

## Admiral Montferrat \*

### Card Text

*While defending against a ship, if your speed is 3 or higher, the attack is treated as obstructed. After you execute a maneuver, if you overlapped a ship, discard this card.*

### Timing

This Upgrade Card may resolve during the Attack Step before the initial die pool is rolled.

### Critical Effect Interactions

- A ship with a faceup Disengaged Fire Control damage card cannot target a ship equipped with this Upgrade Card, as long as the defender is at speed 3 or higher and this Upgrade Card is not discarded.

### Upgrade Card Interactions:

- Jaina's Light ignores this Upgrade Card's ability.
- If an attacking ship is using General Romodi's effect, and the defending ship is using this Upgrade Card's effect, the attack does not benefit from General Romodi's effect unless line of sight is traced over an obstacle or another ship.<sup>3</sup>



## Admiral Ozzel \*

### Card Text

*At the start of the first round, you may execute a speed-1 maneuver.*

### Timing

This Upgrade Card triggers at the start of the first round before the "Command Phase".

### Upgrade Card Interactions

- This Upgrade Card's movement may resolve Fighter Coordination Team.
  - During this Upgrade Card's movement, if you have a navigate token and thus the ability to resolve a Navigation command during the "Determine Course" step, you could then also resolve Engine Techs.<sup>4</sup>
  - This Upgrade Card's movement does not allow Squall or Demolisher to resolve.
- 
- The maneuver granted by this Upgrade Card may be affected by G-8 Experimental Projector or Gravity Rift.
  - The maneuver granted by this Upgrade Card is not affected by G7-X Grav Well Projector.

### Objective Interactions

- The maneuver granted by this Upgrade Card does not work with the Rift Ambush Special Rule, as it requires the ship to be activated.



## Admiral Titus \*

### Card Text

*At the start of the first round, you may change 1 enemy ship's speed by 1.*

### Timing

This Upgrade Card triggers at the start of the first round before the "Command Phase".

### Clarifications

- At the start of the first round, but before Command dials are assigned, you may choose 1 enemy ship to change its speed by 1. A ship can be reduced from speed 1 to speed 0 but you cannot increase a ship's speed past its maximum speed.



## AGENT KALLUS

### Card Text

While attacking a unique squadron, add 1 die of any color to your attack pool.

### Timing

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

### Clarifications

- Any anti squadron attacks may resolve this Upgrade Card if attacking a unique squadron, such as when using Ordnance Pods or Quad Laser Turrets.



## AHSOKA TANO

### Card Text

During the activation of a friendly ship at distance 1-5, you may exhaust this card to discard 1 command token from that ship. If you do, that ship may gain 1 command token of any type.

### Timing

This Upgrade Card may be resolved at any point during a friendly ship's "activation" in the Ship Phase; the timing window is anytime from "before" Reveal Command Dial until "end of activation" (e.g. usually after the ship executes its maneuver).

### Clarifications

- A ship's activation begins when it is chosen for activation (before it reveals its command dial), and ends only after the player acknowledges the ship's activation is over, typically after the end of a maneuver.

- This Upgrade Card has a very liberal timing window. A ship which has a squadron token and a squadron dial which it does not intend to use may exhaust this Upgrade Card before revealing the command dial. It could then discard the squadron token and gain a token of a different type, and subsequently turn the squadron dial into a squadron token. This would also allow a different token to be converted to activate a Boarding Team.
- However this Upgrade Card's effect cannot be used in the middle of resolving a different card's effect. For example, a Rebel Pelta which resolves a Parts Resupply effect with Tantive IV nearby could not give itself a Repair token, use this Upgrade Card to change the Repair token into a different token type, and then use Tantive IV to give itself another Repair token. The Parts Resupply needs to completely resolve its effect; this Upgrade Card may be used before or afterwards but not in the middle.
- This Upgrade Card may only be used on the ship which is being activated; it may not affect tokens on ships which are not currently being activated.

### Upgrade Interactions

- If this Upgrade Card is used during Tantive IV's activation, it may pass the token it would gain from this Upgrade Card's effect.



## AHSOKA TANO

### Card Text

⊗: Each of up to 3 non-unique squadrons that you activate gain snipe 1 for each die in their anti-squadron armament, to a maximum of snipe 3, until the end of its activation.

### Timing

This Upgrade Card triggers when you resolve a Squadron Command.

### Clarifications

- Snipe dice are always blue dice.
- You may wait until you activate each squadron to declare whether you are using this Upgrade Card's ability with that squadron. The 3 squadrons do not have to be activated consecutively.

### Upgrade Card Interactions

- When a squadron with three or more anti-squadron dice is activated by a ship equipped with both this Upgrade Card and Flight Controllers and performs a Snipe attack, it may attack using four blue dice.<sup>5</sup>



## ASAJJ VENTRESS

### Card Text

*During the activation of a friendly ship at distance 1-5 of you, you may exhaust this card to discard 1 raid token from an enemy ship at distance 1-5 of you. If you do that friendly ship may gain 1 command token of any type.*

### Timing

You may exhaust this Upgrade Card at any time during the activation of a friendly ship in range.

### Clarifications

- None



## BARRISS OFFEE

### Card Text

*While defending, after the attacker declares the defending hull zone, you may spend 1 ♦ token. If you do, at the start of the Resolve Damage step, choose a different hull zone to be the defending hull zone for this attack.*

### Timing

The Redirect token must be spent before Attack Step 2: Roll Attack Dice to trigger the effect of this Upgrade Card. If it is, then the second part of this Upgrade Card takes effect at the start of Attack Step 5: Resolve Damage.

### Clarifications

- This Upgrade Card resolves before Critical Effects

### Upgrade Card Interactions

- A Redirect token spent using this Upgrade Card's ability counts toward Obi-Wan Kenobi's card effect.

### Objective Interactions

- If playing Superior Positions, the attacker gains victory tokens (or not) depending on what hull zone is the defending hull zone when damage is suffered - which is after this Upgrade Card takes effect.

### Counter & Salvo Interactions

- If this Upgrade Card is used during a Salvo attack, the Salvo attack would be directed against the new hull zone but would use the same measurements for range and line-of-sight as the original attack.



## CAPTAIN BRUNSON

### Card Text

*While defending at distance 1-2 of an obstacle, during the Spend Defense Tokens step, you may exhaust this card to choose and cancel 1 attack die.*

### Timing

You may resolve this Card during the "Spend Defense Tokens" step.

### Clarifications

- This Upgrade Card cannot prevent accuracies from targeting defense tokens as accuracies are spent before this Upgrade Card takes effect.

### Squadron Interactions

- This Upgrade Card cannot cancel a die that has been modified by the Lando Calrissian squadron effect.

