

Ship Name	Expansion	Faction	Size	Points	Hull	Command	Squadron	Engineering	Speed				Armament				AS	Shields			Defense Tokens				Upgrade Slots										Traits	Firing Angle			Exposure			Offensive Value																		
									1	2	3	4	▲	◀	▶	▼		▲	◀	▶	▼	1	2	3	4	1	2	3	4	1	2	3	4	1		2	3	4	1	2	3	4	▲	◀	▶	▼	▲	◀	▶	▼	▲	◀	▶	▼						
Recusant-class Support Destroyer	Wave Ten	Separatists	L	85	8	3	2	3	1	1	1	1	▲	◀	▶	▼	▲	◀	▶	▼	1	1	1	0	0	1	1	0	1	1	1	1	0	0	0	0	0	0	0	0	1	0	Droid	▲	◀	▶	▼	▲	◀	▶	▼	▲	◀	▶	▼	0.00	0.00	0.00		
Recusant-class Destroyer	Wave Ten	Separatists	L	85	8	3	2	3	1	1	1	1	▲	◀	▶	▼	▲	◀	▶	▼	1	1	1	0	0	1	1	0	1	1	1	1	0	0	0	0	0	0	0	1	0	Droid	▲	◀	▶	▼	▲	◀	▶	▼	▲	◀	▶	▼	0.00	0.00	0.00			
Recusant-class Support Destroyer	Wave Ten	Separatists	L	90	8	3	3	3	1	1	1	1	▲	◀	▶	▼	▲	◀	▶	▼	3	3	3	2	1	1	1	0	0	1	1	0	1	0	2	1	0	0	0	0	0	0	1	0	Droid	▲	◀	▶	▼	▲	◀	▶	▼	▲	◀	▶	▼	0.00	0.00	0.00

Squadron Name	Faction	Unique	Points	Speed	Hull	Armament		Defense Tokens			Keywords																Special Ability	Expansion Pack					
						Squadron	Ship	Blaze	Scatter	Evade	Bomber	46 Cloak	Counter	68 Boost	47 Hit	47 Heavy	47 Hit	47 Relay	47 Squad	47 Strip	Strategic	Swarm (47%)	Assault (47%)	Adapt	AI: AS	AI: B			Dodge	Scout	Screen		
• Dagger Squadron	Rebel	Yes	15	2	5	•	•	0	0	0	✓							✓															Corellian Conflict
X-Wing	Rebel	No	13	3	5	•	•	0	0	0	✓		✓																			Core Set, Wave One, Corellian Conflict	
• Luke Skywalker	Rebel	Yes	20	3	5	•	•	2	0	0	✓		✓																			Core Set	
• Wedge Antilles	Rebel	Yes	19	3	5	•	•	2	0	0	✓		✓																			Rebel Fighter Squadrons Expansion Pack	
• Biggs Darklighter	Rebel	Yes	19	3	5	•	•	2	0	0	✓		✓																			Corellian Conflict	
• Rogue Squadron	Rebel	Yes	14	3	5	•	•	0	0	0	✓																					Corellian Conflict	
• Hera Syndulla	Rebel	Yes	23	3	5	•	•	2	0	0	✓																					Rapid Reinforcements I	
Y-Wing	Rebel	No	10	3	6	•	•	0	0	0	✓		✓																			Wave One	
• "Dutch" Vander	Rebel	Yes	16	3	6	•	•	2	0	0	✓		✓																			Rebel Fighter Squadrons Expansion Pack	
• Norra Wexley	Rebel	Yes	17	3	6	•	•	2	0	0	✓																					Corellian Conflict	
• Gold Squadron	Rebel	Yes	12	3	6	•	•	0	0	0	✓																					Corellian Conflict	
HWK-290	Rebel	No	12	3	4	•	•	0	0	0				2																		Wave Two, Rebellion of the Rim	
• Jan Ors	Rebel	Yes	19	3	4	•	•	1	1	0				2																		Rogues and Villains Expansion Pack	
• Kanan Jarrus	Rebel	Yes	19	3	4	•	•	2	0	0	✓																					Rebellion of the Rim Campaign Expansion	
Scurr H-6 Bomber	Rebel	No	16	3	6	•	•	0	0	0	✓		✓	✓																		Wave Two, Rebellion of the Rim	
• Nym	Rebel	Yes	21	3	6	•	•	2	0	0	✓		✓																			Rogues and Villains Expansion Pack	
• Malee Hurra	Rebel	Yes	26	3	6	•	•	2	0	0	✓																					Rebellion of the Rim Campaign Expansion	
YT-1300	Rebel	No	13	2	7	•	•	0	0	0			1	✓																		Wave Two, Rebellion of the Rim	
• Han Solo	Rebel	Yes	26	3	7	•	•	2	0	0																						Rogues and Villains Expansion Pack	
• Lando Calrissian	Rebel	Yes	23	3	7	•	•	2	0	0																						Rebellion of the Rim Campaign Expansion	
YT-2400	Rebel	No	16	4	6	•	•	0	0	0																						Wave Two, Rebellion of the Rim	
• Dash Rendar	Rebel	Yes	24	4	6	•	•	2	0	0	✓																						Rogues and Villains Expansion Pack
• Mart Mattin	Rebel	Yes	22	4	6	•	•	2	0	0																							Rebellion of the Rim Campaign Expansion
E-Wing	Rebel	No	15	4	5	•	•	0	0	0	✓																						Wave Five
• Corran Horn	Rebel	Yes	22	4	5	•	•	2	0	0	✓																						Rebel Fighter Squadrons II Expansion Pack
Lancer-class	Rebel	No	15	4	4	•	•	0	0	0	✓																						Wave Five
• Ketsu Onyo Shadow Caster	Rebel	Yes	22	4	4	•	•	1	1	0	✓																						Rebel Fighter Squadrons II Expansion Pack
VCX-100 Freighter	Rebel	No	15	3	8	•	•	0	0	0																							Wave Five
• Hera Syndulla Ghost	Rebel	Yes	28	3	8	•	•	1	0	0																							Rebel Fighter Squadrons II Expansion Pack
Z-95 Headhunter	Rebel	No	7	3	3	•	•	0	0	0																							Wave Five
• Lieutenant Blount	Rebel	Yes	14	3	3	•	•	1	1	0																							Rebel Fighter Squadrons II Expansion Pack
V-19	Republic	No	12	3	5	•	•	0	0	0				✓																			Wave Nine
• Axe	Republic	Yes	17	3	5	•	•	1	1	0				✓																			Galactic Republic Fleet Starter
• Kickback	Republic	Yes	16	3	5	•	•	2	0	0				✓																			Rebel Fighter Squadrons Expansion Pack
ARC-170 Squadron	Republic	No	15	2	7	•	•	0	0	0	✓		1																				Wave Nine
• Odd Ball ARC-170 Squadron	Republic	Yes	23	2	7	•	•	1	1	0																							Rebel Fighter Squadrons Expansion Pack
BTL-B Y-wing Squadron	Republic	No	10	3	6	•	•	0	0	0	✓																						Wave Nine
• Anakin Skywalker BTL-B Y-wing Squadron	Republic	Yes	19	3	6	•	•	2	0	0	✓																						Rebel Fighter Squadrons Expansion Pack
• Matchstick BTL-B Y-wing Squadron	Republic	Yes	14	3	6	•	•	2	0	0	✓																						Rebel Fighter Squadrons II Expansion Pack
Delta-7 Aethersprite Squadron	Republic	No	17	4	4	•	•	0	0	0				2																			Wave Nine
• Ashoka Tano Delta-7 Aethersprite Squadron	Republic	Yes	23	4	4	•	•	1	1	0				2																			Rebel Fighter Squadrons Expansion Pack
• Luminara Unduli Delta-7 Aethersprite Squadron	Republic	Yes	23	4	4	•	•	1	1	0				2																			Rebel Fighter Squadrons Expansion Pack
• Kit Fisto Delta-7 Aethersprite Squadron	Republic	Yes	26	4	4	•	•	2	0	0																							Rebel Fighter Squadrons Expansion Pack
• Plo Koon Delta-7 Aethersprite Squadron	Republic	Yes	24	4	4	•	•	1	1	0				2																			Rebel Fighter Squadrons Expansion Pack
• Anakin Skywalker Delta-7 Aethersprite Squadron	Republic	Yes	24	4	4	•	•	1	1	0				2																			Rapid Reinforcements I
Vulture-class Droid Fighter Squadron	Separatists	No	8	4	3	•	•	0	0	0																							Wave Nine
• Haor Chall Prototypes Vulture-class Squadron	Separatists	Yes	16	4	3	•	•	1	1	0																							Separatist Alliance Fleet Starter

