

BOARDING TEAM

For brevity and clarity, this document will refer to [🌀🌀] upgrade cards as Boarding Team upgrade cards.

Boarding 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.

- Some upgrade cards have more than one upgrade icon. For each group of these icons in a ship's upgrade bar, it may equip one upgrade card with the matching upgrade icons. That group of icons cannot be used to equip additional upgrade cards. For each group of these icons in a ship's upgrade bar, it may equip one upgrade card with the matching upgrade icons. That group of icons cannot be used to equip additional upgrade cards."
- A Boarding Team can be equipped to any ship that has both a Weapons Team and an Offensive Retrofit upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same Boarding Team card.
- A Boarding Team can be equipped to any ship that has the 🌀🌀 upgrade icon(s) in its ship card.

General Clarifications

- To resolve a Boarding Team you must discard a 🌀 dial or a 🌀 token (your choice), then also discard the upgrade.
- If a ship does not reveal a command, because it chooses to discard its command dial due to a card effect such as Crew Panic or some other ability, no Boarding Team upgrade card can be resolved as no command was revealed.
- Admiral Tarkin's and Grand Admiral Thrawn's dials are not "revealed", they are "gained". So long as a dial was "revealed", their dials can be chosen to be discarded if it is a Squadron Command.
- Sunder, Shriv Suurgav or Darth Vader (Boarding Team) can discard a Boarding Team upgrade card, because the upgrade card is a single card that requires both upgrade card slots but is considered to occupy each slot when checked.¹



BOARDING ENGINEERS (2)

Card Text

"When you reveal a command, you may discard a 🌀 dial or token and this card to choose 1 enemy ship at close range. Look at its facedown damage cards and flip a number of them faceup up to your engineering value (one at a time)."

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- When damage cards are chosen using this Upgrade Card they cannot be chosen again and any new damage cards dealt cannot be chosen.
- You do not need to reveal to your opponent what the other facedown damage cards you did not choose.
- When damage cards are flipped faceup by this Upgrade Card they are not "dealt" to the target, so abilities such as General Dodonna and Lira Wessex cannot trigger.



BOARDING TROOPERS (3)

Card Text

When you reveal a command, you may discard a Ⓢ dial or token and this card to choose 1 enemy ship at close range. Choose and spend a number of its defense tokens up to your squadron value.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- The same defense token cannot be chosen twice when resolving this Upgrade Card's effect.
- The defensive tokens are "spent" out of the attack sequence and thus do not resolve their effects. Any defensive tokens chosen that are "readied" are flipped to the "exhausted" side. Any defensive tokens chosen that are "exhausted" are discarded.

Damage Card Clarifications

- If a ship equipped with this Upgrade Card also has the faceup damage card Faulty Countermeasures then "exhausted" defense tokens cannot be spent when resolving this Upgrade Card's effect, even those belonging to enemy ships.



CHAM SYNDULLA (BOARDING TEAM) Ⓢ (5)

Card Text

When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. If you do, you may choose a new command for each command dial assigned to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- This Upgrade Card cannot target dials on Grand Admiral Thrawn's card since those dials are not equipped to a ship.



DARTH VADER (BOARDING TEAM) Ⓢ (3)

Card Text

When you reveal a command, you may discard a Ⓢ dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 non-Commander upgrade card equipped to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- If this Upgrade Card were to discard Relentless, that ship would now need to set one additional command dial (according to its command value) in the next Command Phase.
- If Rapid Launch Bays, Invisible Hand or Profundity were discarded by this Upgrade Card then any squadrons or ships currently set aside that have not been placed are considered destroyed.

- If this Upgrade Card were to discard Captain Needa, Endeavor, or Vanguard after their respective timing windows, the defense token granted by these upgrades would remain.
- If the Liberator title or Flag Bridge upgrade were discarded by this Upgrade Card, the Fleet Command could now resolve by spending a command token.
- If this Upgrade Card were to discard Early Warning System, the chaff token remains and continues to obstruct all attacks on that hull zone until the end of the Status Phase when it is removed.
- If this Upgrade Card were to discard Chimaera, Minister Tua, Phoenix Home, Vanguard, or Harrow, the upgrade card (if one was equipped in the granted upgrade slot) would remain.
- If this Upgrade Card were to discard; Aspiration, Auxiliary Shield Team, Gilded Aegis or Tranquility, any shields that exceed a hull zone's maximum shield value are immediately lost.
- If this Upgrade Card were to discard a Fleet Command that was resolved at the start of the ship phase, that Fleet Command will continue to resolve until the end of the round.



JYN ERSO (BOARDING TEAM) [4]

Card Text

When you reveal a command, you may discard a squadron dial or token and this card to choose 1 enemy ship at close range. If that ship has no raid tokens, it gains 2 raid tokens of your choice. If that ship has an objective token, you may also gain 1 victory token.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Clarifications

- If a victory token is gained but the objective being played has no victory points associated with that victory token, then that victory token is worth 0 points.

- Current **Assault**, **Defensive**, and **Navigation** objectives that relate to this Upgrade's ability.
 - Ion Storm
 - Marked for Destruction
 - Rift Assault
 - Blockade Run (as first player only)
 - Fleet in Being
 - Capture the VIP
 - Intel Sweep
 - Hyperspace Migration



SHRIV SUURGAV (BOARDING TEAM) [4]

Card Text

When you reveal a command, you may discard a [command token] dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 Weapons Team, Support Team, Offensive Retrofit, Defensive Retrofit, Ordnance, Ion Cannon, or Turbolaser upgrade card equipped to that ship.

Timing

This Upgrade Card may be resolved when a ship reveals a command dial.

Upgrade Card Interactions

- If Rapid Launch Bays is discarded by this Upgrade Card then any squadrons or ships currently set aside that have not been placed are considered destroyed.
 - If the Flag Bridge upgrade were discarded by this Upgrade Card, the Fleet Command could now resolve by spending a command token. ²
- If this Upgrade Card were to discard Early Warning System, the chaff token remains and continues to obstruct all attacks on that hull zone until the end of the Status Phase when it is removed.
 - If this Upgrade Card were to discard Auxiliary Shield Team, any shields that exceed a hull zone's maximum shield value are immediately lost.

ENDNOTES

1. **Developer Feedback: Shriv Suurgav** (or **Sunder**) can discard any card with any of the listed icons, regardless of any other icons it might have. The word "or" is used to make it clear that only one card can be discarded, not one matching each icon. Upgrade icons are properties that upgrade cards possess, and which are sometimes used to refer to them, but the rules have never distinguished a "**Weapons Team + Offensive Retrofit**" card from another card with only one of those icons for any game mechanical purpose.
2. As the restriction against using command tokens to power the **Fleet Command** would have been removed by this Upgrade Card.