### Objective Interactions

- The Station in Contested Outpost is still an obstacle, and still fulfills the requirements needed for this Upgrade Card.



## Captain Needa

### Card Text

*At the start of the first round, you may replace 1 of your defense tokens with an Evade defense token.*

### Timing

This Upgrade Card resolves at the start of round 1, before the Command Phase.

### Clarifications

- The ship that this Upgrade Card is equipped with may replace one of the defense tokens it has with an Evade defense token. For example: removing a ship's Contain and replacing it with Evade.

### Upgrade Card Interactions

- This Upgrade Card "replaces" a chosen defense token (instead of "discarding" it) so General Tagge cannot choose to recover the defense token replaced by this Upgrade Card's Evade. However the Evade may be recovered if it has been discarded.
- If this Upgrade Card is discarded in the course of the game, the Evade token would remain.



## Captain Rex

### Card Text

*You may choose 1 enemy ship at close range. That ship gains 1 raid token of your choice.*

*While you are at distance 1-3 of an enemy ship, that ship can discard only 1 raid token of any type when it discards a command dial.*

### Timing

This Upgrade Card may resolve when resolving a Squadron Command.

### Clarifications

- This Upgrade Card does not need to spend a token for its effect, it is able to trigger anytime you resolve a squadron command whether via dial, token, or token + dial. You may command squadrons as usual with this command.



## Chart Officer

### Card Text

*After you execute a maneuver, if you overlapped an obstacle, you may discard this card instead of resolving the effects of overlapping that obstacle.*

### Timing

This Upgrade Card may resolve after executing a maneuver that ends with your ship overlapping an obstacle(s).

### Clarifications

- If a ship with this Upgrade Card overlaps more than one obstacle, it can ignore the effects of each obstacle. If the ship chooses to ignore the effects of one obstacle that it overlaps, it must ignore the effects of all obstacles it overlaps.

### Objective Interactions

- When you resolve this Upgrade Card, an overlapping ship would not score an objective token in Dangerous Territory or Infested Fields. It would not score an objective token in Navigational Hazards unless it had the faceup damage card Damaged Controls.
- When you resolve this Upgrade Card, an overlapping ship would not recover a defense token in Asteroid Tactics.

### Damage Card Interactions

- This Upgrade Card does not ignore the faceup damage card Damaged Controls when overlapping obstacles.



## Clone Captain Silver \*

### Card Text

When you execute a maneuver, during your Determine Course step, if you have not resolved a ⚡ command during this activation, you may exhaust this card to increase or decrease your speed by up to 3. If you do, you cannot resolve a ⚡ command during this activation.

You can spend tokens from this card to ready it.

### Timing

The effect of this Upgrade Card triggers during your Determine Course step.

### Clarifications

- You may not use this Upgrade Card if you perform a Navigate Command, which includes using a Navigate dial or token.



## Clone Captain Zak \*

### Card Text

While attacking from your side or rear hull zones, you may exhaust this card to add 1 die to your attack pool of a color already in your attack pool (you cannot add dice to a ⚔ attack).

You can spend tokens from this card to ready it.

### Timing

The initial effect of this card triggers when this ship is deployed “during the Deploy Ships step of setup”; place 1 Concentrate Fire command token on this card. This Upgrade Card may be exhausted and resolved during Attack Step 3, Modifying Dice.

### Clarifications

- This add die effect only works on one attack, much like Concentrate Fire. You would not be able to add this die to each squadron you attack from an attacking hull zone.

- You cannot place a command token on this Upgrade Card if the ship it is equipped to is set aside; tokens are only placed on this card when this ship is deployed during Setup.



## Clone Commander Wolffe \*

### Card Text

⌚: You may exhaust this card. If you do:

- Each of up to 3 squadrons that you activate without **ADEPT** gain **ASSAULT** until the end of its activation.
- Each squadron that you activate with the **ASSAULT** keyword can spend a die with a ⚡ or ⚓ icon to resolve the assault effect.

You can spend tokens from this card to ready it.

### Timing

This Upgrade Card triggers after the Reveal Command Dial step, when resolving a squadron command.

### Clarifications

- You can spend the Blue Accuracy from Plo Koon (Commander) for this Upgrade Card’s effect.



## Clone Navigation Officer ⚪

### Card Text

When you reveal a ⚡, ⚪, or ⚫ command, you may exhaust this card to choose a friendly ship at distance 1-5. That ship may gain 1 command token matching your command.  
You can spend tokens from this card to ready it.

### Timing

The initial effect of this card triggers when this ship is deployed during the "Deploy Ships" step of setup; place 1 Navigation command token on this card. This Upgrade Card may be exhausted and resolved when a ship reveals its Command Dial.

### Clarifications

- You may assign a token to this Upgrade Card's ship.



## Commandant Aresko ⚪

### Card Text

When another friendly ship at distance 1-3 reveals a command, you may exhaust this card to gain 1 command token of the same type.

### Timing

This Upgrade Card may resolve when another friendly ship reveals its Command Dial.

### Clarifications

- This Upgrade Card can only trigger and/or resolve on that friendly ship's 'revealed' dial, not dials that are 'gained'.<sup>6</sup>



## Commander Beck ⚪

### Card Text

During your activation, you may resolve a command as if you had spent a command token. If you do, gain 1 raid token of the matching type.  
You may resolve this effect twice per activation.

### Timing

This Upgrade Card may be resolved any time a command would be normally resolved, according to the type of command.

### Clarifications

- This Upgrade Card's effect is treated as spending a command token and can be combined with a command dial of the same type. This Upgrade Card's effect may be resolved twice during that ship's activation.

### Interactions

- This Upgrade Card does not replace any command tokens already on the ship. For example, you may choose to resolve this Upgrade Card effect for a Navigation command (as a token only) even if the ship already has a Navigation token. The physical Navigation token would remain, and the Navigation command would resolve as if a navigation command token had been spent.
- If the ship has a raid token on it, this Upgrade Card does not allow a command to bypass raid, as raid prevents that command from being resolved until it is removed. Also, this Upgrade Card cannot be used to clear Raid, as that would require the discarding of a dial or a physical command token matching that raid token.
- This Upgrade Card can only be resolved during the activation of the ship to which it is equipped.

### Upgrade Card Interactions

- This Upgrade Card does fulfill the requirements needed to resolve upgrade cards such as Admiral Piett, Director Krennic, Nav Teams, and Ravager. These upgrades only require that a command token was resolved with that command effect.
- However upgrade cards which require a physical token to be spent, such as Wulff Yularen, would not be able to trigger.
- This Upgrade Card is able to work with Pursuant.



