

STAR WARS TCG - Ability Reminder Text

	Accuracy	<i>(Add +X to each of this unit's attack dice.)</i>
	Armor	<i>(If rolling dice at this unit, this unit is damaged only on a 5 or more.)</i>
	Bombard	<i>(This unit may attack a unit in the Ground arena instead of a unit in the Space arena, using X power plus any other effects.)</i>
	Bounty	<i>(When this unit damages another unit and the other unit is discarded, you gain the bounty when your next build step starts.)</i>
	Critical Hit	<i>(This unit does X more damage if you roll at least one natural 6.)</i>
	Deflect	<i>(Prevent X damage to this unit, and this unit may do that much damage to a unit of your choice in the same arena.)</i>
	Disrupt	For some stated cost, you may disrupt a Battle card, Mission card, or activated ability, causing it to have no effect.
	Enhance	You can play a Battle card's Enhance effect instead of its normal effect, paying a higher cost.
	Evade	<i>(Prevent up to X damage to this unit.)</i>
	Hidden Cost	<i>(If you have at least X build counters on this card, you may deploy it at any time by paying Force for the remaining build cost.)</i>
	Intercept	<i>(If a unit is attacking one of your other units in the same arena as this unit, it now attacks this unit instead.)</i>
	Ion Cannon	<i>(This unit may attack a unit in the Space arena instead of a unit in the Ground arena, using X power plus any other effects.)</i>
	Lucky	<i>(Each attack, you may reroll up to X of this unit's attack dice or have your opponent reroll up to X attack dice against it.)</i>
	Overkill	<i>(During this unit's attack, you may divide hits in excess of the defending unit's remaining health between that unit and another unit in the same arena.)</i>
	Overload	When this unit attacks, you may give it +X power for that attack. If you do, when the attack ends, that unit does Y damage to itself.
	Pilot	This unit may pilot the designated type of unit(s), giving the piloted conveyance extra abilities.
	Reserves	You can play the ability that follows this keyword only if this unit is in your build zone.
	Retaliate	<i>(If a unit in the same arena as this unit is attacking this unit, it does X dice of damage to that unit when the attack ends.)</i>
	Shields	<i>(Each unit gets -X power as long as it's attacking this unit.)</i>
	Stun	<i>(When this unit damages another unit, that unit gets -X power until the end of battle.)</i>
	Upkeep	<i>(Pay upkeep when your build step starts.)</i>