**Astromechs**

Flight-Assist Astromech - After you fully execute a maneuver, if you did not overlap an obstacle and there are no enemy ships in your firing arc, you may perform a boost or barrel roll action.

R2-D2 - After executing a blue maneuver, you may recover 1 shield.

R2-D6 - Gain a talent upgrade slot.

R2-F2 - **Action:** When you defend this round, roll 1 additional defense die.

R3-A2 - While you perform an attack, if the defender is in your forward arc, you may gain 1 stress token. If you do, the defender gains 1 stress token.

R3 Astromech - [1 charge, recurring] While you perform a primary attack you may spend a focus result and a charge. If you do, gain an evade token.

R4-D6 - When you are hit by an attack and there are at least 3 uncanceled hit results, you may choose to cancel those results until there are 2 remaining. For each result canceled this way, gain 1 stress token.

R5 Astromech - During the End phase, you may repair 1 faceup **Ship** damage card

R5-D8 - **Action:** Roll 1 defense die. On an evade or focus result, repair a facedown damage card.

R5-K6 - After spending your target lock, roll 1 defense die. On an evade result, acquire a target lock on the same ship. You cannot spend your lock during this attack.

R5-P9 - At the end of the engagement phase, you may spend 1 focus token to recover 1 shield.

R7 Astromech - [1 charge, recurring] While defending you may spend a charge and your target lock to choose any or all attack dice. The attacker must reroll the chosen dice.

R7-T1 - **Action:** Choose an enemy ship at range 1-2. If you are in that ship’s firing arc, you may acquire a target lock on that ship. Then, you may perform a boost action.

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

Overclocked R4 - During the engagement phase, when you spend a focus token, you may gain 1 stress to gain 1 focus token.

R4 Agromech - While attacking, after you spend a focus token, you may acquire a target lock on the defender.

R4-B11 - While you perform an attack, if you have a target lock on the defender, you may spend the target lock to choose any or all defense dice. The defender must reroll the chosen dice.

R5-P8 - [1 charge, recurring] After you defend, you may roll 1 attack die. On a hit result, the attacker suffers 1 damage. On a crit result, you and the attacker each suffer 1 damage.

Salvaged Astromech - [1 charge] When you would be dealt a faceup Damage card with the **Ship** trait, spend 1 charge to discard that card instead.

Unhinged Astromech - Decrease the difficulty of your speed 3 basic maneuvers.

**Payload**

Ordnance Silos [MG-100 StarFortress Only] - Add 3 charges to each other equipped payload.

**Cannons**

Flechette Cannon - 3 attack dice. Forward Arc, Range 1-3 [Ordnance]. **Attack:** If this attack hits, the defender suffers 1 damage and gains 1 stress token if they aren’t already stressed. Then cancel all hit/crit results.

Linked Battery [Small Ship Only] - While performing a primary or cannon attack, you may reroll 1 attack die.

“Mangler” Cannon - 3 attack dice. Forward Arc, Range 1-3 [Ordnance]. **Attack:** Change 1 hit result to a crit result.

**Talents**

Adrenaline Rush - [1 charge] When you reveal a red maneuver, you may spend a charge to treat that maneuver as a white maneuver.

Bodyguard - At the start of the engagement phase, you may spend a focus token to choose a friendly ship at range 0-1 with a higher initiative than you. If you do, while it defends this round, it rolls 1 additional defense die.

Calculation - While you perform an attack, you may spend a focus token to change 1 of your focus results to a crit result.

Cool Hand - [1 charge] When you gain a stress token you may spend 1 charge to gain 1 focus or evade token.

Daredevil - **Action:** Execute a white left turn or right turn maneuver. Then, gain 1 stress token. If you do not have the boost action, roll 2 attack dice. Suffer 1 hit/crit damage for each matching result.  
  
Deadeye [Small ship only] - You may treat the **Attack [target lock]:** header as **Attack [focus]:**.

Debris Gambit - **Action:** Gain 1 evade token for each obstacle at range 0-1, to a maximum of 2 evade tokens.

Decoy - At the start of the Engagement phase, you may choose 1 friendly ship at range 0-2. If you do, You engage at their initiative value instead of your normal initiative value this round and they engage at your initiative value instead of their normal initiative value this round.

Determination - [1 charge] When you would be dealt a faceup Damage card with the Pilot trait, spend 1 charge to be dealt the card facedown without resolving its effect.

Elusiveness - When defending, if you are not stressed, you may gain 1 stress token to choose 1 attack die. The attacker must reroll that die.

Expert Handling - **Action:** Perform a barrel roll action. If you do not have the barrel roll action on your action bar, receive 1 stress token. You may then remove 1 enemy target lock token.

Expertise - While you perform an attack, if you are not stressed, you may gain a stress token to change all of your focus results to hit results.

Expose - **Action:** Until the end of the round while you defend or perform an attack, you must roll 1 fewer defense die or 1 additional attack die.

