



STANDARD LOADOUT PACKS

EFFECTIVE DATE: 6/4/2025



FIRST ORDER

EVACUATION OF D'QAR

5 • KYLO REN
EVACUATION OF D'QAR

TIE/VN SILENTER

3 (Red)
3 (Green)
4 (Yellow)
2 (Blue)
3 (Purple)

Before an enemy ship in your (U) is dealt a facedown damage card, you may spend 1 (P). If you do, that damage card is dealt facedown instead.

Autothrusters: After you perform an action, you may perform a red (M) or red (A) action.

DETERMINATION
While you perform a primary attack, if the defender is in your (U), you may suffer 1* to add 1 (C) result.

MALICE
While you perform an attack, you may spend 1 (P) to change 1 (C) or * result to a * result. If you do, after you perform that attack, if the defender was dealt 1 or more faceup Pilot or Crew damage cards, recover 2 (P).

PROTON TORPEDOES (P) 2
Attack [X]: Spend 1 (P).
Change 1* result to a * result.

4 (Red) 2-3 (Red)

2 • ZETA 5
EVACUATION OF D'QAR

TIE/FO FIGHTER

2 (Red)
3 (Green)
3 (Yellow)
1 (Blue)

While you perform an attack, if you are not shielded and the defender's initiative is higher than yours, add 1 (C) result.

Merciless: While you perform an attack, if you are not shielded and the defender's initiative is higher than yours, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship gains a strain token and you may reroll a blank result.

DETERMINATION
While you perform a primary attack, if the defender is in your (U), you may suffer 1* to add 1 (C) result.

PATTERN ANALYZER
While you fully execute a red maneuver, before the Check Difficulty step, you may perform 1 action.

TARGETING MATRIX
While attacking, you may spend 1 (C) result at the end of the Neutralize Results step. If you do, after the attack is resolved, the defender gains a strain token.

120mm x 70mm





FIRST ORDER

EVACUATION OF D'QAR

3 • **LONGSHOT**
EVACUATION OF D'QAR

TIE/FO FIGHTER

2
3
3
1

While you perform a primary attack at attack range 3, roll 1 additional attack die.

Merciless: While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship gains a strain token and you may reroll a blank result.

DETERMINATION
While you perform a primary attack, if the defender is in your ☉, you may suffer 1* to add 1☉ result.

FANATICAL
While you perform a primary attack, if you are not shielded, you may change 1☉ result to a * result.

EXPERIMENTAL SCANNERS
You can acquire locks beyond range 3. You cannot acquire locks at range 1.

6 • **MIDNIGHT**
EVACUATION OF D'QAR

TIE/FO FIGHTER

2
3
3
1

While you defend or perform an attack, if you have a lock on the enemy ship, that ship's dice cannot be modified.

Merciless: While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship gains a strain token and you may reroll a blank result.

DETERMINATION
While you perform a primary attack, if the defender is in your ☉, you may suffer 1* to add 1☉ result.

TARGETING SYNCHRONIZER
While a friendly ship at range 1-2 performs an attack against a target you have locked, that ship ignores the ✖ attack requirement.

ADVANCED WARNING SYSTEMS
After you are declared the defender of an attack, if a friendly ship at range 0-2 has a lock on the attacker, you may perform a red ↻ action.



120mm x 70mm





FIRST ORDER

EVACUATION OF D'QAR

3 • OMEGA 2
EVACUATION OF D'QAR

TIE/FO FIGHTER

2 (Heart)
3 (Shield)
3 (Square)
1 (Circle)

DETERMINATION
While you perform a primary attack, if the defender is in your ☉, you may suffer 1* to add 1☉ result.

TARGETING RELAY ☉ 2
After a friendly ship acquires a lock on an enemy ship at range 0-1 of you, you may spend 1☉ and gain a stress token. If you do, that friendly ship may gain a calculate token.

Friendly TIE ships can acquire locks onto objects at range 0-3 of you, ignoring range restrictions.

Merciless: While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship gains a strain token and you may reroll a blank result.

4 • SCORCH
EVACUATION OF D'QAR

TIE/FO FIGHTER

2 (Heart)
3 (Shield)
3 (Square)
1 (Circle)

DETERMINATION
While you perform a primary attack, if the defender is in your ☉, you may suffer 1* to add 1☉ result.

FANATICAL
While you perform a primary attack, if you are not shielded, you may change 1☉ result to a * result.

THREAT SENSORS
While you defend, if you are not stressed, you may reroll 1☉ result.

