

Darth Vader

29

PS 9 2 3 3 2

During your "Perform Action" step, you may perform 2 actions.

When attacking, you may spend a focus token to change 1 of your results to a result. Calculation 1

TIE ADVANCED ONLY.

Advanced Targeting Computer 1

When attacking with your primary weapon, if you have a target lock on the defender, you may add 1 result to your roll. If you do, you cannot spend target locks during this attack.

Your action bar gains the action icon. Engine Upgrade 4

TIE ADVANCED ONLY.

TIE/x1 0

Your upgrade bar gains the upgrade icon.

If you equip a upgrade, its squad point cost is reduced by 4 (to a minimum of 0).

Ship Total: 35

Colonel Jendon

26

PS 6 3 1 (2) 5 5

At the start of the Combat phase, you may assign 1 of your blue target lock tokens to a friendly ship at Range 1 if it does not have a blue target lock token.

During the Activation phase, treat your pilot skill value as "0". Enhanced Scopes 1

Attack: Attack 1 ship.

Autoblaster 5

Your results cannot be canceled by defense dice.

1 3

The defender may cancel results before results.

When you perform a focus action, assign 1 additional focus token to your ship. Recon Specialist 3

After you perform an attack that does not hit, you may immediately perform a primary weapon attack. You cannot perform another attack this round. Gunner 5

Increase your agility value by 1. If you are hit by an attack, discard this card. Stealth Device 3

LAMBDA-CLASS SHUTTLE ONLY.

ST-321 3

When acquiring a target lock, you may lock onto any enemy ship in the play area.

Ship Total: 46

Raider-class Corvette (Aft)

50

PS 4 6 0 8 4

HUGE SHIP ONLY.

Shield Technician 1

When you perform a recover action, instead of spending all of your energy, you can choose any amount of energy to spend.

HUGE SHIP ONLY. IMPERIAL ONLY.

Captain Needs 2

If you overlap an obstacle during the Activation phase, do not suffer 1 faceup damage card. Instead, roll 1 attack die. On a or result, suffer 1 damage.

Attack (Energy): Spend 1 energy from this card to perform this attack. If this attack does not hit, Quad Laser Cannons 6
you may immediately spend 1 energy from this card to perform this attack again.

2-3

Attack (Energy): Spend 1 energy from this card to perform this attack. If this attack does not hit, Quad Laser Cannons 6
you may immediately spend 1 energy from this card to perform this attack again.

1-2 3

When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.

Sensor Team 4

During the Activation phase, when you reveal a maneuver, gain 1 additional energy during the "Gain Engineering Team 4
Energy" step.

Energy: Spend 1 energy to remove all stress tokens from a friendly ship at Range 1-3. Then assign 1 Comms Booster 4
focus token to that ship.

RAIDER-CLASS CORVETTE AFT SECTION ONLY.

Instigator 4

After you perform a recover action, recover 1 additional shield.

Ship Total: 81

Raider-class Corvette (Fore)

50

PS 4 4 0 8 6

Once per round, after you perform a primary weapon attack, you may spend 2 energy to perform another primary weapon attack.

Attack (energy): Spend 2 energy from this card to perform this attack. If this attack hits, the Ion Cannon Battery 6
defender suffers 1 critical damage and receives 1 ion token. Then cancel **all** dice results.

2-4 4

Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your Gunnery Team 4
blank results to a result.

At the end of each round, you may spend 1 energy to recover 1 shield (up to your shield value). Backup Shield Generator 3

Ship Total: 63

Juno Eclipse

28



When you reveal your maneuver, you may increase or decrease its speed by 1 (to a minimum of 1).

When attacking, you may spend a focus token to change 1 of your results to a result. Calculation 1

TIE ADVANCED ONLY. Advanced Targeting Computer 1

When attacking with your primary weapon, if you have a target lock on the defender, you may add 1 result to your roll. If you do, you cannot spend target locks during this attack.

Your action bar gains the action icon. Engine Upgrade 4

TIE ADVANCED ONLY. TIE/x1 0

Your upgrade bar gains the upgrade icon.

If you equip a upgrade, its squad point cost is reduced by 4 (to a minimum of 0).

Ship Total: 34

"Omega Leader"

21



Enemy ships that you have locked cannot modify any dice when attacking you or defending against your attacks.

When attacking, you may spend a focus token to change 1 of your results to a result. Calculation 1

You cannot have more than 1 evade token. Comm Relay 3

During the End phase, do not remove an unused evade token from your ship.

Increase your agility value by 1. If you are hit by an attack, discard this card. Stealth Device 3

Ship Total: 28

Academy Pilot

12



TIE ONLY. Twin Ion Engine Mk. II 1

You may treat all bank maneuvers (and) as green maneuvers.

Ship Total: 13