* **Imperial Remnant**
  + Pilot Abilities
    - Rank 0
      * [1 charge, recurring] While you perform an attack, you may spend 1 charge to roll 1 additional attack die. After defending, lose 1 charge. (“Wampa”, TIE Fighter, Empire)
    - Rank 1
      * [1 charge, recurring] During the Engagement Phase, after a friendly small ship at range 0-3 is destroyed, if that ship has not engaged this phase, you may spend 1 charge. If you do, that ship engages at the current initiative. (Nash Windrider, TIE Interceptor, Empire)
      * After you fully execute a speed 1 maneuver using your **Adaptive Ailerons** ship ability, you may perform a coordinate action. If you do, skip your Perform Action step. (“Vizier”, TIE Reaper, Empire)
      * After you perform a turret or missile attack that misses, you may perform a bonus attack using a different weapon. (“Double Edge”, TIE Aggressor, Empire)
      * After you fully execute a blue maneuver, you may perform a focus action. (“Night Beast”, TIE Fighter, Empire)
      * After you are destroyed, before you are removed, you may perform an attack and drop or launch 1 device. (“Deathfire”, TIE Bomber, Empire)
      * After you fully execute a maneuver using your **Adaptive Ailerons**, if you are not stressed you may drop 1 device. (“Vagabond”, TIE Striker, Empire).
    - Rank 2
      * After you perform a coordinate action, if the ship you chose performed an action on your action bar, you may perform that action. (Lieutenant Sai, Lambda-Class Shuttle, Empire)
      * While you barrel roll, you **must** use the bank template instead of the straight template. (Lieutenant Lorrir, TIE Interceptor, Empire)
      * While you defend, if the attacker does not have any green tokens, you may change 1 of your blank or focus results to an evade result. (Captain Feroph, TIE Reaper, Empire)
      * After a friendly ship at range 0-1 defends (after damage is resolved, if any), you may perform an action. (Valen Rudor, TIE Fighter, Empire)
      * While a friendly ship at range 0-2 performs an attack, if you are in the defender’s left or right arc, the attacker may reroll 1 attack die. (Lyttan Dree, TIE Heavy, Empire)
    - Rank 3
      * [Force] While you perform an attack, after the Neutralize Results step, if the attack hit, you may spend 2 force to add 1 crit result. (Fifth Brother, TIE Advanced v1, Empire)
      * [Force] While you perform a primary attack, before the Neutralize Results step, you may spend 2 force to cancel 1 evade result. (Seventh Sister, TIE Advanced v1, Empire)
      * At the start of the Engagement Phase, you may choose 1 or more friendly ships at range 0-3. If you do, transfer all enemy lock tokens from the chosen ships to you. (Captain Kagi, Lambda-Class Shuttle, Empire)
      * [2 charges] At the start of the Activation Phase, you may spend 1 charge. If you do, while friendly ships acquire locks this round, they must acquire locks beyond range 3 instead of at range 0-3. (Colonel Jendon, Lambda-Class Shuttle, Empire)
      * After you perform an attack, you may perform a barrel roll or boost action, even if you are stressed. (Turr Phennir, TIE Interceptor, Empire)
      * After a friendly ship at range 0-3 with a lower initiative than yours partially executes a maneuver, it may perform a red focus action. (Commandant Goran, TIE Interceptor, Empire)
      * While you perform an attack against a damaged defender, roll 1 additional attack die. (Gideon Hask, TIE Interceptor/TIE Fighter, Empire)
      * While you perform an attack, if the defender does not have any green tokens, you may change 1 of your blank or focus results to a hit result. (Major Vermeil, TIE Reaper, Empire)
      * While you perform an attack, after the defender rolls defense dice, you may spend 1 focus token to cancel all of the defender’s blank and focus results. (Lieutenant Kestal, TIE Aggressor, Empire)
