid token, it may reroll 1 die.*

### Timing

This upgrade card triggers once at deployment, when command tokens are chosen for the card. It may also trigger again after an enemy ship has completed resolution of a given command. It may also trigger again while a friendly squadron is attacking.

### Clarifications

- "After an enemy ship resolves a command" is a timing window that may occur several times throughout a ship's activation, as ships may resolve more than one command per activation. There is no limitation on the number of times during a ship's activation that this upgrade card may trigger.
- This upgrade card may trigger while a friendly squadron is making a Counter attack.



## GENERAL GRIEVOUS [20]

### Card Text

*When a friendly ship or squadron is destroyed, you may choose 1 friendly ship or unique squadron at distance 1-5 of the destroyed ship or squadron. If you do, the chosen ship or unique squadron may either ready 1 of its defense tokens or recover 1 of its discarded defense tokens and then exhaust that token.*

### Timing

The effect of this card triggers immediately upon the destruction of a friendly ship or squadron at distance 1-5.

### Clarifications

- If a player chooses to resolve the Reserve Hangar Deck effect when a squadron is destroyed, the squadron is still considered destroyed and would resolve this Upgrade Card's effect. These effects share a timing window and can be resolved in the order of the controlling player's choice.

- If a player chooses to move a ship or squadron so that any of it is outside of the play area; i.e., fly it off the board, it is considered destroyed and would trigger this Upgrade Card's effect.
- This Upgrade Card's effect can resolve when a friendly Unarmed Stations is destroyed as Unarmed Stations are treated as ships when resolving effects.
- The squadron's position when it was destroyed would be used when determining distance for this Upgrade Card effect, not the squadron's position after being placed by Reserve Hangar Deck.



## GENERAL MADINE [30]

### Card Text

*While a friendly ship is executing its first maneuver during its activation, during the Determine Course step, it may increase 1 yaw value by 1.*

### Timing

This Upgrade Card's effect is active during the "Determine Course" step of the first maneuver of a friendly ship's activation.

### Objective Interactions

- This Upgrade Card's effect does not trigger during a maneuver from the Rift Ambush special rule as it is not the first maneuver a ship would perform during its activation.

### Upgrade Card Interactions

- This Upgrade Card's effect does not trigger during a maneuver from Engine Techs as it is not the first maneuver a ship would perform during its activation.
- If a ship's yaw value is reduced by a card effect or damage card, this Upgrade Card's effect can be used to add yaw back after the reduction.



## GENERAL RIEEKAN [34]

### Card Text

Once per round, when a friendly ship or friendly unique squadron is destroyed, it remains in the play area and is treated as if it was not destroyed until the end of the Status Phase.

### Timing

This Upgrade Card's effect triggers when a friendly ship or unique squadron is dealt damage equal to or higher than its hull value, which would result in it being destroyed.

### Clarifications

- Ships and squadrons affected by this Upgrade Card are destroyed at the end of the Status Phase regardless of the number of damage cards or hull points they have at that time. These ships or squadrons are removed before resolving any "end of round" or "end of game" effects.

- Ships and squadrons affected by this effect are treated as not destroyed until the end of the Status Phase for all purposes (attacking, defending, resolving card abilities, etc). These ships and squadrons can suffer additional damage from resolving effects such as Ruthless Strategists.
- This Upgrade Card's effect affects the ship he is equipped to. If this effect prevents the last ship in this Upgrade Card's fleet from being destroyed, the game ends at the end of the game round.
- A ship or unique squadron may continue to be attacked and/or suffer damage while in the play area. Damage cards are still drawn on a ship that has been destroyed yet still in the play area under the effect of this Upgrade Card.
- Once a ship or unique squadron is destroyed and under the effect of this Upgrade Card, it must be removed from the play area at the end of the Status Phase, even if it had recovered lost hull.