## Commander Gherant ⚪

### Card Text

*While you are defending, the attacker cannot resolve critical effects. After you perform an attack against a ship, discard this card.*

### Timing

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

### Clarifications

- After this ship performs an attack against another ship, discard this Upgrade Card. This includes an attack made by Salvo.

- An armed or unarmed station is considered a ship when attacking or defending, thus if a ship equipped with this Upgrade Card were to attack a station it would need to discard this Upgrade Card after that attack.
- A ship equipped with this Upgrade Card may attack squadrons or Proximity Mines without discarding this Upgrade Card.



## Commander Vanto ⚪

### Card Text

*After you resolve the first command during your activation, you may exhaust this card to gain 1 command token of any type.*

### Timing

You may exhaust and resolve this Upgrade Card after resolving the first command during the ship's activation.

### Clarifications

- An example of use: a ship resolves a Repair Command. You may now exhaust this Upgrade Card to gain a Squadron token and then spend that Squadron token to resolve a Squadron Command.



## Commander Woldar ⚪

### Card Text

*While a friendly, non-SWARM squadron at distance 1-3 is attacking a squadron, it may reroll 1 die of any color.*

### Timing

You may resolve this Upgrade Card during the "Resolve Attack Effects" step.

### Clarifications

- If a ship equipped with this Upgrade Card is at distance 1-3 of a friendly squadron that does not have the keyword "Swarm", and that squadron is attacking another squadron, it may reroll 1 die.
- For a squadron to benefit from this Upgrade Card, the selected squadron must be at distance 1-3 of this Upgrade Card's ship, regardless of Relay or Colonel Jendon.



## DAMAGE CONTROL OFFICER

### Card Text

When you resolve the ♦ defense effect, you can prevent the attacker from resolving any critical effects.

### Timing

The defender must decide during the "Spend Defense Tokens" step if they will use a Contain defense token. After that decision the attacker then declares whether they will use the standard critical effect or an alternate one, as critical effects are resolved in the "Resolve Damage" step.

### Clarifications

- This Upgrade Card does not prevent Garel's Honor, Eclipse, or an Asteroid Obstacle from resolving their effects, as they are not attacks.

### Upgrade Interactions

- If the opponent has Fire Control Team, using this Upgrade Card can prevent both critical effects.



## DARTH VADER

### Card Text

While a friendly ship at distance 1-5 is attacking a ship, it may discard 1 of its ♠ or ♣ cards (other than Darth Vader) to reroll any number of dice in its attack pool.

### Timing

You may resolve this Upgrade card in the "Resolve Attack Effects" step while attacking.

### Clarifications

- If Grand Admiral Thrawn is discarded due to this Upgrade Card, any remaining command dials on the card cannot be revealed and discarded.
- If Emperor Palpatine is discarded due to this Upgrade Card, any remaining defensive tokens on the card cannot be discarded.
- if this Upgrade Card were to discard Intel Officer after it was used in the same attack, the effect of Intel Officer would remain active for this attack as it was exhausted and declared before being discarded.



## DEFENSE LIAISON

### Card Text

Before you reveal a command, you may spend 1 command token to change that command to a ♠ or ♣ command.

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.

### Upgrade Card Interactions

- This Upgrade Card can change the dial for a ship with Commander Leia, and still gain her benefit when the dial is revealed. You may not use her virtual token to activate this Upgrade Card.



## Director Isard \*

### Card Text

*When you reveal a command, you may look at all command dials assigned to 1 enemy ship.*

### Timing

This Upgrade Card may resolve when the ship it is equipped to reveals its Command Dial.

### Clarifications

- Since the timing is a shared “when you reveal a command”, you can look at an enemy ship’s command dials before deciding whether to spend your ship’s command dial as a command or to spend it for a token.
- This Upgrade Card can only trigger and/or resolve on that ship’s “revealed” dial, not dials that are “gained”.
- When a ship equipped with this Upgrade Card does not “reveal” a command dial (due to that dial being discarded), then you cannot resolve this Upgrade Card.



## Director Krennic \*

### Card Text

*@: While attacking at medium-long range, if you spent a @ dial, you may also reroll any number of red dice in your attack pool. If you spent a @ token, you may also reroll up to 2 red dice in your attack pool.*

### Timing

This Upgrade Card may resolve if the Concentrate Fire command is resolved during the “Resolve Attack Effects” step.

### Clarifications

- As an example, if you were to spend a Concentrate Fire dial + token, you could 1st: Add a die from the CF dial effect to the attack pool, and then reroll 1 die of any color in the attack pool from the CF token effect.
- 2nd: Reroll any red dice in the attack pool and then Reroll 2 red dice in the attack pool.
- This Upgrade Card’s ability does not work at “close” range or at “extreme” range.

### Upgrade Card Interactions:

- If you spend a Concentrate Fire token to resolve Ravager’s effect, you may also still resolve this Upgrade Card’s Concentrate Fire token effect. You add 1 die of a color already in the attack pool instead of rerolling 1 die of any color, and reroll 2 red dice.
- If you spend just a Concentrate Fire token and use Admiral Piett’s ability on it, this Upgrade Card’s ability will resolve as the Dial effect only, not as a token nor as dial+token. See more under Admiral Piett for a longer detailed explanation.



## Emperor Palpatine \*

### Card Text

*When an enemy ship or unique squadron declares you as the target of an attack, it must spend 1 of its defense tokens (if able).*

### Timing

This Upgrade Card must resolve when the ship is declared a target of an attack, in the “Declare Target” step.

### Clarifications

- This Upgrade Card’s effect resolves for each attack made and is a “must” effect.
- Card abilities that deal “damage”, but are not “attacks”, do not resolve this Upgrade Card ability.

### Damage Card Interactions

- If a ship is attacking a ship equipped with this Upgrade Card, and if the attacking ship also has the faceup damage card Faulty Countermeasures, it cannot spend any defense tokens that are exhausted. It must choose a defense token that is readied. If all of the defense tokens are exhausted, then no defense tokens are spent, because the ship is “not able” to spend them.

### Defense Token Interactions

- This Upgrade Card would resolve with a Salvo attack. The spending of the defense token happens when you reach step 1 of the Salvo attack, which takes place after the current attack is concluded (not when the Salvo defense token is spent in the spend defense token step).



## Engineering Captain

### Card Text

*Before you reveal a command, you may change that command to a ⚡ command.*

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This upgrade card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



## Expert Shield Tech

### Card Text

*While defending, during the Spend Defense Tokens step, when you spend a ⚡ defense token, you may reduce the total damage from the attack by 1 instead of resolving that token's effect.*

### Timing

This Upgrade Card may resolve during the "Resolve Damage" step of an attack.

