



Recovered defense tokens are not discarded anymore.

So if you discard all 4 tokens on the Devastator you get 4 extra dice. But when you recover one of the tokens with Tagge, the Devastator only get 3 dice, until the token is discarded again.











If a navigate token is used you can choose between changing the speed or increase the yaw value by 1. This is not in addition to the normal Token effect, it is a replacement.

So the maximum that can be done is: either 3 increase the yaw value by 3 (2 from dial, 1 from token) and change the speed by 1 (from dial) or increase the yaw value by 2 (from dial) and change the speed by 2 (from dial and token).



The speed dial is not changed when this upgrade is used. Only the speed on the maneuver tool is modified.

This card can be used to reduce the speed of engine techs, to reduce the speed to 0.

 <p><b>TARGETING SCRAMBLER</b></p> <p>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.</p> <p>5</p>	<p>There can be used several Targeting Scrambler to reroll the same dice more than once.</p>	 <p><b>GRAV SHIFT REROUTE</b></p> <p>Before deploying fleets, place 1 grav shift token anywhere in the play area.</p> <p>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.</p> <p>2</p>	<p>If there is a Grav Shift Reroute on both teams, the first player has to place the token and has to move the obstacles first. Only these obstacles that are still in distance 1-3 when resolving the effect can be moved.</p>
 <p><b>COMMS NET</b></p> <p>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.</p> <p>2</p>	<p>You can reveal the command dial and assign the command token to the ship, and use the comms net to remove this token and assign a matching to the friendly ship.</p>	 <p><b>BOMBER COMMAND CENTER</b></p> <p>While a friendly squadron with <b>BOMBER</b> at distance 1-5 is attacking a ship, it may reroll 1 die.</p> <p>8</p>	<p>The Dice can be rerolled again if there are more Bomber Command Centers in range. But only once with each Bomber Command Center.</p>
 <p><b>REPAIR CREWS</b></p> <p>Ⓞ: Instead of spending engineering points, you may discard 1 damage card from 1 friendly ship at distance 1-2.</p> <p>4</p>	<p>The discarded Damage card can be faceup or facedown</p>	 <p><b>SLICER TOOLS</b></p> <p>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.</p> <p>7</p>	
 <p><b>JAMMING FIELD</b></p> <p>While a squadron at distance 1-2 is attacking or defending against a squadron, the attack is treated as obstructed.</p> <p>2</p>	<p><del>This effect is optional by the owner of the upgrade card.</del></p> <p>This card should read (will in next FAQ): While a squadron at distance 1-2 is attacking or defending against a squadron, the attack must be treated as obstructed.</p>	 <p><b>MS-1 ION CANNONS</b></p> <p><b>BLUE</b> ⚡: Choose and exhaust 1 of the defender's upgrade cards.</p> <p>2</p>	<p>Exhausted upgrade cards still have their effect. You cannot prevent a Medical Team from being used by exhausting it.</p>

 <p><b>HIGH-CAPACITY ION TURBINES</b></p> <p><i>Modification.</i> The battery armaments for your left and right hull zones are increased by 1 blue die.</p> <p>8</p>		 <p><b>AGENT KALLUS</b></p> <p>While attacking a unique squadron, add 1 die of any color to your attack pool.</p> <p>3</p>	<p>The adding of the dice happens in Modify Dice. So adding a red dice does not allow to attack on long range.</p> <p>You cannot add any dice if there is no dice in the attack pool because of obstructed line of line.</p>
 <p><b>ADMIRAL TITUS</b></p> <p>At the start of the first round, you may change 1 enemy ship's speed by 1.</p> <p>2</p>	<p>At the start of the round is before the Command Phase. So the change of the speed has to be done before any command dials are set and placed.</p>	 <p><b>COMMANDANT ARESKO</b></p> <p>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.</p> <p>7</p>	
 <p><b>FLIGHT COMMANDER</b></p> <p>During your activation, you can resolve your command after you execute a maneuver.</p> <p>3</p>	<p>You can still only do one Squadron Command. It is not possible to do one Squadron Command before the maneuver and one after.</p>	 <p><b>CHART OFFICER</b></p> <p>After you execute a maneuver, if you overlapped an obstacle, you may discard this card instead of resolving the effects of overlapping that obstacle.</p> <p>2</p>	<p>If the mission is Dangerous Territory, the Ship's owner can still remove the token to gain 1 victory token. Only the special effects of the obstacles is negated (2 damage, 1 faceup damage card, remove of 1 damage card).</p>
 <p><b>SKILLED FIRST OFFICER</b></p> <p>Before you reveal a command, you may discard this card to discard your top command dial.</p> <p>1</p>	<p>The Command Dials have to be restocked to the command value at the next Command Phase.</p>	 <p><b>TORYN FARR</b></p> <p>While another friendly ship or squadron at distance 1-3 is attacking, it may reroll 1 blue die.</p> <p>7</p>	<p>When a ship within range of Toryn is attacking squadrons, the effect of the reroll may be used on each of the squadron attacks.</p>

