

OFFENSIVE 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.

- An  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.



ADVANCED TRANSPONDER NET [5]

Card Text

Modification.

Friendly HEAVY squadrons at distance 1-2 prevent engaged squadrons from attacking ships.

Timing

This Upgrade Card resolves during the "Declare Target" step of the Attack step.

Upgrade Card Interactions

- This Upgrade Card does not interact with Instigator.
- Tycho Celchu is not prevented from attacking a ship equipped with this Upgrade Card even if he is engaged by enemy Heavy squadrons.



B2 ROCKET TROOPERS [7]

Card Text

While performing a non- attack against a ship at close-medium range, you may exhaust this card. If you do, the defender gains 1 raid token of your choice.

While attacking a squadron, you may exhaust this card. If you do, add 1 die of a color already in your attack pool to your attack pool.

Timing

This Upgrade Card resolves during the "Resolve Attack Effects" step of the Attack step.

Clarifications

- If a ship equipped with B2 Rocket Troopers performs an attack at long range against a ship, it may not use B2 Rocket Troopers even if the entire ship is at close-medium range.

- B2 Rocket Troopers may be exhausted at any time during the "Resolve Attack Effects" step of an attack to assign a raid token to a ship being attacked.



BOOSTED COMMS [4]

Card Text

 You can activate friendly squadrons at close-long range (instead of close-medium).

Timing

This Upgrade Card ability resolves when a ship resolves the squadron command.

Upgrade Card Interactions

- A squadron can resolve its Relay keyword even if it could only be activated because of this Upgrade Card
- Effects that reference a particular distance or range (such as Fighter Coordination Team or Triumphant) have no interaction with this card. However, effects that reference whether or not a squadron is at the appropriate range to be activated (such as Relay) would combine with the effects of this Upgrade Card.



DISPOSABLE CAPACITORS (3)

Card Text

Small or medium ship only.

When you activate, you may discard this card. If you do, the blue dice in your battery armament can be used while attacking ships at close-long range until the end of the round.

Timing

This Upgrade Card may be discarded when a ship equipped with this card activates. This occurs before it reveals its command dial.

Clarifications

- This Upgrade Card does not affect attacks against squadrons.

Upgrade Card Interactions

- As this Upgrade Card's effect is applied while attacking ships, the blue dice in the battery armament of the equipped ship cannot be used to claim Fire Lanes objective tokens at long range on the round this Upgrade Card has been discarded.
- As this Upgrade Card's effect is effective until the end of the round, blue dice of the equipped ship can be used when performing Salvo attacks after this Upgrade Card has been discarded
- This Upgrade Card does not apply to Ignition attacks, as Ignition arcs have a "special battery armament" instead of a "battery armament." In addition, the close-long range mentioned in the card text refers to the distance from the ship's firing arcs, not the range measured from the Ignition token for the purposes of gathering dice.



EXPANDED HANGAR BAY (5)

Card Text

Your squadron value is increased by 1.

Timing

This Upgrade Card increases a Ship's "Squadron Value" by 1, unless this card is forced to be discarded by some other effect.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card has its "Squadron Value" increased by 1 when activating squadrons or otherwise referencing the equipped ship's squadron value (e.g. Hyperspace Rings, Boarding Troopers, etc). This increase remains unless the equipped ship is destroyed or forced to discard this Upgrade Card by some other effect.



FLAG BRIDGE (0)

Card Text

Medium or Large ship only.

Flagship only.

Modification.

You gain 1 Ⓢ icon in your upgrade bar.

You cannot spend a command token to resolve a Ⓢ card's effect.

Timing

This Upgrade Card resolves during Fleet Building.

Clarifications

- The restriction on discarding a command token to resolve a Fleet Command's effect may require you to discard that Fleet Command.

Upgrade Card Interactions

- If this Upgrade Card is discarded by Darth Vader (Boarding Team) or Shriv Suurgav (Boarding Team), the equipped Fleet Command card granted by the title card ability remains. This Upgrade Card being discarded also removes the restriction of not being able to discard command tokens for the equipped Fleet Command.



