TITLE

A ⊜ is a special type of upgrade card with the ⊜ icon on its card back and ship icon it equips too in the lower-left corner of the card front.

- A ⊜ can be equipped to the ship shown in the lower-left corner of the card front.
- A ship cannot equip more than one ⊜ card.
- Insert RRG: "Name-Restricted Title Cards: Some Title upgrade cards in this expansion have an icon in the lower-left corner that does not match a specific ship icon. A ship can equip this upgrade card if that ship matches this card's faction affiliation and the ship's name matches this upgrade card's name-restriction trait."

Admonition

Card Text

While defending, during the Spend Defense Tokens step, you may discard a defense token to cancel 1 attack die.

Timing

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

Clarifications

- A token discarded to resolve the effect of this upgrade card will not resolve its regular effect, though you may spend a defense token for its effect, and then discard it to resolve this Upgrade Card.
- "Accuracy" icons are spent to prevent the spending of defense tokens. Similar to Kyrsta Agate, this card's effect is a "discard" and thus bypasses "accuracy" icons.

Upgrade Card Interactions

- When Commander Kyrsta Agate discards a defense token to resolve her effect, it does not also allow this Upgrade Card to cancel a die.[1]

Squadron Interactions

- Lando Calrissian's (Millenium Falcon) effect prevents any further modification of a die. "Cancelling" a die is a modification, and thus this Upgrade Card cannot affect a die set to a face by Lando Calrissian.

Amity

Card Text

Mark I only.
After you deploy, gain 1 defense token.
When an enemy ship overlaps you, you may deal 1 additional facedown damage card to both ships.

Timing

The first portion of this Upgrade Card resolves on deployment. The second part may be resolved after an enemy ship executes a maneuver that overlaps you.

Upgrade Card Interactions

- Hardened Bulkheads will not alter the number of damage cards dealt by this Upgrade Card's effect.[2]

Annihilator

Card Text

While attacking a squadron, you may reroll 1 attack die.

Timing

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

Clarifications

- While attacking a squadron, a ship equipped with this Upgrade Card may choose to reroll 1 die in the "Resolve Attack Effects" step. This can be resolved on each squadron or Proximity Mine this ship attacks.

Aspiration

Card Text

When you deploy this ship, you may move shields to up to 2 of your hull zones from your other hull zones. If you do, the number of shields in a zone cannot exceed a maximum of "6". You cannot recover shields while any zone is greater than its maximum shield value.

Timing

This Upgrade Card resolves when the ship is deployed.

Clarifications

- "Recovering" shields and "moving" shields are different. Therefore, while this Upgrade Card does not allow a ship to recover shields, shields may still be moved (for example, due to the effects of Projection Experts).
- Cards which reference "recovering" shields (such as Redundant Shields or Shields to Maximum!) will have no effect while this ship has a hull zone with shields in excess of its maximum shield value.
- If this Upgrade Card is discarded in the course of the game, shields exceeding a hull zone's maximum shield value are immediately lost.
- If this Upgrade Card is deployed at an uncommon time (such as due to Admiral Raddus), it will trigger at the time of deployment.

Avenger

Card Text

While attacking, you may exhaust this card. If you do, the defender cannot spend more than 1 exhausted defense token during this attack.

Timing

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

Clarifications

- Card abilities such as Commander Kyrsta Agate and Admonition do not "spend" defense tokens, they "discard" them, and are not prevented by this Upgrade Card effect.

Beast Of Burden

Card Text

When you activate, you may exhaust this card and spend 1 or more of your defense tokens to chose up to that many defense tokens on friendly ships at distance 1-3 and ready those defense tokens.

Timing

This Upgrade Card resolves before the "Reveal Command Dial" step.

Clarifications

- A ship is always at distance 1 to itself, so this Upgrade Card may affect the ship it is equipped to.
- This Upgrade Card's ship may spend exhausted defense tokens.

Damage Card Interactions

- If this Upgrade Card's ship has been dealt a Compartment Fire damage card, it cannot ready its own defense tokens. However if another ship has been dealt Compartment Fire, then this Upgrade Card would be able to ready that ship's defense tokens.[3]
- If this Upgrade Card's ship has been dealt a Faulty Countermeasures damage card, it cannot spend exhausted defense tokens to trigger this Upgrade Card's effect.

Bright Hope

Card Text

While defending against an attack that does not target your rear hull zone, before you suffer damage reduce the total damage by 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step, before suffering damage and after critical effect(s) are resolved.

Clarifications

- This Upgrade Card resolves after critical effects are resolved. As a result Assault Concussion Missiles and other critical effects which deal damage before the ship actually suffers damage will take effect before this Upgrade Card reduces the total damage by 1.

Cataclysm

Card Text

After the start of the Ship Phase, you may spend 1 token to place your targeting token within your special firing arc within the range specified by one of your **Ignition** *keywords.*

Timing

This Upgrade Card may be resolved after the start of the Ship Phase.

Clarifications

- After the start of the ship phase, a ship equipped with this Upgrade Card may choose to spend 1 concentrate fire token. If you do, you place your Ignition targeting token within your special firing arc and within the range specified by one of the Ignition keywords. If no card with the Ignition keyword is equipped you must place the token within the default Ignition range of close.

Centicore

Card Text

When another friendly ship resolves a command, up to 2 of the squadrons it activates can be at close-medium range of you

Timing

This Upgrade Card may resolve when other friendly ships resolve the Squadron command.

Clarifications

- Centicore's effective range may be boosted by the Relay keyword; if another friendly ship is resolving a squadron command, and Squadron A (with the relay keyword) is at close-medium range of Centicore, Squadron B (at distance 1-3 of Squadron A) may be activated.
- There is no requirement for the other friendly ship to be at a specific distance from Centicore.

Chimaera

Card Text

You gain 1 icon in your upgrade bar. You cannot equip this card if you have a icon in your upgrade bar. At the start of the Command Phase, you may discard 1 upgrade card you have equipped and replace it with another upgrade card.

Timing

This Upgrade Card resolves during Fleet Building and at the start of the Command Phase.

Clarifications

- At the start of the Command Phase, a ship with this Upgrade Card may discard a Fleet Command to replace it with another Fleet Command not already in your fleet, regardless of that Fleet Command's point cost.

- Using this Upgrade Card to discard a Fleet Command and replace it with another is different from discarding a Fleet Command for its effect. A Fleet Command discarded for its effect becomes unavailable for use for the rest of the game, as it is unique (whether the Fleet Command was equipped to Chimaera or another ship). A Fleet Command discarded and replaced through this Upgrade Card becomes available to be re-equipped in another Command Phase.
- You may not replace the Fleet Command with a Fleet Command not available to the faction.
- At the end of the game, when totalling up fleet points, the currently equipped Fleet Command is counted, not the Fleet Command that was equipped at the start of the game. This may increase or decrease the amount of points scored for the destruction of a ship with this Upgrade Card equipped. [4]
- If this Upgrade Card is discarded, the currently equipped Fleet Command would remain.

Concord

Card Text

Mark I only.
After you deploy, gain 1 defense token.
While defending, if your speed is 0, during your Spend Defense Tokens step, you can spend 1 defense token.

