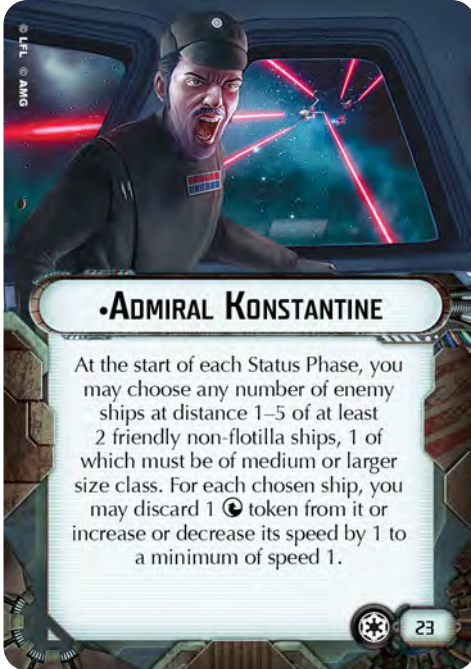


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•ADMIRAL KONSTANTINE

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 ☉ token from it or increase or decrease its speed by 1 to a minimum of speed 1.

23



•ADMIRAL OZZEL

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

20



•ADMIRAL RADDUS

Before deploying fleets, you may set aside 1 other friendly ship with a command value of 3 or less. At the start of any round, you may deploy that ship at distance 1–2 of you. That ship cannot be deployed overlapping squadrons and cannot be the first ship to activate that round.

26



•ADMONITION

While defending, during the Spend Defense Tokens step, you may discard a readied defense token to cancel 1 attack die.

6



ASSAULT CONCUSSION MISSILES

BLACK ☉: Exhaust this card. Each hull zone adjacent to the defending hull zone suffers 1 damage.

5



ASSAULT PROTON TORPEDOES

BLACK ☉: Exhaust this card to deal 1 faceup damage card to the defender.

4

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• COLONEL JENDON
LAMBDA-CLASS SHUTTLE

During your activation, instead of attacking, you may choose 1 friendly squadron at distance 1–2. That squadron may perform an attack (even if it has already activated).

☐ **HEAVY.**

⚡ **RELAY 2.** (When a friendly ship resolves a ☐ command, if you are in range to be activated, up to 2 of the squadrons it activates can be at distance 1–3 of you.)

20



• **LAMBDA-CLASS SHUTTLE**

☐ **HEAVY.**

⚡ **RELAY 2.** (When a friendly ship resolves a ☐ command, if you are in range to be activated, up to 2 of the squadrons it activates can be at distance 1–3 of you.)

⚡ **STRATEGIC.** (When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.)

15



• MAJOR RHYMER
TIE BOMBER SQUADRON

Friendly squadrons at distance 1 can attack enemy ships at close range using all dice in their battery armament.

⚡ **BOMBER.** (While attacking a ship, each of your ⚡ icons adds 1 damage to the damage total and you can resolve a critical effect.)

☐ **HEAVY.** (You do not prevent engaged squadrons from attacking ships or moving.)

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• **VCX-100 FREIGHTER**

☐ **HEAVY.**

⚡ **RELAY 1.** (When a friendly ship resolves a ☐ command, if you are in range to be activated, up to 1 of the squadrons it activates can be at distance 1–3 of you.)

⚡ **STRATEGIC.** (When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.)

15



• **ARMED STATION**

This station cannot suffer critical effects.

To determine line of sight to or from this station, trace to the point of its token that is closest to the squadron or hull zone that is attacking or defending.



• HERA SYNDULLA
X-WING SQUADRON

While a friendly squadron that has **ESCORT** is at distance 1–2, it has **ADEPT 1**.

⚡ **DODGE 1.** (While you are defending against a squadron, during the Spend Defense Tokens step, you may choose 1 die to be rerolled.)

⚡ **BOMBER.**

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