FLAK GUNS (3)

Card Text

Treat each die in your anti-squadron armament as black.
While performing a ⚔ attack, the black dice in your battery armament can be used at medium range and the blue dice in your battery armament can be used at long range.

Timing

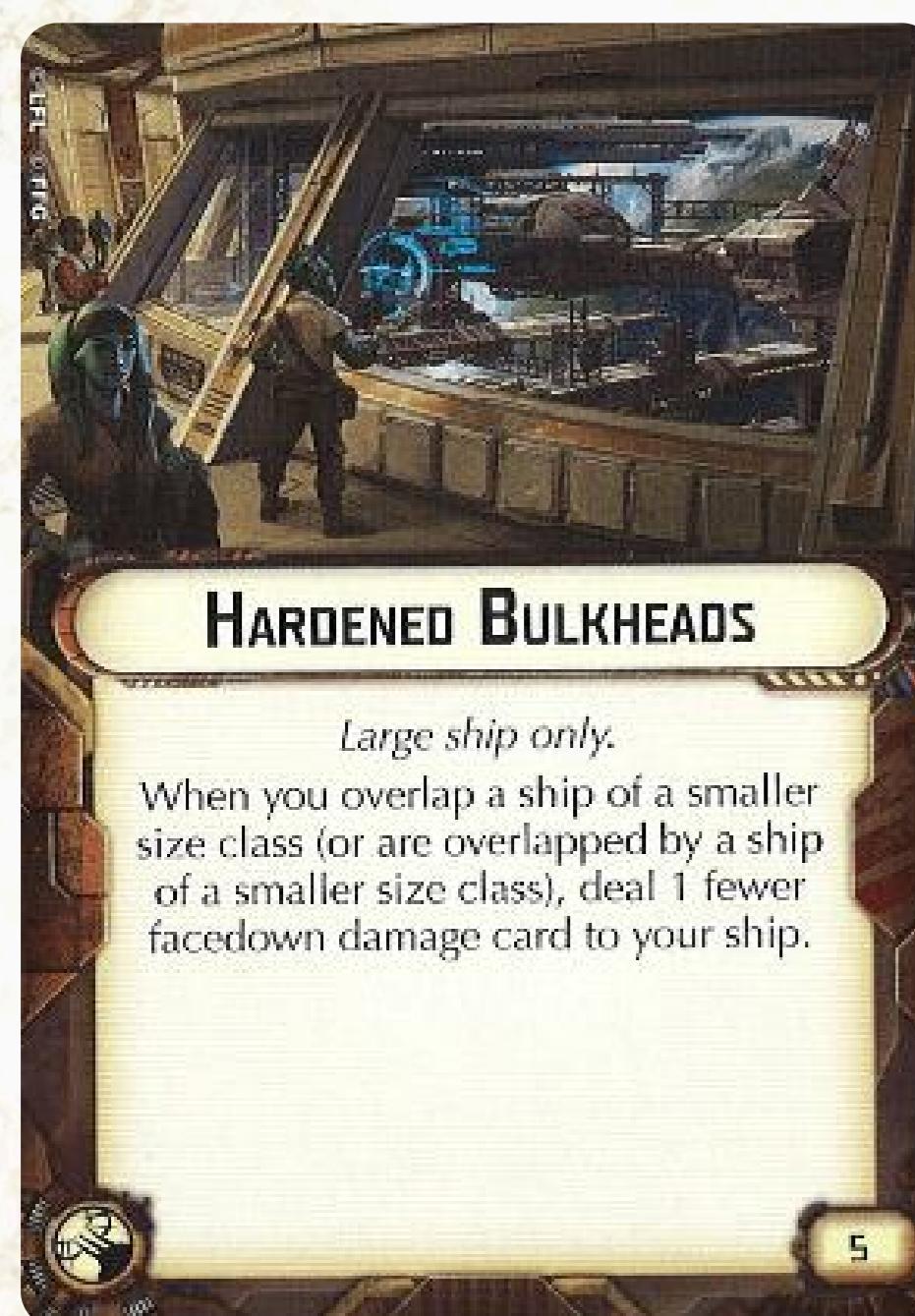
This Upgrade Card triggers during the "Gather Dice" step of an attack.