### Objective Interactions:

- A ship under this Upgrade Card's effect may still be used by the opponent to score points from objectives such as Precision Strike and Superior Positions.
- A ship or squadron under this Upgrade Card's effect is removed from the play area at the end of the Status Phase, meaning that it cannot score on objectives that take place "end of round" or "end of game".
- This Upgrade Card's effect may be used on an armed or unarmed station that the player controls as "stations are treated as ships when resolving effects". This ruling is primarily for Station Assault and Corellian Conflict objectives.

### Play Area Interactions

- If a ship or squadron would be destroyed by leaving the play area, it is destroyed immediately (regardless of this Upgrade Card's effect).
- If the ship that this Upgrade Card is equipped to leaves the play area, a ship or squadron already affected by this effect remains in the play area until the end of the Status Phase.

### Squadron Interactions:

- Biggs Darklighter cannot move damage to a friendly unique squadron that is destroyed yet still in play due to this Upgrade Card's effect.

### Campaign Interactions:

In the Corellian Conflict campaign, if a ship is under the effect of this Upgrade Card and it departs the area via hyperspace retreat, then the ship is NOT considered destroyed (although its points are scored as if it had been). That ship is also not scarred, as it was never removed from the play area.



## GENERAL ROMODI (28)

### Card Text

*While a friendly ship is attacking a ship, if the attack is obstructed by a ship or obstacle, the attacker does not remove a die (even if the attack is also obstructed by a card effect), and may add 1 red die to the attack pool.*

### Timing

This Upgrade Card is resolved during the "Roll Attack Dice" step (not removing a die due to obstruction) and in the "Resolve Attack Effects" step (adding a die).

After rolling your initial attack pool, you may roll 1 red die.

### Upgrade Clarifications

- This Upgrade Card's ability would not prevent the obstruction caused by Early Warning System, General Cracken, and Admiral Montferrat. However if line of sight would also trace through an obstacle or another ship this Upgrade Card would supersede those cards' effects, no longer removing a die and adding 1 red to the attack pool.

### Objective Interactions

- When determining control of tokens in Fire Lanes, this Upgrade Card would not prevent the removal of a die due to obstruction as this is not an attack against a ship.

### Counter & Salvo Interactions

- If the Salvo attack is obstructed by another ship or obstacle and the attacker has this Upgrade Card, then the attacking ship would not lose a die due to obstruction, but it would not add any dice either.



## GENERAL TAGGE (25)

### Card Text

*After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens, each friendly ship may recover 1 of its discarded defense tokens.*

### Timing

The first part of this Upgrade Card resolves after fleets are deployed. The second half of this card may resolve at the start of the selected rounds' Ship Phase.

### Clarifications

- This Upgrade Card does not "ready" any exhausted defense tokens.
- This Upgrade Card will not resolve if the card is discarded, as it is no longer in play when the appropriate timing window is reached to resolve its effect.

### Upgrade Card Interactions

- General Tagge cannot choose to recover any defense token "replaced" by card effects such as Captain Needa and Local Fire Control.



## GRAND ADMIRAL THRAWN ⚡ [32]

### Card Text

Choose command dials for this card after deploying fleets.

At the start of each Ship Phase, you may reveal and discard 1 dial from this card. If you do, until the end of the round, when each friendly ship activates, it gains 1 additional dial matching that discarded dial.

### Timing

The first effect of this Upgrade Card triggers "after deploying fleets". The second part of this Upgrade Card may then resolve at the start of a Ship Phase and, when active, when each friendly ship activates.

### Clarifications

- The dial that is "gained" from this card may be turned into a matching command token.

- When a friendly ship gains a command dial as part of this Upgrade Card's effect, that ship may spend it at the appropriate time to resolve that command, but the ship cannot resolve the same command more than once during its activation.
- If the ship with this Upgrade Card equipped is destroyed, any command dial revealed and discarded may still be gained by ships that activate in your fleet for the rest of the turn.
- A huge ship does not gain a matching token from this Upgrade Card's dials, as they are "gained" not "revealed".
- Per the RRG a ship cannot discard a dial it gains from card effects to discard raid tokens. You may use a dial to gain a matching token, and then discard that token to remove a matching raid token.

