



STANDARD LOADOUT PACKS

EFFECTIVE DATE: 6/4/2025



FIRST ORDER

EVACUATION OF D'QAR

5 • KYLO REN
EVACUATION OF D'QAR

TIE/VN SILENCER

3
 3
 4
 2
 3[^]

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

Autothrusters: After you perform an action, you may perform a red or red action.

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

MALICE
While you perform an attack, you may spend 1 to change 1 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 .

PROTON TORPEDOES 2
Attack []: Spend 1 .
 Change 1* result to a * result.

4 2-3

2 • ZETA 5
EVACUATION OF D'QAR

TIE/FO FIGHTER

2
 3
 3
 1

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

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.

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 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

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.

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.

6

• MIDNIGHT
EVACUATION OF D'QAR

TIE/FO
FIGHTER

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.

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.

120mm x 70mm

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FIRST ORDER

EVACUATION OF D'QAR

3 • **OMEGA 2**
EVACUATION OF D'QAR

TIE/FO FIGHTER

2
3
3
1

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
3
3
1

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/SF 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 [X]: 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.

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.

3 **2-3**

4 • THETA 4
EVACUATION OF D'QAR

TIE/SF 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 [O]: Spend 1.
If the defender is in your , you may spend 1 or more to reroll that many attack dice.

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

3 **2-3**

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

T-70 X-WING

3
2
4
3
1*

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.

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-B ⊙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 • G'AI THRENALLI
EVACUATION OF D'QAR

T-70 X-WING

3
2
4
3

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.

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

T-70 X-WING

3 (Stress)
2 (Speed)
4 (Maneuver)
3 (Action)

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 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.

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

T-70 X-WING

3 (Stress)
2 (Speed)
4 (Maneuver)
3 (Action)

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 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.

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
Before you activate or engage, you may spend 1 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 \otimes . 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 \otimes . 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 \otimes 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 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

MG-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 [1↑] template.

THERMAL DETONATORS 4
During the System Phase, you may spend up to 2 ⚡ to drop that many Thermal Detonators using the [1↑] 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

MG-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 [1↑] 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 \times action, you may spend 1 $\text{\textcircled{C}}$ to ignore range restrictions.
After you fully execute an advanced maneuver, if there is an enemy ship at range 1-2 in your $\text{\textcircled{C}}$, you may spend 1 $\text{\textcircled{C}}$ 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 $\text{\textcircled{C}}$ to drop a Seismic Charge with the [1 \uparrow] template.

SLAVE 1
While you perform a $\text{\textcircled{C}}$ attack, if you are in the defender's $\text{\textcircled{C}}$, 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 $\text{\textcircled{C}}$ at range 1-2 of 2 or more enemy ships, you may change 1 of your blank results to a $\text{\textcircled{C}}$ result.

Restored Speedster: While you have exactly 1 disarm token, you may perform primary attacks against enemy objects in your $\text{\textcircled{C}}$.

OUTMANEUVER
While you perform a $\text{\textcircled{C}}$ 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 $\text{\textcircled{C}}$.

KINESO-SWITCH 2
After your perform a $\text{\textcircled{C}}$ action, if you fully executed the maneuver, you may spend 1 $\text{\textcircled{C}}$ to break all locks assigned to you.

CALIBRATED LASER TARGETING
While you perform a primary attack, if the defender is in your $\text{\textcircled{C}}$, add 1 $\text{\textcircled{C}}$ 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 [↶] or [↷] maneuver, you may spend 1⊙, gain 1 strain token and increase its difficulty. If you do, perform that maneuver as a Tallon Roll [↶] or [↷] 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 ⚔ 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 [↶] and [↷] 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

- 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☉
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 ⚡ 2
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 ⚡ 2
While you defend, if the attacker is in your ♡ before you would be dealt a damage card, you may spend 1⚡ to be dealt that card facedown instead, or spend 2⚡ to discard it instead.

4 • CAD 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.

♥ 3 2-3

TODD 360 ⚡ 2
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

• 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.

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.

3, 3, 4, 2, 3

👁️ ⚡ ↶ ↷ ↻ ↻

3 • ZUCKUSS
ARMED AND DANGEROUS

G-1A
STARFIGHTER

• 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.

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.

3, 1, 5, 5

👁️ ⚡ ↶ ↷ ↻ ⚡ ⚡

120mm x 70mm