Timing

This Upgrade Card immediately resolves the first effect after the ship is deployed.
The second effect resolves during the "Spend Defense Tokens" step, and only if this ship is defending.

Clarifications

- This Upgrade Card's effect does not bypass effects which limit defense token spending (such as the Faulty Countermeasures upgrade card, or an accuracy icon being spent by the attacker).

Upgrade Card Interactions

- Commander Kyrsta Agate's effect allows a ship to "discard" a defense token while that ship's speed is not zero. This Upgrade Card's effect allows a single "spend" of a defense token - and thus it cannot be combined with Commander Agate's ability.

Corrupter

Card Text

: The speed of each squadron with **BOMBER** *you activate is increased by 1 until the end of its activation.*

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Upgrade Interactions

- This Upgrade Card stacks with other effects that increase or modify squadron speed, such as All Fighters Follow Me! or Admiral Chiraneau.
- This Upgrade Card effect applies after the speed reduction from Ketsu Onyo.

Corvus

Card Text

After deploying fleets you may redeploy this ship within your deployment zone.

Timing

This Upgrade Card may resolve after deploying fleets.

Clarifications

- Deployment involves setting a ship's speed; when you redeploy you may choose a new speed for your ship.

Upgrade Card Interactions

- Cards which resolve "on deployment" will resolve twice. This includes Local Fire Control and Gunnery Chief Varnillian.

Objective Interactions

- When playing Surprise Attack, if this ship is the first player's flagship, it must deploy following the requirements of the objective. This Upgrade Card's ability will trigger after deploying fleets, and this ship may choose to be redeployed within the deployment zone. It may choose any speed.
- When playing Fleet Ambush, this card's ability can only redeploy into your deployment zone. It cannot redeploy into the ambush zone.

Defiance

Card Text

While attacking a ship that has already activated this round, add 1 die of any color to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card makes no distinctions based on range; it will allow, for example, 1 black die to be added at long range.

Demolisher

Card Text

During your Attack step, you can perform only 1 attack.
You can perform 1 of your attacks after you execute your first maneuver during your activation.

Timing

During this ship's Attack step, you can only perform one attack before moving. After you perform your fist maneuver, you may perform the other attack.

Clarifications

- A ship equipped with this Upgrade Card may only perform one attack at the typical time in the Attack step. It may also perform one attack after executing its first maneuver. It is not required to perform either attack. It may never perform both attacks during the same timing window.

- A ship with this Upgrade Card may make both of its attacks from the same physical location on the board, such as after executing a speed-0 maneuver (from either being at speed zero on the speed dial or ramming).
- After a ship with this Upgrade Card conducts a maneuver, it must suffer the effects of any mine (either from the Minefields objective or a proximity mine token) at distance 1 before it can attack. If it is destroyed by a ram, mine, or obstacle, it will not be able to attack. If it suffers effects (such as a faceup damage card from an asteroid or a mine, or repairing a faceup damage card), those changes to the ship will be in effect during the subsequent attack.

Upgrade Card Interactions

- If a ship equipped with this Upgrade Card is also equipped with Engine Techs, it cannot perform any attacks after it executes the maneuver granted by Engine Techs. The attack must be resolved after executing the first maneuver but before performing any additional maneuvers.

Objective Card Interactions

- A ship equipped with this Upgrade Card cannot perform any attacks after it executes the maneuver granted by the Rift Ambush objective.The attack must be resolved after executing the first maneuver but before performing any additional maneuvers.

Devastator

Card Text

Once per round, while attacking from your front hull zone, you may add 1 blue die to your attack pool for each of your discarded defense tokens.

Timing

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

Clarifications

- If this ship replaces one of its defense tokens (for example, using Captain Needa or Local Fire Control), its replaced defense token is not counted as discarded.
- If this ship recovers a discarded defense token, that token no longer counts as discarded.

- This Upgrade Card does not grant a new ability or timing to discard defense tokens; rather it grants an effect if defense tokens have already been discarded.
- This Upgrade Card effect can be used against squadrons, including when performing a Counter attack. Attacks from a ship using the Counter keyword are resolved from the hullzone of the defending player's choice (see Quad Laser Turrets).

Dodonna's Pride

Card Text

Blue: *Cancel all attack dice to deal 1 faceup damage card to the defender.*

Timing

This Upgrade Card may be resolved at the start of the "Resolve Damage" step, when the attacker chooses and resolves a critical effect.

Clarifications

- Resolving the effect of this Upgrade Card cancels all the dice in the attack pool. This means that there will be no damage for the defender to take when they suffer damage; the only effect will be a single face-up damage card.
- The "Spend Defense Tokens" step occurs before the attacker chooses and resolves a critical effect at the start of the "Resolve Damage" step. Thus, the defender may remove the critical face before the effect has a chance to come to fruition.

- The "Spend Defense Tokens" step occurs before the attacker chooses and resolves a critical effect at the start of the "Resolve Damage" step. Thus, the defender will decide if they are spending a Contain token before the attacker decides if they want to resolve this critical effect or the Standard critical effect.

Dominator

Card Text

While attacking at close-medium range, you may spend up to 2 shields from any of your hull zones to add the same number of blue dice to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- The attacker may spend shields from a single hull zone or from two different hull zones.
- This card ability only works when attacking at close-medium range, it cannot be used when attacking at long range with Disposable Capacitors.
- You may resolve this Upgrade Card while attacking a squadron.

Eclipse

Card Text

When an enemy ship overlaps you, the enemy ship suffers a faceup damage card instead of a facedown damage card.

Timing

This Upgrade Card resolves after an enemy ship executes a maneuver that overlaps you.

Clarifications

- Damage Control Officer does not prevent this Upgrade Card from resolving.
- Lira Wessex would be able to turn the faceup damage card facedown if a repair token is spent.

Endeavor

Card Text

At the start of the first round, gain 1 defense token.

Timing

This Upgrade Card resolves at the start of the first round, before the Command Phase of the first round.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the gained Contain token would remain.

Upgrade Card Interactions

- Because this Upgrade Card resolves at the start of the first round, it will not have an effect if the ship is set aside at that time due to Admiral Raddus. If Admiral Raddus were to deploy this ship at the start of the first round, then this upgrade card would have an effect.

Executor

Card Text

You can be assigned any number of command tokens of any types, instead of a number of command tokens equal to your command value.

Timing

The effect of this Upgrade Card is permanent unless discarded.

Clarifications

- A ship can only combine 1 command dial with 1 matching command token when it resolves a command. A ship cannot resolve the same command more than once during its activation.
- This Upgrade Card allows for a player to gain multiple command tokens, even of the same command. For example:The 1st from a dial that was "revealed", the 2nd from the revealed dial itself when it is turned into a token, and possibly a 3rd if Grand Admiral Thrawn's gained dial is turned into a token.

Damage Card Interactions

- The faceup damage card Life Support Failure requires you to discard all command tokens and prevents you from having any command tokens, even with this Upgrade Card.

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Card Text

Before you reveal a command, you may discard your top command dial.

