




DEFENSIVE RETROFIT

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

- A  can be equipped to any ship that has the  upgrade icon in its ship card.
- A ship cannot equip more than one copy of the same  card.



ADVANCED PROJECTORS (6)

Card Text

When you resolve the ⚡ token effect, you can choose more than one hull zone to suffer damage, which may include a nonadjacent hull zone.

Timing

This Upgrade Card resolves during the "Resolve Damage" step

Clarifications

- When the Redirect defense token is resolved, any hull zones with shields can be chosen to suffer damage.

Upgrade Interactions

- If an attacking ship is equipped with X17 Turbolasers, then at most only one damage can be moved to each non-defending hull zone.



CLUSTER BOMBS (4)

Card Text

After a squadron performs an attack against you, even if you are destroyed, you may discard this card to roll 4 blue dice. That squadron suffers 1 damage for each ★ or ✨ icon rolled.

Timing

This Upgrade Card may be discarded after being attacked by a squadron.

Clarifications

- After an attack by a squadron, even if the ship this card is equipped to is destroyed, you may discard this Upgrade Card to resolve its ability.
- Accuracies are not used for this effect and count for zero damage.

- This damage inflicted by this card is not an attack, it is a card effect. This damage cannot be reduced or canceled by defense tokens, nor can any card effects that involve moving or reducing damage be utilized (unless they are effects not used in the term "attack" or otherwise stated).
- The dice rolled are not part of an attack, and thus cannot be modified by card effects unless a card effect states it is not used during an attack.



EARLY WARNING SYSTEM (7)

Card Text

At the start of each Ship Phase, you may choose 1 of your hull zones and mark it with a chaff token. Until the end of the round, while a ship or squadron is attacking that hull zone, the attack is obstructed. After the Status Phase, remove that chaff token.

Timing

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

Clarifications

- At the start of the Ship Phase, for each ship equipped with this Upgrade Card, choose a hull zone on each ship and place a chaff token on it to mark it as the selected hull zone benefiting from this Upgrade Card's ability. Until the end of the round, any attacks on this hull zone are treated as obstructed. Remove the chaff token at the end of the Status Phase but before the end of the round.

- If this card is discarded by another effect such as Darth Vader (Boarding Team) or Shriv Surgaav, the chaff token remains and continues to obstruct all attacks until the end of the Status Phase when it is removed.

Upgrade Interactions

- Jaina's Light ignores this Upgrade Card's effect.

Damage Card Interactions

- A ship with the damage card Disengaged Fire Control cannot attack a hull zone that is obstructed by this Upgrade Card.



ELECTRONIC COUNTERMEASURES (7)

Card Text

While defending you may exhaust this card to spend 1 defense token that your opponent targeted with an ⚡ result.

Timing

This Upgrade Card may be exhausted during the "Spend Defense Tokens" step to resolve its effect.

Clarifications

- This Upgrade Card does not allow the defender to spend a defense token while at speed "0".
- This Upgrade Card does not allow the defender to spend a defense token of a type the defender has already spent during an attack.
- This Upgrade Card does not allow the defender to spend a defense token more than once during an attack.

Upgrade Interactions

- If a defense token was spent by the attacker through a card effect such as Admiral Sloane, and another defense token of the same type was locked by a spent accuracy in the same attack, this Upgrade Card does not allow for that defense token of the type already spent by the attacker to also be spent by the defender.

Damage Card Interactions

- This Upgrade Card does not allow an exhausted defense token to be spent by a ship with the face up damage card Faulty Countermeasures.



REACTIVE GUNNERY (4)

Card Text

While defending, you may exhaust this card and spend a readied 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 be exhausted during the Spend Defense Tokens Step.

Clarifications

- The defender may only spend one type of defense token per attack. For example, you could spend a Redirect token to resolve this Upgrade Card but then you could not spend another Redirect token to resolve the standard effect.
- The defender cannot spend a readied defense token that has been targeted by an accuracy icon.

Upgrade Interactions

- If a readied defense token was spent by the attacker by a card effect such as Admiral Sloane, this Upgrade Card does not allow the defense token spent by the attacker to be used for this Upgrade Card's effect.
- If a readied defense token was spent by Obi-Wan Kenobi his effect will also resolve.
- Kyrsta Agate (officer)'s critical effect can be exhausted and resolved during a Salvo attack against a ship, which includes a Salvo granted by this Upgrade Card.



REDUNDANT SHIELDS (8)

Card Text

At the start of each Status Phase, you may recover 1 shield.

Timing

This Upgrade Card triggers at the start of the Status Phase.

Clarifications

- This Upgrade Card does not resolve a Repair command and thus does not trigger cards such as Projection Experts, Auxiliary Shield Team, Engineering Team or Redemption.
- A ship with Aspiration may not recover shields if any hullzone exceeds its maximum shield value.

Damage Card Interactions

- A ship with the damage card Capacitor Failure cannot recover shields in hull zones that have "0" shields.



REINFORCED BLAST DOORS (5)

Card Text

At the start of the Ship Phase, you may discard this card to discard up to 3 of your facedown damage cards.

Timing

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

Clarifications

- Faceup damage cards cannot be discarded by this Upgrade Card.



THERMAL SHIELDS ⚡ (5)

Card Text

Medium or large ship only.

While defending, after the attacker gathers dice, you may spend 1 ⚡ token. If you do, choose and remove half of the dice in the attack pool, rounded down.

Timing

This Upgrade Card triggers when the attacker gathers the initial dice pool but before the attacker rolls the attack dice.

Clarifications

- A ship equipped with this Upgrade Card cannot spend a Brace token to activate its effect if that ship is at speed 0.
 - If all dice are removed before the attack pool is rolled the attack is cancelled. e.g., an attack pool of 2 is reduced by obstruction and this card.
- If all dice of one color are removed from the attack pool with this Upgrade Card, dice of that color cannot be added to that pool using a Concentrate Fire dial unless another effect can add dice of that color back into the pool.

Upgrade Interactions

- Commander Sato replaces dice after this Upgrade Card removes dice.

Objective Interactions

- This Upgrade Card may be used against an attack from Plantery Ion Cannon.
- If an attack is traced across a Jamming Barrier and the defending ship is equipped with this Upgrade Card, the dice pool would be first reduced by the Jamming Barrier effect (attacker removes dice), and second by this Upgrade Card's effect (defender removes more dice). ¹

ENDNOTES

1. The effects share the timing of “before rolling”, and attacking comes before defending in the general sequence of events.