



- **Gunner**

After you perform an attack that does not hit, you may immediately perform a primary weapon attack. You cannot perform another attack this round.

- **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.

- **Quad Laser Cannons**

Attack [Energy]: Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again. Energy: 2. Attack 3. Range 1-2.

- **Single Turbolasers**

Attack [Energy]: Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a result. Energy: 2. Attack 4. Range 3-5.

- **Single Turbolasers**

Attack [Energy]: Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a result. Energy: 2. Attack 4. Range 3-5.

- **Gunnery Team**

Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a result. Limited.

- **Ordnance Experts**

Once per round, when a friendly ship at Range 1-3 performs an attack with a or secondary weapon, it may change 1 of its blank results to a result. Limited.

- **Tibanna Gas Supplies**

You may discard this card to gain 3 energy. Limited.