### Upgrade Card Interactions

- This Upgrade Card's dials cannot be targeted by Slicer Tools, the damage card Comm Noise or by the boarding team Cham Syndulla because they can only target dials in a ship's command stack. This card's dials are not kept in a command stack, they are gained at the beginning of the ship phase.
- If this card is discarded due to Darth Vader (Officer), any remaining command dials on the card cannot be revealed and discarded.
- The dials gained by this Upgrade Card can be discarded to trigger Boarding Teams as long as any command dial is being revealed by the ship. The squadron dial being discarded does not need to be the one being revealed.
- Upgrades that only trigger and/or resolve on that ship's "revealed" dial cannot trigger and/or resolve on dials "gained" from this card's effect. For example Commandant Aresko, Taskmaster Grint or Wing Commander all trigger on the revealed command.
- In regards to ships equipped with Comms Net, when a ship "reveals" its command dial, it also "gains" a dial from this card at the same time. You must declare if these dials will be used and/or gained as tokens. It would replace any token(s) currently on that ship if it were at its maximum token capacity before they could be "assigned" by
- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.

### Objective Interactions

- This Upgrade Card will not gain facedown command dials on this card if the ship it is equipped to is set aside before fleets are deployed, such as by Hyperspace Assault's Setup effect.

### Damage Card Interactions

- The Crew Panic damage card only affects dials on the ship's command stack, not this Upgrade Card's dials as they are "gained" not "revealed".



## GRAND MOFF TARKIN ⚡ [28]

### Card Text

At the start of each Ship Phase, you may choose 1 command. Each friendly ship gains a command token matching that command.

### Timing

This Upgrade Card triggers at the start of each Ship Phase.

### Clarifications

- A ship may replace a token with a token gained from this card.
- You may resolve this Upgrade Card's ability before you choose to resolve Fleet Commands, as they share the same timing.

### Damage Card Interactions

- This Upgrade card is unable to assign command tokens to ships with the Life Support Failure damage card.



## KRAKEN ⚡ (30)

### Card Text

Once per activation, while a friendly ship is attacking a ship, if another friendly ship is at close-medium range of the defender, the attacker may change 1 die to a face with any 1 icon (and no other icons).

### Timing

This ability may be resolved in the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card's effect can resolve once per enemy ship's activation while performing a Salvo attack.
- You cannot change a die to a blank face, a double hit icon, or a hit/crit icon.
- This Upgrade Card's effect does not work against enemy squadrons.

### Obstacle Interactions

- This Upgrade Card's requirement of a friendly ship at close-medium range of the defender can be met by a friendly Unarmed Station, as Unarmed Stations are treated as ships when resolving effects.



## KYRSTA AGATE ⚡ (25)

### Card Text

After you deploy, gain 1 non-⚡ defense token.

During your "Spend Defense Tokens" step, if your speed is not 0, you may discard 1 defense token to resolve the effect of that defense token. You cannot resolve the effect of each type of defense token more than once per attack.

### Timing

This Upgrade Card's first effect immediately resolves when a ship is deployed. This Upgrade Card's second effect resolves during the "Spend Defense Tokens" step, and only if the flagship is defending.

### Defense Token Interactions

- When an Evade defense token is discarded using this Upgrade Card's second effect, the defender cannot affect an additional die since the Evade defense token must have been "spent" and then discarded to be able to affect an additional die.

### Objective Interactions

- When a ship equipped with this Upgrade Card deploys from being set aside by Hyperspace Assault, it may resolve this Upgrade Card's first effect, since it is "after you deploy".