Clarifications

- The anti-squadron armament dice of a ship equipped with this Upgrade Card are treated as black dice. Therefore, a ship equipped with this Upgrade Card will be able to attack squadrons only at close range
- This Upgrade Card does not change the printed anti-squadron armament. Therefore, when performing a Salvo attack against a squadron, a ship equipped with this Upgrade Card still uses its printed anti-squadron armament.

Upgrade Card Interactions

- A ship equipped with Quad Laser Turrets and this Upgrade Card must replace the blue die from Counter 1 with a black die when performing Counter attacks.
- A ship equipped with Agent Kallus and this Upgrade Card can add a die of any color (not only black) when performing attacks against a unique squadron.
- A ship equipped with General Draven (Officer) and this Upgrade Card can add a die of any color (not only black) when performing attacks against a squadron with Counter or Intel.



HARDENED BULKHEADS (5)

Card Text

Large ship only.
When you overlap a ship of a smaller size class (or are overlapped by a ship of a smaller size class), deal 1 fewer facedown damage card to your ship.

Timing

This Upgrade Card resolves after a ship executes a maneuver.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card would be dealt 1 damage card (instead of 2), if it chooses to resolve Amity's effect.
- A ship equipped with this Upgrade Card would be dealt 1 faceup damage card when it is overlapped by a ship equipped with Garel's Honor.
- A ship equipped with this Upgrade Card and Lira Wessex can turn the faceup damage card from Garel's Honor to a facedown damage card, but it cannot then trigger this Upgrade Card to not be dealt this facedown damage card.¹

Damage Card Interactions

- The additional facedown damage card dealt from Structural Damage cannot be discarded by this Upgrade Card, as it was not the result of an overlap, but from that critical card's effect.



HYPERSPACE RINGS (3)

Card Text

Before deploying fleets, you may choose a number of friendly, non-rogue squadrons up to your squadron value. Those squadrons gain SCOUT.

Timing

This Upgrade Card may be resolved before deploying fleets.

Clarifications

- You can choose either Unique or non Unique squadrons to gain the Scout keyword.

Upgrade Card Interactions

- A ship equipped with this Upgrade Card and Expanded Hangar Bay is able to choose an additional squadron to gain the Scout keyword.



HYPERWAVE SIGNAL BOOST ⚡ (3)

Card Text

During the Squadron Phase, when it is your fleet's turn to activate squadrons, you may exhaust this card to choose a number of unactivated, friendly squadrons at close-long range up to your squadron value. This turn, activate each of those squadrons. While attacking, each of those squadrons with AI are treated as if activated by a Ⓛ command.

Timing

This Upgrade Card may be exhausted and resolved in the Squadron Phase, when it is your turn to activate squadrons.

Clarifications

- Squadrons cannot move and attack when they are chosen for the purpose of this Upgrade Card effect. The phrasing "as if activated by a squadron command" is a trigger for the AI keyword and not to the ability of a squadron to both move and attack.²

- This Upgrade Card's ability provides an alternative way to activate squadrons during the Squadron Phase, instead of the usual 2 Squadron activations when it is a player's turn to activate squadrons in this phase.
- As the equipped ship owner can choose any number of squadrons up to your squadron value when you resolve this Upgrade Card effect, they can choose to exhaust this Upgrade Card's effect to activate 0 squadrons on their turn, essentially passing on their turn's activations.
- Multiple copies of this Upgrade Card can each resolve their effect during your fleet's turn to activate squadrons. Each effect must be resolved separately.³

Upgrade Card Interactions

- This Upgrade Card does not interact with the Flight Controllers, San Hill, or the Relay keyword in any way.



PHYLON Q7 TRACTOR BEAMS (6)

Card Text

Modification.

When you activate, you may exhaust this card to choose 1 enemy ship of your size class or smaller at distance 1-5. That ship must spend a Ⓛ token or reduce its speed by 1 to a minimum of 1.

Timing

This Upgrade Card may be exhausted and resolved when a ship equipped with this card activates. This occurs before it reveals its command dial.