While you perform a primary attack, if you are not stressed, you may gain 1 stress token to roll 1 additional attack die.

Merciless: While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship gains a strain token and you may reroll a blank result.

120mm x 70mm





FIRST ORDER

EVACUATION OF D'QAR

3 • THETA 3
EVACUATION OF D'QAR

TIE/IF FIGHTER

2
 2
 2
 3
 3
 2

At the start of the Engagement Phase, if you have no green tokens, you may spend 1 to gain an evade token.

Heavy Weapon Turret: After you perform an action, you may perform a white action. You can only rotate your arc to your or . You must treat the requirement of your equipped upgrades as .

PASSIVE SENSORS 1+
 Action: Spend 1 . You can only perform this action in your Perform Action step.
 While your is inactive, you cannot be coordinated. Before you engage, if your is inactive, you may perform a or action.

SEEKER MISSILES 4
 Attack []: Spend 1 . During the Modify Attack Dice step, you may spend up to 2 additional . Change one result to a result for each spent in this way.

3 2-3

FIRST ORDER ORDNANCE TECH
 After you gain a disarm token, gain 1 calculate token.
 While you have exactly 1 disarm token, you can still perform primary attacks.

4 • THETA 4
EVACUATION OF D'QAR

TIE/IF FIGHTER

2
 2
 2
 3
 3
 1+

While an enemy ship in your performs an attack, you may spend 1 . If you do, spend 1 from your upgrade to choose two attack dice. The attacker must reroll those dice.

Heavy Weapon Turret: After you perform an action, you may perform a white action. You can only rotate your arc to your or . You must treat the requirement of your equipped upgrades as .

DETERMINATION
 While you perform a primary attack, if the defender is in your , you may suffer 1 to add 1 result.

BARRAGE ROCKETS 5
 Attack []: Spend 1 .
 If the defender is in your , you may spend 1 or more to reroll that many attack dice.

3 2-3

PATTERN ANALYZER
 While you fully execute a red maneuver, before the Check Difficulty step, you may perform 1 action.

120mm x 70mm





FIRST ORDER

EVACUATION OF D'QAR

5 • **LIEUTENANT LEHUSE**
EVACUATION OF D'QAR

TIE/SF FIGHTER

2
 2
 2
 3
 3

At the start of the Engagement Phase, you may acquire a lock on an object at range 1-3 that has a friendly lock. If you do, break a friendly lock on that object.

Heavy Weapon Turret: After you perform an action, you may perform a white action. You can only rotate your arc to your or . You must treat the requirement of your equipped upgrades as .

DETERMINATION
While you perform a primary attack, if the defender is in your , you may suffer 1* to add 1 result.

CONCUSSION MISSILES 3
Attack []: Spend 1 . After this attack hits, each ship at range 0-1 of the defender exposes 1 of its damage cards.

3 2-3

FIRST ORDER ORDNANCE TECH
After you gain a disarm token, gain 1 calculate token.

While you have exactly 1 disarm token, you can still perform primary attacks.

1 • **PETTY OFFICER THANISSON**
EVACUATION OF D'QAR

UPSILON-CLASS COMMAND SHUTTLE

4
 1
 6
 6
 1*

During the Activation or Engagement Phase, after a ship in your at range 0-2 gains 1 deplete or strain token, you may spend 1 . If you do, that ship gains 1 stress token.

GENERAL HUX
While you perform a white action, if you choose a friendly TIE/fo or TIE/sf, you may treat that action as red. If you do, coordinate up to 2 additional friendly TIE/fo or TIE/sf, and each ship you coordinate must perform the same action, treating it as red.

ADVANCED SENSORS
After you reveal your dial, you may perform 1 action.
If you do, you cannot perform another action during your activation.

INTERFERENCE ARRAY 2
After you coordinate a ship, you may spend 1 . If you do, assign a jam token to an enemy ship at range 0-1 of the coordinated ship.

120mm x 70mm





RESISTANCE

EVACUATION OF D'QAR

6 • POE DAMERON
EVACUATION OF D'QAR

3 (Red)
2 (Green)
4 (Yellow)
3 (Blue)
1 (White)

After you perform an action, you may spend 1⊙ to perform a white action, treating it as red.

Adaptive S-Foils: After you perform a ⚡ action, gain a deplete token. While you perform an attack, before rolling attack dice, if the defender is in your ⊙, you may remove 1 deplete token.

