

# RAPID REINFORCEMENTS

v2.1 - [10/15/23]



•GENERAL DRAVEN

At the end of each Command Phase, you may look at all command dials assigned to 1 enemy ship. Then you may place 2 command tokens, each of a different type, on this card.

After an enemy ship resolves a command, you may discard a matching command token from this card. If you do, that enemy ship gains 1 matching raid token.

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•GOVERNOR PRYCE

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.

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•ANAKIN SKYWALKER

While a friendly ship is attacking a ship, if the defender is at distance 1-5 of at least 2 other friendly ships, 1 other friendly ship at distance 1-5 of the defender may spend 1 defense token. If it does, the attacker may reroll up to 3 dice.

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•ASAJJ VENTRESS

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.

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•FENN RAU

MANDALORIAN GAUNTLET FIGHTER

After your activation, if you were activated by a Ⓢ command, choose up to 2 non-unique squadrons at distance 1 of you. The chosen squadrons may activate as if they were activated by that Ⓢ command.

➤ ASSAULT. (While attacking a ship, you may spend 1 die with a ★ icon. If you do, the defender gains 1 raid token of your choice.)

⚡ ESCORT.

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•VULT SKERRIS

TIE INTERCEPTOR SQUADRON

During the squadron phase, you cannot attack unless you are performing a COUNTER attack.

✦ COUNTER 4. (After a squadron performs a non-COUNTER attack against you, you may attack that squadron with an anti-squadron armament of 4 blue dice, even if you are destroyed.)

➤ SWARM.

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•"MATCHSTICK"

BTL-B Y-WING SQUADRON

When a friendly ship resolves a Ⓢ command, if you are in range to be activated, up to 3 of the squadrons with BOMBER it activates can be at distance 1-3 of you.

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

🛡️ HEAVY.

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•WAT TAMBOR

BELBULLAB-22 STARFIGHTER SQUADRON

⚡ ESCORT. (Squadrons you are engaged with cannot attack squadrons that lack ESCORT unless performing a COUNTER attack.)

⚡ RELAY 1.

✦ SCREEN. (While you are defending, for each other friendly squadron the attacker is engaged with that lacks SCREEN, up to 3, you gain DODGE 1.)

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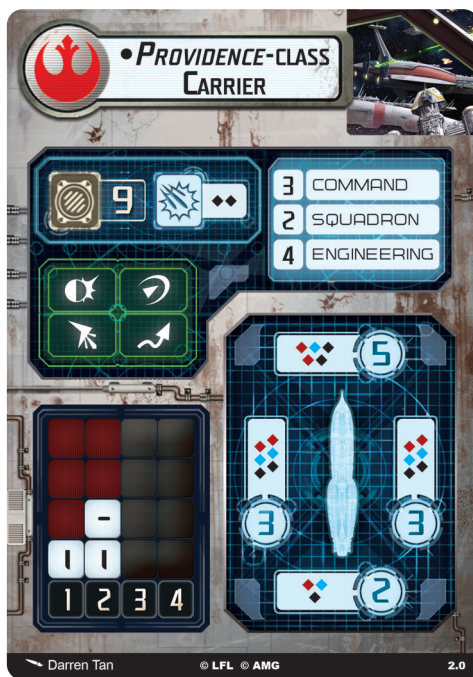






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