Clarifications

- A ship affected by this ability must discard a Navigation token if it has one. Otherwise, it reduces its speed.
- The size classes of ships are "small", "medium", "large", and "huge". A Flotilla is not its own distinct size class and may use this Upgrade Card to target ships of the same size class or smaller.

Upgrade Card Interactions

- The Grand Inquisitor can resolve from this Upgrade Card being used on an enemy ship, if the owner of the ship is forced to change the speed on its speed dial.

Damage Card Interactions

- The damage from Thruster Fissure will resolve if a ship is forced to change its speed as a result of this Upgrade Card.



POINT-DEFENSE REROUTE (5)

Card Text

While attacking a squadron at close range, you may reroll your ⚡ icons.

Timing

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

Clarifications

- This Upgrade Card may only be used once during the "Resolve Attack Effects" step.



PROXIMITY MINES (4)

Card Text

Before deploying fleets, you may discard this card to place a number of proximity mine tokens equal to half your engineering value, rounded down. You may place these mines anywhere in the play area beyond distance 5 of enemy ships (and distance 1 of each other).

Timing

This Upgrade Card may be discarded and resolved after obstacles are placed and before fleets are deployed.

Upgrade Card Interactions

- This Upgrade Card and Admiral Raddus share the same timing, so proximity mine tokens can be placed before choosing an Admiral Raddus ship to set aside.

Proximity Mine (token)

Rules text

"When Proximity Mine Tokens are placed, they must be placed beyond distance 1 of any other Proximity Mine Tokens.

When a ship ends a movement at distance 1 of a Proximity Mine Token, remove that token from the play area and roll two blue dice. That ship is dealt one facedown damage card for each hit or critical icon rolled.

Attacking Proximity Mine Tokens:

When a ship performs an attack, it can declare one Proximity Mine Token as a target instead of attacking a ship or squadrons. The defending Proximity Mine Token is treated as a squadron with one hull point that is not friendly to any ship or squadron and has no keywords or defense tokens. If that token suffers at least one point of damage, remove that token from the play area."

Clarifications

- Squadrons cannot attack Proximity Mine Tokens.
- Ships that attack Proximity Mine Tokens cannot attack squadrons in the same arc with the same attack.
- A ship may only attack 1 proximity mine in arc during its anti-squadron attack.⁴
- Proximity Mine Tokens are not considered "friendly" to any ship or squadron.
- Proximity Mine Tokens cannot be moved by the "Strategic" keyword, as they are not objective tokens.
- Proximity Mines Tokens can be placed on obstacles. If an obstacle with a Proximity Mines Token on it moves, the Proximity Mines Token moves with that obstacle. If that obstacle is rotated or flipped, that Proximity Mines Token should be placed as close to its original position as possible as determined by an opponent that did not move that obstacle.
- An attack against a Proximity Mine token can be obstructed.
- A ship can deploy near or on a Proximity Mines Token. The Proximity Mine token will not trigger until a ship executes a maneuver and ends its movement at distance 1 of it.⁵
- If a ship is overlapping a Proximity Mines Token, it cannot attack that token.⁶
- Proximity Mines Tokens cannot normally resolve against Armed or Unarmed Station as they do not move.
- If a ship with 1 hull overlaps another ship and would be destroyed, it still resolves any Proximity Mines Tokens it ends its maneuver near.
- When an obstacle with a Proximity Mines token on it is removed from the play area (such as on an Exogorth) the Proximity mine token remains in its last location before the obstacle was removed.

Upgrade Card Interactions

- Ruthless Strategists cannot be triggered when attacking a Proximity Mine Token.⁷
- Linked Turbolaser Towers added die effect can be used on a Proximity Mine Token.
- Heavy Fire Zone may be used against Proximity Mines Tokens.
- A ship deployed by Raddus or Hyperspace Assault ship can be deployed on or near Proximity Mine Tokens without triggering them.
- Impetuous is able to attack a Proximity Mines Token.
- Ordnance Pods can use its attack to target a single Proximity Mines token but no other squadrons.
- Wide-Area Barrage cannot choose a Proximity Mines Token to suffer damage, as it is not a ship or squadron.