Name	Numbers	Amount	Percent	Type	Effect	Stats
Compartment Fire	1-2	2	3.85%	Crew	You cannot ready your defense tokens	Crew Cards 30.77% 16/52
Crew Panic	3-4	2	3.85%	Crew	Before revealing your command dial, discard it with no effect, or reveal it, but take one damage	Ship Cards 69.23% 36/52
Blinded Gunners	5-6	2	3.85%	Crew	You cannot spend Accuracy rolls while attacking	
Comm Noise	7-8	2	3.85%	Crew	Your opponent may either reduce speed by 1 or choose a new command on your command dial, then flip face down	
Life Support Failure	9-10	2	3.85%	Crew	Discard all command tokens, you may not have any command tokens	
Damaged Controls	11-12	2	3.85%	Crew	When you overlap a ship or obstacle, deal a face down damage card to your ship (in addition to all other obstacle effects)	
Injured Crew	13-16	4	7.69%	Crew	Choose and discard 1 of your defense tokens, then flip this card facedown	
Faulty Countermeasures	17-18	2	3.85%	Ship	You cannot spend exhausted defense tokens	
Power Failure	19-20	2	3.85%	Ship	Your engineering value is reduced by half, rounded down	
Ruptured Engine	21-22	2	3.85%	Ship	After you execute a maneuver, if your speed on your speed dial is greater than 1, suffer 1 damage	
Targeter Disruption	23-24	2	3.85%	Ship	While attacking, you cannot resolve critical effects	
Shield Failure	25-26	2	3.85%	Ship	Your opponent may choose up to 2 hull zones, each of those zones loses one shield, then flip facedown.	
Projector Misaligned	27-28	2	3.85%	Ship	Your hull zone with the most remaining shields loses all of its shields, if multiple are tied, choose between the tied hull zones, then flip this card face down	
Point-Defense failure	29-30	2	3.85%	Ship	When attacking a squadron, before you roll your attack pool, remove one die of your choice	
Thruster Fissure	31-32	2	3.85%	Ship	When you change your speed by one or more, suffer one damage.	
Coolant discharge	33-34	2	3.85%	Ship	Only one attack you perform each round can target a ship	
Capacitor Failure	35-36	2	3.85%	Ship	If a hull zone has no remaining shields, you cannot recover shields in it, nor move shields to it, if that hull zone is defending, you cannot spend redirect tokens.	
Thrust Control Malfunction	37-38	2	3.85%	Ship	The yaw value for the last adjustable joint at your current speed is reduced by 1.	
Damaged Munitions	39-40	2	3.85%	Ship	When attacking a ship before you roll your attack pool, remove 1 die of your choice.	
Depowered Armament	41-42	2	3.85%	Ship	You cannot attack at long range	
Disengaged Fire Control	43-44	2	3.85%	Ship	When declaring the target of an attack, you cannot choose a target against whom the attack would be obstructed.	
Structural Damage	45-52	8	15.38%	Ship	Deal an additional damage card to this ship, then turn this card facedown.	

[1] Blue critical: Cancel all attack dice to deal 1 faceup damage card to the defender."

[2] This card is exclusive to the Core set.

[3] While attacking at close-medium range, you may spend up to 2 shields from any of your hull zones to add the same number of blue dice to your attack pool.

FAQ clarification:

If this ship spends two shields, it may take both from the same hull zone or one each from two different hull zones

[4] This card is exclusive to the Core set.

[5] Before an enemy ship is dealt a faceup damage card, look at the top 4 cards of the damage deck, place 1 on top of the deck and discard the others.

[6] This card is exclusive to the Core set.

[7] At the start of each Ship Phase, you may choose 1 command. Each friendly ship gains a command token matching that command.

[8] This card is exclusive to the Core set.

[9] 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.

[10] This card is exclusive to the Core set.

[11] When a friendly ship at distance 1-5 resolves Repair command, it gains 1 additional engineering point.

[12] This card is exclusive to the Core set.

[13] type here

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

FAQ clarification:

If a ship spends a command token to resolve a command, it cannot spend the matching token gained by exhausting Wulff Yularen to resolve that command or its effect again this round.

[14] This card is exclusive to the Core set.

[15] Black Critical Hit: Exhaust this card. Each hull zone adjacent to the defending hull zone suffers 1 damage.

[16] Before you reveal a command, you may spend 1 command token to change that command to a Navigate or Repair command.

[17] While defending you may exhaust this card to spend 1 defense token that your opponent targeted with an Accuracy result.

[18] Engineering command: Gain 1 additional engineering point.

[19] Modification:

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

[20] Your squadron value is increased by 1.

[21] Icon Command ConcentrateFire.png: The next attack you perform this activation can be performed from this hull zone. Each of your hull zones, cannot target the same ship or squadron more than once during that activation.

Rules Clarification:

This effect can be resolved once while this ship is resolving a Concentrate Fire command, during the Resolve Attack Effects step of an attack. If it does, the NEXT attack during this ship's activation may declare target from the same hull zone.

[22] While attacking, you may change 1 die face with a hit or critical icon to a face with an accuracy icon.

[23] Navigate command: Your navigate tokens can either change your speed or increase your yaw value by 1.

[24] Blue critical: Exhaust all of the defender's defense tokens.

[25] Before you reveal a command, you may spend 1 command token to change that command to a concentrate fire or squadron command.

[26] After you resolve a squadron command, exhaust this card to toggle the activation slider of 1 squadron activated with that command.

[27] This card is exclusive to the Assault Frigate expansion pack.

[28] Squadron command: Squadrons that you activate can move even if they are engaged. When an engaged squadron moves in this way, treat it as having a printed speed of "2."

FAQ clarification:

If a ship has Corruptor and Admiral Chiraneau equipped, engaged squadrons with bomber that it activates have a speed of "3."

[29] This card is exclusive to the Gladiator-class Star Destroyer expansion pack.

[30] The hull value of each friendly ship is increased according to its size class:

Small ship: 1

Medium ship: 2

Large ship: 3

FAQ clarification:

If a ship's hull value becomes equal to the amount of damage cards it has as a result of losing Admiral Motti's effect, that ship is destroyed.