Timing

The effect of this Upgrade Card triggers when the ship is activated, before the Reveal Command Dial step.

Clarifications

- After resolving this Upgrade Card effect, reveal the next available dial in the command stack, if possible.

Foreman's Labor

Card Text

Before you suffer damage from an attack, if you defending hull zone has at least 1 shield remaining, you may exhaust this card to reduce the total damage by 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Upgrade Card Interactions

- This Upgrade Card only works on “attacks”, not on “damage” suffered through such effects like Obstacles, Wide-Area Barrage, Mines, Assault Concussion Missiles, etc.

Foresight

Card Text

When you resolve the defense effect, you can affect 1 additional die.
When you resolve the defense effect, you can choose 1 additional adjacent hull zone to suffer damage.

Timing

This Upgrade Card resolves during the "Spend Defense Tokens" and “Resolve Damage” steps.

Clarifications

- This Upgrade Card does not change the timing of the effects of the redirect and evade defense tokens. When resolving the redirect defense effect, you may choose two hull zones during the spend defense token step, before the attacker chooses and resolves a critical effect and before damage is totalled and suffered.
- This Upgrade Card combines with the ability of smaller ships to discard an evade defense token to affect an extra die (when defending against ships of a larger size class).

Upgrade Card Interactions

- If an attacker is equipped with XI7 turbolasers, this Upgrade Card still allows the defender to resolve the redirect defense effect; select one additional adjacent hull zone to suffer damage. Only 1 damage may be suffered on each hull zone that is not the defending hull zone.
- This Upgrade Card may combine with the effects of Mon Mothma; the defender can choose to use Mon Mothma’s effect when resolving the evade defense effect and also utilize this upgrade card’s effect to affect one additional die. This may result in cancelling two dice at medium range or rerolling three dice at close range.

Gallant Haven

Card Text

Before a friendly squadron at distance 1 suffers damage from an attack, reduce the total damage by 1, to a minimum of 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Clarifications

- Ruthless Strategists, Cluster Bombs, and other similar effects which apply damage outside of the attack sequence will not have their damage reduced by this upgrade card's effect.
- Wide Area Barrage and other critical effects do not deal damage "from" an attack. Therefore, this Upgrade Card cannot reduce damage from those effects.

Garel's Honor

Card Text

When you overlap an enemy ship, the enemy ship suffers a faceup damage card instead of a facedown damage card.

Timing

This Upgrade Card resolves after a ship executes a maneuver.

Clarifications

- This Upgrade Card only resolves after the ship equipped with this Upgrade Card ("You") executes a maneuver. It does not resolve after any other ship (including ships which may overlap you) executes a maneuver.
- This Upgrade Card's effect is not a critical effect and thus is not affected by cards which have to do with critical effects such as Damage Control Officer or Commander Gherant.

Upgrade Card Interactions

- Hardened Bulkheads does not preclude this upgrade card's effect from resolving.[5]
- Lira Wessex's effect would be able to convert the face-up damage card into a facedown damage card.
- The timing does not allow for Lira Wessex to flip a damage card facedown and for Hardened Bulkheads to subsequently prevent it from being assigned to a ship.[6]
- General Dodonna's effect can resolve when this upgrade card's effect deals a faceup damage card. If you are equipped with both General Dodonna and this Upgrade Card and are destroyed when you ram a ship, both upgrade cards would still trigger their effects.[7]
- Medical Teams, Tide of Progress XII, and any other cards that would discard a faceup damage card, would apply to the faceup card dealt by this Upgrade Card.

Gilded Aegis

Card Text

At the end of the Command Phase or Ship Phase, you may discard a defense token to move shields to 1 of your hull zones. If you do, the number of shields in that zone cannot exceed a maximum of "6." You cannot recover shields in that zone while it is greater than its maximum shield value.

Timing

This Upgrade Card triggers at the end of the Command or Ship phase.

Clarifications

- This Upgrade Card may resolve more than once per round, but only if it has a Redirect defense token to discard, and only in the specified timing windows.[8]
- 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.

Hand Of Justice

Card Text

Before you reveal a command, you may exhaust this card to choose another friendly ship at distance 1-5 and ready 1 of its defense tokens.

Timing

This Upgrade Card may be exhausted and resolved before the "Reveal Command Dial" step.

Clarifications

- Hand of Justice can use its ability to ready a defense token on another ship that has the Compartment Fire damage card.

Harrow

Card Text

You gain 1 additional icon in your upgrade bar.

When you execute a speed-1 maneuver, during your "Determine Course" step, you may change your first yaw value to "II" until the end of your activation.

Timing

This Upgrade Card resolves during Fleet Building and when executing a speed 1 maneuver.

Upgrade Card Interactions

- If a card such as Darth Vader (Boarding Team) were to discard this Upgrade Card, the Support Team equipped would remain.

- This Upgrade Card applies to a speed 1 maneuver granted by Admiral Ozzel (Officer), as the ship executes a maneuver.
- This Upgrade Card only works speed-1 maneuvers. It does not change the first yaw value on a speed 2 maneuver, even if the ship was slowed by the Gravity Rift or G-8 Experimental Projector.
- This Upgrade Card would work with a speed-1 maneuver granted by Engine Techs.

Obstacle Interactions:

- This Upgrade Card affects speed-1 maneuvers from a Gravity Rift only for the second player.

Damage Card Interactions:

- The faceup damage card Thrust Control Malfunction would reduce this ship's yaw value, however this Upgrade Card would then return a speed-1 maneuver's yaw value to "II".

Home One

Card Text

While another friendly ship at distance 1-5 is attacking, it may change 1 die to a face with an icon.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This ability can be used while attacking ships both ships and squadrons.

Impetuous

Card Text

At the end of your Attack Step, choose 1 of your hull zones. You may perform an attack against 1 enemy squadron from that hull zone, even if you have already attacked from that zone this round.

Timing

This Upgrade Card may resolve at the end of the "Attack" step of a ship's activation and before the "Determine Course" step.

Clarifications

- If a ship equipped with this Upgrade Card is also equipped with Gunnery Team, or is the First Player's objective ship while playing Advanced Gunnery, it is not able to attack the same target if that target has already been attacked from that hull zone.
- The attack granted by this Upgrade Card may target a Proximity Mine Token.

Implacable

Card Text

Before a friendly ship or squadron at distance 1-2 suffers damage from an attack, you may exhaust this card and spend up to 2 shields from your front hull zone to reduce the total damage by that amount.

Timing

This Upgrade Card resolves during the "Resolve Damage" step before a friendly ship or squadron suffers damage, but after the attacker determines a critical effect, if applicable.

Clarifications

- This Upgrade Card's effect shares the same timing as Brace, so the defender can choose which is resolved first. However there is no benefit to applying this Upgrade Card's effect until after Brace.
- This Upgrade Card is able to be used on friendly Unarmed Stations in Station Assault.
- This Upgrade Card's ship is able to choose itself as a target. For example, if the ship were attacked in the rear hull zone, you could choose to resolve this Upgrade Card and suffer up to 2 damage on the front zone.
- If one of your squadrons is attacked by "Dutch" Vander or an Exogorth, if this Upgrade Card is able to prevent that squadron from "suffering" any damage, then those effects would not resolve as that squadron did not "suffer" damage.
- This Upgrade Card is only able to be used on damage from "attacks", not on any damage resulting outside of an "attack" such as obstacle damage, mines, or Cluster Bombs, as these are not attacks.