### Clarifications

- When a ship equipped with this Upgrade Card is attacked, if that ship spent a Redirect defense token, in the "Resolve Damage" step, before damage is suffered, this Upgrade Card can be resolved to reduce the total damage by 1. This Upgrade Card's damage reduction shares the same timing as Brace, so the defender can choose which is resolved first.
- A ship equipped with both this Upgrade Card and Commander Kyrsta Agate could first "spend" a Redirect defense token to resolve this Upgrade Card's effect, and then "discard" that token with Agate to resolve the standard Redirect effect. This is allowed as it is resolving two different effects.
- You may not "discard" a redirect token with Agate to resolve this Upgrade Card as this Upgrade Card requires that you "spend" a redirect token.
- Commander Obi-Wan Kenobi and this Upgrade Card can both resolve to reduce damage

### Damage Card Interactions

- A ship with Capacitor Failure is not able to use this Upgrade Card on a hull zone with no remaining shields, as the "cannot" is absolute and prevents the spending of a Redirect token.



## Ezra Bridger ⚡

### Card Text

*When you reveal a command, you may discard this card to move 1 obstacle at distance 1-2 so that it is within distance 1-2 of its current location.*

### Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

### Clarifications

- When a ship equipped with this Upgrade Card does not reveal a command dial, then you cannot resolve this Upgrade Card's effect.

### Objective Interactions

- When playing Doomed Station, if an obstacle is moved by this Upgrade Card so it touches the Gravity Rift, it is not immediately removed. The timing for the removal of obstacles is only during "End of Round" for that objective.
- All rules for "Moving Obstacles" as defined in the Rebellion in the Rim RRG should be followed. This means you cannot move obstacles so they end underneath ships, but you can move an obstacle that is already underneath a ship out and place it so it is no longer underneath a ship.
- Any tokens (such as Proximity Mines) on an obstacle that is moved remain on that obstacle.



## Flight Commander

### Card Text

*During your activation, you can resolve your ⚡ command after you execute a maneuver.*

### Timing

This Upgrade Card delays the resolution of a Squadron command until after its ship executes a maneuver, although you must still declare if you are using the dial, or converting it to a token, when you reveal the dial.

### Upgrade Card Interactions

- If a squadron activated by Yavaris moves during that ship's activation, it loses the chance to resolve Yavaris' card effect.<sup>7</sup>
- The controlling player decides when to fulfill this Upgrade Card's ability if a ship was to conduct multiple maneuvers due to an ability such as Engine Techs or Rift Ambush objective special rule.



## General Draven

### Card Text

*While attacking a squadron with Counter or Intel, add 1 die of any color to your attack pool.*

### Timing

This Upgrade Card may resolve during "Resolve Attack Effects".

### Clarifications

- This Upgrade Card will also resolve when attacking a squadron that is granted the keywords "Counter" or "Intel" (for example via Dengar, or Instructor Goran).

### Upgrade Card Interactions

- This Upgrade Card effect works with additional attacks such as the ones granted by Counter (via Quad Laser Turrets), or Ordnance Pods.



## Governor Pryce

### Card Text

*Once per activation, while attacking a ship, you may spend 1 shield from the attacking hull zone to change 1 die to any face without an ⚡ icon.*

### Timing

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

### Clarifications

- Ignition attacks may benefit from this Upgrade Card as their attacks still originate from an attacking hull zone. An Onager's ignition attack, for instance, originates from its front hull zone.



## Hondo Ohnaka

### Card Text

*At the start of the ship phase, you may discard this card to choose 2 different command tokens and place them on 2 different ships. Then your opponent chooses 2 different command tokens you did not choose and places them on 2 different ships.*

### Timing

This Upgrade Card may resolve at the start of the Ship Phase.

### Clarifications

- At the start of the ship phase, a ship equipped with this Upgrade Card may choose to discard this card. If you do, you choose 2 different command tokens and place them on 2 different ships. Then your opponent chooses 2 different command tokens that you did not choose and also places them on 2 different ships.

- The tokens must be assigned to a ship, even if you must assign it to an enemy ship (for example you only have 1 ship in the play area).
- Your opponent can assign a token to a ship that was already given a token by you.
- When assigning a token to a ship, if a ship already holds its maximum number of command tokens according to its command value, the player that controls that ship may decide to either replace a current command token with that assigned token, or to discard the command token that was assigned.
- You can assign a token from this Upgrade Card to a ship that already has the same token already. It is then immediately discarded, unless that ship can hold multiple command tokens of the same type.

### Upgrade Card Interactions

- If this Upgrade Card is used and Tantive IV is selected to receive a token, it may pass the token to be gained.



## Iden Versio $\textcircled{\text{B}}$

### Card Text

*When you resolve the  $\Delta$  defense effect, you can cancel 1 die at close range or distance 1.*

*$\textcircled{B}$ : You may discard this card to choose 1 enemy ship at close range. That ship gains 1 raid token of your choice.*

### Timing

This Upgrade Card may resolve in two parts.

First, during the "Spend Defense Tokens" step, if an Evade defense token is spent.

Second, when resolving a squadron command.

### Clarifications

- This Upgrade Card's effect provides an alternative way to resolve the Evade defense effect at close range. When the Evade defense effect is resolved in this way it does not also produce its normal effect; you do not reroll a die in addition to cancelling a die.
- If attacked by a larger ship and you discard an Evade token, this Upgrade Card would be able to cancel 2 dice instead of 1.



## Instructor Goran $\textcircled{\text{B}}$

### Card Text

*While a friendly non-Heavy squadron is at distance 1-2, it has Counter 1 or increases its Counter value by 1.*

### Timing

This Upgrade Card is active whenever non-Heavy squadrons are at distance 1-2 of this ship.

### Clarifications

- None



## Intel Officer

### Card Text

*While attacking, after you roll your attack pool, you may exhaust this card to choose 1 defense token. If that defense token is spent during this attack, discard that token.*

### Timing

This Upgrade Card takes effect after rolling the initial attack pool but before the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card resolves immediately after rolling the initial attack pool. If you modify the dice in any way you have passed the timing window for this Upgrade Card and you may no longer resolve its effect.
- This Upgrade Card allows you to target 1 defense token of any squadron or ship in the play area during that attack; this is possible because the card does not specify or restrict which defense token can be chosen.<sup>8</sup>



## Kyrsta Agate

### Card Text

**RED OR BLUE ♠:** You may exhaust this card to ready 1 of your exhausted defense tokens. You can resolve this critical effect during a SALVO attack.