[31] This card is exclusive to the Victory-class Star Destroyer expansion pack.

[32] "Once per activation, when a friendly ship is attacking, it may spend 1 die to change a die to a face with a critical icon.

FAQ clarification:

Screed can change a black die to the face that contains both a critical icon and hit icon.

[33] This card is exclusive to the Gladiator-class Star Destroyer expansion pack.

[34] When you resolve the Redirect token effect, you can choose more than one hull zone to suffer damage, which may include a nonadjacent hull zone.

[35] This card is exclusive to the Assault Frigate expansion pack.

[36] Squadron command: the speed of each squadron with Bomber you activate is increased by 1 until the end of its activation.

[37] This card is exclusive to the Victory-class Star Destroyer expansion pack.

[38] During your Attack step, you can perform only 1 attack.

You can perform 1 of your attacks after you execute your first maneuver during your activation.

FAQ clarification:

If Demolisher is equipped with Engine Techs, it can perform one of its attacks after it executes the maneuver granted by Engine Techs.

Demolisher only affects one of the ship's attacks. It must perform its other attack during the Attack step of its activation or that attack is forfeited.

[39] This card is exclusive to the Gladiator-class Star Destroyer expansion pack.

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

[41] This card is exclusive to the Victory-class Star Destroyer expansion pack.

[42] Navigate command: After you execute a maneuver in which you did not overlap a ship, you may exhaust this card to execute a speed-1 maneuver.

[43] Modification:

The battery armament for your front hull zone is increased by 2 black dice.

[44] This card is exclusive to the Gladiator-class Star Destroyer expansion pack.

[45] Squadron command:

The anti-squadron armament of each squadron that you activate is increased by 1 blue die until the end of

its activation.

[46] Before a friendly squadron at distance 1 suffers damage from an attack, reduce the total damage by 1.

[47] This card is exclusive to the Assault Frigate expansion pack.

[48] After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens each friendly ship may gain a number of command tokens equal to its command value.

FAQ clarification:

A ship cannot have more than one copy of the same command token.

[49] This card is exclusive to the Assault Frigate expansion pack.

[50] The black dice in your battery armament can be used at medium range. This effect applies only while attacking the rear hull zone of a ship.

FAQ clarification:

This ship can initiate an attack against the rear hull zone of an enemy ship at medium range even if it does not have red or blue dice in its armament.

[51] This card is exclusive to the Gladiator-class Star Destroyer expansion pack.

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

[53] Blue critical:

Choose and discard 1 command token from the defender. If the defender does not have any command tokens, the defending hull zone loses 1 shield instead.

[54] This card is exclusive to the Victory-class Star Destroyer expansion pack.

[55] You can ignore the effects of overlapping obstacles. Your attacks cannot be obstructed.

[56] This card is exclusive to the CR90 Corvette expansion pack.

[57] While attacking, you may spend 1 blue die to reroll any number of dice in your attack pool.

[58] When a friendly ship resolves the Evade token effect, it can cancel 1 die at medium range or reroll 1 additional die at close range or distance 1.

[59] This card is exclusive to the CR90 Corvette expansion pack.

[60] While attacking a ship you have already attacked this round, add 1 black die to your attack pool.

[61] This card is exclusive to the Assault Frigate expansion pack.

[62] While attacking a squadron at close range, you may reroll your critical icons.

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

[64] This card is exclusive to the CR90 Corvette expansion pack.

[65] While attacking a ship from your front hull zone, your critical icons count as 2 damage instead of 1.

[66] This card is exclusive to the Nebulon-B expansion pack.

[67] While attacking, you may exhaust this card and spend 1 die to change 1 of your dice to a face with an Accuracy icon.

[68] Before you gain a command token, 1 friendly ship at distance 1-5 may gain that token instead.

[69] This card is exclusive to the CR90 Corvette expansion pack.

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

[71] While attacking you may rotate 1 die face with an accuracy icon to a face with a hit icon.

FAQ clarification:

Warlord can change a red die to the face that contains two hit icons.

[72] This card is exclusive to the Victory-class Star Destroyer expansion pack.

[73] While attacking if the defender spends a Redirect token, it cannot suffer more than 1 damage on hull zones other than the defending hull zone when it resolves the Redirect defense effect.

[74] Critical: The first 2 damage cards dealt to the defender by this attack are dealt faceup.

[75] Squadron command: Each squadron you activate may choose to only attack during your activation. If it does, while attacking, it may add 1 die to its attack pool of a color already in its attack pool.

[76] This card is exclusive to the Nebulon-B expansion pack.

[77] Before a friendly ship's Attack Step, it may choose to attack from only its left and right hull zones this round. If it does, it may add 2 red dice to its attack pool while attacking a ship.

[78] This card is exclusive to the Home One expansion pack.

[79] 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.

[80] This card is exclusive to the Imperial Raider expansion pack.

[81] During each friendly ship's Determine Course step, it may change its speed by 1.

[82] This card is exclusive to the Imperial Raider expansion pack.

[83] While defending, during the Spend Defense Tokens Step, you may discard a readied defense token to cancel 1 attack die."

[84] This card is exclusive to the MC30c expansion pack.

[85] Black Critical: Exhaust this card. Deal 1 faceup damage card to the defender.

[86] This card is exclusive to the MC30c expansion pack.

[87] While attacking, you may exhaust this card. If you do, the defender cannot spend more than 1 exhausted defense tokens during this attack.

[88] Squadron command: You can activate friendly squadrons at close-long range (instead of close-medium).

[89] At the start of the first round, you may replace 1 of your defense tokens with an evade defense token.

[90] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[91] After a squadron performs an attack against you, even if you are destroyed, you may discard this card to roll 4 blue dice. That squadron suffers 1 damage for each hit or critical icon rolled.

[92] This card is exclusive to the Home One expansion pack.

[93] While a friendly ship is attacking a ship, it may spend 1 defense token to reroll any number of dice in its attack pool.

[94] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[95] While attacking a ship that has already activated this round, add 1 die of any color to your attack pool.

[96] This card is exclusive to the Home One expansion pack.

[97] Once per round, while attacking from your front hull zone, you may add 1 blue die to your attack pool for each discarded defense token

[98] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[99] Before you reveal a command, you may change it to an engineering command.

[100] When you resolve the evade defense effect, you can effect 1 additional die.

When you resolve the redirect defense effect, you can choose 1 additional adjacent hull zone to suffer damage.

[101] This card is exclusive to the MC30c expansion pack.

[102] Once per round, when a friendly ship or friendly unique squadron is destroyed, it remains in the play area and is treated as if it was not destroyed until the end of the Status Phase.

[103] This card is exclusive to the MC30c expansion pack.

[104] While attacking, the brace defense effect cannot reduce the damage total by more than 1 unless it is the only defense token spend by the defender during the attack.

[105] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[106] While another friendly ship at distance 1-5 is attacking, it may change 1 die to a face with an accuracy icon.

[107] This card is exclusive to the Home One expansion pack.

[108] At the end of your Attack Step, choose 1 of your hull zones. You may perform an attack against 1 enemy squadron from that hull zone, even if you have already attacked from that zone this round.

[109] This card is exclusive to the Imperial Raider expansion pack.

[110] Squadron command: Each squadron you activate may increase its speed to 4 until the end of its activation. Squadrons that change speed in this way cannot attack this activation.

[111] This card is exclusive to the Home One expansion pack.