Intensity - [1 charge] After you perform a boost or barrel roll action, you may spend 1 charge to gain a focus or evade token. At the end of the Engagement phase, you may spend 1 focus or evade token to recover 1 charge.

Lightning Reflexes [Small ship only] - [1 charge] After you execute a white or blue maneuver, you may spend a charge to rotate your ship 180°. Then receive 1 stress token.

Marksmanship - **Action:** While you perform an attack this round, you may change 1 focus result to a crit result, and the rest of your focus results to hit results.

Opportunist - While you perform an attack and aren’t stressed, if the defender does not have any focus or evade tokens, you may gain 1 stress token to roll 1 additional attack die.

Rage - **Action:** Gain 1 focus token and 2 stress tokens. Until the end of the round, while you perform an attack you may reroll up to 3 attack dice.

Ruthlessness - After you perform an attack that hits, you **must** choose 1 other ship at range 1 of the defender (other than yourself). That ship suffers 1 damage.

Stay On Target - When you reveal a maneuver, you may set your dial to another maneuver of the same speed. Treat that maneuver as red.

Wingman - At the start of the Engagement phase, remove 1 stress token from another friendly ship at range 0-1.

Wired - While you defend or perform an attack, if you are stressed, you may reroll any number of focus results.

**Illicit Upgrades**

Black Market Slicer Tools - **Action:** Choose a stressed enemy ship at range 0-2 and roll 1 attack die. On a hit or crit result, remove 1 stress token from it and deal it 1 facedown Damage card.

Burnout Slam [Large ship only] - [1 charge] **Action:** Spend 1 charge to perform the Slam action.

EMP Device - [1 charge] Before you engage, you may gain 1 disarm token and spend 1 charge. If you do, each ship at range 0-1 gains 2 ion tokens.

Glitterstim - [1 charge] At the start of the engagement phase you may spend 1 charge and gain 1 stress token. If you do, until the end of the round, while you defend or perform an attack, you may change all of your eye results to hit or evade results.

“Hot Shot” Blaster - [1 charge] 3 attack dice. Range 0 [ordnance]. **Attack:** Spend 1 charge to attack a ship at range 0 of you (even a ship outside your firing arc).

Scavenger Crane - [1 charge] After a ship at range 0-2 is destroyed, you may recover a charge on an equipped Torpedo, Missile, Payload, Cannon, Turret, or Modification Upgrade. Then roll 1 attack die. On a blank result, lose 1 charge.

**Missiles**

Advanced Homing Missiles - [2 charges] 3 attack dice. Range 2 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge. If this attack hits, deal 1 faceup Damage card to the defender, then cancel all hit/crit results.

Assault Missiles - [2 charges] 4 attack dice. Range 2-3 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge and your target lock. If this attack hits, each other ship at range 0-1 of the defender suffers 1 damage.

Concussion Missiles - [2 charges] 4 attack dice. Range 2-3 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge and your target lock. You may change 1 of your blank results to a hit result.

Cruise Missiles - [2 charges] 1 attack die. Range 2-3 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge. You may roll additional attack dice equal to the speed of your revealed maneuver.

Homing Missiles - [1 charge] 4 attack dice. Range 2-3 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge and your target lock. The defender cannot spend evade tokens during this attack.

Proton Rockets - [1 charge] 2 attack dice. Range 1 forward arc [Ordnance]. **Attack (focus):** Spend 1 charge. You may roll additional attack dice equal to your agility value, to a maximum of 3 additional dice.

Scrambler Missiles - [2 charge] 3 attack dice. Range 2-3 forward arc [Ordnance]. **Attack (target lock):** Spend 1 charge. If this attack hits, the defender and each other ship at range 0-1 receives 1 jam token. Then cancel all hit/crit results.

Unguided Rockets - 3 attack dice. Range 1-3 bullseye. **Attack (focus):** Your attack dice can be modified only by spending a focus token for its standard effect.

**Modifications**

Advanced Cloaking Device [TIE Phantom only] - After you perform an attack, you may perform a cloak action.

Anti-Pursuit Lasers [Large ship only] - After an enemy ship executes a maneuver, if it is at range 0, roll 1 attack die. On a hit or crit result, the enemy ship suffers 1 damage.

Autothrusters [Boost required] - While you defend at range 3, you may change 1 of your blank results to an evade result.

Countermeasures [Large ship only] - [1 charge] At the start of the Engagement phase, you may spend 1 charge. If you do, you may remove 1 enemy target lock and until the end of the round, while you defend, roll 1 additional defense die.

Deflective Plating [MG100 StarFortress only] - [1 charge] When a friendly bomb token detonates, if this has a charge, you may ignore its effects. If you do, roll an attack die. On a hit result, lose a charge.

Engine Upgrade - [3 charges] **Action:** Spend 1 charge, perform a boost action.

Experimental Interface - [1 charge, recurring] After you perform an action, you may spend 1 charge. If you do, you may perform an action from an equipped Upgrade card with the **Action:** header. Then gain 1 stress token.