### Timing

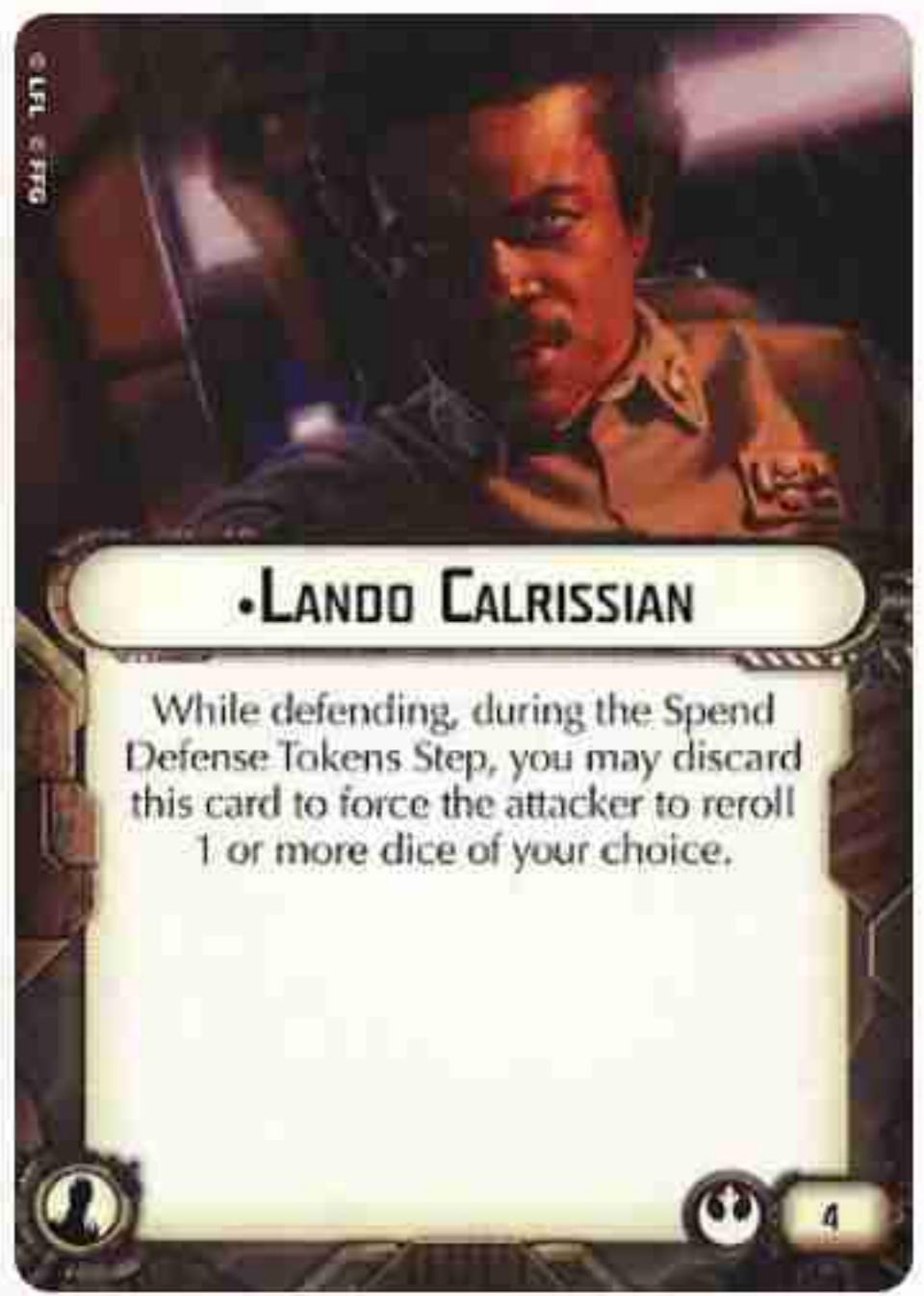
This Upgrade Card may be exhausted during a Salvo attack during the "Resolve Damage" step.

### Clarifications

- This Upgrade Card can be exhausted and resolved during a Salvo granted by **Reactive Gunnery**.
- You cannot exhaust this card when attacking a squadron with a **Salvo** as the RRG states "Squadrons cannot resolve or suffer critical effects unless otherwise specified."

### Upgrade Card Interactions

- This Upgrade Card's effect is a critical effect, and thus is subject to cards affecting critical effects such as **Targeter Disruption**, **Damage Control Officer**, or **Commander Gherant**.



## Lando Calrissian

### Card Text

*While defending, during the Spend Defense Tokens Step, you may discard this card to force the attacker to reroll 1 or more dice of your choice.*

### Timing

This Upgrade Card may be discarded during the "Spend Defense Tokens" step.

### Clarifications

- Any accuracies rolled as a result of this Upgrade Card cannot be spent as the timing window (Resolve Attack Effects) has passed. However, a ship with **SW-7 Ion Batteries** equipped can use any blue die accuracies as damage, as they are "unspent".