 <p><b>FIGHTER COORDINATION TEAM</b></p> <p>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.</p> <p>3</p>	<p>Several Fighter Coordination Teams can move the squadrons several times in one round.</p> <p>This movement does not count as movement when resolving the effect from the yavaris (as this one only check for the movement during the squadron command)</p>	 <p><b>MEDICAL TEAM</b></p> <p>Before you are dealt a faceup damage card with the <b>CREW</b> trait, you may discard this card to discard that damage card.</p> <p>1</p>	
 <p><b>• VECTOR</b></p> <p>⊙: The speed of each squadron without <b>HEAVY</b> you activate is increased by 1, to a maximum of 5, until the end of its activation.</p> <p>2</p>		 <p><b>• SUPPRESSOR</b></p> <p>After an enemy ship ends its activation, if it is at distance 1-3, you may choose and exhaust 1 of its defense tokens.</p> <p>4</p>	
 <p><b>• INTERDICTOR</b></p> <p>When a ship activates, you may exhaust this card to ready 1 other upgrade card equipped to this ship.</p> <p>3</p>		 <p><b>• QUANTUM STORM</b></p> <p>⊙: After you execute a maneuver, you may exhaust this card to execute a 1-speed maneuver with a yaw of "-".</p> <p>1</p>	
 <p><b>• BRIGHT HOPE</b></p> <p>While defending against an attack that does not target your rear hull zone, before you suffer damage reduce the total damage by 1.</p> <p>2</p>		 <p><b>• ENDEAVOR</b></p> <p>At the start of the first round, gain 1 ⊙ defense token.</p> <p>4</p>	

 <p><b>• LIBERTY</b></p> <p>⚙️: If you spent a ⚙️ token, you may activate 1 additional squadron.</p> <p>3</p>	<p>Works only for Token, not for the Command Dial.</p>	 <p><b>• MON KARREN</b></p> <p>While attacking a ship, the defender cannot spend more than 1 defense token.</p> <p>8</p>	
 <p><b>SPINAL ARMAMENT</b></p> <p><i>Modification.</i></p> <p>The battery armaments for your front and rear hull zones are increased by 1 red die.</p> <p>9</p>		 <p><b>QUAD TURBOLASER CANNONS</b></p> <p>While attacking, if at least 1 red die face has an ⚡ icon, add 1 red die set to the ⚡ icon to your attack pool.</p> <p>10</p>	
 <p><b>VETERAN GUNNERS</b></p> <p>While attacking, you may exhaust this card to reroll all dice in your attack pool.</p> <p>5</p>	<p>You cannot remove accuracy Icons and after this reroll the remaining dice.</p> <p>You have to finish the modify dice step first before you can go to the spend Accuracy Icons step.</p>	 <p><b>FIRE-CONTROL TEAM</b></p> <p>During the Resolve Damage Step, you may exhaust this card to resolve 1 additional critical effect. You cannot resolve the same critical effect twice.</p> <p>2</p>	<p>If you combine the XX-9 Turbolasers with the standard crit, you only can only deal the first two damage cards faceup. Because both use the phrase “first”.</p>