






EXPERIMENTAL RETROFIT

An  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.



G-8 EXPERIMENTAL PROJECTOR

Card Text

Before an enemy ship at distance 1-5 resolves the Determine Course step, you may exhaust this card to temporarily reduce its speed by 1 to a minimum of speed 0 until the end of the maneuver.

Timing

This upgrade card may be resolved before an enemy ship resolves its Determine Course Step.

Clarifications

- When a ship's speed is temporarily reduced, its speed dial is not changed and its current speed is equal to the number on its speed dial minus one until the end of that maneuver. This temporary reduction never changes the speed value on the physical speed dial.

- When using this upgrade card its owner must use this card before an enemy ship resolves the Determine Course Step. The user of this Upgrade Card should declare their intentions and exhaust this card as soon as possible so their opponent may know the range of legal maneuvers. Adjusting the maneuver tool and resolving a Navigation command to adjust speed or yaw happen after this Upgrade Card is used. Waiting to use this Upgrade Card until an opponent is about to lock in a maneuver with the Maneuver Tool is a missed opportunity.
- This Upgrade Card may be resolved on an enemy ship executing a non-standard maneuver granted by an upgrade card, objective, or any other effect.

Upgrade Interactions

- The maneuver granted by Engine Techs, Quantum Storm, or Admiral Ozzel (officer) may be affected by this Upgrade Card.
- This Upgrade Card does not trigger The Grand Inquisitor as the ship's speed dial is not changed.
- If a ship's speed is temporarily slowed by an effect such as this Upgrade Card, that ship will not be able to use Take Evasive Action!. For example, a ship's "current speed" is 3. It is then temporarily slowed to "2", but this temporary reduction in speed does not change the ship's speed dial. Since the ship's "current speed" is 3, but forced to conduct the maneuver at speed 2, Take Evasive Action! cannot modify the yaw value in the speed 2 chart.
- This Upgrade Card would not prevent Moff Jerjerrod's effect from resolving.

Objective Interactions

- This Upgrade Card effect stacks with the speed reduction of the Gravity Rift Obstacle.
- This Upgrade Card may affect the special rule maneuver granted by Rift Ambush.



G7-X GRAV WELL PROJECTOR

Card Text

Before deploying fleets, place 1 Grav well token anywhere in the play area.

When a ship deploys at distance 1-3 of a Grav well token, its speed dial must be set to 0.

Timing

This Upgrade Card may resolve before deploying fleets, but after obstacles are placed.

Clarifications

- Grav well tokens are never removed from play, and cannot be moved unless they are placed on an obstacle that is moved. This is important as ships that deploy during play from abilities such as Admiral Raddus or Hyperspace Assault can be affected by this Upgrade Card.

- Grav Well tokens may be placed anywhere in the play area, including deployment zones.
- Each copy of this Upgrade Card in a fleet grants one Grav Well token.
- A ship equipped with this Upgrade Card must be in the play area (not set aside or otherwise not in play) in order for its effect to be resolved.

Upgrade Interactions

- The maneuver granted by Admiral Ozzel (officer) is not affected by this Upgrade Card.



Grav Shift Reroute

Card Text

Before deploying fleets, place 1 Grav shift token anywhere in the play area.

After deploying fleets, you may move each obstacle at distance 1-3 of that token to within distance 2 of that obstacle's current location. Obstacles cannot overlap tokens, obstacles, or ships.

Timing

This Upgrade Card may resolve before deploying fleets, but after obstacles are placed. It resolves obstacle movement after deploying fleets.

Clarifications

- Obstacles moved with this Upgrade Card's effect are restricted from overlapping tokens, obstacles, and ships only at their final position. If an obstacle overlaps one or more squadrons, move any overlapped squadron out of the way and place the obstacle. Then the player who is not moving the obstacle places the overlapped squadrons, regardless of who owns them, in any position touching or overlapping that obstacle.
- An obstacle moved with this Upgrade Card's effect can be rotated or flipped; however, no part of that obstacle can be beyond distance 2 of the object's original position.
- If an obstacle with an objective token or proximity mine on it is moved, that objective token or proximity mine remains on that obstacle in the same position. If the token or mine is bumped, moved, or falls off after final placement, the opponent should place that token nearest to the original placement.
- After deploying fleets, if the ship with this Upgrade Card equipped is not in play (because it has been set aside), that ship's owner cannot resolve the remainder of this Upgrade Card's effects.
- The Grav shift token remains in the play area until the end of the game.

Objective Interactions

- During the Doomed Station objective, if an obstacle is moved by this Upgrade Card so it is touching the Gravity Rift, the obstacle is not removed as obstacles are only removed during "End of Round".



Targeting Scrambler

Card Text

While a friendly ship at distance 1-3 is defending at close range, during the Spend Defense Tokens step, you may exhaust this card to force the attacker to reroll up to 4 dice of your choice.

Timing

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

Clarifications

- Multiple copies of this card can each resolve their effect during the same attack. Each card's effect must be resolved separately.

- This Upgrade Card can be used on any friendly ship defending at close range, such as from a ship, squadron, or armed/unarmed station.
- This Upgrade Card cannot be used on an attack that is not at close range.

Squadron Interactions

- This Upgrade Card cannot reroll a die that has been modified by the Lando Calrissian (squadron) card effect.