## Leia Organa

### Card Text

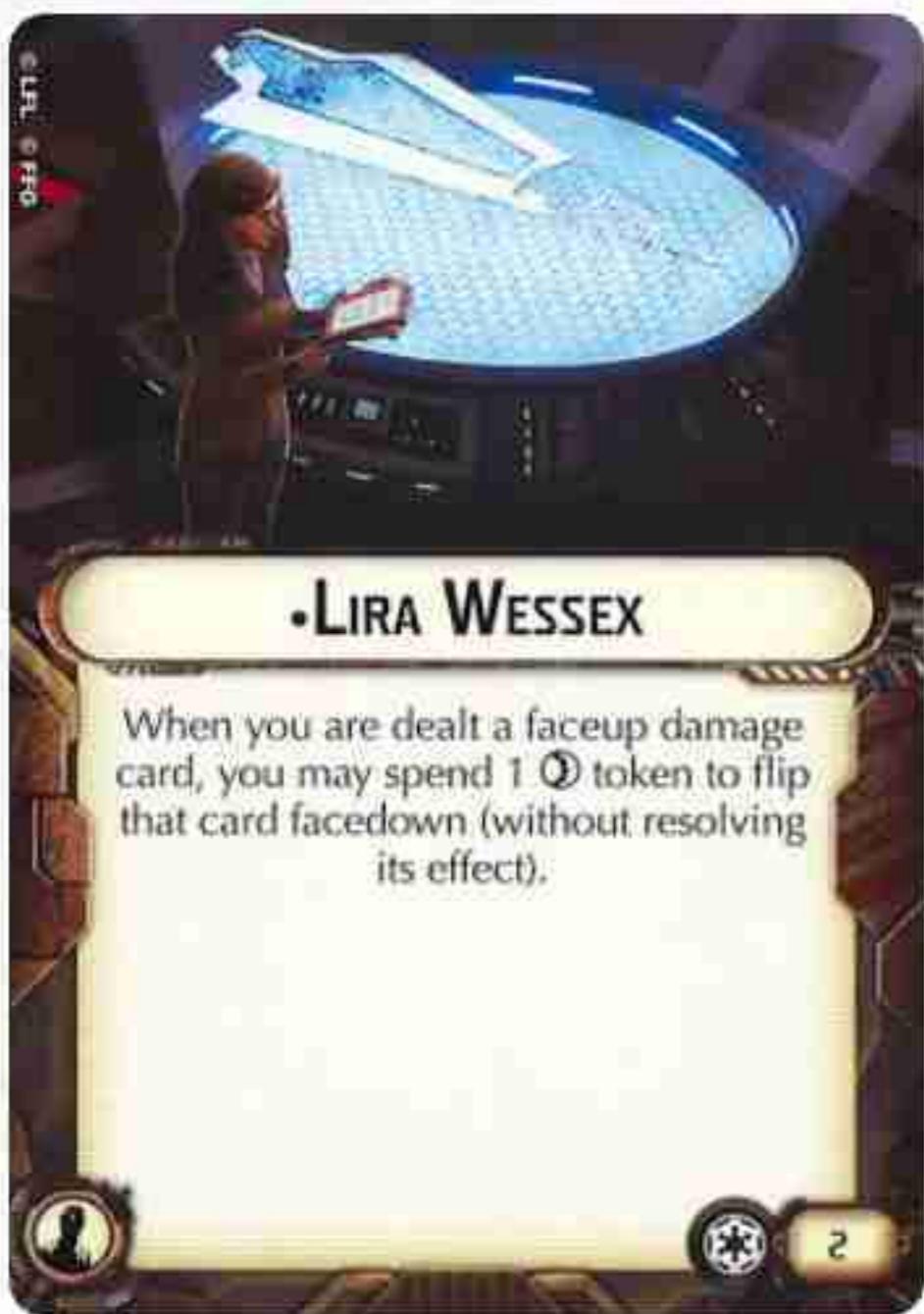
*When you reveal a command, you may choose another friendly ship at distance 1-5 and change that ship's top command to your revealed command.*

### Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

### Clarifications

- When a ship equipped with this Upgrade Card does not reveal a command dial (due to that dial being discarded) then you cannot resolve this Upgrade Card.



## Lira Wessex

### Card Text

*When you are dealt a faceup damage card, you may spend 1 Ⓛ token to flip that card facedown (without resolving its effect).*

### Timing

This Upgrade Card may resolve any time a faceup damage card is dealt.

### Clarifications

- A Repair token spent to resolve this Upgrade Card does not resolve its usual effect, and instead resolves the effect given by this Upgrade Card.

### Upgrade Card Interactions:

- This Upgrade Card's ability may not resolve when damage cards already dealt face down are flipped face up by another ability such as Boarding Engineers.
- A damage card chosen by General Dodonna's ability may be flipped face down by this Upgrade Card before it resolves its critical effect.



## Major Derlin

### Card Text

*Before you suffer damage from an attack, you may exhaust this card to reduce the total damage by 1.*

### Timing

This Upgrade Card may resolve during the "Resolve Damage" step.

### Clarifications

- This Upgrade Card's effect happens after Brace, but before damage is suffered from the attack.
- This Upgrade Card only works on "attacks", not on "damage" suffered through such effects like Obstacles, Wide-Area Barrage, Proximity Mines, Assault Concussion Missiles, etc.



## Minister Tua ⚒

### Card Text

You gain an additional ⚒ icon in your upgrade bar.

You cannot equip this card to a medium or large ship with a ⚒ icon in its upgrade bar.

### Timing

This Upgrade Card resolves during Fleet Building.

### Clarifications

- This Upgrade Card cannot be equipped to the SSD.
  - A small ship with a Defensive Retrofit (such as the Arquitens-class Cruiser) that equips this Upgrade Card would be able to equip two Defensive Retrofit upgrade cards during Fleet Building.
- If this Upgrade Card is discarded in the course of the game, the Defensive Retrofit would remain.



## Navigation Officer

### Card Text

Before you reveal a command, you may change that command to a ⚒ command.

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This Upgrade Card only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



## Passel Argente ⚒

### Card Text

When you reveal a command, you may place a matching command token on this card. Then, if you have at least 1 ⚒, 1 ⚑, 1 ⚓, and 1 ⚔ command token on this card, you may gain 1 additional command dial of your choice.

### Timing

This Upgrade Card is resolved during the Reveal Command Dial step.

### Clarifications

- This Upgrade Card does not allow you to resolve the same command twice, nor can you resolve two dials of the same command.
- If a ship equipped with this Upgrade Card reveals a command dial but discards it to clear a Raid token, this Upgrade Card is still eligible to gain a command token.

- If a ship equipped with this Upgrade Card does not reveal a command dial due to that dial being discarded before the reveal, then you cannot resolve this Upgrade Card's effect.

### Upgrade Card Interactions

- This Upgrade Card does not gain a command token when Admiral Trench reveals a dial, as "When you reveal a command..." only refers to the ship this Upgrade Card is equipped to.<sup>9</sup>
- Nova Defiant has no real synergy with this Upgrade Card as it only triggers when a command dial is revealed, not when a token is spent.



## Raymus Antilles

### Card Text

*When you reveal a command, you may gain 1 matching command token without spending the command dial.*

### Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

### Clarifications

- If a ship equipped with this Upgrade Card reveals a command, you may gain a command token matching the revealed command.
- When a ship equipped with this Upgrade Card does not reveal a command dial (due to that dial being discarded); then you cannot resolve this Upgrade Card.

### Upgrade Card Interactions

- The token gained via this Upgrade Card may be transferred to another ship via Tantive IV, but not Comms Net.<sup>10</sup>



## Reeva Demesne

### Card Text

*After you are declared as the target of an attack, if the defending hull zone has at least 1 shield remaining, you may exhaust this card to ready 1 defense token.*

### Timing

This Upgrade Card may be exhausted and resolved during the "Declare Target" step before your opponent gathers dice.

### Upgrade Card Interactions

- If a defense token is spent by Admiral Sloane's card effect, this Upgrade Card cannot immediately refresh it as the timing window has passed; it could refresh the token with the next incoming attack, or initially before the squadron had rolled any dice.

### Defense Token Interactions

- This Upgrade Card can be used against a Salvo attack



## Rune Haako

### Card Text

*When you reveal a command, you may choose another friendly ship at distance 1-5. If you do, discard any number of command tokens from that ship, this card, or both, to gain 1 matching command token for each discarded token.*

### Timing

This Upgrade Card may be resolved when a ship reveals its Command Dial.