### Upgrade Card Interactions

- A ship equipped with both this Upgrade Card and Expert Shield Tech may spend a Redirect defense token and resolve the Expert Shield Tech card effect, and then discard that token to resolve this Upgrade Card's second effect to resolve the standard Redirect defense token effect. This is because these are two different defense token effects. However, a ship cannot discard a Redirect defense token using this Upgrade Card's second effect and choose to resolve the Expert Shield Tech card effect as that effect requires a defense token to be "spent" and not "discarded".<sup>3</sup>
- A ship equipped with this Upgrade Card defending against an attack using the Heavy Turbolaser Turrets upgrade effect may resolve the Brace defense token effect by spending a Brace defense token and also discard another type of defense token to resolve a different defense token effect without suffering the effect of Heavy Turbolaser Turrets. This is because this Upgrade Card's second effect "discards" a defense token to resolve a defense token effect. However, if the defender uses this Upgrade Card's second effect to discard a Brace defense token to resolve its defense token effect, then the Heavy Turbolaser Turrets upgrade effect would trigger and the defender would not be able to reduce the damage total by more than 1. This is because Heavy Turbolaser Turrets requires the defender to "spend" a single Brace defense token, not "discard".
- A ship equipped with this Upgrade Card defending against an attack using XI7 Turbolasers may use this Upgrade Card's second effect to discard a Redirect defense token and effectively ignore the effect of XI7 Turbolasers. This is because XI7 Turbolasers requires the defender to "spend" a Redirect defense token, whereas this Upgrade Card has the defender "discard" a Redirect defense token to resolve that defense token effect.
- Titles such as Avenger and Mon Karen do not prevent a defender equipped with this Upgrade Card from discarding a defense token to resolve its effect.
- Walex Blissex can choose to recover a defense token granted by this Upgrade Card's first effect.
- A ship at speed 0 and equipped with the title Concord may spend 1 defense token while defending. If this ship is also equipped with this Upgrade Card it would not be able to resolve this Upgrade Card's second effect and discard a defense token at speed 0.
- When a ship is equipped with both Admonition and this Upgrade Card, it may not resolve both effects when using Admonition to discard a single defense token while defending. Each card requires its own separate discard.
- If this Upgrade Card is equipped to a ship deployed by Profundity, the deployed ship would not be granted a defense token by this Upgrade Card's second effect. This is because the ship is deployed and then equipped with this Upgrade Card, thus missing the timing window.



## LEIA ORGANA (28)

### Card Text

*When a friendly ship resolves a command by spending the command dial it revealed, it may resolve that command as if it also spent a matching command token.*

### Timing

This Upgrade Card's effect triggers during a ship's activation when resolving a command.

### Clarifications

- This Upgrade Card's effect cannot be resolved when a ship resolves a command by spending a command dial and a matching command token. To be eligible to use this Upgrade Card's effect, a ship must resolve a command by only spending the command dial which it revealed this turn.

### Upgrade Card Interactions

- This Upgrade Card's effect has no interaction with spending tokens for Fleet Command upgrade cards or upgrade cards like Boarding Teams, because those cards do not resolve commands.
- However, if a dial must be discarded for a card or otherwise, this Upgrade Card's effect would not be able to trigger since there is no dial with which to resolve a command.
- A ship using this Upgrade Card's effect is considered to have spent a command token, which would trigger cards such as Liberty or Nav Team.

### Damage Card Interactions

This Upgrade Card's effect is unaffected by Life Support Failure.



## LUMINARA UNDULI (25)

### Card Text

*While a friendly ship or unique squadron is defending, after the Spend Defense Tokens step, if it spent fewer than 2 defense tokens, it may either ready 1 of its defense tokens it did not spend, or choose another friendly ship at distance 1-5 and ready 1 of that ship's defense tokens.*

### Timing

This Upgrade Card triggers after Attack Step 4: Spend Defense Tokens.

### Clarifications

- This Upgrade Card can resolve with any defending friendly ship or unique squadron owned by that player, even if the defending ship or unique squadron has no defense tokens.

- This Upgrade Card effect is able to be resolved if 0 defense tokens are spent by a defending ship or unique squadron.
- A "readied" defense token which was spent to be "exhausted" by an attacker (for example, using Admiral Sloane's ability), can be chosen by the defender with this Upgrade Card's effect to "ready" and return it to its "readied" side.
- This Upgrade Card may be used in conjunction with Unarmed Stations. They are treated as a ship that spent 0 defense tokens and are friendly to the second player.

