

TURBOLASER

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.



DBY-827 HEAVY TURBOLASER (3)

Card Text

While performing a ⚡ attack, you may change 1 die to a face with a ⚡ icon.

Timing

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

Clarifications

- This Upgrade Card can change a black die to a hit/crit face.



DUAL TURBOLASER TURRETS (4)

Card Text

Modification.

While attacking you may exhaust this card to add 1 red die to your attack pool. If you do, choose and cancel 1 attack die.

Timing

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

Clarifications

- While you are resolving this Upgrade Card's effect, you cannot resolve other effects that modify dice until you have completely resolved this Upgrade Card's effect.
- If this Upgrade Card is resolved during a Salvo attack, you will not be able to add 1 red die, as you cannot add dice to Salvo attacks. You will, however, be required to choose and cancel one attack die.¹



ENHANCED ARMAMENT (10)

Card Text

Modification.

The battery armaments for your left and right hull zones are increased by 1 red die.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- A ship equipped with this Upgrade Card has its left and right hull zones' battery armament permanently increased by 1 red die. Therefore, this added die is part of the initial attack pool.
- This card ability only increases the "Left" and "Right" hull zones of a ship's battery armament. A Super Star Destroyer's "Auxiliary Left" and "Auxiliary Right" hull zones do not qualify.

- Battery armament is used when attacking a ship; this Upgrade Card does not increase anti squadron armament.

Objective Interactions

- These added dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ship's battery armament.



H9 TURBOLASERS (8)

Card Text

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

Timing

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

Clarifications

- This effect cannot be used on black dice, as they have no accuracy icon.



HEAVY FIRE ZONE (2)

Card Text

While attacking a squadron, before you gather dice, if the defender is not engaged with a friendly squadron you may replace all of the blue dice in your anti-squadron armament with red dice.

Timing

This Upgrade Card may be resolved during the "Declare Targets" step.

Clarifications

- When a ship equipped with this Upgrade Card declares an enemy squadron as the target of an attack, if that squadron is not engaged with a friendly squadron, before moving on to the "Roll Attack Dice" step you may replace all blue dice in that ship's anti-squadron armament with red dice.² This allows antisquadron attacks at long range.

- Ships may use this Upgrade Card effect to attack proximity mines; proximity mines cannot be "engaged" by squadrons.

Upgrade Card Interactions

- A ship with Quad Laser Turrets equipped and this Upgrade Card has an anti-squadron armament of 1 blue die during Counter attacks and would be able to replace it with a red die.
- Targets at distance 1 of Instigator may still be affected by this Upgrade Card, as they are not engaged with any friendly squadrons.



HEAVY TURBOLASER TURRETS (4)

Card Text

While attacking, the ⚡ defense effect cannot reduce the damage total by more than 1 unless it is the only defense token spent by the defender during the attack.

Timing

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

Clarifications

- When attacking a target, if the defender spends a Brace defense token and also spends another defense token, the total damage that can be reduced by Brace cannot be more than "1".

Upgrade Card Interactions

- Effects such as Commander Kyrsta Agate or Admonition allow tokens to be discarded rather than spent.³ However this Upgrade Card states that a brace must be spent in order for the Brace effect to reduce damage by more than 1.
 - If a Brace was spent and another token discarded via Agate, the full damage reduction from the Brace defense effect would apply - the defender spent a Brace defense token, and it was the only token spent during this attack.
 - If another token was spent and the Brace was discarded via Agate, then the Brace effect would only reduce damage by 1.⁴ The defender spent a defense token other than Brace, and so the Brace defense effect would be limited by this Upgrade Card's effect.



LINKED TURBOLASER TOWERS (7)

Card Text

While attacking a squadron, you may reroll 1 red die in your attack pool.

While attacking a ship, if you have the bombard tag, you may reroll 1 red die in your attack pool.

During your activation, while attacking the first squadron during an attack, you may exhaust this card to add 2 dice of any color to your attack pool. If you do, you cannot declare additional squadron targets for this attack.

Timing

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

Clarifications

- Both dice added must be of the same color.
- The reroll effect may be resolved even when this Upgrade Card is exhausted.

- A ship equipped with this Upgrade Card can resolve the "add dice" effect during any of its attacks but, because the card will exhaust, can only resolve it once during its activation. If the ship resolves this effect during an additional attack granted by another effect, such as the Ordnance Pods upgrade card, it cannot declare additional squadron targets during that attack.
- This Upgrade Card's add dice effect may be used on a proximity mine token as it is treated as a squadron during an attack.