Objective Interactions

- Volatile Deposits special rule cannot choose a Proximity Mines Token to suffer damage, as it is not a ship or squadron.
- In Doomed Station, when an obstacle with a Proximity Mines Token on it is moved and touches the Gravity Rift in its final position and is to be removed from the play area, the Proximity Mines Token remains in its last location before the obstacle is removed.



QUAD LASER TURRETS (5)

Card Text

While defending at distance 1, if the attacker is a squadron, you have **COUNTER 1**.

Timing

This Upgrade Card grants a ship Counter 1 after being attacked by a squadron at distance 1.

Clarifications

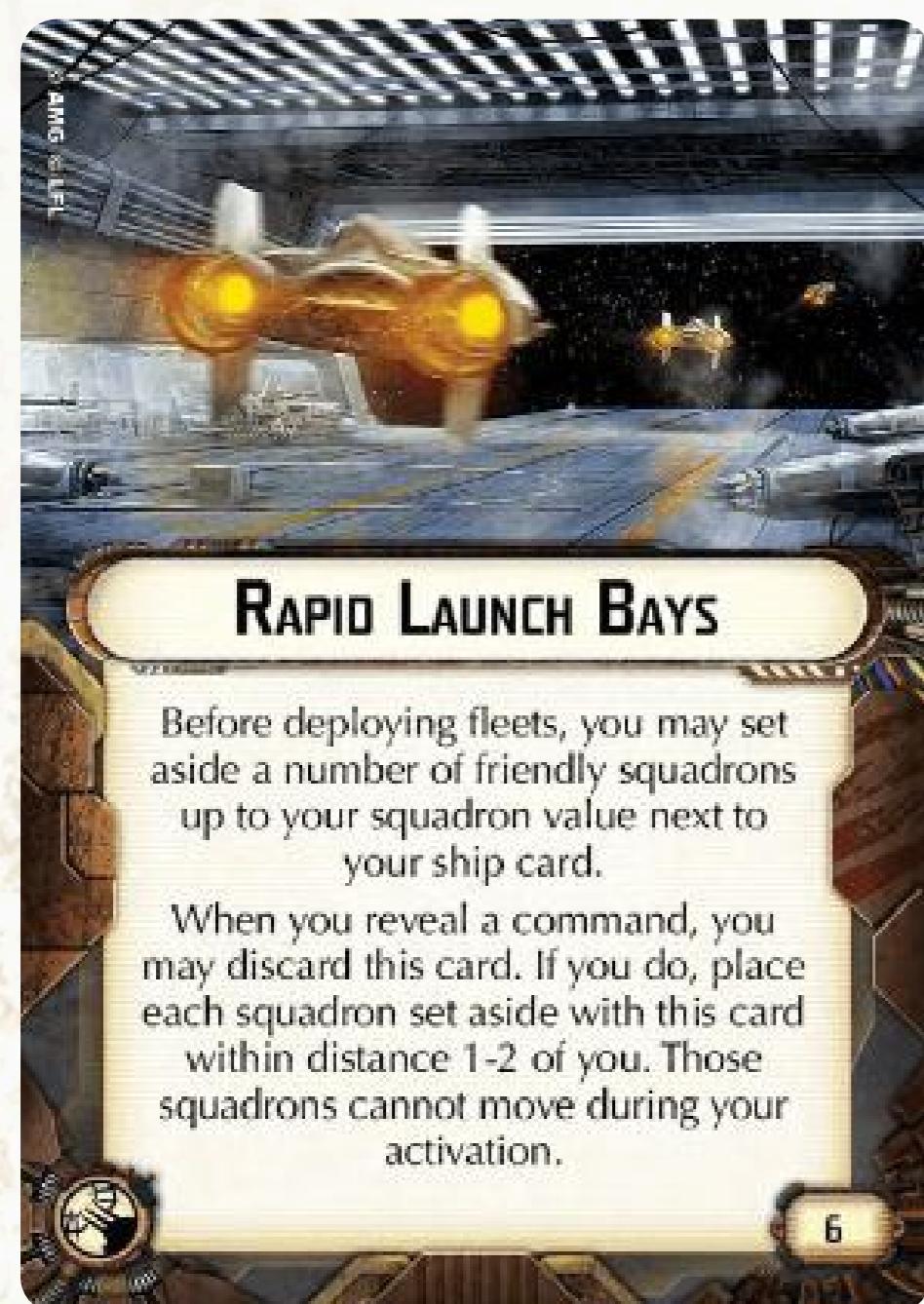
- A ship with this Upgrade card equipped rolls 1 blue die when performing a counter attack. It does not use its anti-squadron armament.
- When a ship with this Upgrade Card equipped performs a Counter attack, the ship's owner chooses which hull zone the attack is performed from.
- A ship equipped with this Upgrade Card can perform a Counter attack even if it has been destroyed.
- If the Counter attack target is obstructed, the ship equipped with this Upgrade Card is unable to roll the initial attack pool, unless otherwise granted by some other card ability.