[112] Enemy squadrons at distance 1 are treated as if they are engaged by 2 additional squadrons, even if they are not currently engaged.

[113] This card is exclusive to the Imperial Raider expansion pack.

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

[115] This card is exclusive to the MC30c expansion pack.

[116] Before you reveal a command, you may change it to an navigate command.

[117] This card is exclusive to the Home One expansion pack.

[118] Blue Critical: You may exhaust this card to force the defender to choose and discard one of his defense tokens.

[119] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[120] While attacking, you may reroll up to 2 of your black dice.

[121] 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 navigate token or reduce its speed by 1 to a minimum of 1.

[122] Repair command: You may spend up to 2 engineering points to move that many shields from your ship to a friendly ship at distance 1-5.

[123] This card is exclusive to the Home One expansion pack.

[124] While defending at distance 1, if the attacker is a squadron, you have counter 1.

[125] Modification:

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

[126] Modification.

At the start of each Status Phase, you may recover 1 shield.

[127] The total number of command dials that must be assigned to your ship during the Command Phase is reduced by 1.

[128] After attacking a squadron, you may deal 1 damage to a friendly squadron engaged with the defender. If you do, the defender suffers 1 damage.

[129] This card is exclusive to the Imperial-Class Star Destroyer.

[130] Modification.

You cannot attack more than once per round.

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

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

[132] While attacking a ship, each of your unspent blue accuracy icons adds 1 damage to the damage total.

[133] Before you reveal a command, you may change it to an concentrate fire command.

[134] This card is exclusive to the Imperial-class Star Destroyer expansion pack.

[135] While attacking, you may spend 1 evade token to change 1 red die to a face with a critical icon or 2 hit icons.

[136] This card is exclusive to the MC30c expansion pack.

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

[138] This card is exclusive to the Home One expansion pack.

[139] Before you reveal a command, you may change it to an squadron command.

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

[141] This card is unique to the Imperial Assault Carriers expansion pack.

[142] While a friendly squadron with BOMBER at distance 1-5 is attacking a ship, it may reroll 1 die.

[143] While defending against an attack that does not target your rear hull zone, before you suffer damage recude that total damage by 1.

[144] This card is unique to the Rebel Transports expansion pack.

[145] After the Reveal Command Dial Step, you may remove 1 command token from this ship to assign a matching token to another friendly ship at distance 1-5.

[146] While a friendly small or medium ship is defending against a ship, if the defender is at speed 3 or higher, the attack is treated as obstructed.

[147] This card is unique to the Rebel Transports expansion pack.

[148] After deploying fleets, place 2 non-consecutive round tokens on this card. At the start of the Ship Phase during each round matching 1 of those tokens each friendly ship may recover 1 of its discarded defense tokens.

[149] This card is unique to the Imperial Assault Carriers expansion pack.

[150] While a squadron at distance 1-2 is attacking or defending against a squadron, the attack is treated as obstructed.

[151] Navigate Command: After you execute a maneuver, you may exhaust this card to execute a 1-speed maneuver with a yaw of "-".

[152] This card is unique to the Rebel Transports expansion pack.

[153] Repair Command: Instead of spending engineering points, you may discard 1 damage card from a friendly ship at distance 1-2.

[154] This card is unique to the Rebel Transports expansion pack.

[155] After you execute a maneuver, you may exhaust this card to choose an enemy ship at distance 1-3. You may choose a new command on its top command dial.

[156] This card is unique to the Imperial Assault Carriers expansion pack.

[157] After an enemy ship ends its activation, if it is at distance 1-3, you may choose and exhaust 1 of his defense tokens.

[158] This card is unique to the Imperial Assault Carriers expansion pack.

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

[160] This card is unique to the Rebel Transports expansion pack.

[161] Squadron Command: The speed of each squadron without HEAVY you active is increased by 1, to a maximum of 5, until the end of its activation.

[162] This card is unique to the Imperial Assault Carriers expansion pack.

[163] At the start of each Status Phase, you may choose any number of enemy ships at distance 1-5 of at least 2 friendly non-flotilla ships, 1 of which must be of medium or larger size class. For each chosen ship you may discard 1 Navigate token from it or increase or decrease that enemy ship's speed by 1 to a minimum of speed 1.

[164] This card is unique to the Interdictor expansion pack.

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

[166] This card is unique to the Interdictor expansion pack.

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

[168] This card is unique to the Liberty expansion pack.

[169] 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.

[170] This card is unique to the Interdictor expansion pack.

[171] At the start of the first round, gain 1 contain defense token.

[172] This card is unique to the Liberty expansion pack.

[173] After you execute a maneuver, you may select a number of unengaged friendly squadrons up to your squadron value at close-medium range. Those squadrons may move up to distance 1.

[174] During the Resolve Damage Step, you may exhaust this card to resolve 1 additional critical effect. You cannot resolve the same critical effect twice.

[175] This card is unique to the Liberty expansion pack.

[176] During your activation, you can resolve your squadron command after you execute a maneuver.

[177] This card is unique to the Interdictor expansion pack.

[178] Before an enemy ship at distance 1-5 resolves the Determine Course step, you may exhaust this card to temporarily reduce its speed by 1 to a minimum of speed 0 until the end of the maneuver.

[179] This card is unique to the Interdictor expansion pack.

[180] Before deploying fleets, place 1 grave well token anywhere in the play area. When a ship deploys at distance 1-3 of a grav well token, its speed dial must be set to 0.

[181] This card is unique to the Interdictor expansion pack.

[182] When a friendly ship resolves a navigate command, if it spent a navigate dial it may increase 1 additional yaw value by 1. if it spent a navigate token, it may either change its speed or increase 1 yaw value by 1.

[183] This card is unique to the Liberty expansion pack.

[184] Before deploying fleets, place 1 grav shift token anywhere in the play area. After deploying fleets, you may move each obstacle at distance 1-3 of that token to within distance 2 of that obstacle's current location. Obstacles cannot overlap tokens, obstacles, or ships.

[185] This card is unique to the Interdictor expansion pack.

[186] Modification. The battery armaments for your left and right hull zones are increased by 1 blue die.

[187] This card is unique to the Liberty expansion pack.

[188] When a ship activates, you may exhaust this card to ready 1 other upgrade card equipped to this ship.

[189] This card is unique to the Interdictor expansion pack.

[190] Squadron: if you spent a squadron token, you may activate 1 additional squadron.

[191] This card is unique to the Liberty expansion pack.

[192] Before you are dealt a faceup damage card with the crew trait, you may discard this card to discard that damage card.

[193] This card is unique to the Liberty expansion pack.

[194] Concentrate Fire: While attacking a ship, the defender cannot spend more than 1 defense token during this attack.

[195] This card is unique to the Liberty expansion pack.

[196] Blue Critical: Choose and exhaust 1 of the defender's upgrade cards.

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

[198] Before you reveal a command, you may discard this card to discard your top command dial.

[199] This card is unique to the Liberty expansion pack.

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

[201] This card is unique to the Liberty expansion pack.

[202] While a friendly ship at distance 1-3 is defending at close range, during the Spend Defense Tokens step, you may exhaust this card to force the attacker to reroll up to 4 dice of your choice.

[203] This card is unique to the Interdictor expansion pack.

[204] While attacking, you may exhaust this card to reroll all dice in your attack pool.

[205] When a friendly ship is attacking a ship at distance 1 of at least 1 friendly squadron, the attacker may replace up to 2 dice in its attack pool with an equal number of dice of any color.