T-70 X-WING

HEROIC
While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

BB-8 **2**
During the System Phase, you may spend 1⊙ to perform a ⚡ or ⚡ action. Before you engage, you may spend 1⊙ and gain a strain token. If you do, you may remove 1 disarm token.

PRIMED OVERDRIVE THRUSTERS
While you perform a red ⚡, ⚡, or ⚡ action, you must use a template 1 speed higher if able. Then, you may gain 1 strain token to remove 1 stress token.

BLACK ONE **2**
After you perform a ⚡ action, lose 1⊙. If this upgrade has 0 active ⊙, you cannot perform the ⚡ action.

4 • C'AI THRENALLI
EVACUATION OF D'QAR

3 (Red)
2 (Green)
4 (Yellow)
3 (Blue)

After you fully execute a maneuver, if you moved through a friendly ship, you may perform an ⚡ action.

Adaptive S-Foils: After you perform a ⚡ action, gain a deplete token. While you perform an attack, before rolling attack dice, if the defender is in your ⊙, you may remove 1 deplete token.

T-70 X-WING

FOR THE CAUSE
While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

HEROIC
While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

BB ASTROMECH **2**
During the System Phase, you may spend 1⊙ to perform a ⚡ action.

REPULSORLIFT ENGINES
While you perform a ⚡ action, you may gain 1 strain token to use the ⊙ or ⊙ template instead of the ⊙ template.



120mm x 70mm





RESISTANCE

EVACUATION OF D'QAR

1 • JAYCRIS TUBBS
EVACUATION OF D'QAR

3 (Stress)

2 (Speed)

4 (Maneuver)

3 (Dice)

After you fully execute a blue maneuver, you may choose a friendly ship at range 0-1. If you do, that ship removes 1 stress token.

Adaptive S-Foils: After you perform a \ominus action, gain a deplete token. While you perform an attack, before rolling attack dice, if the defender is in your \uparrow , you may remove 1 deplete token.

FOR THE CAUSE
While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

RO ASTROMECH
After you reveal a basic maneuver, you may reduce its difficulty. If you do, after the Check Difficulty step, gain 1 strain token.

4 • STOMERONI STARCK
EVACUATION OF D'QAR

3 (Stress)

2 (Speed)

4 (Maneuver)

3 (Dice)

Setup: Instead of a T-70 X-wing dial, this ship uses an RZ-2 A-wing dial.

Adaptive S-Foils: After you perform a \ominus action, gain a deplete token. While you perform an attack, before rolling attack dice, if the defender is in your \uparrow , you may remove 1 deplete token.

FOR THE CAUSE
While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

ACCELERATED SENSOR ARRAY
While you defend or perform a primary attack, if the speed of your revealed maneuver is 3-5, you may reroll 1 die. If your revealed maneuver is an advanced maneuver, you may reroll up to 2 dice instead.

R5-X3 **2** (Dice)
Before you activate or engage, you may spend 1 \oplus to ignore obstacles until the end of this phase.

120mm x 70mm





RESISTANCE

EVACUATION OF D'QAR

5 • TALLISSAN LINTRA
EVACUATION OF D'QAR

RZ-2 A-WING

2
 3
 2
 2
 1

While an enemy in your performs an attack, you may spend 1 . If you do, the defender rolls 1 additional die.

Refined Gyrostabilizers: You can rotate your indicator only to your or . After you perform an action, you may perform a red or red action.

FOR THE CAUSE
While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

HEROIC
While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

PUSH THE LIMIT
After you fully execute a red maneuver or perform a red action, if you are not strained, you may gain 1 strain token to remove 1 stress token.

••XX-23 S-THREAD TRACERS 2
Attack [, or]. Spend 1 . If this attack hits, each friendly ship at range 1-3 of the defender may acquire a lock on the defender. Then cancel all dice results.

3 1-3

5 • ZIZI TLO
EVACUATION OF D'QAR

RZ-2 A-WING

2
 3
 2
 2
 1

After you defend or perform an attack, you may spend 1 to gain 1 focus or evade token.

Refined Gyrostabilizers: You can rotate your indicator only to your or . After you perform an action, you may perform a red or red action.

FOR THE CAUSE
While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

HEROIC
While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

PRECISION HOLD-TARGETER
While you perform a primary attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

120mm x 70mm





RESISTANCE

EVACUATION OF D'QAR

2 • **RONITH BLARIO**
EVACUATION OF D'QAR

RZ-2 A-WING

2
 3
 2
 2

While you defend or perform an attack, if the enemy ship is in another friendly ship's you may spend 1 focus token from that friendly ship to change 1 of your results to an or result.