### Clarifications

- This Upgrade Card's effect does not allow a ship to gain additional command tokens of the same type unless some other effect allows for it.
- You cannot place command tokens on this card if the ship it is equipped to is set aside as tokens are only placed on this Upgrade Card when this ship is deployed.

- If a ship equipped with this Upgrade Card does not reveal a command dial, due to that dial being discarded, then you cannot resolve this Upgrade Card's effect.
- If there is no other ship in range then you may not resolve this Upgrade Card.
- This Upgrade Card resolves before Repair or Squadron commands are resolved so you cannot spend existing Repair or Squadron tokens to make room for new ones gained via this Upgrade Card.



## Sabine Wren

### Card Text

*At the start of the Ship Phase, you may discard this card to place 1 Proximity Mine token in the play area at distance 1-2 of an obstacle and beyond distance 3 of enemy ships.*

### Timing

This Upgrade Card may be discarded and resolved at the start of Ship Phase.

### Clarifications

- This Upgrade Card does not change the restriction on proximity mine tokens needing to be placed beyond distance 1 of other proximity mine tokens.
- The proximity mine token may be placed on an obstacle as an object is at distance 1 of itself.



## San Hill

### Card Text

*When a friendly ship at distance 1-5 resolves a Ⓛ command, you may discard 1 Ⓛ token from this card. If you do, that friendly ship may activate 1 additional squadron during that command.*

### Timing

This Upgrade Card resolves when a ship in range resolves a Squadron command.

### Clarifications

- This Upgrade Card's Effect may be resolved at any time during the resolution of the Squadron command.



## Shu Mai

### Card Text

*After deploying fleets, you may place 2 non-consecutive round tokens on this card. During each round matching 1 of those tokens, while attacking a ship, you may reroll up to 3 dice.*

### Timing

The first part of this Upgrade Card resolves after deployment. The second part of this Upgrade Card resolves during the "Resolve Attack Effects" step.

### Clarifications

- This Upgrade Card's effect lasts throughout the round matching the relevant token.



## Skilled First Officer

### Card Text

*Before you reveal a command, you may discard this card to discard your top command dial.*

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- After using this Upgrade Card on a ship with Command 2 or greater, you would set two command dials in the next turn's Command Phase: one for the dial just discarded, and one for the dial revealed this turn.



## Support Officer

### Card Text

*At the start of the Command Phase, you may discard this card to discard all of your command dials.*

### Timing

This Upgrade Card may resolve at the start of the Command Phase.

### Clarifications

- After the command dials are discarded you then assign new command dials set to any command(s), according to the ship's command value (unless modified by other card abilities).



## T-Series Tactical Droid

### Card Text

*When you spend only a ⚡, ⚪, or ⚫ command token to resolve a command, you may exhaust this card. If you do, resolve that command as if you had spent a dial of the same type instead.*

### Timing

This Upgrade Card exhausts and resolves when ONLY resolving a Repair, Navigation, or Squadron command token.

### Clarifications

- When only a Repair, Navigation, or Squadron command token is spent, you may exhaust this Upgrade Card to turn the token into a dial instead. Since you are already spending a token to resolve the command, you cannot also then spend another token of the same command to increase the value of the command.
- This Upgrade Card does not allow you to resolve the same command twice, nor can you resolve two dials of the same command.



## Tactical Expert

### Card Text

*Before you reveal a command, you may change that command to a ⚡ command.*

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



## Taskmaster Grint ⚡

### Card Text

*Choose the command token for this card after deploying fleets.*

*When you reveal a command matching the token on this card, you may gain 1 matching command token without spending the command dial.*

### Timing

This Upgrade Card may resolve when the ship reveals its Command Dial.

### Clarifications

- This Upgrade Card can only resolve on that ship's "revealed" dial, not on dials that are "gained" (such as those provided by Grand Admiral Thrawn).
- When a ship equipped with this Upgrade Card does not "reveal" a command dial (due to that dial being discarded), then you cannot resolve this Upgrade Card.

- If the ship this Upgrade Card is currently equipped to is not in the play area "after deploying fleets" (via Hyperspace Assault, etc) then you cannot gain a command token to this card. This would prevent this Upgrade Card from resolving at any time for the rest of the game

### Upgrade Card Interactions:

- Comms Net does not apply until "after" the Reveal Command Dial step, so you could not immediately transfer the token gained by this Upgrade Card. You cannot transfer this Upgrade Card's token, and then gain the same token from the revealed command dial, for instance.



## The Grand Inquisitor ⚡

### Card Text

*When an enemy ship at distance 1-5 changes its speed, you may exhaust this card to increase or decrease your speed by 1.*

### Timing

This Upgrade Card may be exhausted to resolve its effect whenever an enemy ship in range changes its speed dial.

### Upgrade Card Interactions:

- This Upgrade Card can only exhaust and resolve if an enemy ship's physical speed dial is changed. A ship temporarily slowed by a card effect such as the G-8 Experimental Projector does not change its speed dial and thus would not be an eligible target.
- This Upgrade Card can resolve from Admiral Konstantine's ability.

- This Upgrade Card can resolve from Phylon Q7 Tractor Beams being used on an enemy ship, if the owner of the ship is forced to change the speed dial.

### Damage Card Interactions

- A ship with the Thruster Fissure damage card would suffer damage from changing speeds with this Upgrade Card.



## TI-99 ◊

### Card Text

While a friendly unactivated squadron is at distance 1-3, it gains **COUNTER 3** or, if it has the printed **COUNTER** keyword, gains an additional **COUNTER 1**. After it performs a **COUNTER** attack, toggle its activation slider to the activated side.

### Timing

This Upgrade Card is always active to a friendly unactivated squadron at distance 1-3. Activate any friendly squadrons at distance 1-3 after they perform a counter attack.

### Clarifications

- This Upgrade Card's effect is not optional; if an eligible squadron in range chooses to perform a Counter attack, then this Upgrade Card's effect will apply.
- A squadron in range may choose not to Counter, in which case it would not become activated.

### Upgrade Card Interactions

- This Upgrade Card's timing means that it is always in effect. General Draven (Officer) would add a die to the attack pool while performing an anti-squadron attack against a friendly squadron in range of this Upgrade Card.

### Squadron Interactions

- This Upgrade Card has no effect on activated squadrons.
- If a friendly squadron without the printed Counter ability is activated by Dutch Vander's ability, then this Upgrade Card would not apply and the friendly squadron would not be able to perform a Counter attack.



## Tikkes ◊

### Card Text

When you reveal a command, you may place a matching command token on this card. If you do, gain a command token of your choice.

During the Command Phase, if you have a command token on this card, you must choose that command on each command dial that is to be assigned to you and show those dials to your opponent. Then discard that command token.