Upgrade Card Interactions

- If you attack a squadron using this Upgrade Card's add dice effect, and are also equipped with Gunnery Team, you may choose to conduct your second attack from the same hullzone at other squadrons in arc/range but not the first squadron (due to Gunnery Team's restriction on attacking the same target).
- This Upgrade Card's add dice effect cannot be used on a Quad Laser Turrets or Salvo attack, as it is not "your activation" (that ship's activation). This is in addition to the prohibition against adding dice to a Salvo attack.



QUAD BATTERY TURRETS (5)

Card Text

Modification.

While attacking a ship with a higher speed than yours, you may add 1 blue die to your attack pool.

Timing

Timing:

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

Clarifications

- This die can be added to an attack targeting a ship, regardless of distance, if the requirements are met.
- This Upgrade Card's effect is based on a ship's speed as shown on its speed dial. Temporary speed changes (such as those due to the G8 Experimental Projector or the Gravity Rift obstacle) will not allow this Upgrade Card to trigger.



QUAD TURBOLASER CANNONS (10)

Card Text

Modification.

While attacking, if at least 1 red die face has an Δ icon, add 1 red die set to the Δ icon to your attack pool.

Timing

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

Clarifications

- This effect can trigger at any point during the "Resolve Attack Effects" step. If the initial attack pool roll does not have a red die with an accuracy, a red die can be modified with a card ability (such as Home One) which will then allow this Upgrade Card's effect to trigger.
- The objective Solar Corona may remove the only red die showing an Accuracy icon in the pool. This would happen "before resolving any attack effects", and thus this Upgrade Card would not be able to trigger.



SLAVED TURRETS [6]

Card Text

Modification.

You cannot attack more than once per round.

While attacking a ship, add 1 red die to your attack pool.

Timing

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

Clarifications

- If a ship equipped with this Upgrade Card targets squadrons with its single attack, it can attack all squadrons within that chosen hull zone's arc and range.

Upgrade Card Interactions

- The "cannot attack more than once per round" is absolute. A ship equipped with this Upgrade Card can still only attack once even if it is equipped with Gunnery Team or is the objective ship in Advanced Gunnery.
- Counter and Salvo both count as an attack. A ship equipped with this Upgrade Card and Quad Laser Turrets, if it chooses to Counter a squadron attack, would not be able to attack on its activation. If it attacked on its activation it would be unable to Counter a subsequent squadron attack.
- A ship equipped with this Upgrade Card would be unable to trigger Ordnance Pods if it had previously attacked during the round.



SPINAL ARMAMENT [9]

Card Text

Modification.

The battery armaments for your front and rear hull zones are increased by 1 red die.

Timing

This Upgrade Card is always active, unless it is discarded.

Clarifications

- This Upgrade Card does not add a die to a Salvo attack, as it does not change the printed armament on the ship card.
 - A ship equipped with this Upgrade Card has its front and rear hull zones' battery armament permanently increased by 1 red die. This die is part of the initial attack pool.
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- Battery armament is used when attacking a ship; this Upgrade Card does not increase anti-squadron armament.

Objective Interactions

- These dice can be used to claim Fire Lanes objective tokens, as they are considered part of the ship's battery armament.



SWIVEL-MOUNT BATTERIES ⚡ (8)

Card Text

Modification.

When you reveal a command, you may exhaust this card to choose 1 of your hull zones and mark it with a focus token. While attacking a ship from that hull zone, add 1 die of any color from an adjacent hull zone's armament to your attack pool. While attacking from adjacent hull zones, remove 1 die from your attack pool. When you ready this card, remove that focus token.

Timing

This Upgrade Card resolves in several stages. The first part takes place when you reveal a command; at this time you mark a hull zone with a Focus token. The second part takes place while attacking, depending on the hull zone conducting the attack. A die is added during the "Resolve Attack Effects" step, while a die is removed after gathering the attack pool but before rolling.⁵

Clarifications

- If you do not reveal a command dial, you cannot exhaust this Upgrade Card nor place a Focus token.
- When this ship is attacking another ship from a hull zone marked with a Focus token, during the "Resolve Attack Effects" step, you can add 1 die of a color that is present in an adjacent hull zone's battery armament to your attack pool.
- For example, a black die could be chosen to be added to an attack, regardless of range, if that die is in an adjacent hull zone's battery armament.
- When this ship is attacking another ship or squadron from a hull zone adjacent to the hull zone with a Focus token, after you gather dice but before rolling your initial attack pool, remove 1 die. This includes any attacks made by card effects such as Ordnance Pods or Quad Laser Turrets if you choose to use the effect from a hull zone adjacent to one with the Focus token. Because this die is removed before the attack pool is rolled, an attack consisting of a single die will be cancelled.⁶
- Salvo attacks from a hull zone adjacent to a hull zone with a Focus token must have a die removed as well, as they originate from the defending hull zone.