Refined Gyrostabilizers: You can rotate your indicator only to your or . After you perform an action, you may perform a red or red action.

ESCORT FIGHTER 1+

While a friendly non-small ship defends, if you are in the attacker's firing arc, you may spend 1 and gain 1 strain token to add 1 result to the roll.

HEROIC

While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

STARBIRD SLASH

After you fully execute a maneuver, you may choose 1 enemy ship you moved through. That ship gains 1 strain token. Then, if you are in that ship's firing arc, you gain 1 strain token.

3 • **PAMMICH NERRO**
GOODE
EVACUATION OF D'QAR

RESISTANCE TRANSPORT

2
 1
 5
 3

While you have 2 or fewer stress tokens, you may execute red maneuvers even while stressed.

Leave No One Behind: After you perform an action, if you have fewer than 2 stress tokens, you may gain 1 stress token. If you do, another friendly small ship at range 0-1 may gain 1 deplete token to perform a action.

FOR THE CAUSE

While you defend or perform an attack, you may spend 1 non-blank result to choose a friendly strained or depleted ship at range 1-2. That ship may remove 1 strain or deplete token.

•RO-GR

While you have 2 or fewer stress tokens, you may perform and actions, even while stressed.

After you perform a or action, gain 1 calculate token.

•BLACK SQUADRON R4 2

After you fully execute a blue maneuver, you may spend 1 to remove all of your stress tokens.

120mm x 70mm





RESISTANCE

EVACUATION OF D'QAR

4 • FINCH DALLOW
EVACUATION OF D'QAR

MS-100 STARFORTRESS

3
2
1
9
3

If you would drop a device using a ↑ template and you are not stressed, you may gain 1 stress token to use a ↘ or ↙ template of the same speed instead.

Modular Bombing Magazine: When you drop a device, you may set the template with its middle line aligned with the hashmark on the base in your ↘ or ↙.

• NIX JERD 2
While you perform a ⚡ action, you may spend 1 ⚡ and gain 1 strain token. If you do, you may recover 1 additional ⚡ on a ⚡ upgrade.

• PAIGE TICO
While you have exactly 1 disarm token, you can still perform ⚡ attacks.
After you perform an attack, you may drop a bomb or rotate your ⚡ indicator.

• PROTON BOMBS 2
During the System Phase, you may spend 1 ⚡ to drop a Proton Bomb using the [↑] template.

• THERMAL DETONATORS 4
During the System Phase, you may spend up to 2 ⚡ to drop that many Thermal Detonators using the [↑] or [2↑] template. Each must be placed using a different template.
When you reload this upgrade, recover 1 additional ⚡.

2 • VENNIE
EVACUATION OF D'QAR

MS-100 STARFORTRESS

3
2
1
9
3

While you defend, if the attacker is in a friendly ship's ⚡, you may change 1 ⚡ result to an ↘ result.

Modular Bombing Magazine: When you drop a device, you may set the template with its middle line aligned with the hashmark on the base in your ↘ or ↙.

• PERCEPTIVE COPILOT
After you perform a ⚡ action, gain 1 focus token.

• DEDICATED GUNNERS
While you perform a primary attack, if the defender is in your ⚡, you may spend 1 focus token to roll 1 additional attack die.
After you perform a primary attack, you may perform a bonus ⚡ attack using a ⚡ you did not already attack from this round.

• PROTON BOMBS 2
During the System Phase, you may spend 1 ⚡ to drop a Proton Bomb using the [↑] template.

120mm x 70mm





SCUM

ARMED AND DANGEROUS

5 • BOBA FETT
ARMED AND DANGEROUS

FIRESPRAY-CLASS PATROL CRAFT

3
3
2
6
4

After another friendly ship defends, if you have a lock on the attacker, you may perform a bonus attack against the attacker.

HOMING BEACON 2
While you perform a action, you may spend 1 to ignore range restrictions.
After you fully execute an advanced maneuver, if there is an enemy ship at range 1-2 in your , you may spend 1 to acquire a lock on that ship.

FENNEC SHAND
While you defend or perform an attack, if you have a lock on the enemy ship, the enemy ship rolls 1 fewer die.

SEISMIC CHARGES 2
During the System Phase, you may spend 1 to drop a Seismic Charge with the [1+] template.

SLAVE 1
While you perform a attack, if you are in the defender's , you may change 1* result to a * result.