[206] The card is unique to the Phoenix Home expansion pack.

[207] Modification.

While attacking, you may exhaust this card to add 1 red die to your attack pool. If you do, remove 1 die from the attack pool.

[208] This card is unique to the Imperial Light Cruiser expansion pack.

[209] During a friendly ship's Determine Course step, it may suffer 1 damage to change the first yaw value of its current speed to "II" until the end of its activation.

[210] This card is unique to the Imperial Light Cruiser expansion pack.

[211] At the start of the Ship Phase, you may discard this card to discard up to 3 of your facedown damage cards.

[212] This card is unique to the Imperial Light Cruiser expansion pack.

[213] When you resolve the Contain defense effect, you can prevent the attacker from resolving any critical effects.

[214] This card is unique to the Imperial Light Cruiser expansion pack.

[215] You gain an additional Defensive Retrofit icon in your upgrade bar.

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

[216] This card is unique to the Imperial Light Cruiser expansion pack.

[217] When another friendly ship resolves a Squadron command, up to 2 of the squadrons it activates can be at close-medium range of you.

[218] This card is unique to the Imperial Light Cruiser expansion pack.

[219] When you reveal a command, you may exhaust this card to choose another friendly ship at distance 1-5 and ready 1 of its defense tokens.

[220] This card is unique to the Imperial Light Cruiser expansion pack.

[221] Before deploying fleets, you may set aside a number of friendly squadrons up to your squadron value next to your ship card.

Squadron: For each squadron you would activate with this command, you may instead place 1 of your set-aside squadrons within distance 1. It cannot move this activation.

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

[223] The card is unique to the Phoenix Home expansion pack.

[224] 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.

[225] The card is unique to the Phoenix Home expansion pack.

[226] While attacking a squadron, you may spend 1 black die with a Crit icon to toggle its activation slider to the activated side.

[227] The card is unique to the Phoenix Home expansion pack.

[228] You gain 1 additional Officer icon in your upgrade bar.

You can be assigned up to 4 command tokens instead of a number of command tokens equal to your command value.

[229] The card is unique to the Phoenix Home expansion pack.

[230] At the start of the Ship Phase, you may discard this card or spend a Squadron token. If you do, until the end of the round, the speed of each squadron that a friendly ship activates is increased by 1, to a maximum of 5, until the end of that squadron's activation.

[231] At the start of the Ship Phase, you may discard this card or spend a Navigate token. If you do, until the end of the round, each friendly ship may change its speed by 1 during its Determine Course step.

Rules Clarification:

If the ship with this upgrade equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

[232] At the start of the Ship Phase, you may discard this card or spend a Repair token. If you do, until the end of the round, before a friendly ship reveals a command, it may recover 1 shield.

Rules Clarification:

If the ship with this upgrade equipped is destroyed after resolving this effect, friendly ships are still affected until the end of the round.

[233] When you overlap an enemy ship, the enemy ship suffers a faceup damage card instead of a facedown damage card.

[234] The card is unique to the Hammerhead Corvettes expansion pack.

[235] When you suffer damage from an attack, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3. If you do, that ship suffers 1 of your damage instead. While this card is exhausted, you cannot spend engineering points.

[236] The card is unique to the Hammerhead Corvettes expansion pack.

[237] While attacking, you may choose and exhaust a copy of this card on another friendly ship at distance 1-3 to reroll up to 2 attack dice. While this card is exhausted, you cannot attack ships.

[238] The card is unique to the Hammerhead Corvettes expansion pack.

[239] When a friendly ship resolves a command by spending a command dial, if it has not resolved another command this round, it may resolve that command as if it spent a matching command token. If it does, that ship may not resolve additional commands this round.

A ship cannot resolve the same command more than once per round.

A ship can spend both a command dial and a command token to combine their effects. Doing so counts as a single resolution of the command.

You treat the effect of Commander Leia Organa "as if" you already spent a dial and a token. This counts as 1 command. Spending an additional matching command token would be a second command which is forbidden. Therefore a player cannot combine the effect of this Commander Upgrade Card with the effect of another matching command token.

[240] The card is unique to the Hammerhead Corvettes expansion pack.

[241] 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.

[242] The card is unique to the Hammerhead Corvettes expansion pack.

[243] When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. Look at its facedown damage cards and flip a number of them faceup up to your engineering value (one at a time).

[244] When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. If you do you may choose a new command for each command dial assigned to that ship.

[245] The card is unique to the Hammerhead Corvettes expansion pack.

[246] Modification.

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

[247] While attacking at close range, you may discard this card to add 2 black dice to your attack pool.

[248] The card is unique to the Hammerhead Corvettes expansion pack.

[249] When you reveal a command other than a Squadron command, you may discard this card to resolve a Squadron. You treat this command as if you spent a Squadron dial.

[250] The card is unique to the Imperial Light Carrier expansion pack.

[251] When you activate, you may choose up to 3 unengaged friendly squadrons at close-medium range. Those squadrons may move up to distance 2. If they do, they cannot end their movement engaged.

[252] The card is unique to the Imperial Light Carrier expansion pack.

[253] While a friendly squadron with Swarm at distance 1-2 is defending, the attack is treated as obstructed.

[254] The card is unique to the Imperial Light Carrier expansion pack.

[255] While a friendly squadron without Rogue is attacking, it may spend 1 die with an Accuracy icon to choose and spend 1 of the defender's defense tokens. While attacking a ship, it may also reroll 1 die with a Crit icon.

[256] The card is unique to the Imperial Light Carrier expansion pack.

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

[258] The card is unique to the Imperial Light Carrier expansion pack.

[259] 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.

[260] The card is unique to the Imperial Light Carrier expansion pack.

[261] When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. Choose and spend a number of its defense tokens up to your squadron value.

[262] The card is unique to the Imperial Light Carrier expansion pack.

[263] At the start of Ship Phase, you may exhaust this card to discard 1 command token from up to 3 friendly ships at distance 1-5. If you do, each of those ships may gain 1 command token of any type.

[264] The card is unique to the Chimaera expansion pack.

[265] You gain 1 Fleet Command icon in your upgrade bar. You cannot equip this card if you have a Fleet Command icon in your upgrade bar. At the start of the Command Phase, you may discard 1 Fleet Command upgrade card you have equipped and replace it with another Fleet Command upgrade card.

[266] The card is unique to the Chimaera expansion pack.

[267] "Star Destroyer" only.

"While defending against an attack that targets your front hull zone, before you suffer damage, you may choose and exhaust a copy of this card on another friendly ship at distance 1-4 to reduce the total damage by 1.

[268] The card is unique to the Chimaera expansion pack.

[269] After deploying fleets, place 3 facedown command dials on this card. At the start of each Ship Phase, you may reveal and discard 1 of those dials. If you do, until the end of the round, before each friendly ship activates, it gains 1 additional dial matching that discarded dial.

[270] The card is unique to the Chimaera expansion pack.

[271] At the start of each Ship Phase, you may choose 1 of your hull zones and mark it with a chaff token. Until the end of the round, while a ship or squadron is attacking that hull zone, the attack is obstructed. After the Status Phase, remove that chaff token.

[272] At the start of the Ship Phase, you may discard this card or spend a Concentrate Fire token. If you do, until the end of the round, while each friendly ship is attacking a ship, it may change 1 die to a face with 1 Hit icon and no other icons.

