

RAPID REINFORCEMENTS

v2.3 - [01/10/25]



•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 attacking a ship, you may spend 1 shield from the attacking hull zone to change 1 die to any face without an  icon.

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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.**)

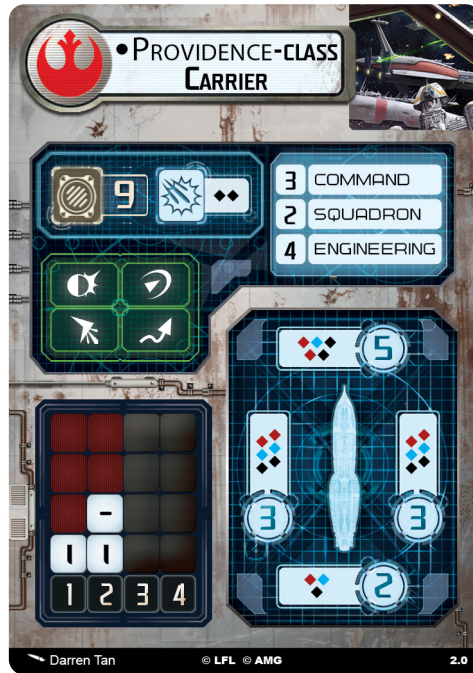
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