(Name, Ship, Faction)

After you execute a maneuver, you may roll an attack die. On a hit or crit result, remove 1 stress token from your ship. (Braylen Stramm, ARC-170, Rebel)

After an enemy ship in your firing arc at range 1-3 attacks another friendly ship, you may perform a free action (Thane Kyrell, ARC-170, Rebel)

While another friendly ship at range 1-2 is attacking, it may treat your target lock tokens as its own. (Shara Bey, ARC-170, Rebel)

When Attacking or Defending, if you have at least 1 stress token, you may reroll 1 of your dice. (Ibtisam, B-wing, Rebel)

When attacking, you may spend 1 stress token to change all of your focus results to hit results. (Keylan Farlander, B-wing, Rebel)

When attacking, 1 of your crit results cannot be canceled by defense dice. (Ten Numb, B-wing, Rebel)

While you defend, if there is an enemy within range 1 of you, roll an additional defense die. (Gemmer Sojan, A-wing, Rebel)

After you perform a focus action or are assigned a focus token, you may perform a boost or barrel roll action. (Jake Farrell, A-wing, Rebel)

You may perform actions while stressed. (Tycho Celchu, A-wing, Rebel)

When defending, if you are stressed, you may change up to 2 of your focus results to evade results. (Ezra Bridger, Attack Shuttle, Rebel)

While another friendly ship at range 0-1 defends, before the Neutralize Results step, you may spend a reinforce token to add 1 evade result. (Lowhhrick, Auzituck Gunship, Rebel)

While you perform an attack, if the defender is at range 0-1 of a friendly device, the defender rolls 1 fewer defense die. (“Cobalt Leader”, B/SF-17 Bomber, Rebel)

At initiative 0, you may perform a bonus attack. If you do, at the start of the next Planning Phase, gain 1 disarm token. (Corran Horn, E-wing, Rebel)

When you perform the coordinate action, you may gain 2 stress tokens. If you do, remove a stress token from the chosen ship. (AP-5, Sheathipede, Rebel)

When attacking or defending, if you have a focus token, you may change 1 of your focus results to a hit or evade result. (Poe Dameron, T-70 X-wing, Rebel)

At the start of the Engagement phase, you may choose another friendly ship at range 0-1 and spend a focus token. That ship may perform an action. (Ahsoka Tano, TIE Fighter, Rebel)

While a friendly ship at range 1-2 performs an attack, if it is damaged or stressed, it may reroll 1 attack die. (Saw Gerrera, U-wing, Rebel)

At the start of the Engagement Phase, each enemy ship at range 0 gains 1 stress token. (“Chopper”, VCX-100, Rebel)

While an enemy ship at range 0-2 performs an attack, you may spend a focus token. If you do, they roll 1 fewer attack die. (Kanan Jarrus, VCX-100, Rebel)

While you defend, you may acquire a lock on the attacker. (Tarn Mison, X-wing, Rebel)

[1 charge] At the start of the Engagement Phase you may spend a charge. If you do, other friendly ships at range 0-1 cannot be targeted by attacks if the attacker can target you instead. (Biggs Darklighter, X-wing, Rebel)

After you perform a boost action, you may gain 1 stress token to gain 1 evade token. (Leevan Tenza, X-wing, Rebel)

While defending, you may change 1 of your focus results to an evade result. (Luke Skywalker, X-wing, Rebel)

After you perform an attack, you may jam the defender. (Wes Janson, X-wing, Rebel)

After you execute a blue maneuver, choose another friendly ship at range 0-1. That ship may perform an action.   
(Lando Calrissian, YT-1300, Rebel)

When attacking or defending, if the enemy ship is inside of your firing arc, you may reroll up to 2 of your blank results. (Rey, YT-1300, Rebel)

While you perform an attack, you may reroll all of your dice. If you do, you must reroll as many of your dice as possible. (Han Solo, YT-1300, Rebel)

While performing a primary attack against a stressed ship, roll 1 additional attack die. (Eaden Vrill, YT-2400, Rebel)

If you would be dealt a faceup damage card, instead draw 2 damage cards, choose 1, and discard the rest. (“Leebo”, YT-2400, Rebel)

When attacking at range 2-3, you may reroll any of your blank results. (Horton Salm, Y-wing, Rebel)

After acquiring a target lock, choose another friendly ship at range 0-2. The chosen ship may acquire a lock [Like taking target lock action, this is not an action]. (“Dutch” Vander, Y-wing, Rebel)

When attacking, the defender is hit by your attack, even if they do not suffer any damage. (Lieutenant Blount, Z-95, Rebel)

After you perform an attack, you may choose another friendly ship at range 0-1. That ship may perform an action. (Airen Cracken, Z-95, Rebel)

After the Neutralize Results step, if the defender canceled a crit result, they recieve a stress token. (Kath Scarlet, Firespray-31, Empire)

After you reveal a bank maneuver you may set your dial to the maneuver of the same speed and bearing in the other direction. (Boba Fett, Firespray-31, Empire)

When another friendly ship at range 0-2 would receive a stress token, if you have 2 or fewer stress tokens, you may receive that token instead. (Captain Yorr, Lambda, Empire)

At the start of the Engagement phase, you may transfer 1 of your locks to a friendly ship at range 0-1 if it does not have a lock. (Colonel Jendon, Lambda, Empire)

When an enemy ship acquires a target lock, it must lock onto your ship if able. (Captain Kagi, Lambda, Empire)

