



- **Targeting Coordinator**  
Energy: You may spend 1 energy to choose 1 friendly ship at Range 1-2. Acquire a target lock, then assign the blue target lock token to the chosen ship.
- **Shield Technician**  
When you perform a recover action, instead of spending all your energy, you can choose any amount of energy to spend.
- **Sensor Team**  
When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 (instead of Range 1-3).
- **Engineering Team**  
During the Activation Phase, when you reveal a maneuver, gain 1 additional energy during the "Gain Energy" step. Limited.
- **Backup Shield Generator**  
At the end of each round, you may spend 1 energy to recover 1 shield (up to your shield value). Limited.