Guidance Chips - [1 charge, recurring] While you perform a torpedo or missile attack, you may change 1 die result to a hit result. If your primary weapon is value 3 or higher, you may change it to a crit result instead.

Gyroscopic Targeting [Lancer-class Pursuit Craft only] - At the end of the Engagement phase, if your revealed maneuver is speed 3 or higher, you may rotate your turret arc.

Ion Projector [Large ship only] - After an enemy ship executes a maneuver, if it is at range 0, roll 1 attack die. On a hit or crit result, the enemy ship gains 1 ion token.

Lightweight Frame [TIE only] - While defending, if the attacker rolled more attack dice than you have defense dice, roll 1 additional defense die. You cannot equip this card if your agility value is 3 or higher.  
Long-Range Scanners [Torpedo and Missile] - You can acquire locks beyond range 3. You cannot acquire locks at range 2. You can only equip this if you have torpedo and missile upgrade slots.

Maneuvering Fins [YV-666 only] - When you reveal a turn maneuver, you may set your dial to a bank maneuver of the same speed and direction.

Multi-spectral Camouflage [Small ship only] - After an enemy ship locks you, if you only have 1 red target lock token, roll 1 defense die. On an evade result, remove 1 red target lock token.

Pulsed Ray Shield - During the End phase, you may gain 1 ion token to recover 1 shield. You can equip this card only if your shield value is 1.

Twin Ion Engine Mk. II [TIE only] - You may treat all bank maneuvers as blue maneuvers.

Vectored Thrusters [Small ship only] - Adds Red barrel roll action.

**Sensors**

Accuracy Corrector - [2 charges] When attacking, during the Modify Attack Dice step, you may spend 1 charge and cancel all of your dice results. If you do, add 2 hit results to your roll. Your dice cannot be modified again during this attack.

Advanced Targeting Computer [TIE Advanced x1 only] - While you perform a primary attack against a defender you have locked, you may add 1 crit result to your roll. If you do, you cannot spend target locks during this attack.

Enhanced Scopes - During the Activation phase, treat your initiative as 0.

Fire-Control System - After you perform an attack, you may acquire a target lock on the defender.

Reinforced Deflectors [Large ship only] - After defending, if you suffered 3 or more damage during the attack, recover 1 shield.

Sensor Jammer - When defending, you may change 1 of the attacker’s hit results to a focus result.

Thrust Corrector - While defending, if you have 3 or fewer stress tokens, you may gain 1 stress token to cancel all of your dice results. If you do, add 1 evade result to your roll. Your dice cannot be modified again during this attack. You can only equip this upgrade if your hull value is 4 or lower.

**Tech**

Advanced Optics - You cannot have more than 1 focus token. During the End Phase, do not remove focus tokens.

Comm Relay - You cannot have more than 1 evade token. During the End Phase, do not remove evade tokens.

Sensor Cluster - While you defend, you may spend 1 focus token to change 1 of your blank results to an evade result.

Threat Tracker [Small ship] - Before an enemy ship you are locking engages, if it is inside your firing arc at range 0-2, you may spend your target lock to perform an action.

**Configurations**

B-wing E2 - Add a crew upgrade slot

BLT-A4 Y-wing - You must treat your turret arc as a forward arc. After you perform a primary attack, you may perform a bonus turret attack.

“Light Scyk” Interceptor (M3-A Interceptor) - All Damage cards are dealt to you faceup. You may treat all bank maneuvers as blue maneuvers. You cannot equip Modification upgrades.

StarViper Mk. I - Replace your Microthrusters ability with “While you perform a barrel roll, you must use the straight template.”

Enforcer (Kimogila Fighter) - After defending, if the attacker is in your bullseye, the attacker gains 1 stress.

TIE Vanguard (TIE Silencer) - [1 charge] While you perform an attack, if your charge is active and there are no other ships in the attack arc, you may reroll 1 attack die. While you defend, you may spend 1 charge to reroll all of your defense dice.

TIE Shuttle (TIE Bomber) - Lose all torpedo, missile, and payload upgrade slots. Add 2 crew upgrade slots.

TIE/v1 Advanced Prototype (TIE Advanced v1) - After you acquire a target lock, you may perform an evade action.

Renegade Refit (T-65 X-wing) - Lose a torpedo upgrade slot. Add 2 modification upgrade slots.

**Turrets**

Blaster Turret - 3 attack dice. Range 1-2 Turret [Ordnance]. **Attack (focus):** Spend 1 focus token.

Synced Turret - 2 attack dice. Range 1-2 Turret. **Attack (target lock):** If the defender is in your primary firing arc, you may reroll a number of attack dice up to your primary weapon value.

Twin Laser Turret - 3 attack dice. Rank 2-3 Turret. **Attack:** If this attack hits, the defender suffers 1 damage. Then cancel all hit/crit results. After this attack, you may perform this attack as a bonus attack against the same target.