[273] 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.

Hardened Bulkheads does not protect a ship against the card effect of Garell's Honor (Hammerhead Title Card).

[274] The card is unique to the Chimaera expansion pack.

[275] 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.

[276] The card is unique to the Chimaera expansion pack.

[277] After deploying fleets, you may place 1 round token on this card. If you do, during the round matching that round token, you must activate at the end of the Ship Phase (after all other ships have activated).

[278] The card is unique to the Chimaera expansion pack.

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

[280] The card is unique to the Chimaera expansion pack.

[281] Large ship only.

When it is your turn to activate, you may exhaust this card to pass your turn (your opponent activates a ship instead).

[282] When you reveal a command, you may discard a Squadron Command dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 non-commander upgrade card equipped to that ship.

[283] The card is unique to the Chimaera expansion pack.

[284] After deploying fleets, choose and place 1 command token on this card. When you reveal a command matching that token, you may gain 1 matching command token without spending the command dial.

[285] The card is unique to the Chimaera expansion pack.

[286] When you deploy this ship, you may move shields to up to 2 of your hull zones from your other hull zones. If you do, the number of shields in a zone cannot exceed a maximum of "6". You cannot recover shields while any zone is greater than its maximum shield value.

[287] The card is unique to the Profundity expansion pack.

[288] Before deploying fleets, you may set aside 1 small ship with a command value of 1.

At the start of any round, you may deploy the set-aside ship at distance 1. You may un-equip up to 1

Commander and 1 Officer upgrade cards and equip them to it (if able).

[289] The card is unique to the Profundity expansion pack.

[290] "MC" only.

Repair: You may choose and exhaust another copy of this card on a friendly ship at distance 1-4. If you do, gain 2 additional engineering points.

[291] The card is unique to the Profundity expansion pack.

[292] Before deploying fleets, you may set aside 1 other friendly ship. At the start of any round, you may deploy that ship at distance 1 of a friendly ship. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.

[293] The card is unique to the Profundity expansion pack.

[294] Blue Crit: You may exhaust this card. If you do, the defending hull zone and each adjacent hull zone loses 1 shield.

[295] Medium or large ship only.

After deploying fleets, you may place 1 round token on this card. At the start of the Ship Phase of the round matching that round token, if you are the second player you must activate, if you are the first player, you may gain up to 2 command tokens of your choice.

[296] The card is unique to the Profundity expansion pack.

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

[298] The card is unique to the Profundity expansion pack.

[299] Medium or large ship only.

At the end of your Attack Step, you may exhaust this card and choose 1 of your hull zones. Then perform an attack from that hull zone with an anti-squadron armament of 1 black die, even if you have already attacked from that zone this round.

[300] The card is unique to the Profundity expansion pack.

[301] Black Crit: If the defender is a ship, choose 1 other ship or squadron at close range of the defender. That ship or squadron suffers damage equal to half of the total number of black Hit icons in your attack pool, rounded up.

[302] The card is unique to the Profundity expansion pack.

[303] While attacking, you may exhaust this card to reroll any number of dice of 1 color.

[304] The card is unique to the Profundity expansion pack.

[305] When you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. If that ship has no raid tokens, it gains 2 raid tokens of your choice. If that ship has an objective token, you may also gain 1 victory token.

[306] The card is unique to the Profundity expansion pack.

[307] When a friendly ship spends only a command token to resolve a command, you may exhaust this card. If you do, that ship resolves that command as if it had spent a dial of the same type instead.

[308] The card is unique to the Super Star Destroyer expansion pack.

[309] After deploying fleets, place 1 defense token of each type on this card. At the start of each Ship Phase you may discard 1 of those tokens. If you do, until the end of the round, if an enemy ship or squadron spends a matching token during its Spend Defense Tokens step, discard that token.

[310] The card is unique to the Super Star Destroyer expansion pack.

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

[312] The card is unique to the Super Star Destroyer expansion pack.

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

[314] The card is unique to the Super Star Destroyer expansion pack.

[315] 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).

[316] The card is unique to the Super Star Destroyer expansion pack.

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

[318] The card is unique to the Super Star Destroyer expansion pack.

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

[320] The card is unique to the Super Star Destroyer expansion pack.

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

[322] The card is unique to the Super Star Destroyer expansion pack.

[323] While attacking a squadron, you may reroll 1 attack die.

[324] The card is unique to the Super Star Destroyer expansion pack.

[325] When an enemy ship overlaps you, the enemy ship suffers a faceup damage card instead of a facedown damage card.

[326] The card is unique to the Super Star Destroyer expansion pack.

[327] You can be assigned any number of command tokens of any types, instead of a number of command tokens equal to your command value.

[328] The card is unique to the Super Star Destroyer expansion pack.

[329] Concentrate Fire: Your Concentrate Fire tokens can either reroll 1 attack die or add 1 die to your attack pool. If you add a die, that die must be of a color already in your attack pool.

[330] The card is unique to the Super Star Destroyer expansion pack.

[331] When you resolve the Evade defense effect, you can cancel 1 die at close range or distance 1.

Squadron: You may discard this card to choose 1 enemy ship at close range. That ship gains 1 raid token of your choice.

[332] The card is unique to the Rebellion of the Rim expansion pack.

[333] 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.

[334] The card is unique to the Rebellion of the Rim expansion pack.

[335] 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.

[336] The card is unique to the Rebellion of the Rim expansion pack.

[337] Squadron: 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.

[338] The card is unique to the Rebellion of the Rim expansion pack.

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

[340] The card is unique to the Rebellion of the Rim expansion pack.

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

[342] The card is unique to the Rebellion of the Rim expansion pack.

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

[344] The card is unique to the Rebellion of the Rim expansion pack.

[345] Repair: You may treat the maximum shield values of your right and left hull zones as increased by 1 when you recover or move shields to those zones. If you do, the number of shields in those zones cannot exceed a maximum of 4.

[346] 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).

[347] The card is unique to the Rebellion of the Rim expansion pack.

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

[349] The card is unique to the Rebellion of the Rim expansion pack.

[350] Repair: You may treat the maximum shield values of your right and left hull zones as increased by 1 when you recover or move shields to those zones. If you do, the number of shields in those zones cannot exceed a maximum of 4.

[351] After deploying fleets you may redeploy this ship within your deployment zone.

[352] The card is unique to the Rebellion of the Rim expansion pack.

[353] You gain 1 additional Support Team icon in your upgrade bar.

When you execute a speed-1 maneuver, during your Determine Course step, you may change your first yaw value to II until the end of your activation.

[354] The card is unique to the Rebellion of the Rim expansion pack.

[355] You gain 1 additional Fleet Command icon in you upgrade bar.

You cannot equip this card if you have a Fleet Command icon in your upgrade bar.

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

[356] The card is unique to the Rebellion of the Rim expansion pack.

[357] You gain 1 additional Weapons Team icon in your upgrade bar.

At the start of the first round, you may replace 1 of your defense tokens with a Redirect defense token.

[358] The card is unique to the Rebellion of the Rim expansion pack.

[359] You may reroll 1 die in your attack pool.

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

[360] The card is unique to the Rebellion of the Rim expansion pack.

[361] While attacking a ship, you may change 1 die face with an Accuracy icon to a face with a Crit icon.

[362] The card is unique to the Rebellion of the Rim expansion pack.