Independence

Card Text

: Each squadron you activate may increase its speed to 4 until the end of its activation. Squadrons that change speed in this way cannot attack this activation.

Timing

This Upgrade Card may resolve when resolving a Squadron command.

Clarifications

- The simultaneous use of All Fighters, Follow Me! and this Upgrade Card will allow squadrons activated by Independence to move at speed 5.

Insidious

Card Text

The black dice in your battery armament can be used at medium range. This effect applies only while attacking the rear hull zone of a ship.

Timing

This Upgrade Card resolves during the "Declare Target" step of an attack.

Clarifications

- A ship equipped with this Upgrade Card can initiate an attack against the rear hull zone of an enemy ship at medium range even if it does not have red or blue dice in its armament.

Objective Clarifications

- A ship with this Upgrade Card cannot claim any Fire Lanes tokens at medium range with its black dice battery armament.

Instigator

Card Text

Enemy squadrons at distance 1 are treated as if they are engaged by 2 additional squadrons, even if they are not currently engaged.

Timing

This Upgrade Card is always in effect at distance 1 around the ship.

Squadron Interactions

- If a squadron is at distance 1 of a ship equipped with this Upgrade Card but no enemy squadrons, it may attack this ship or any other ship at distance 1.
- If a squadron is at distance 1 of a ship equipped with this Upgrade Card and is engaged with Valen Rudor and/or only squadrons with Heavy, that squadron cannot attack Valen Rudor, but may attack the ship equipped with this card or any other ship at distance 1.
- If a squadron is at distance 1 of a ship equipped with this card and is engaged with Valen Rudor and one or more non-Heavy squadrons, that squadron cannot attack Valen Rudor, the ship equipped with Instigator, or any other ship at distance 1.
- Squadrons with Grit cannot move away from an enemy ship with this Upgrade Card attached.
- Friendly squadrons can resolve Swarm against enemy squadrons that are in range of this Upgrade Card's ability.
- This Upgrade Card's effect will not prevent Tycho Celchu from moving or attacking ships.
- This Upgrade Card's ability will prevent the resolution of Malee Hurra's ability.

Upgrade Card Interactions [9]

- Squadrons who are at distance 1 of a ship equipped with this card but not engaged with any squadrons may be targeted by the effects of Heavy Fire Zone.
- This Upgrade Card has no interaction with Advanced Transponder Net

Interdictor

Card Text

When a ship activates, you may exhaust this card to ready 1 other upgrade card equipped to this ship.

Timing

When any ship activates, you may exhaust this Upgrade Card. If you do, choose and ready an Upgrade Card equipped to this ship.

Clarifications

- This Upgrade Card effect cannot be used to ready cards that were exhausted during the same activation that this Upgrade Card is being used.

- You do not pay the "Ready Cost" to ready cards using this Upgrade Card effect, as that cost is only applicable if the card is readied in the Status Phase.
- If Admiral Piett is exhausted and equipped to a ship equipped with this card, you may ready him for a second use when a ship activates.
- This Upgrade Card may be used when an enemy ship activates.

Invincible

Card Text

You gain 1 additional icon in your upgrade bar.

Timing

This Upgrade Bar resolves during Fleet Building.

Clarifications

- None

Invisible Hand

Card Text

While deploying fleets, if you are in the play area, when you would deploy a squadron with **Swarm**, *you may set that squadron aside next to your ship card instead. You may set aside up to 5 squadrons in this way.*
: Choose any number of squadrons set aside with this card. Then place them within distance 1-3 of you. During your activation, those squadrons cannot move and, if they have **AI**, *may increase their* **AI** *value by 1.*

Timing

The effect of this Upgrade Card triggers after the Reveal Command Dial step, when executing a squadron command.

Upgrade Card Interactions

- A squadron set aside with Rapid Launch Bays would not benefit from this Upgrade Card's effect on its deployment.[10]

Squadron Interactions

- If a squadron's AI value is increased, the dice added to the attack pool may all be the same color or each a different color. They must be added and rolled at the same time.
- This Upgrade Card does not permanently increase the AI value of a squadron. The bonus is lost when the ship finishes its activation.

Jaina's Light

Card Text

You can ignore the effects of overlapping obstacles.
Your attacks cannot be obstructed.

Timing

This Upgrade Card may resolve during the "Roll Attack Dice" step and also may resolve after executing a maneuver if the maneuver overlapped an obstacle.

Clarifications

- This Upgrade Card ignores the faceup damage cards Damaged Controls when overlapping obstacles and Disengaged Fire Control when attacking.
- The dust cloud obstacle does not obstruct attacks. Instead, it cancels an attack when the line of sight is drawn over the obstacle. Therefore this upgrade card does not ignore the dust cloud obstacle when making an attack.
- If a ship equipped with this upgrade card overlaps multiple obstacles, it may ignore the effects of both obstacles. If the ship chooses to ignore the effects of any one obstacle it overlaps, it must ignore the effects of all obstacles it overlaps.

Upgrade Card Interactions

- The "cannot" in this card is absolute. Cards which instruct an attack to be treated as obstructed (such as General Cracken, Early Warning System, Ciena Ree, and Admiral Montferrat) are therefore ignored by this Upgrade Card.

Objective Interactions

- If you choose to ignore an obstacle's effect with Jaina's Light during the objective Navigational Hazards, then the opposing fleet cannot claim a victory token.

Liberator

Card Text

You gain 1 additional icon in you upgrade bar.
You cannot equip this card if you have a icon in your upgrade bar.
You cannot spend a command token to resolve a card's effect.

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- Due to the restriction imposed by this Upgrade Card, you may be forced to discard your Fleet Command to resolve its effect.
- If this Upgrade Card is discarded in the course of the game, the Fleet Command granted by this Upgrade Card would remain. The restriction on spending a command token to resolve a Fleet Command's effect would be removed.

Liberty

Card Text

: If you spent a token, you may activate 1 additional squadron.

Timing

This Upgrade Card may resolve when resolving a Squadron command.

Clarifications

- Commander Leia Organa's effect allows ships to resolve a command "as if it had spent a matching command token"; this will trigger this Upgrade Card's effect.

Lucid Voice

Card Text

Treat your rear hull zone's printed battery armament as 3 red dice.
The battery armament of your left and right hull zones are each increased by 1 black die and decreased by 1 blue die.

Timing

This Upgrade Card's effect is permanent unless it is discarded.

Defense Token Interactions

- This Upgrade Card changes the dice involved in a Salvo attack, as it changes the printed battery armament.

Mon Calamari Exodus Fleet

Card Text

"MC" only.

: You may choose and exhaust another copy of this card on a friendly ship at distance 1-4. If you do, gain 2 additional engineering points.

Timing

This Upgrade Card resolves when resolving a Repair command.