### Timing

The first part of this Upgrade Card triggers during the Reveal Command dial step. The second part of this Upgrade Card triggers during the Command phase.

### Clarifications

- This Upgrade Card resolves before the window for Repair or Squadron commands.

### Upgrade Card Interactions

- This Upgrade Card's timing occurs before that of Comms Net, which is after the Reveal Command dial step. Comms Net can send away a token gained from this Upgrade Card. However you may not gain a token from this Upgrade Card, send it to another ship using Comms Net, and then convert your dial to another command token. You also may not use Comms Net to make room for a token gained from this Upgrade Card.



## Toryn Farr ◊

### Card Text

While another friendly ship or squadron at distance 1-3 is attacking, it may reroll 1 blue die.

### Timing

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

### Clarifications

- This Upgrade Card does not work on the ship it is equipped to.
- This Upgrade Card only works on dice from an attack. Dice rolled outside of the attack step (such as Cluster Bombs) do not benefit from this Upgrade Card.



## Veteran Captain

### Card Text

*When you reveal a command, you may discard this card to gain 1 command token of your choice.*

### Timing

This Upgrade Card may resolve when a ship reveals its Command Dial.

### Clarifications

- When a ship equipped with this Upgrade Card does not “reveal” a command dial due to that dial being discarded, you cannot resolve this Upgrade Card.

### Upgrade Card Interactions

- Comms Net does not apply until “after” the Reveal Command Dial step, so you could not immediately transfer the token gained by this Upgrade Card. You cannot transfer this Upgrade Card’s token, and then gain the same token from the revealed command dial, for instance.



## Walex Blissex ⚡

### Card Text

*When you activate, you may discard this card to recover 1 of your discarded defense tokens.*

### Timing

This Upgrade Card may resolve when a ship activates.

### Clarifications

- Defense tokens recovered by this ability are readied.
- This Upgrade Card only recovers tokens which were discarded.

### Upgrade Card Interactions

- This Upgrade Card can recover a defense token provided by a card effect, such as **Commander Kyrsta Agate**.
- This Upgrade Card cannot recover a defense token that was “replaced” (for instance via **Local Fire Control**).



## Wat Tambor ⚪

### Card Text

*Q: You may spend up to 2 shields from any of your hull zones or any 1 hull zone on another friendly ship at distance 1-5 to gain twice that many additional engineering points.*

### Timing

This Upgrade Card may be resolved when a ship resolves the Repair Command.

### Clarifications

- The engineering points gained from this Upgrade Card are in addition to whatever engineering points you have gained from the repair command dial, token, or dial+token.<sup>11</sup>



## Weapons Liaison

### Card Text

*Before you reveal a command, you may spend 1 command token to change that command to a ⚡ or ⚡ command.*

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



## Wedge Antilles

### Card Text

*Before the end of the Squadron Phase, you may spend 1 ⚡ token to choose up to 3 friendly non-unique squadrons without STRATEGIC at distance 1-5. Those squadrons gain Cloak until the end of the round.*

### Timing

This Upgrade Card may be resolved immediately before the end of the Squadron Phase, after the last squadron finishes its activation and before the "Cloak" keyword takes place.

### Clarifications

- This Upgrade Card cannot select squadrons that are unique or have the Strategic keyword.
- This Upgrade Card has no effect if the ship it is equipped to is destroyed before the end of the squadron phase.



## Wing Commander

### Card Text

*Before you reveal a command, you may change that command to a ⚡ command.*

### Timing

This Upgrade Card may resolve before a ship reveals its Command Dial.

### Clarifications

- This upgrade only affects the dial assigned directly to the ship and cannot be used to modify other dials or dial effects gained by upgrades such as Grand Admiral Thrawn.



## WULLF YULAREN ⚡

### Card Text

*When you spend a command token, you may exhaust this card to gain 1 command token of the same type.*

### Timing

This Upgrade Card may exhaust and resolve when a command token is spent.

### Clarifications

- You may exhaust and resolve this Upgrade Card anytime a physical command token is “spent”. Commands that are resolved “as if” you spent a command token do not fulfill the requirement.
- If a ship spends a command token to resolve a command, it cannot spend the matching token gained by exhausting this Upgrade Card to resolve that command or its effect again this round.

### Upgrade Card Interactions

- This Upgrade Card does not work with Comms Net, as the token is “removed and assigned” not “spent”.
- This Upgrade Card does not work with Commander Beck, as the card effect resolves a command “as if” a token was spent.
- This Upgrade Card may not resolve when a token is discarded, for example when clearing a Raid token, as the token is “discarded” not “spent”.

## ENDNOTES

1. If you resolve the Redirect token first, then you would not be able to resolve this Upgrade Card’s effect. This is because Redirect states “...you must suffer the remaining damage on the defending hull zone.”
2. You would always resolve this Upgrade Card’s effect before the Redirect, and the restrictions imposed by XI7 Turbolasers do not apply until the Redirect resolves. If the Redirect were applied first, then this Upgrade Card would not be able to resolve, as per the previous point.
3. This is because General Romodi’s effect only triggers if the attack “is obstructed by a ship or obstacle”. This Upgrade Card’s effect is a card effect that causes obstruction (not a ship or obstacle). However, if line of sight is traced over an obstacle or another ship, then General Romodi’s effect would allow the attacker to ignore obstruction and add 1 red die to the attack pool, regardless of this Upgrade Card’s effect.
4. The Salvage Run objective grants the second player a navigation token to each ship “after deploying fleets”, which would enable this scenario. Other sources of Navigate tokens trigger at the beginning of the Ship phase, so would miss this timing window.
5. This Upgrade Card states a maximum of 3 snipe dice, then Flight Controllers adds one more.
6. Grand Admiral Thrawn “reveals” a dial, however that dial is the card’s dial, not the ship’s dial. The ship then “gains” an equivalent dial.
7. For example: a ship equipped with Yavaris, Flight Commander, and Fighter Coordination Team cannot use Fighter Coordination Team to move squadrons, resolve a squadron command after executing its maneuver with Flight Commander, and then use Yavaris’ effect to add an extra die to their attacks.
8. This is why you may target your own defense tokens on the ship this Upgrade Card is equipped to, or a token on Jan Ors or Axe while a different target is defending.
9. Effects that resolve when a ship reveals its command dial only resolve when a ship reveals a command dial from the stack assigned to its ship card as part of its activation.
10. See the relevant upgrade cards for further explanations.
11. For instance a ship with a repair value of 4, if it spends a dial+token, would gain 6 engineering points. Then if Wat Tambor spends 2 shields that ship would gain an additional 4 engineering points for a total of 10 engineering points.