

8 • Wes Janson

3 2 4 2

After you perform an attack, you may remove 1 focus, evade, or blue target lock token from the defender.

RS 1 of 3

Rogue Squadron X-Wing

5 • Hobbie Klivian

3 2 4 2

When you acquire or spend a target lock, you may remove 1 stress token from your ship.

Targeting Astromech

After you execute a red maneuver, you may acquire a target lock.

RS 2 of 3

Rogue Squadron X-Wing

3 • Tarn Mison

3 2 4 2

When an enemy ship declares you as the target of an attack, you may acquire a target lock on that ship.

R7 Astromech

Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.

RS 3 of 3

Rogue Squadron X-Wing

8 • Horton Salm

2 1 5 3

When attacking at Range 2-3, you may reroll any of your blank results.

Proton Torpedoes

Attack (target lock): Spend your target lock and discard this card to perform this attack.

You may change 1 of your results to a * result.

Ion Cannon Turret

Attack: Attack 1 ship (even a ship outside your firing arc).
If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.

R2 Astromech

You may treat all 1- and 2-speed maneuvers as green maneuvers.

Extra Munitions

When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

BTL-A4 Y-Wing

You cannot attack ships outside your firing arc. After you perform a primary weapon attack, you may immediately perform an attack with a secondary weapon.

GSV 1 of 3

Gray Squadron Veteran Y-Wing

4 Gray Squadron Pilot

2 1 5 3

Ion Cannon Turret	3	Plasma Torpedoes	4
Attack: Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack. If this attack hits, after dealing damage, remove 1 shield token from the defender.	2-3
Extra Munitions When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.			

GSV 2 of 3

Gray Squadron Pilot Y-Wing

4 Gray Squadron Pilot

2 1 5 3

Ion Cannon Turret	3	Plasma Torpedoes	4
Attack: Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack. If this attack hits, after dealing damage, remove 1 shield token from the defender.	2-3
Extra Munitions When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.			

GSV 3 of 3

Gray Squadron Pilot Y-Wing

1 Prototype Pilot

2 3 2 2

Cluster Missiles	3	Cluster Missiles	3
Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2

PS 1 of 4

Phoenix Squadron A-Wing

1 Prototype Pilot

2 3 2 2

Cluster Missiles	3	Cluster Missiles	3
Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2

PS 2 of 4

Phoenix Squadron A-Wing

1 Prototype Pilot

2 3 2 2

Cluster Missiles	3	Cluster Missiles	3
Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2

PS 3 of 4

Order Aces E-Wing

1 Prototype Pilot

2 3 2 2

Cluster Missiles	3	Cluster Missiles	3
Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2	Attack (target lock): Spend your target lock and discard this card to perform this attack twice.	1-2

PS 4 of 4

Order Aces E-Wing

7 Keyan Farlander

3 1 3 5

When attacking, you may remove 1 stress token to change all of your results to results.

Opportunist
When attacking, if the defender does not have any focus or evade tokens, you may receive 1 stress token to roll 1 additional attack die. You cannot use this ability if you have any stress tokens.

EA 1 of 4

Order Aces E-Wing

5 Nera Dantels

3 1 3 5

You can perform secondary weapon attacks against enemy ships outside your firing arc.

Plasma Torpedoes	4	Extra Munitions
Attack (target lock): Spend your target lock and discard this card to perform this attack. If this attack hits, after dealing damage, remove 1 shield token from the defender.	2-3	When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

EA 2 of 4

Order Aces E-Wing

7 · Jake Ferrell 2 3 2 2

After you perform a focus action or are assigned a focus token, you may perform a free boost or barrel roll action.



EA 3 of 4

Endor Blue Squadron E-Wing

5 · Gemmer Sojan 2 3 2 2

While you are at Range 1 of at least 1 enemy ship, increase your agility value by 1.



EA 4 of 4

Endor Blue Squadron E-Wing

8 · Ten Numb 3 1 3 5

When attacking, 1 of your * results cannot be canceled by defense dice.

Proton Torpedoes	4	Extra Munitions
Attack (target lock): Spend your target lock and discard this card to perform this attack. You may change 1 of your * results to a * result.	2-3	When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.



EBS 1 of 4

Endor Blue Squadron E-Wing

6 · Ibbitsam 3 1 3 5

When attacking or defending, if you have at least 1 stress token, you may reroll 1 of your dice.

Advanced Sensors
Immediately before you reveal your maneuver, you may perform 1 free action. If you use this ability, you must skip your "Perform Action" step during this round.



EBS 2 of 4

Endor Blue Squadron E-Wing

2 Blue Squadron Pilot

3 1 3 5



2 Blue Squadron Pilot

3 1 3 5



EBS 3 of 4

කොක්පිට් පයිලට් ස්කූයන් පයිලට්



EBS 4 of 4

කොක්පිට් පයිලට් ස්කූයන් පයිලට්

8 Howlrunner

2 3 3 0



When another friendly ship at Range 1 is attacking with its primary weapon, it may reroll 1 attack die.



Swarm Tactics

At the start of the Combat phase, you may choose 1 friendly ship at Range 1.
Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill.

5 Winged Gundark

2 3 3 0



When attacking at Range 1, you may change 1 of your * results to a * result.



BO 1 of 3

Bespin Obsidian TIE Fighter



BO 2 of 3

Bespin Obsidian TIE Fighter

5 •Night Beast

2 3 3 0

After executing a green maneuver, you may perform a free focus action.



BO 3 of 3

Respin the die

9 •Soontir Fel

3 3 3 0

When you receive a stress token, you may assign 1 focus token to your ship.