Clarifications

- In order to be used, this upgrade card requires a minimum of two copies in a given fleet.
- Cards which manipulate a ship's engineering value (such as the faceup damage card "Power Failure") have no effect on this card.[11]
- This upgrade card can only be equipped to "Mon Calamari" ships. "Mon Calamari" ships have an "MC" in the name of the ship on the ship card. Currently, the following ships are considered "MC": MC30c Torpedo Frigate, MC30c Scout Frigate, MC75 Armored Cruiser, MC75 Ordnance Cruiser, MC80 Battle Cruiser, MC80 Assault Cruiser, MC80 Command Cruiser, MC80 Star Cruiser.
- You may only exhaust one copy of this card at a time when you resolve a repair command.

Mon Karren

Card Text

: While attacking a ship, the defender cannot spend more than 1 defense token during this attack.

Timing

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

Clarifications

- This Upgrade Card's effect will only come into play if the attacker has resolved a Concentrate Fire command, using a dial or token or both.

Upgrade Card Interactions

- Defense tokens spent before this Upgrade Card resolves (due to upgrade cards such as Thermal Shields or Barriss Offee) count toward the total number of defense tokens spent during this attack.

Nevoota Bee

Card Text

: Each non-unique squadron that you activate gains swarm until the end of its activation. Each squadron with swarm that you activate may reroll 1 die while attacking a ship.

Timing

This Upgrade Card resolves while resolving the Squadron command.

Clarifications

- All squadrons with Swarm, including the squadrons that have gained Swarm from this Upgrade Card, are able to resolve the effect of rerolling 1 die while attacking a ship
- If a non-unique squadron that has gained Swarm (due to this Upgrade Card) is destroyed due to Counter or Salvo during this ship's activation, Reserve Hangar Deck would be able to be discarded and resolved for that squadron.

Nova Defiant

Card Text

When you are deployed, you must choose 1 of each type of command token for this card.
Your command value is increased to 4.
You can be assigned more than 1 of each type of command token.
When you reveal a command, you may discard all of the tokens from this card to gain them.

Timing

The first effect of this Upgrade Card triggers when the ship it is equipped to is deployed. The second and third effects of this Upgrade Card are permanent unless it is discarded. The last effect of this Upgrade Card triggers during the Reveal Command Dial step

Clarifications

- This ship cannot resolve the same command more than once during its activation.
- This ship is still restricted to holding 4 command tokens (per its command value).
- If this Upgrade Card is discarded by another effect such as Darth Vader (Boarding Team), the ship would need to immediately discard command tokens until it reaches a legal state. If it was un-activated, it would keep the 4th dial, but would not set a 4th dial during the next command phase.

Paragon

Card Text

While attacking a ship you have already attacked this round, add 1 black die to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- Completing a Salvo attack will trigger this Upgrade Card's effects during any subsequent attacks against the same ship this round, as a Salvo is an attack.

Patriot Fist

Card Text

While attacking a ship at medium-long range, if this is your first attack during your activation, you may add 2 blue dice to your attack pool. If you do, you cannot attack again during this activation.

Timing

This Upgrade Card triggers during attack step 3: "Modify Dice".

Clarifications

- Range of an attack is measured from closest point to closest point. If any part of this ship's attacking hull zone is at close range, then this Upgrade Card's effect may not be used.

Phoenix Home

Card Text

You gain 1 additional icon in your upgrade bar.

You can be assigned up to 4 command tokens instead of a number of command tokens equal to your command value.

Timing

The effect of this Upgrade Card takes place in fleet building.

Clarifications

- This Upgrade Card does not change this ship's command value. Upgrade cards and effects (such as Garm Bel Iblis) which reference a ship's command value will use this ship's native command value, rather than "4".
- If this Upgrade Card is discarded in the course of the game, the additional Officer assigned during fleetbuilding would remain attached to the ship. If the ship has 3 or 4 command tokens, the player must discard down to 2 command tokens.

Profundity

Card Text

Before deploying fleets, you may set aside 1 small ship with a command value of 1.

At the start of any round, you may deploy the set-aside ship at distance 1. You may un-equip up to 1 and 1 upgrade cards and equip them to it (if able).

This Upgrade Card sets aside a small (command 1) ship before deploying fleets.
You may then may place that ship at the start of any round (before the Command Phase).

Clarifications

- An officer or commander that has been discarded is still eligible to be moved. It will remain in its discarded state after having been moved.
- The second portion of this Upgrade Card's ability will move the appropriate card(s) from the Profundity ship card to the deployed small ship; you should physically move them to be located near the small ship's card to avoid any ambiguity. When either ship is destroyed, the point value of that ship will take into account the upgrade cards which they currently have equipped - not the ships to which they were originally attached.
- Any officers or commanders moved using this Upgrade Card's ability must be able to be equipped to the small ship; if an officer specifies "Large Ship Only", for example, it will not be able to be moved from the Profundity to the small ship.
- A flotilla can be set aside using this Upgrade Card's effect; however, a flotilla cannot equip a Commander upgrade card, even if using this Upgrade Card's effect.
- If this Upgrade Card is discarded in the course of the game before the set-aside small ship is deployed, the small ship will be counted as destroyed at the end of the game.
- "Deploying" the small ship will not count as "executing a maneuver" and will thus not trigger the effects of any obstacles, mines, or card effects which trigger on a ship's maneuver.
- The small ship set aside by this upgrade card can be deployed overlapping obstacles, tokens, and squadrons. If the small ship is deployed overlapping squadrons, the other player will place those squadrons as if they had been overlapped after a maneuver.
- The deployed small ship cannot set its speed dial to zero, unless it is forced to by a card effect such as G7-X Grav Well Projector.
- The set-aside small ship will not trigger any effects from cards or objectives until it is deployed. As a result, it may lose the chance to resolve effects that trigger "after deploying fleets", such as Opening Salvo.
- If the set-aside small ship has any cards that trigger "on deployment" (such as Local Fire Control), those effects will trigger at the time it is deployed.
- The set-aside small ship will still count toward a player's total number of ships for the purposes of calculating Pass Tokens.

Upgrade Card Interactions

- If Commander Kyrsta Agate is transferred to a small ship as a result of this upgrade card, she will not grant that small ship a new defense token.[12]

Pursuant

Card Text

When you reveal a command other than a command, you may discard this card to resolve a Command. You treat this command as if you spent a dial.

Timing

This Upgrade Card may only be discarded and resolved during the "Reveal Command Dial" step when a command other than a Squadron Command was revealed.

Clarifications

- You cannot convert the squadron dial granted by this Upgrade Card to a token, as it is already being resolved, not "gained".

- The Squadron command is resolved "as if you spent a squad dial". You may still add a Squadron token to this command.
- If the ship with this Upgrade Card equipped does not "reveal" a command dial, it cannot discard this Upgrade Card.
- The dial being resolved from this Upgrade Card cannot be discarded to clear raid tokens as it is not a command dial being "revealed".
- The dial being resolved from this Upgrade Card cannot be discarded to use a Boarding Team.