Upgrade Card Interactions

- If a ship has not yet resolved the Concentrate Fire command this round, it may use a Concentrate Fire token on this attack. But it then cannot use the Concentrate Fire command for the rest of the round.
- If a ship equipped with this Upgrade card is the first player Advanced Gunnery objective ship and performs a Counter attack using this Upgrade card's effect, the hull zone that performed the Counter attack can no longer target that squadron that round.
- Ruthless Strategists can trigger from this Upgrade Card's attacks.
- A ship equipped with Heavy Fire Zone and this Upgrade Card can replace the blue die from Counter 1 with a red die when performing Counter attacks, if the target is not engaged with a friendly squadron.
- A ship equipped with Flak Guns and this Upgrade Card must replace the blue die from Counter 1 with a black die when performing Counter attacks.
- A ship equipped with Agent Kallus and this Upgrade Card can add a die when performing Counter attacks against a unique squadron.
- A ship equipped with General Draven (Officer) and this Upgrade Card can add a die when performing Counter attacks against a squadron with Counter or Intel.
- Linked Turbolaser Towers' dice add effect cannot be used on this Upgrade Card's Counter attacks as they do not occur during that ship's activation.
- If an unactivated ship equipped with Slaved Turrets and this Upgrade Card chooses to perform a Counter attack, that ship cannot perform further Counter attacks, nor can it attack when that ship is activated. If the ship had activated and had attacked, it cannot perform any Counter attack.
- If a ship equipped with this Upgrade Card has declared Admiral Ackbar's ability, then that ship can only resolve attacks from either its left or right hullzones, and cannot attack from its front or rear.

Damage Card Interactions

- The faceup damage card Point-defense Failure would prevent a ship equipped with this Upgrade Card from attacking as no dice could be gathered.



RAPID LAUNCH BAYS (6)

Card Text

Before deploying fleets, you may set aside a number of friendly squadrons up to your squadron value next to your ship card. When you reveal a command, you may discard this card. If you do, place each squadron set aside with this card within distance 1-2 of you. Those squadrons cannot move during your activation.

Timing

This Upgrade Card sets aside squadrons before deploying fleets. Then a Ship may place those squadrons by discarding this Upgrade Card when it reveals a command.

Clarifications

- Squadrons that are placed by this Upgrade Card are placed with their slider toggled on the unactivated side.
- Squadrons that are placed by this Upgrade Card may be activated by a Squadron Command during the equipped ship's activation, but will only be able to attack as they cannot move until the end of that ship's activation.

Upgrade Card Interactions

- A ship equipped with Fighter Coordination Team and this Upgrade Card cannot choose to move any squadrons on the round placed by this Upgrade Card on the round they are placed.
- If this Upgrade Card is discarded by another card ability such as Darth Vader (Boarding Team) then any squadrons currently set aside that have not been placed are considered destroyed.



RESERVE HANGAR DECK [4]

Card Text

When a friendly non-unique squadron with **SWARM** at distance 1-5 is destroyed, you may discard this card. If you do, you may set that squadron's hull points to "2" and place that squadron, unengaged, at distance 1 with its activation slider toggled to the activated side.