### Upgrade Card Interactions

- If a ship spends a defense token to resolve Thermal Shields, that spent defense token is counted when determining if this Upgrade Card's effect can be resolved.

### Squadron Interactions

- Spending a defense token using Axe's ability to reduce damage on a friendly squadron does not resolve this Upgrade Card effect as Axe is not the defending squadron.



## MAR TUUK ⚙ (28)

### Card Text

While a friendly ship is attacking, if the defending hull zone has at least 1 shield remaining, the attacker may add 1 red die to its attack pool.

While a friendly ship is attacking a ship that has no shields remaining, after rolling attack dice, the attacker must cancel 1 attack die.

### Timing

This Upgrade Card's effect can be resolved in the "Resolve Attack Effects" step - after rolling dice during an attack.

### Clarifications

- If a ship with this Upgrade Card's ability performs an attack with a single die in the attack pool against a ship that has no shields remaining, the attack would not be canceled despite having no dice in the pool. It has already passed the "Gather Dice" step (at which point the attack would be canceled if there were no dice) and has now moved on to the "Roll Dice" step of the attack. At this point the attack must continue. Effects that add additional dice may still add dice to this attack pool, such as Quad Battery Turrets, or External Racks. Effects that have a requirement based on dice currently in the attack would only trigger if dice were later added to the pool. e.g., Concentrate Fire adds a die of any color already present in the attack pool.



## MOFF JERJERROD ⚙ (23)

### Card Text

While a friendly ship executes a maneuver, during the Determine Course step, that ship may suffer 1 damage to change the first yaw value of that maneuver to "II".

### Timing

This Upgrade Card may resolve during a ship's Determine Course step.

### Clarifications

- When a ship is determining its course with the maneuver tool, before the maneuver tool is locked in it may suffer 1 damage to any selected hull zone. This changes the first yaw value of the ship's current speed to "II" until the end of its activation. "Current Speed" refers to the numeric value that is currently displayed on the ship's speed dial, not the speed of any maneuver granted by another effect, such as Engine Techs or Rift Ambush.

- If the ship's "current speed" is speed 1, then Moff Jerjerrod's effect would last until the end of that ship's activation and affect movement from Engine Techs, Admiral Ozzel (Officer) or Rift Ambush (see below).
- When a ship suffers damage from this Upgrade Card's ability, that damage must be taken on a selected hull zone. That hull zone would suffer damage to shields in that zone first. If no shields are present, then that damage would be taken to the ship's hull as a facedown damage card. You cannot bypass shields to take a facedown damage card.
- A first yaw value of "II" does not require you to use both clicks.

### Upgrade Card Interactions

- This Upgrade Card effect can be resolved with Rakehell to add an additional yaw at speed 0.

### Damage Card Interactions

- This Upgrade Card can be used to add a yaw back to a yaw joint after Thrust Control Malfunction reduction if a ship's speed dial is set to 1.

### Objective Interactions

- In Rift Ambush if you are first player the Rift Ambush special rule overrides this Upgrade Card's ability because "it must execute a speed-1 maneuver with a yaw of '-'."



## MON MOTHMA ⚡ [27]

### Card Text

When a friendly ship resolves the ⚡ token effect, it can cancel 1 die at medium range or reroll 1 additional die at close range or distance 1.

While a friendly ship is defending, it may spend an Evade token that the attacker has targeted with an Accuracy result."

### Timing

This Upgrade Card's effect is used during a ship's "Spend Defense Tokens" step during an attack.

### Clarifications

- This upgrade card provides a modification to the Evade defense token effect. Provided the range conditions are met, the Evade defense token effect can cancel one die at medium range or reroll an additional die at close range or distance 1.
- This modified Evade defense token effect can combine with other effects that trigger on resolving the Evade defense token effect. While defending against a ship of a larger size class, the defender may use Mon Mothma's ability to cancel two dice at medium range (or reroll three dice at close range) should it discard the Evade defense token.
- This upgrade card does not grant the defender the ability to spend two tokens of the same type.
- This upgrade card does not grant the defender the ability to spend an Evade defense token while at speed 0.