Quantum Storm

Card Text

: After you execute a maneuver, you may exhaust this card to execute a 1-speed maneuver with a yaw of "-".

Timing

This Upgrade Card may be exhausted after a Maneuver is executed and only when a Navigation command had previously been resolved.

Clarifications

- Although a Nav command must be resolved to have the opportunity to exhaust this Upgrade Card, the actual timing of the decision to exhaust this card occurs after a maneuver has been completed. As a result, a player may check ranges and distances before committing to the move granted by this Upgrade Card. They may not pre-measure with the maneuver tool.

- General Madine's ability will not affect the maneuver granted by this Upgrade Card, as this Upgrade Card occurs "after you execute a maneuver" and General Madine applies to the "first" maneuver executed in an activation.

Upgrade Card Interactions

- Cards which may trigger while a ship executes a maneuver (such as G-8 Experimental Projector) may trigger as a result of the maneuver granted by this Upgrade Card.
- Cards which may trigger after a ship executes a maneuver (such as Flight Commander or Slicer Tools) may trigger as a result of the maneuver granted by this Upgrade Card.
- If the ship equipped with this upgrade card is travelling at speed 1 and the effect from Take Evasive Action! is active, the maneuver granted by this Upgrade Card would be conducted with a yaw value of "1".[13]

Radiant VII

Card Text

"You gain 1 Fleet Support icon in your upgrade bar. You cannot equip Turbolaser or Ordnance upgrades."

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- If this Upgrade Card is discarded in the course of the game, an equipped Fleet Support card would remain.

Rakehell

Card Text

:While executing a 0-speed maneuver, you can resolve clicks of yaw at the speed-0 joint, and are treated as having a yaw value of "I" for that maneuver.

Timing

This Upgrade Card may be resolved during a Maneuver only when a Navigation command has been resolved.

Clarifications

- While a ship equipped with this Upgrade Card has resolved a Navigation Command, and is executing a speed 0 maneuver, this ship is treated as having a native yaw value of "I". It can resolve clicks of yaw on the maneuver tool at the speed 0 joint.

- This yaw value can be increased to "II" by other yaw granting effects, such as a Navigation Command Dial, Moff Jerjerrod, Take Evasive Action!, etc.
- This ship can execute multiple speed 0 maneuvers using a combination of Engine Techs and the Gravity Rift obstacle, or if slowed by a G-8 Experimental Projector. Engine Techs is a speed 1 maneuver, but if near a Gravity Rift or if slowed by G-8 Experimental Projector, it would execute a speed 0 maneuver.
- Rakehell speed 0 maneuver is affected by Thrust Control Malfunction.

Ravager

Card Text

: Your tokens can either reroll 1 attack die or add 1 die to your attack pool. If you add a die, that die must be of a color already in your attack pool.

Timing

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

Clarifications

- While attacking, if you resolve the Concentrate Fire command by spending a dial & token, you may add 1 die and reroll 1 die as normal, or use this Upgrade Card to add 2 dice (each of a color already in the attack pool).

- If you spend a Concentrate Fire token to resolve this Upgrade Card effect, you may also still resolve Director Krennic's Concentrate Fire token effect. You add 1 die of a color already in the attack pool instead of rerolling 1 die of any color, and reroll 2 red dice.
- If a ship equipped with this Upgrade Card is conducting a Counter attack, if it has not yet resolved the Concentrate Fire command that round, it may spend a Concentrate Fire token to add a die to that attack. If it does so, no other Concentrate Fire Commands may be resolved until next round.

Redemption

Card Text

When a friendly ship at distance 1-5 resolves a command, it gains 1 additional engineering point.

Timing

This Upgrade Card may resolve when a friendly ship at distance 1-5 resolves a Repair Command.

Clarifications

- Other card effects which add engineering points (such as Engineering Team or Mon Calamari Exodus Fleet) may combine with this card to add further Engineering Points.
- Some card effects grant bonuses without requiring the Engineering Command (such as Shields To Maximum!). This upgrade card requires the resolution of the engineering command to grant its benefit.

Relentless

Card Text

The total number of command dials that must be assigned to your ship during the Command Phase is reduced by 1.

Timing

This Upgrade Card is always active unless discarded.

Clarifications

- A ship equipped with this Upgrade Card only needs to assign 2 command dials instead of 3. The ship still has a command value of 3 for the purposes of stored tokens and scoring objectives.
- If this Upgrade Card is discarded the ship it was equipped to would need to set command dials to reach its command value in the next command phase. This may cause the player to set multiple command dials.

Resolute

Card Text

You must choose at least 2 types of command tokens for this card.
After you resolve a command by spending a dial, you may discard 1 matching command token from this card to gain that token.

Timing

This Upgrade Card's effect triggers after its ship finishes resolving a command that matches a token on this Upgrade Card.

Clarifications

- As long as this ship resolves a matching dial (whether in conjunction with a token or not), this Upgrade Card's effect may resolve.
- If multiple dials are spent during an activation (via Bail Organa or Admiral Tarkin), this Upgrade Card may trigger multiple times, one for each dial spent.

Sa Nalaor

Card Text

While defending, if you are at speed 2 or higher, you may spend a defense token to resolve the defense effect instead of that token's effect. You cannot resolve the defense effect more than once per attack.

Timing

This Upgrade Card may resolve during the "Spend Defense Tokens" step.

Clarifications

- This Upgrade Card does not give the ability to discard the spent defense token to affect an additional die against larger ships.[14]
- A Brace token spent earlier via Thermal Shields may not be spent again for this Upgrade Card's effect, as a defense token may only be spent once per attack.

Upgrade Card Interactions

- This Upgrade Card cannot be used to power Turbolaser Reroute Circuits as it specifies "While defending...".
- This Upgrade Card's effect does not stack with that of Expert Shield Techs.[15]

Salvation

Card Text

While attacking a ship from your front hull zone, your icons count as 2 damage instead of 1.

Timing

This Upgrade Card resolves during the "Resolve Damage" step.

Clarifications

- The effect of this upgrade card is not a critical effect.
- If a ship equipped with this upgrade card performs a Salvo attack, this upgrade card's effect would only resolve if this Upgrade Card's ship is being attacked in the front hull zone.
- While attacking from the front hull zone, a hit/crit face on a black die would count as three damage total, and a blue critical face would count as two damage.

Seventh Fleet Star Destroyer

Card Text

"Star Destroyer" only.
While defending against an attack that targets your front hull zone, before you suffer damage, you may choose and exhaust a copy of this card on another friendly ship at distance 1-4 to reduce the total damage by 1.

Timing

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

Clarifications

- This Upgrade Card can only be equipped by ships with "Star Destroyer" in their title. This Upgrade Card cannot be equipped to the Onager Testbed or any Star Dreadnaught (sometimes referred to as a "Super Star Destroyer").

- Only one copy of this Upgrade Card can be exhausted during the "Resolve Damage" step.
- Even if the total damage is reduced to zero, the attacker can still resolve critical effects.

Sovereign

Card Text

At the start of Ship Phase, you may exhaust this card to discard 1 command token from up to 3 friendly ships at distance 1-5. If you do, each of those ships may gain 1 command token of any type.