      * While a friendly ship at range 0-2 defends against a damaged attacker, the defender may reroll 1 defense die. (Del Meeko, TIE Fighter, Empire)
      * While you perform an attack, you may spend 1 crit result. If you do, deal 1 facedown damage card to the defender, then cancel your remaining results. (Seyn Marana, TIE Fighter, Empire)
      * [1 charge] Before a friendly TIE/ln fighter at range 0-1 would suffer 1 or more damage, you may spend 1 charge. If you do, prevent that damage. (Iden Versio, TIE Fighter, Empire)
      * After you execute a speed 3-4 maneuver, you may choose a ship in your turret arc at range 0-1. If you do, that ship gains 1 strain token, or 2 strain tokens if you are damaged. (“Rampage”, TIE Heavy, Empire)
      * While you perform a torpedo or missile attack, you may increase or decrease the range requirement by 1, to a limit of 0-3. (Major Rhymer, TIE Bomber, Empire)
      * While a friendly ship at range 0-1 performs a torpedo or missile attack, that ship may reroll up to 2 attack dice. (Captain Jonus, TIE Bomber, Empire)
      * While you defend, after the Neutralize Results step, if you are not stressed, you may suffer 1 damage and gain 1 stress token. If you do, cancel all dice results. (“Countdown”, TIE Striker, Empire)
      * While you perform an attack, if you have 1 or fewer damage cards, you may roll 1 additional attack die. (“Pure Sabacc”, TIE Striker, Empire)
    - Rank 4
      * [Force] While you defend at attack range 1, you may spend 1 force to prevent the range 1 bonus.  
        While you perform an attack against a defender at attack rank 2-3, you may spend 1 force to apply the range 1 bonus.  
        (Grand Inquisitor, TIE Advanced v1, Empire)
      * While you perform an attack at attack range 1, roll 1 additional attack die. (“Mauler” Mithel, TIE Fighter, Empire)
      * While you perform an attack against a defender in your bullseye, roll 1 additional attack die. (“Scourge” Skutu, TIE Fighter, Empire)
      * While a friendly ship at range 0-1 performs a primary attack, that ship may reroll 1 attack die. (“Howlrunner”, TIE Fighter, Empire)
      * After you perform a reload action, you may recover 1 charge token on 1 of your equipped talent upgrade cards. (Tomax Bren, TIE Bomber, Empire)
      * You may choose not to use your **Adaptive Ailerons**. You may use your **Adaptive Ailerons** even while stressed. (“Duchess”, TIE Striker, Empire)
    - Rank 5
      * At the start of the Engagement Phase, if there is an enemy ship in your bullseye, gain 1 focus token. (Soontir Fel, TIE Interceptor, Empire)
  + Ships
    - TIE/sa Bomber (Empire)\*
    - TIE/rb Heavy (Empire)
    - TIE/LN Fighter (Empire)\*
    - TIE/IN Interceptor (Empire)\*
    - TIE Advanced v1 (Empire)
    - TIE Advanced x1 (Empire)\*
    - TIE/ag Aggressor (Empire)
    - TIE/sk Striker (Empire)
    - TIE Reaper (Empire)
    - Lambda-class T-4a Shuttle (Empire)\*
  + Talents
    - Ruthless (Empire)
    - Ion Limiter Override (TIE)
  + Upgrades (Modifications)
    - Precision Ion Engines
  + Upgrades
  + Crew
    - Protectorate Gleb (Empire)
    - ISB Slicer (Empire)
    - Director Krennic (Empire)
    - Grand Moff Tarkin (Empire)
    - Agent Kallus (Empire)
    - Minister Tua (Empire)
    - Moff Jerjerrod (Empire)
    - Seventh Sister (Empire)
    - Admiral Sloane (Empire)
    - Grand Inquisitor (Empire)
  + Gunners
    - Fifth Brother (Empire)

**Relations**

* Leia’s Resistance: At War
* Fledgling New Republic: Hate
* Luke’s Jedi Order: Hate
* Saw Gerrera’s Partisans: At War
* Royal Naboo Security Forces: Neutral
* Hutt Cartel: Like
* Black Sun Syndicate: Dislike
* Bounty Hunters’ Guild: Like
* Empire of the Hand: Hate
* The Contingency: Hate
* Mandalorian Clans: Hate
* Kaarenth Dissension: At War
* Corporate Sector Authority: Neutral
* Mining Guild: Neutral