### Upgrade Card Interactions

- This Upgrade Card's effect works alongside Foresight to affect an additional die when a ship resolves the Evade defense effect.
- The second part of this upgrade card's effect has no interaction with Electronic Countermeasures. While defending, the defender can choose to use either Electronic Countermeasures or Mon Mothma's effect to spend an Evade token targeted by an accuracy result.
- Because the same defense token may only be spent once during each attack, the defender cannot use this upgrade card's ability to spend a defense token which has already been spent by Admiral Sloane's ability.



## OBI-WAN KENOBI ⚡ [22]

### Card Text

While a friendly ship is defending, when it spends a readied ⚡ token, it may reduce the total damage by 1 before it suffers damage.

### Timing

This Upgrade Card resolves in the "Spend Defense Tokens" step.

### Clarifications

- This reduction shares the same timing as Brace, so the defender can choose which effect is resolved first.
- The defender must be able to spend the Redirect token, so an accuracy could prevent this Upgrade Card effect from triggering.

### Upgrade Card Interactions

- This Upgrade Card's effect does not take the place of the standard Redirect effect. As such, cards that do replace the standard Redirect effect (such as Expert Shield Tech or Reactive Gunnery) would be able to stack with the effects of this Upgrade Card. If a ship had all three cards it would have to choose between the latter two, in addition to this Upgrade Card effect."
- A defender cannot spend more than one defense token of each type per attack. For example, a defender cannot spend one Redirect token to resolve the Redirect effect and a second Redirect token to resolve Reactive Gunnery to trigger this Upgrade Card twice.<sup>4</sup>

### Damage Card Interactions

- The Capacitor Failure critical prevents the spending of a Redirect token and would prevent this Upgrade Card's effect from triggering.



## Plo Koon (26)

### Card Text

*While a friendly squadron is attacking a ship that is at distance 1-3 of a friendly ship, the attacker may add 1 blue die set to an A icon to its attack pool. That die cannot be rerolled or changed.*

*Friendly squadrons without ADEPT gain GRIT while they are at distance 1 of a friendly squadron with ADEPT.*

### Timing

The first effect of this Upgrade Card triggers during a friendly squadron's Attack step 3: "Modifying Dice".

### Clarifications

- Grit only applies as long as the "at distance 1 of a friendly Adept squadron" condition is satisfied. If that condition is lost (by either the friendly squadron or the Adept squadron moving away) then Grit will also be lost instantly.

- If Kickback performs an attack before moving while at distance 1 of a friendly squadron with Adept but moves out of distance 1 using his ability, he would lose Grit and not be able to move after the attack if engaged by a squadron. The same would apply in reverse if he used his ability to move into distance 1.



## TF-1726 (26)

### Card Text

*Once per activation, while a friendly ship is attacking a ship, the attacker adds 1 black die to its attack pool for each raid token the defender has, to a maximum of 2 additional dice.*

### Timing

This Upgrade Card's effect triggers during the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card's effect is treated as a "may" effect so the attacking player may choose which attack to resolve the effect with, once per activation.
- The black dice can be added at any range.

## ENDNOTES

1. The RRG states "The defender cannot spend more than one defense token of each type per attack" but the defender was not the one spending the initial token, the Sloane player was.
2. This is because General Romodi's effect only triggers if the attack "is obstructed by a ship or obstacle". This Upgrade Card's effect is a card effect that causes obstruction (not a ship or obstacle). However, if line of sight is traced over an obstacle or another ship, then General Romodi's effect would allow the attacker to ignore obstruction and add 1 red die to the attack pool, regardless of this Upgrade Card's effect.
3. The second paragraph of Mon Mothma's effect contains identical wording to that of Electronic Countermeasures. It may be a useful shorthand to think "free ECM, but only for an Evade"
4. If there was a Republic ship with two redirects.