Timing

This Upgrade Card may resolve at the start of the Ship Phase.

Clarifications

- This Upgrade Card does not allow a ship to hold duplicate command tokens.

Squall

Card Text

When you activate, you may choose up to 3 unengaged friendly squadrons at close-medium range. Those squadrons may move up to distance 2. If they do, they cannot end their movement engaged.

Timing

This Upgrade Card resolves before the "Reveal Command Dial" step.

Clarifications

- This Upgrade Card effect resolves before your ship dial is revealed
- Boosted Comms does not increase the range of this Upgrade Card's effect.
- Squadrons that are engaged cannot move. However if squadrons are obstructed by an obstacle or a ship, and thus not engaged, they may move.

- This Upgrade Card's effect timing is before the ship reveals a command dial, so squadrons with the Strategic keyword could move and bring an objective token into range so the ship can interact with the objective token during the "Reveal Command Dial" step. This affects objectives such as Capture the VIP, Intel Sweep, Salvage Run, and Sensor Net.
- All Fighters, Follow Me! does not interact with this Upgrade Card effect as this Upgrade Card moves squadrons a "distance", not a speed.
- Admiral Chiraneau's ability may only resolve when a squadron command is resolved. It does not interact with this Upgrade Card.

Stronghold

Card Text

While a friendly squadron with **Swarm** *at distance 1-2 is defending, the attack is treated as obstructed.*

Timing

This Upgrade Card resolves before the attacker rolls dice during the "Roll Attack dice" step.

Clarifications

- Attacks that cannot be obstructed overrule this Upgrade Card effect

Sunder

Card Text

Blue or Black: *You may discard this card to choose and discard 1 , , , , or upgrade card equipped to the defender.*

Timing

This Upgrade Card may resolve during the "Resolve Damage" step.

Clarifications

- This Upgrade Card effect may target a Boarding Team as it is an offensive retrofit.
- You cannot resolve additional critical effects when you resolve this Upgrade Card (unless this ship is also equipped with and resolves Fire-Control Team).

Damage Card Clarifications

- This Upgrade Card cannot be resolved by a ship with the faceup damage card Targeting Disruption.

Suppressor

Card Text

After an enemy ship ends its activation, if it is at distance 1-3, you may choose and exhaust 1 of its defense tokens.

Timing

This Upgrade Card may resolve after an enemy ship's activation.

Clarifications

- This Upgrade Card only "exhausts" defense tokens, it does not "spend" them.
- The player that controls the ship equipped with this Upgrade Card chooses which defense token is exhausted.

Swift Return

Card Text

During your Determine Course step, if you are at distance 1-2 of an obstacle, you may change your speed by 1 or increase 1 yaw value by 1.

Timing

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

Obstacle Interactions

- The Station in Contested Outpost is an obstacle, and still fulfills the requirements needed for this Upgrade Card.

Damage Card Interactions

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

Tantive IV

Card Text

Before you gain a command token, 1 friendly ship at distance 1-5 may gain that token instead.

Timing

This Upgrade Card may resolve anytime before gaining a command token.

Clarifications

- If a card effect assigns a token to a ship equipped with this Upgrade Card (such as Comms Net, Hondo Ohnaka, or Munitions Resupply) that token can be passed to a different ship.
- If a ship equipped with this Upgrade Card would gain a command token but is unable to (such as already having a copy of that command token assigned to this ship, or already having command token(s) up to its command value), it can use this upgrade card's effect to assign that token to another friendly ship without discarding a token.
- Once a command token is assigned to this ship, this upgrade card is no longer able to pass it to another friendly ship.

Upgrade card interactions

- If Raymus Antilles is equipped to a ship with this title, you can gain and pass both the token gained from Raymus Antilles' effect and the native dial (if it is turned into a token).
- If the ship equipped with this upgrade card chooses to use the effect of Ahsoka Tano during its activation - discarding and then gaining a token - it may choose to use the effect of this upgrade card to pass the token to be gained before it is gained.
- If the ship equipped with this upgrade card has the damage card Life Support Failure and would gain a command token, a friendly ship at distance 1-5 may gain that command token instead.[16]

Task Force Antilles

Card Text

When you suffer damage from an attack, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3. If you do, that ship suffers 1 of your damage instead. While this card is exhausted, you cannot spend engineering points.

Timing

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

Clarifications

- "Choose and exhaust a copy of this card" indicates that only one copy of this card may be exhausted during the Resolve Damage Step of a given attack.
- A ship may still resolve the repair command even if it is unable to spend any engineering points (for example, if it wishes to discard its objective token when playing the objective Ion Storm).
- The friendly ship which suffers damage due to this Upgrade Card's effect will choose a hull zone and suffer damage on that hull zone, one point at a time. This means that ship will not be able to send a single point of damage "straight to hull" unless it chooses a hull zone with no shields remaining.
- The friendly ship which suffers a damage due to this Upgrade Card's effect will not be the target of any of the attacker's critical effects.
- If the usage of this Upgrade Card reduces the total damage of an attack to zero, the attacker may still choose and resolve one of their critical effects.
- There are not currently any critical effects in the game which would interact with this Upgrade Card to cause deleterious effects on the friendly ship at distance 1-3 who suffers damage as a result of this Upgrade Card's effect. [17]

Task Force Organa

Card Text

While attacking, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3 to reroll up to 2 attack dice. While this card is exhausted, you cannot attack ships.

Timing

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

Clarifications

- A ship can still attack squadrons or proximity mines even if this Upgrade Card is exhausted.
- "Choose and exhaust a copy of this card" indicates that only one copy of this card may be exhausted during the Resolve Attack Effects Step of a given attack.

TB-73

Card Text

After you deploy, gain 1 additional defense token.

Timing

The effect of this Upgrade Card triggers after deploying the ship.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the additional Evade token would remain.

Tide Of Progress XII

Card Text

Before you are dealt a faceup damage card with the **SHIP** *trait, you may exhaust this card to discard that damage card (without resolving its effect).*

Timing

This Upgrade Card triggers during Attack step 5: "Resolve Damage"

Clarifications

- This Upgrade Card cannot discard a damage card with the Ship trait that has already been dealt to a ship.
- A ship with this Upgrade Card equipped and on 1 health would not be destroyed if it is dealt a faceup damage card with the ship trait, as this Upgrade Card discards the damage card before it is dealt.
- An attacker may choose to not resolve any critical effect while attacking.

Tranquility

Card Text

While defending, after the Spend Defense Tokens step, if you spent fewer than 2 defense tokens, you may move up to 2 shields from 1 of your hull zones to the defending hull zone. If you do, the number of shields in that zone cannot exceed a maximum of "6." You cannot recover shields while any zone is greater than its maximum shield value.

Timing

This Upgrade Card may be resolved after the "Spend Defense Tokens" step.

Clarifications

- Shields can be moved to hull zones on the ship this Upgrade Card is equipped to (via Projection Experts for example), as long as the number of shields in the hull zone they are moved to does not exceed that hull zone's maximum shield value.
- If this Upgrade Card is discarded in the course of the game, shields exceeding a hull zone's maximum shield value are immediately lost.
- You may use this Upgrade Card's effect even if no damage is dealt by an attack.