Timing

This Upgrade Card may be discarded when a friendly non-unique squadron with Swarm is destroyed.

Clarifications

- When a squadron is destroyed and replaced in the play area by this Upgrade card, the opponent does not score points for that squadron. A squadron is only counted as destroyed and scored for points when it is removed from the play area.
- When resolving this Upgrade Card, the squadron must be placed unengaged if possible. If this is not possible, then the squadron may be placed engaged with as few enemy squadrons as possible.

Upgrade interactions

- If a squadron gains Swarm during its activation, such as from Nevoota Bee effect, and is destroyed during its activation, it can be chosen to trigger this Upgrade Card.
- A squadron that is chosen to trigger this Upgrade Card still counts as having been destroyed for triggering the effect of General Grievous.



SPHA-T ⚡ [7]

Card Text

Modification. "Star Destroyer" only.
Decrease your squadron value by 2.

IGNITION [CLOSE]

Each of your front, left, or right firing arcs is also a special firing arc. You have a special battery armament of 5 blue dice and 1 black die.

After you place your targeting token, exhaust this card. While this card is exhausted, you cannot place targeting tokens.

Timing

This Upgrade Card's effect is permanent unless discarded.

Clarifications

- For a ship equipped with this Upgrade Card, each hull zone listed (the front, left, and right zones) is considered to be a special firing arc capable of performing an Ignition attack.
- If a targeting token is not within a hull zone's special firing arc (for example if it has been moved on the line between two hull zones or to the equipped ship rear hull zone), no Ignition attack may be performed.
- You must conduct an Ignition attack from the hull zone that the targeting token is currently located within, as determined by its special firing arc, if able. This means if the targeting token had been moved from its left hull zone to its front hull zone, the Ignition attack would be conducted from the front hull zone.

ENDNOTES

1. This is because **Lira Wessex** can only resolve her ability "when" a faceup damage card is dealt. A dealt damage card has passed the timing window of **Hardened Bulkheads**, which would resolve before the card is dealt.
2. Per the RRG, Squadron activation is defined as follows:
 - a. "When a squadron is activated during the Squadron Phase, it can move or attack, but not both."
 - b. When a squadron is activated by a Squadron command, it can move and attack in any order." "Activate those Squadrons" in this context refers to the Squadron Phase definition of activation, as the activation granted by **Hyperwave Signal Boost** is "while attacking". It is only once you choose to attack (having already foregone the opportunity to move, as this activation occurs during the squadron phase) with those selected squadrons that the attacks "are treated as if activated by a Squadron command". Any abilities which trigger "on a squadron command" (such as AI) would therefore trigger, but not the ability of a squadron to both move and shoot.
3. This is similar to the way that Targeting Scramblers functions.

PROXIMITY MINES

4. A ship with **Gunnery Teams** may attack a Proximity Mine, end its attack, then perform a 2nd attack against another Proximity Mine in the same arc so long as it resolved a command during its first attack.
5. Per the objective Minefields FAQ, mines explode before a ship ends its maneuver and set a precedent for Proximity Mines as well, allowing them to detonate before the ship is destroyed and removed.

Q. What happens when a ship with 1 hull remaining overlaps a ship and ends its maneuver in range of a Proximity Mine(s)?

It would resolve in the following steps:

A ship with 1 hull remaining overlaps another ship, and drops back on the maneuver tool to the next available position. The ship now has 0 hull but it is not yet removed from play. The ship is still considered "maneuvering" and checks to see if its maneuver is at Distance 1 of any mines, if so, these mines resolve their effects. Damage cards are still dealt. Any overlapped squadrons are placed. Now the ship ends its maneuver and is removed from play before it suffers the effects of any obstacle it may of overlapped.

6. **Developer Answer:** That is correct, the ship can't shoot a proximity mine it is overlapping. Based on the unarmed station precedent. This is similar to the way a ship overlapping an Armed or Unarmed Station cannot attack it.
7. This falls into the category of "it is attacked as if it was a squadron, but it is not a squadron", so effects that affect squadrons outside of the context of directly attacking them do not affect it