At the start of the Engagement phase, you may acquire a lock on an enemy ship at range 1. (Commander Alozen, TIE Advanced x1, Empire)

While an enemy ship at range 1 performs an attack, prevent the range 1 bonus. (Zertik Strom, TIE Advanced x1, Empire)

During your Perform Action step, you may perform 2 actions. (Darth Vader, TIE Advanced x1, Empire)

After you defend, you may perform an action. (Valen Rudor, TIE Advanced v1, Empire)

When attacking with your primary weapon at range 2-3, treat the range of the attack as range 1. (The Inquisitor, TIE Advanced v1, Empire)

When you reveal your maneuver dial or after you perform an action, you may drop a mine. (“Deathfire”, TIE Bomber, Empire)

[1 charge, recurring] When you would spend a charge from a Talent upgrade, you may spend a charge from this instead. (Tomax Bren, TIE Bomber, Empire)

After you perform an attack that hits, you may spend a focus token to change your hits to crits. (Rexler Brath, TIE Defender, Empire)

When another friendly ship at range 0-1 spends a focus token, gain a focus token. (“Chaser”, TIE Fighter, Empire)

When attacking at range 1, you may change 1 of your hit results to a crit result. (“Winged Gundark”, TIE Fighter, Empire)

While you perform an attack, if you are not in the defender’s firing arc, roll an additional attack die. (“Backstabber”, TIE Fighter, Empire)

When defending, ships attacking you cannot spend focus tokens or reroll attack dice. (“Dark Curse”, TIE Fighter, Empire)

While you barrel roll, you may receive 1 stress token to use the bank template instead of the straight template. (Lieutenant Lorrir, TIE Interceptor, Empire)

When attacking at range 2-3, you may spend 1 evade token to add 1 hit result to your roll. (Kir Kanos, TIE Interceptor, Empire)

When you reveal a K-turn maneuver, you may execute that maneuver at speed 1, 3, or 5. (Tetran Cowall, TIE Interceptor, Empire)

Enemy ships at range 1 cannot perform focus or evade actions and cannot spend focus or evade tokens. (Carnor Jax, TIE Interceptor, Empire)

When you receive a stress token, you may gain a focus token. (Soontir Fel, TIE Interceptor, Empire)

After you perform an attack that hits, gain 1 focus token. (“Whisper”, TIE Phantom, Empire)

If you would drop a device, you may launch it instead. After you drop or launch a device, you may perform a barrel roll action. (“Deathrain”, TIE Punisher, Empire)

You may maintain 2 target locks on the same ship. When you acquire a target lock, you may acquire a second lock on that ship. (“Redline”, TIE Punisher, Empire)

After a friendly ship fully executes a 1 speed maneuver, if it is at range 1, you may transfer a focus or evade token to it. (“Vizier”, TIE Reaper, Empire)

When defending, if the attacker is jammed, add 1 evade result to your roll. (Captain Feroph, TIE Reaper, Empire)

The first time you are hit by an attack each round, deal the “I’ll Show You the Dark Side” Condition card to the attacker. (Kylo Ren, TIE Silencer, Empire)

When performing a barrel roll you may use the 2 straight template instead of the 1 straight template. (“Zeta Ace”, TIE/fo, Empire)

At the start of the engagement phase, each other friendly ship at range 0-1 removes a stress token. (“Epsilon Leader”, TIE/fo, Empire)

While you perform an attack, if the defender is in your rear arc, you may add 1 crit result. (“Backdraft”, TIE/sf, Empire)

After executing a maneuver, each enemy ship you are touching suffers 1 damage. (Captain Oicunn, Decimator, Empire)

While you defend, if you have no shields and are damaged, roll an additional defense die. (Commander Kenkirk, Decimator, Empire)

When attacking at range 1-2, you may change 1 of your focus results to a crit result. (Rear Admiral Chiraneau, Decimator, Empire)

After you perform an attack that destroys the defender, you may recover 1 shield. (IG-88A, Aggressor, Scum)

While you perform a rear arc attack, roll 1 additional attack die. (Kath Scarlet, Firespray-31, Scum)

When an enemy ship at range 0-3 receives at least 1 ion token, if you are not stressed, you may gain 1 stress token. If you do, that ship suffers 1 damage. (Dace Bonearm, HWK-290, Scum)

When defending, if the attacker is in your firing arc, roll 1 additional defense die. (Graz, Kihraxz Fighter, Scum)

At the start of the Engagement phase, you may acquire a target lock on an enemy ship in your bullseye. (Dalan Oberos, M12-L Kimogila, Scum)

When you reveal a reverse maneuver, you may drop a device. If you do, launch it instead. (Captain Zuvio, Quadjumper, Scum)

You may ignore friendly devices. While a friendly ship defends against an attack obstructed by a bomb or mine, that ship rolls an additional defense die. (Captain Nym, Scurrg H-6 Bomber, Scum)

If you are not stressed, when you reveal a turn, bank, or Sloop maneuver, you may instead execute a red Tallon Roll maneuver of the same speed and bearing. (Dalan Oberos, StarViper, Scum)

While a friendly ship declares an attack, you may spend a target lock you have on the defender. If you do, it rolls 1 fewer defense die. (Latts Razzi, YV-666, Scum)

You may perform forward arc cannon attacks from your primary firing arc. (Moralo Eval, YV-666, Scum)

After you spend a target lock, you may gain 1 stress token to acquire a target lock. [Like taking action, this is not an action] (Drea Renthal, Y-Wing, Scum)