Upgrade Card Interactions

- Spent tokens for Thermal Shields and/or Barriss Offee count toward the total number of defense tokens spent for this Upgrade Card's effect.

Triumphant

Card Text

While another friendly non-flotilla ship resolves a command, up to 3 squadrons without adept that it activates can be at close range of you (even if the squadrons are beyond close-medium range of that ship).

This effect is not active during the first round.

Timing

This Upgrade Card may resolve during the Ship Phase when another ship resolves a Squadron command after the first round.

Clarifications

- There is no range restriction when another ship resolves a Squadron command using this Upgrade Card's effect.

Squadron Interactions

- Squadrons activated using both "Matchstick's" and this Upgrade Card's effects must have the Bomber keyword and not have the Adept keyword.
- A ship resolving a Squadron command using this Upgrade Card's ability may choose to activate up to 3 squadrons with Bomber at distance 1-3 of "Matchstick" if "Matchstick" is at close range of the ship equipped with this Upgrade Card.
- The maximum number of squadrons that may be activated using this Upgrade Card's ability is 3, regardless if Matchstick is involved or not.
- A squadron may resolve Relay when using this Upgrade Card's effect as long as it is in range.

Unity

Card Text

After you deploy, gain 1 [Redirect] defense token.
While attacking a squadron, if the defender is engaged with a friendly squadron without the printed Heavy keyword, you may reroll 1 die.

Timing

This Upgrade Card immediately resolves when a ship is deployed. The second effect resolves during the "Resolve Attack Effects" step.

Clarifications

- A squadron granted the keyword "Heavy" by some effect does not have the "printed" keyword Heavy.
- If this Upgrade Card is discarded in the course of the game, the gained Redirect token would remain.

Vanguard

Card Text

You gain 1 additional icon in your upgrade bar.
At the start of the first round, you may replace 1 of your defense tokens with a defense token.

Timing

This Upgrade Card resolves once during Fleet Building. It also resolves at the start of the first round, before the Command Phase.

Clarifications

- If this Upgrade Card is discarded in the course of the game, the Weapons Team equipped and the Redirect defense token would remain.

Vector

Card Text

: The speed of each squadron without **HEAVY** *you activate is increased by 1, to a maximum of 5, until the end of its activation.*

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Clarifications

- Squadrons that are given the keyword Heavy by a card effect will not be affected by this Upgrade Card.
- This Upgrade Card will combine with other speed-enhancing abilities such as All Fighters, Follow Me!
- This Upgrade Card will take effect after the speed reductions of Admiral Chiraneau & Ketsu Onyo.

Warlord

Card Text

While attacking you may change 1 die face with an icon to a face with a icon.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step.

Clarifications

- This Upgrade Card can change a red die to a face with two hit icons.

Yavaris

Card Text

: Each squadron you activate may choose to only attack during your activation. If it does, while attacking, it may add 1 die to its attack pool of a color already in its attack pool.

Timing

This Upgrade Card may resolve while resolving the Squadron command.

Clarifications

- Any squadrons that have already moved during Yavaris' activation, from any effect, are not eligible to add a die.
- Any squadron that chooses to take the benefit from this upgrade card may not move during Yavaris' activation, from any effect.

Upgrade Card Interactions

- Using effects that move squadrons during a ship's activation but outside of a squadron's activation (such as Fighter Coordination Teams) will prevent squadrons from utilizing the effects of this Upgrade Card.
- The use of Adar Tallon does not remove the restrictions of this upgrade card. A squadron which takes the benefit of this Upgrade Card, whose activation slider is then slid to the unactivated side by Adar Tallon, still may not move during Yavaris' activation.

ENDNOTES

1. Each card can only resolve with itself, paying its costs independently. This is similar to how a Squadron Dial cannot both be discarded to clear raid tokens and simultaneously activate a boarding team; in-game resources can only be spent once for one effect at a time.
2. Using both Amity and Hardened Bulkheads in conjunction would result in 1 damage card being dealt to Amity (1 from Amity's effect, and 0 from the original maneuver, altered by Hardened Bulkheads) and 2 damage cards being dealt to the enemy ship (1 from Amity's effect, and 1 from the original maneuver).
3. It is this Upgrade Card's ship readying the tokens, not the ship with Compartment Fire.
4. In a 400 point tournament setting, only a max of 400 points is scored for MOV, even if the destroyed fleet totaled more than 400 points.
5. Hardened Bulkheads' relevant text reads "Deal 1 fewer facedown damage card". Garel's Honor does not deal any facedown damage cards.
6. Lira Wessex's effect can only resolve "when you are dealt a face-up damage card". Hardened Bulkhead's effect prevents a facedown upgrade card from ever being dealt. By the time Lira Wessex has turned a given damage card facedown, it has already been dealt. It has missed the timing window of Hardened Bulkheads.
7. The timing of executing a maneuver will assign a damage card before any ships are removed from the table. As a result, General Dodonna will still be on the table (and granting his effects) at the time the cards are dealt. He will subsequently be removed when his ship is destroyed after the maneuver step.
8. General Grievous could allow a discarded redirect token to be recovered.
9. It can sometimes be useful to consider this Upgrade Card using the idea of "ghost" squadrons. You can pretend that enemy squadrons, when they are near Instigator, are engaged by two invisible, intangible, immovable, un-affectable squadrons who are not friendly to either player. This idea, for example, would explain why this Upgrade Card works with "Swarm" but not with Advanced Transponder Net or Heavy Fire Zone. The idea of "ghost" squadrons is not an official ruling for how to treat this card, it is merely an oft-used community tool to analyze this card.
10. RRG: "A ship or squadron that is set aside...can only be deployed or affected by the effect that set them aside."
11. "Engineering Value" corresponds to a ship's base stats and can be manipulated by cards such as Power Failure. "Engineering Points" are the currency spent to do things like discard damage cards and regenerate shields. These are two distinct things. When ships "gain engineering points" it is often, though not always, tied to their Engineering Value.
12. The timing has the small ship deploy, and subsequently a Commander and/or an Officer are transferred to it. Thus, Kyrsta Agate (who triggers "on deployment") will miss her timing window to grant a new defense token.
13. Take Evasive Action increases the "last yaw value" of a ship's current speed. If Quantum Storm is at speed 1 then TEA would apply for both maneuvers.
14. The Evade rule specifically states that for this effect against larger ships to apply, an Evade token must be spent. With this Upgrade Card, no actual Evade token is being spent.
15. Both cards state "...instead of [resolving] that token's effect." Therefore if you spend a Redirect token, you must choose which one effect it resolves - that of this Upgrade Card, that of Expert Shield Techs, or its original effect.
16. Life Support Failure prevents a ship from "having" any command tokens. Tantive IV allows a ship to "redirect" an incoming command token before it ever "arrives", and thus the command token is never "had" by the ship - and thus never discarded.
17. This is similar to the function of other effects which direct a ship to "suffer damage", such as Wide Area Barrage or overlapping a debris field.