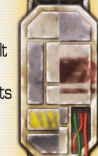




### ARMORED FUEL TANKS

LIMITED.

DISCARD: When you are dealt a facedown Damage card, discard it instead of resolving its effects.



### EMERGENCY BOOSTERS

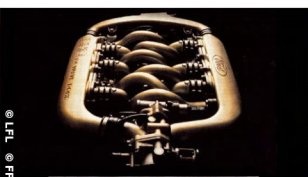
DISCARD: Action: Perform a barrel roll, boost, or drift. Then receive 1 evade token and 1 stress token.



### •EXPERIMENTAL JET ENGINE

LIMITED.

ACTION: Execute a 2 ↘, 3 ↑, or 2 ↗ maneuver, then roll 1 attack die. On a critical damage dice result, receive 1 fire token and discard this upgrade.



### FINE TUNED ENGINE

LIMITED.

Treat all straight maneuvers as green maneuvers.



### IMPROVED ALTERNATOR

Your upgrade bar gains 1 device slot.



### MERCURY COOLING SYSTEM

LIMITED.

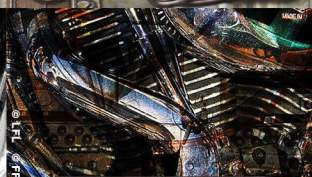
After executing a green maneuver, you may remove all your stress tokens.



### NITRO TANK

SMALL SHIP ONLY.

DISCARD: After executing a maneuver or performing an action, perform a boost.



### REFURBISHED ENGINE

LIMITED. SMALL SHIP ONLY.

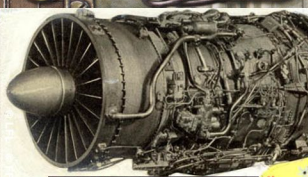
Your upgrade bar gains 1 airframe slot. All your 4-speed and 5-speed maneuvers are red.



### REVERSE ROCKETS

SMALL SHIP ONLY.

DISCARD: Action: Perform a white 3 ↗ maneuver, then receive 1 stress token.



### SLAM ROCKETS

SMALL SHIP ONLY.

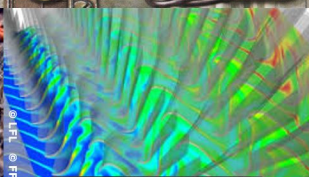
After executing a maneuver, perform a SLAM action.



### STALL OUT PUMP

SMALL SHIP ONLY.

DISCARD: When you reveal your maneuver, execute a red ■ maneuver instead.



### •TESLA DRIVE

SMALL SHIP ONLY.

DISCARD: At the start of the Activation phase, you may perform a boost or barrel roll using the 2 ↘, 2 ↑, or 2 ↗ maneuver template. You may receive 1 stall token instead of discarding.