Upgrade Card Interactions

- Dice added by an upgrade card that increases battery armament in a hull zone are eligible to be added to an adjacent hull zone via a Focus token.⁷



TURBOLASER REROUTE CIRCUITS (7)

Card Text

While attacking, you may exhaust this card and spend 1 ⚡ defense token to change 1 red die to a face with a ⚡ icon or 2 ⚡ icons.

Timing

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

Clarifications

- This Upgrade Card can be used even if the ship is at speed 0.

Damage Card Interactions

- If a ship equipped with this Upgrade Card also has the faceup damage card Faulty Countermeasures, you cannot spend and discard exhausted Evade defense tokens to resolve this Upgrade Card's effect. You would only be eligible to spend readied Evade defense tokens.



X17 TURBOLASERS (6)

Card Text

While attacking, if the defender spends a ⚡ token, it cannot suffer more than 1 damage on each hull zone other than the defending hull zone when it resolves the ⚡ defense effect.

Timing

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

Upgrade Card Interactions

- Commander Krysta Agate's card effect "discards" a defense token to resolve its effect. She does not spend it. If a ship equipped with Commander Krysta Agate discards a redirect token, the effects of this Upgrade Card would therefore be bypassed.

- If the defender is equipped with Advanced Projectors, this Upgrade Card prevents the defender from suffering more than one damage on each hull zone other than the defending hull zone. For example an attack dealing five damage could have one damage applied to each other hull zone and two damage applied to the original defending hull zone.
- Cards with a critical effect causing damage to adjacent hull zones (such as Assault Concussion Missiles or Superheavy Composite Beam Turbolasers) do not interact with this Upgrade Card. The redirect defense effect is resolved after damage is applied to the adjacent hull zones from the critical effect.



XX-9 TURBOLASERS (2)

Card Text

※: The first 2 damage cards dealt to the defender by this attack are dealt faceup.

Timing

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

Upgrade Card Interactions

- General Dodonna will resolve once for each faceup damage card dealt. If a ship is dealt two face-up damage cards, the player will draw four cards once (and Dodonna will choose one), and then will draw four cards a second time (and Dodonna will choose another).
- If a ship equipped with Fire Control Team resolves both this Upgrade Card's critical effect and the standard critical effect, only the first 2 damage cards will be faceup.

- If a ship equipped with Fire Control Team resolves the critical effects of both this Upgrade Card and Assault Proton Torpedoes, the damage card dealt by Assault Proton Torpedoes would be the "first" faceup damage card dealt. If any damage is then also dealt to the defending ship's hull, it would suffer its "second" faceup damage card when this Upgrade Card applies its effect. Only two critical damage cards would be dealt faceup in total.

Damage Card Interactions

- If the first damage card dealt when resolving this Upgrade Card's effect is Structural Damage, the additional card dealt by Structural Damage would not be dealt faceup. Then if another damage card is dealt due to the defender suffering hull damage, that damage card will be dealt faceup due to this Upgrade Card's effect.

ENDNOTES

1. You may not add dice to a Salvo attack but you can remove them.
2. Example: A ship with this Upgrade Card and a native blue antisquadron die attacks a squadron at long range.
Step 1. Declare a Target. In this case, your ship attacks a squadron. State you are using this Upgrade Card.
Step 2. Gather attack dice to form the attack pool, gathering only dice appropriate for the range of the attack. In this case there is a red die present instead of blue as you stated your use of the card, so the attack can proceed at long range.
3. Note that, in the normal course of play, without particular upgrade cards, ships discard an exhausted defense token by spending it while exhausted.
4. In order for HTT to NOT limit the brace effect to reducing damage by 1, the following conditions must be met:
 - a. A brace token **MUST** be SPENT
 - b. No other defense tokens **MAY** be SPENT.

An example: A ship equipped with Agate only has an exhausted Brace defense left, and also has the faceup damage card Faulty Countermeasures, so it cannot spend exhausted defense tokens. The ship is attacked and will be suffering 4 damage; the defender uses Agate's effect to discard the brace. The ship would suffer 3 damage; the discarded brace effect could only reduce damage by 1, as the brace was not "spent" to resolve its effect.
5. Dice removed this way share the same timing as those removed by Obstruction.
6. Dice removed by this Upgrade Card's effect are removed at the same time as those removed by obstruction.
7. Note that currently all such cards are Modifications and thus incompatible with this Upgrade Card.