5 • THE MANDALORIAN
ARMED AND DANGEROUS

NABOO ROYAL N-1 STARFIGHTER

2
2
3
2
2

While you defend or perform an attack, if you are in the at range 1-2 of 2 or more enemy ships, you may change 1 of your blank results to a result.

Restored Speedster: While you have exactly 1 disarm token, you may perform primary attacks against enemy objects in your .

OUTMANEUVER
While you perform a attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

THE CHILD
After you defend, if you suffered damage during that attack, recover 1 .

KINESO-SWITCH 2
After your perform a action, if you fully executed the maneuver, you may spend 1 to break all locks assigned to you.

CALIBRATED LASER TARGETING
While you perform a primary attack, if the defender is in your , add 1 result.

120mm x 70mm





SCUM

ARMED AND DANGEROUS

4 • **BO-KATAN KRYZE**
ARMED AND DANGEROUS

GAUNTLET FIGHTER

3
2
2
3
2
2

While you perform an attack, if you are at range 0-1 of the defender, you may reroll 1 attack die.

Winged Reversal: After you reveal a turn [1] or [2] maneuver, you may spend 1, gain 1 strain token and increase its difficulty. If you do, perform that maneuver as a Tallon Roll [1] or [2] maneuver in the same direction instead.

MANDALORIAN TACTICS
While defending, if there is at least 1 enemy ship at range 0, you may reroll 1 of your blank results.

NITE OWL SENTRIES 3
During the System Phase, you may spend 3. At the end of the Activation Phase, if this upgrade has 0 active, each enemy ship at range 0-1 of you rolls 1 attack die. On a * or * result it suffers a *.

VETERAN TAIL GUNNER
After you perform a primary attack, you may perform a bonus primary attack.

6 • **HAN SOLO**
ARMED AND DANGEROUS

CUSTOMIZED YT-1300 LIGHT FREIGHTER

2
1
8
5
1

While you defend or perform a primary attack, if the attack is obstructed by an obstacle, you may roll 1 additional die.

Coaxium Injectors: After you fully execute a speed 3 or 4 maneuver, you may spend 1 to perform a red action, even while stressed. After you perform a red action, you suffer 1 * unless you expose 1 of your damage cards.

CHEWBACCA 2
During the System Phase, you may spend 2 to repair 1 faceup damage card.

L3-37 1
While you defend, you may spend 1. If you do, the attacker must reroll all attack dice.
If this is inactive, decrease the difficulty of your bank [1] and [2] maneuvers.
This upgrade's cannot be recovered.

TOBIAS BECKETT
While you perform an attack, if you are stressed, you may reroll up to 2 attack dice. Then suffer 1 * damage if 1 or more of the rerolled results is a * result.

LANDO'S MILLENNIUM FALCON
While you perform a primary attack, if the defender has a non-lock red or orange token, roll 1 additional attack die.

120mm x 70mm





SCUM

ARMED AND DANGEROUS

6 • **DENGAR**
ARMED AND DANGEROUS

JUMPMASTER 5000

6 2

2

6

3

1

After you defend, if the attacker is in your ☹️, you may spend 1☹️ to perform a bonus attack against the attacker.

- **R2-G8** ☹️ 2^A
After you perform a primary attack that hits, you may spend 2☹️ to choose an enemy ship at range 0-1 of the defender. If you do, that ship gains a strain token.
- **SYNCHRONIZED HANDLING** ☹️ 1
Before you engage, you may spend 1☹️ to gain a ☹️ token.
After you fully execute a turn [↶], bank [↷] or Segnor's Loop [↻] maneuver, recover 1☹️.
- **STARBOARD THRUSTERS** ☹️ 2
After you reveal a turn [↶] or Segnor's Loop [↻] maneuver, you may spend 1☹️. If you do, decrease the difficulty of that maneuver. After you execute a white Segnor's Loop [↻], gain 1 strain token.
- **PUNISHING ONE**
While you perform a primary attack, if the defender is in your ☹️, roll 1 additional attack die.

4 • **BOSSK**
ARMED AND DANGEROUS

YV-666 LIGHT FREIGHTER

3

1

9

3

While you perform an attack, after the Neutralize Results step, you may spend 1* result to add 2* results.

Imposing Behemoth: While an enemy ship at range 0 defends, if you are reinforced and the defender is in the ☹️ or ☹️ matching your reinforce token, that enemy ship rolls 1 fewer defense die.

