



Baktoid Prototypes

Card Text

While attacking a ship, if another friendly squadron with Bomber is at distance 1 of the defender, you may change 1 die to a face with a Accuracy icon.

Timing

This Squadron Card's effect may resolve in the "Resolve Attack Effects" step.

Keywords

- AI: Battery 1
- Bomber
- Heavy

Clarification

- This Squadron Card's effect does not grant any effects to other friendly squadrons.



DBS-404

Card Text

While attacking, if you are touching the defender, you may suffer 1 damage to add 1 die to your attack pool of a color that is already in your attack pool

Timing

This Squadron Card effect may resolve in the "Resolve Attack Effects" step

Keywords

- AI: Battery 1
- Bomber
- Heavy

Clarification

- A ship's shield dials are considered part of the ship for the purposes of "touching".

- This squadron can "touch" a ship's base even if both or either bases are on obstacle(s).
- If this Squadron has one hull remaining and uses its effect, it would be immediately destroyed and removed from play. It would not be allowed to complete its attack. (1)



DFS-311

Card Text

While you are defending, if the attack is obstructed, you may force the attacker to reroll 1 die of your choice.

Timing

This Squadron Card effect resolves during the "Spend Defense Token" step.

Keywords

- Swarm
- AI: Anti-Squadron 1
- Intel

Clarification

- The reroll granted by this squadron card takes place during the "Spend Defense Tokens" step. "While defending" is the only timing window stated, and this card follows the precedent set by similar defensive effects. (2)