[363] At the start of the Ship Phase, you may discard this card or spend a Navigate token. If you do, until the end of the round, each friendly ship may increase the last yaw value of its current speed by 1 during its Determine Course step.

[364] The card is unique to the Rebellion of the Rim expansion pack.

[365] While a friendly ship is attacking a ship, if the attack is obstructed by a ship or obstacle, the attacker does not remove a die (even if the attack is also obstructed by a card effect), and may add 1 red die to the attack pool.

[366] The card is unique to the Onager expansion pack.

[367] You gain 1 Fleet Command icon in you upgrade bar.

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

[368] 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.

[369] The card is unique to the Onager expansion pack.

[370] 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.

[371] The card is unique to the Onager expansion pack.

[372] After the start of the Ship Phase, you may spend 1 Concentrate Fire to place your targeting token within your special firing arc within the range specified by one of your Ignition keywords.

[373] The card is unique to the Onager expansion pack.

[374] Navigate: While executing a 0-speed maneuver, you can resolve clicks of yaw at the speed-0 joint, and are treated as having a yaw value of "1" for that maneuver.

[375] The card is unique to the Onager expansion pack.

[376] Blue or Black Crit: You may discard this card to choose and discard 1 Offensive Retrofit, Defensive Retrofit, Ordnance, Ion Cannons, or Turbolasers upgrade card equipped to the defender.

[377] The card is unique to the Onager expansion pack.

[378] 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.

[379] After you deploy, place 1 red die set to a blank face on this card. If you are the second player, set it to any face instead.

While attacking a ship, you may spend 1 die from the attack pool to exchange it with the die on this card. Both dice remain set to their current faces.

[380] The card is unique to the Onager expansion pack.

[381] After you deploy, you must replace 1 of your defense tokens with a Salvo defense token.

[382] Ignition (Long)

Ignition, Red Crit: Each other ship at distance 1 of the defender suffers 2 damage, and each squadron at distance 1 of the defender suffers 1 damage.

[383] The card is unique to the Onager expansion pack.

[384] Ignition (Medium)

Ignition, Red Crit: The defender suffers 1 damage. This occurs once for each red or blue Crit icon in the pool.

[385] The card is unique to the Onager expansion pack.

[386] After you deploy, gain 1 non-Scatter defense token."

"During your "Spend Defense Tokens" step, if your speed is not 0, you may discard 1 defense token to resolve the effect of that defense token. You cannot resolve the effect of each type of defense token more than once per attack.

[387] The card is unique to the Starhawk expansion pack.

[388] Red or Blue Crit: You may exhaust this card to ready 1 of your exhausted defense tokens.

You can resolve this critical effect during a Salvo attack.

[389] The card is unique to the Starhawk expansion pack.

[390] Before the end of the Squadron Phase, you may spend 1 Squadron 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.

[391] The card is unique to the Starhawk expansion pack.

[392] After you deploy, gain 1 Evade defense token.

When an enemy ship overlaps you, you may deal 1 additional facedown damage card to both ships.

[393] The card is unique to the Starhawk expansion pack.

[394] After you deploy, gain 1 Salvo defense token.

While defending, if your speed is 0, during your Spend Defense Tokens step, you can spend 1 defense token.

[395] The card is unique to the Starhawk expansion pack.

[396] After you deploy, gain 1 Redirect defense token.

While attacking a squadron, if the defender is engaged with a friendly squadron without the printed Heavy keyword, you may reroll 1 die.

[397] The card is unique to the Starhawk expansion pack.

[398] 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.

[399] The card is unique to the Starhawk expansion pack.

[400] type hereWhen you reveal a command, you may discard a Squadron dial or token and this card to choose 1 enemy ship at close range. Choose and discard 1 Weapons Team, Support Team, Offensive Retrofit, Defensive Retrofit, Ordnance, Ion Cannons, or Turbolasers upgrade card equipped to that ship.

[401] The card is unique to the Starhawk expansion pack.

[402] While a friendly ship is defending, when it spends a readied Redirect token, it may reduce the total damage by 1 before it suffers damage.

[403] When a friendly ship reveals a command, you may discard up to 1 token of each type from this card. For each token you discard, that ship gains 1 additional command dial matching that token's type.

[404] While defending, you may exhaust this card and spend a readied defense token to resolve the Salvo defense effect instead of that token's effect. You cannot resolve the Salvo defense effect more than once per attack.

[405] After your Reveal Command Dial step, you may exhaust this card and discard any number of Concentrate Fire tokens from it to choose that many friendly ships at distance 1-5. Assign each chosen ship a Concentrate Fire token.

[406] After your Reveal Command Dial step, you may exhaust this card and discard any number of Repair tokens from it to choose that many friendly ships at distance 1-5. Assign each chosen ship a Repair token.

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

[408] 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 Salvo attack).

You can spend tokens from this card to ready it.

[409] When you reveal a Concentrate Fire, Navigate, or Squadron 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.

[410] 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.

[411] Clone only.

Concentrate Fire: You may discard a Concentrate Fire token assigned to another friendly ship at distance 1-5 of the defender. If you do, add 1 blue die set to the Icon Dice Accuracy.png to your attack pool.

[412] Before a friendly ship or squadron at distance 1-2 suffers damage from an attack, you may exhaust this card and spend up to 2 shields from your front hull zone to reduce the total damage by that amount.

[413] Squadron: Each non-unique squadron that you activate gains swarm until the end of its activation. Each squadron with swarm that you activate may reroll 1 die while attacking a ship.

[414] You gain 1 Fleet Support icon in your upgrade bar. You cannot equip Turbolasers or Ordnance upgrades.

[415] During your Determine Course step, if you are at distance 1-2 of an obstacle, you may change your speed by 1 or increase 1 yaw value by 1.

[416] You must choose at least 2 types of command tokens for this card.

At the start of each Ship Phase, you may discard 1 command token from this card. If you do, each enemy ship gains a raid token matching that command token.

[417] Once per activation, while a friendly ship is attacking a ship, if another friendly ship is at close-medium range of the defender, the attacker may change 1 die to a face with any 1 icon (and no other icons).

[418] 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 Squadron command.

[419] 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.

[420] Repair: 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.

[421] When you spend only a Repair, Navigate or Squadron 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.

[422] Droid only.

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

- Flip any number of your faceup damage cards with the CREW trait facedown.
- Discarding facedown damage cards costs 1 fewer engineering point.

[423] When you activate you may exhaust this card and spend 1 or more of your Defense Tokens to choose the same number of Defense Tokens of a friendly ship at distance 1-3 and ready those Defense Tokens.

[424] Before you suffer damage from an attack, if the defending hull zone has at least 1 shield remaining, you may exhaust this card to reduce the total damage by 1.

[425] While defending, if you are at speed 2 or higher, you may spend a defense token to resolve the Evade defense effect instead of that token's effect. You cannot resolve the Evade defense effect more than once per attack.

[426] Before you are dealt a faceup damage card with the SHIP trait, you may exhaust this card to discard that damage card (without resolving its effect)

[427] At the start of each Ship Phase, you may discard 1 command token from this card. If you do, either you gain 1 matching command dial, or each friendly ship gains 1 matching command token.

[428] When a friendly ship resolves a Squadron command, if it spent a Squadron token, it may activate 1 additional squadron.

When a friendly ship resolves a Repair command, it may spend engineering points on the following repair effect:

Repair Squadron: Spend 2 points to choose a friendly squadron at distance 1-3. That squadron recovers 1 hull point.

