

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 (10)

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 (5)

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. ¹
- This Upgrade Card cannot cause a proximity mine token to suffer damage, as it is a token and not a ship or squadron. ²

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 (7)

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.