Push The Limit

Once per round, after you perform an action, you may perform 1 free action shown in your action bar.

Then receive 1 stress token.



181 1 of 4

Imperial TIE Interceptor

7 •Turr Phennir

3 3 3 0

After you perform an attack, you may perform a free boost or barrel roll action.



Push The Limit

Once per round, after you perform an action, you may perform 1 free action shown in your action bar.

Then receive 1 stress token.



181 2 of 4

Imperial TIE Interceptor

5 •Lieutenant Lorrir

3 3 3 0

When performing a barrel roll action, you may receive 1 stress token to use the (1) or (1) template instead of the (1) template.



Wired

When attacking or defending, if you are stressed, you may reroll 1 or more of your results.



181 3 of 4

Imperial TIE Interceptor

5 • Fel's Wrath

3 3 3 0

When the number of Damage cards assigned to you equals or exceeds your hull value, you are not destroyed until the end of the Combat phase.

⑧

Wingman

At the start of the Combat phase, remove 1 stress token from another friendly ship at Range 1.



181 4 of 4

181st Imperial TIE Interceptor

7 • Tetran Cowall

3 3 3 0

When you reveal a ↻ maneuver, you may treat the speed of that maneuver as "1," "3," or "5".

⑧

Stay On Target

When you reveal a maneuver, you may rotate your dial to another maneuver with the same speed.
Treat that maneuver as a red maneuver.



7th Imperial TIE Interceptor

8 • Carnor Jax

3 3 3 0

Enemy ships at Range 1 cannot perform focus or evade actions and cannot spend focus or evade tokens.

⑧

Outmaneuver

When attacking a ship inside your firing arc, if you are not inside that ship's firing arc, reduce its agility value by 1 (to a minimum of 0).



RG 1 of 4

Reydl Guard TIE Interceptor

6 • Kir Kanos

3 3 3 0

When attacking at Range 2-3, you may spend 1 evade token to add 1 * result to your roll.

⑧

Push The Limit

Once per round, after you perform an action, you may perform 1 free action shown in your action bar.

Then receive 1 stress token.



RG 2 of 4

Reydl Guard TIE Interceptor

6 Royal Guard Pilot

3 3 3 0



⑧

Predator

When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.



RG 3 of 4

ରାଜ୍ୟର ଗୁରୁତ୍ୱପୂର୍ଣ୍ଣ ପିଲଟ

6 Royal Guard Pilot

3 3 3 0



⑧

Predator

When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.



RG 4 of 4

ରାଜ୍ୟର ଗୁରୁତ୍ୱପୂର୍ଣ୍ଣ ପିଲଟ

7 Mauler Mithel

2 3 3 0



When attacking at Range 1, roll 1 additional attack die.



YBS 1 of 4

ଫାଲ୍‌ଗୁରୁ ମିଥେଲ୍

6 Backstabber

2 3 3 0



When attacking from outside the defender's firing arc, roll 1 additional attack die.



YBS 2 of 4

ଫାଲ୍‌ଗୁରୁ ମିଥେଲ୍

6 • Dark Curse

2 3 3 0

When defending, ships attacking you cannot spend focus tokens or reroll attack dice.



YBS 3 of 4

ਯੋਧਾਵਾਂ ਦਾ ਖਾਤਮਾ ਹੋਣ ਨਾਲ ਆਪਣੀ ਖਾਤਮਾ ਹੋਵੇਗੀ

4 Black Squadron Pilot

2 3 3 0



YBS 4 of 4

ਯੋਧਾਵਾਂ ਦਾ ਖਾਤਮਾ ਹੋਣ ਨਾਲ ਆਪਣੀ ਖਾਤਮਾ ਹੋਵੇਗੀ

7 • Major Rhymer

2 2 6 0

When attacking with a secondary weapon, you may increase or decrease the weapon range by 1 to a limit of Range 1-3.

Advanced Proton Torpedoes

5

Attack (target lock): Spend your target lock and discard this card to perform this attack.

You may change up to 3 of your blank results to results.

1

Extra Munitions
When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Seismic Charge

When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.



ESS 1 of 4

ਯੋਧਾਵਾਂ ਦਾ ਖਾਤਮਾ ਹੋਣ ਨਾਲ ਆਪਣੀ ਖਾਤਮਾ ਹੋਵੇਗੀ

6 • Captain Jonus

2 2 6 0

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Proton Torpedoes

4

Attack (target lock): Spend your target lock and discard this card to perform this attack.

You may change 1 of your results to a result.

2-3

Extra Munitions
When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Squad Leader

Action: Choose 1 ship at Range 1-2 that has a lower pilot skill than you. The chosen ship may immediately perform 1 free action.



ESS 2 of 4

ਯੋਧਾਵਾਂ ਦਾ ਖਾਤਮਾ ਹੋਣ ਨਾਲ ਆਪਣੀ ਖਾਤਮਾ ਹੋਵੇਗੀ

2 Scimitar Squadron Pilot

2 2 6 0

Proton Torpedoes	4	Extra Munitions
Attack (target lock): Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	2-3	When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Proton Bombs
When you reveal your maneuver dial, you may discard this card to drop 1 proton bomb token. This token detonates at the end of the Activation phase.



ESS 3 of 4

Scimitar Squadron Pilot's Abilities

2 Scimitar Squadron Pilot

2 2 6 0

Proton Torpedoes	4	Extra Munitions
Attack (target lock): Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	2-3	When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Proton Bombs
When you reveal your maneuver dial, you may discard this card to drop 1 proton bomb token. This token detonates at the end of the Activation phase.



ESS 4 of 4

Scimitar Squadron Pilot's Abilities