[429] Before deploying fleets, un-equip this card and choose 1 friendly small ship that is not your flagship. Equip this card to the chosen ship (even if it does not have a Fleet Command icon in its upgrade bar).

At the end of the game, if you are within the enemy deployment zone, increase your score by 40 points; if you were destroyed, increase your fleet value by 20 points.

[430] While defending, when you suffer damage from an attack, you may suffer up to 1 of that damage on the shields of a hull zone adjacent to the defending hull zone for each defense token you spent during the Spend Defense Tokens step. If you do, suffer any remaining damage on the defending hull zone.

[431] When you execute a maneuver during your Determine Course step, if you have not resolved a Navigate 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 Navigate command during this activation.

You can spend tokens from this card to ready it.

[432] After you deploy, gain 1 additional Icon DefToken Evade.png defense token.

[433] Before you reveal a command, you may discard your top command dial.

[434] While a friendly ship or unique squadron is defending, after the Spend Defense Tokens step, if it

spent fewer than 2 defense tokens, it may either ready 1 of its defense tokens it did not spend, or choose another friendly ship at distance 1-5 and ready 1 of that ship's defense tokens.

[435] While a friendly squadron is attacking a ship at distance 1-3 of a friendly ship, the attacker may add 1 blue die set to an Accuracy icon to its attack pool. That die cannot be rerolled or changed.

Friendly squadrons without Adept gain grit while they are at distance 1 of a friendly squadron with Adept.

[436] While defending, after the attacker declares the defending hull zone, you may spend 1 Redirect 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.

[437] Squadron: 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.

[438] Squadron: 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 printed assault keyword can spend a die with a Hit or Accuracy icon to resolve the assault effect.

You can spend tokens from this card to ready it.

[439] Medium or large ship only.

While defending after the attacker gathers dice, you may spend 1 Brace token. If you do, choose and remove half of the dice in the attack pool rounded down.

[440] At the start of the Squadron Phase, friendly squadrons with Adept gain Grit until the end of the phase. If a friendly squadron with Adept is destroyed, you may choose 1 enemy ship at distance 1-2 of that squadron. If you do, that ship gains 1 raid token of your choice.

[441] Treat each die in your anti-squadron armament as black.

While performing a Salvo 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.

[442] 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.

[443] You must choose at least 2 types of command tokens for this card.

After you resolve a command by spending a dial, you may discard 1 matching command token from this card to gain that token.

[444] While defending, after the Spend Defense Tokens step, if you spent fewer than 2 defense tokens, you

may move up to 2 shields from 1 of your hull zones to the defending hull zone. If you do, the number of shields in that zone cannot exceed a maximum of "6". You cannot recover shields while any zone is greater than its maximum shield value.

[445] While another friendly non-flotilla ship resolves a Squadron command, up to 3 squadrons without Adept that it activates can be at close range of you (even if the squadrons are beyond close-medium range of that ship).

This effect is not active during the first round.

[446] When a friendly ship or squadron is destroyed, you may choose 1 friendly ship or unique squadron at distance 1-5 of the destroyed ship or squadron. If you do, the chosen ship or unique squadron may either ready 1 of its defense tokens or recover 1 of its discarded defense tokens and then exhaust that token.

[447] At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when a friendly ship spends only a matching command token to resolve a command as if it had spent a dial and token of the same type instead.

[448] 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.

[449] 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.

[450] When an enemy ship declares you as the target of a Salvo attack, if this card is readied, the attacker gains a raid token of his choice, if able.

When an enemy ship at close range reveals a command, it may discard a Squadron dial to exhaust this card. While defending, if this card is exhausted, you cannot spend more than 1 defense token.

[451] Non-huge ship only.

While defending at close range or distance 1, during the Spend Defense Tokens step, you may force the attacker to reroll 1 die of your choice.

[452] While performing a Salvo 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.

[453] You gain 1 additional Offensive Retrofit icon in your upgrade bar.

[454] While deploying fleets, if you are in the play area, when you would deploy a squadron with swarm, you may set that squadron aside next to your ship card instead. You may set aside up to 5 squadrons in this way.

Squadron: For each squadron you would activate with this command, you may place 1 of your set-aside squadrons within distance 3. It cannot move this activation, and if it has AI, increase its AI value by 1.

[455] Treat your rear hull zone's printed battery armament as 3 red dice.

The battery armament of your left and right hull zones are each increased by 1 black die and decreased by 1 blue die.

[456] While a friendly ship is attacking, if the defending hull zone has at least 1 shield remaining, the attacker may add 1 red die to its attack pool.

While a friendly ship is attacking a ship that has no shields remaining, after rolling the attack dice, the attacker must cancel 1 attack die.

[457] Once per activation, while a friendly ship is attacking a ship, the attacker adds 1 black die to its attack pool for each raid token the defender has, to a maximum of 2 additional dice.

[458] When you reveal a command, you may place a matching command token on this card. Then, if you have at least 1 Navigate, 1 Squadron, 1 Concentrate Fire, and 1 Repair command token on this card, you may gain 1 additional command dial of your choice.

[459] At the start of the Squadron Phase, you may discard any number of tokens from this card. For each token you discard in this way, 1 additional squadron at close-long range of you may be activated during each of your fleet's turns to activate squadrons this phase.

[460] 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.

[461] At the end of Command Phase or Ship Phase, you may discard a Redirect defense token to move shields to 1 of your hull zones. If you do, the number of shields in that zone cannot exceed a maximum of "6". You cannot recover shields in that zone while it is greater than its maximum shield value.

[462] When you are deployed, you must choose 1 of each type of command token for this card.

Your command value is increased to 4.

You can be assigned more than 1 of each type of command token.

When you reveal a command, you may discard all of the tokens from this card to gain them.

[463] While attacking a ship at medium-long range, if this is your first attack during your activation, you may add 2 blue dice to your attack pool. If you do, you cannot attack again during this activation.

[464] Once per activation, while performing an attack against an enemy ship, you may spend 1 shield from the attacking hull zone to change 1 die face to any result.

[465] After you perform an attack targeting a ship that has 1 or more raid tokens, if the defender suffered one or more damage, you may remove 1 raid token and 1 command token from the defender. If you do, gain a matching command token.

[466] Choose command dials for this card after deploying fleets.

At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when an enemy ship spends a matching command dial, it resolves that dial as though it spent a token of the same type instead.

[467] While a friendly ship performs a sALvO attack, it may add 1 die to its attack pool of a color already in its attack pool.

Once per activation, after a friendly ship performs an attack that targets an enemy ship, that friendly ship may spend 1 % defense token. If it does, it may perform a sALvO attack targeting the same enemy ship.

[468] While attacking a ship, each of your critical icons adds 1 damage to the damage total, and you can resolve a critical effect.

[469] After a squadron performs a non-Counter attack against you, you may attack that squadron with an anti-squadron armament of X blue dice, even if you are destroyed

[470] Squadrons you are engaged with cannot attack squadrons without escort unless performing a counter attack.

[471] You are not prevented from moving while you are engaged by only 1 squadron.

[472] You do not prevent engaged squadrons from attacking ships or moving.

[473] While an enemy squadron is at distance 1 of you, it has Heavy.

[474] You can move and attack during the Squadron Phase.

[475] While attacking a squadron engaged with another squadron, you may reroll 1 die.

[476] While attacking a ship, you may spend 1 die with a Hit icon. If you do, the defender gains 1 raid token of your choice.