- **EMBO**
At the start of the Engagement Phase, if there is an enemy ship at range 0, you may perform a red ☹️ action.
- **CONTRABAND CYBERNETICS** ☹️ 1
Before you activate, you may spend 1☹️. If you do, until the end of the round, you can perform actions and execute red maneuvers, even while stressed. This upgrade's ☹️ cannot be recovered.
- **HOUND'S TOOTH**
While you perform an attack, if you are reinforced and the defender is in the ☹️ or ☹️ matching your reinforce token, you may change 1 of your ☹️ results to a * result. If the defender is stressed, you may change 1 of your ☹️ result to a * result instead.

120mm x 70mm





SCUM

ARMED AND DANGEROUS

6 • **FENN RAU**
ARMED AND DANGEROUS

FANG FIGHTER

♥ 3
♣ 3
♦ 5

While you defend or perform an attack, if the attack range is 1, you may roll 1 additional die.

Concordia Faceoff: While you defend, if the attack range is 1 and you are in the attacker's ♥, change 1 result to an ♣ result.

FEARLESS
While you perform a ♥ primary attack, if the attack range is 1 and you are in the defender's ♥, you may change 1 of your results to a ♣ result.

ADAPTABLE POWER SYSTEMS
After you fully execute a red maneuver or perform a red action, you may spend 1Ⓞ. If you do, you may gain 1 deplete token to remove 1 stress token.
Before you engage, you may spend 1Ⓞ. If you do, you may gain 1 strain token to remove 1 deplete token.

BESKAR REINFORCED PLATING
While you defend, if the attacker is in your ♥ before you would be dealt a faceup damage card, you may spend 1Ⓞ to be dealt that card facedown instead, or spend 2Ⓞ to discard it instead.

4 • **GAD BANE**
ARMED AND DANGEROUS

ROGUE-CLASS STARFIGHTER

♥ 2
♣ 2
♦ 5
♠ 2
⚡ 2

After you perform an attack that hits, you may spend 2Ⓞ to transfer 1 of your non-lock red or orange tokens to the defender.

Dead to Rights: While you perform an attack, if the defender is in your ♣, defense dice cannot be modified using green tokens.

FLECHETTE CANNONS
Attack: After this attack hits, if the defender is in your ♣, the defender gains 1 strain token.

TODD 360
During the System Phase, you may spend 1Ⓞ. If you do, you may remove 1 stress token to gain 1 strain token and 1 calculate token.

XANADU BLOOD
After you decloak, you may choose an enemy ship in your ♣. If you do, that ship gains 1 strain token.

120mm x 70mm





SCUM

ARMED AND DANGEROUS

4 • PRINCE XIZOR
ARMED AND DANGEROUS

STARVIPER-CLASS
ATTACK PLATFORM

3
3
4
2
3

When you perform an attack against a strained ship, you may remove 1 stress token.

Adaptative Microthrusters: While you perform a barrel roll, you may spend 1 ⚡ to use the ↶ or ↷ template instead of the ↑ template.

• CRIME LORD ⚡ 2⁺
After you defend, if the attacker is in your ☹️, you may spend 1 ⚡. If you do, the attacker gains 1 strain token.

• MANDALORIAN OPTICS ⚡ 2
During the System Phase, you may spend 1 ⚡ to acquire a lock on an object in your ☹️. While you perform a primary attack, if you have a lock on the defender, ignore obstacles beyond range 0 obstructing the attack.

• VIRAGO ⚡
During the System Phase you may perform a red ⚡ or red ⚡ action.

3 • ZUCKUSS
ARMED AND DANGEROUS

G-1A
STARFIGHTER

3
1
5
5

While you perform a primary attack, you may roll 1 additional attack die. If you do, the defender rolls 1 additional defense die.

Enduring Limitations: At the end of the Activation Phase, if you have 3 or more stress tokens, you must remove 1 stress token and suffer 1* damage.

• PERSISTENT TRACKER ⚡ 3⁺
During the System Phase, you may spend 3 ⚡. During the Activation Phase, if this upgrade has 0 active ⚡, you can perform actions and execute red maneuvers, even while stressed.

• TRACTOR BEAM
Attack: If this attack hits, all */* results inflict tractor tokens instead of damage.

3 1-3

• 4-LOM
At the start of the End Phase, you may spend 1 calculate token and choose an enemy ship at range 0-1. If you do, transfer 1 of your stress tokens to that ship.

• MIST HUNTER
After you perform a ⚡ attack, you may gain 1 strain token to perform a bonus primary attack against the same target.

120mm x 70mm

