

# SUPERWEAPON

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.



## MAGNITE CRYSTAL TRACTOR BEAM ARRAY

### Card Text

*After the end of your activation, you may exhaust this card to choose 1 enemy ship at distance 1-5. That ship's speed is increased or decreased to match your speed.*

*While your speed is 0, you cannot ready this card.*

### Timing

This Upgrade Card may be resolved at the end of the ship's activation.

### Clarifications

- The targeted ship's owner changes the ship's speed, not the player triggering this Upgrade Card.



## ORBITAL BOMBARDMENT PARTICLE CANNONS

### Card Text

*Modification.*

**IGNITION [LONG]**

**IGNITION, RED :** *Each other ship at distance 1 of the defender suffers 2 damage, and each squadron at distance 1 of the defender suffers 1 damage.*

### Timing

This Upgrade Card may be resolved during the Resolve Damage step.

### Clarifications

- The damage inflicted by this effect granted by this Upgrade Card is not an attack, it is a critical effect. Therefore this damage cannot be reduced or cancelled by defense tokens, nor can any card effects that involve moving or reducing damage "from an attack" be utilized.

- When this Upgrade Card causes a ship to suffer damage, it is suffered on one chosen hull zone chosen by the defender. <sup>1</sup>
- This Upgrade Card cannot cause a proximity mine token to suffer damage, as it is a token and not a ship or squadron. <sup>2</sup>

### Objective Interactions

- This Upgrade Card will affect unarmed or armed stations at distance 1 of the defender to suffer damage. Stations are treated as a ship when resolving effects.



## SUPERHEAVY COMPOSITE BEAM TURBOLASERS

### Card Text

*Modification.*

**IGNITION [MEDIUM]**

**IGNITION, RED :** *The defender suffers 1 damage. This occurs once for each red or blue [Critical] icon in the pool.*

### Timing

This Upgrade Card may be resolved during the Resolve Damage step.

### Clarifications

- The damage inflicted by this effect granted by this Upgrade Card is not an attack, it is a critical effect. Therefore this damage cannot be reduced or cancelled by defense tokens, nor can any card effects that involve moving or reducing damage "from an attack" be utilized.

- Because the wording of this Upgrade Card is "this occurs once...", the defender will choose a new hull zone (or the same hull zone) for each instance of damage triggered by this Upgrade Card.

### Upgrade Interactions

- A ship defending against an attack using both this Upgrade Card and XI-7 Turbolasers may suffer each damage from this Upgrade Card's critical effect on any of its hull zones, one at a time. The XI-7 effect will prevent the defender from redirecting more than 1 of the the total damage dealt during the "resolve damage" step.



# ENDNOTES

1. Similar to the resolution after ending a maneuver on a debris field.
2. When a proximity mine token is chosen as the target of an attack, then it is treated as a squadron. Since the proximity mine was not chosen as an attack in this sequence, it is not treated as a squadron.