* **Fledgling New Republic**
  + Pilot Abilities
    - Rank 0
      * While you coordinate, if you choose a ship with exactly 1 stress token, it can perform actions. (AP-5, Sheathipede, Rebel)
    - Rank 1
      * While you defend, crit results are neutralized before hit results. (“Zeb” Orrelios, Attack Shuttle/Sheathipede/TIE Fighter, Rebel)
      * After you perform an attack, assign the Suppressive Fire condition to the defender. (Captain Rex, TIE Fighter, Rebel)
        + Suppressive Fire: While you perform an attack against a ship other than Captain Rex, roll 1 fewer attack die.  
          After Captain Rex defends, remove this card.  
          At the end of the Combat Phase, if Captain Rex did not perform an attack this phase, remove this card.  
          After Captain Rex is destroyed, remove this card.
      * After an enemy ship executes a maneuver, if it is at range 0, you may perform an action. (Heff Tobber, U-wing, Rebel)
      * At the start of the Engagement Phase, each enemy ship at range 0 gains 2 jam tokens. (“Chopper”, VCX-100, Rebel)
    - Rank 2
      * After you fully execute a maneuver, if you are stressed, you may roll 1 attack die. On a hit or crit result, remove 1 stress token. (Ibtisam, ARC-170 Starfighter, Rebel)
      * After a friendly ship at range 1-2 in your left or right arc defends, you may acquire a lock on the attacker. (“Jag”, ARC-170 Starfighter, Republic)
      * While a friendly ship at range 1-2 in your left or right arc performs a primary attack, it may reroll 1 attack die. (“Sinker”, ARC-170 Starfighter, Rebel)
      * After you barrel roll, you may choose 1 friendly ship that is not stressed at range 0-1. That ship gains 1 stress token, then you rotate 180°. (Netrem Pollard, B-wing, Rebel)
      * [Force] While you defend or perform an attack, if you are stressed, you may spend 1 force to change up to 2 of your focus results to evade or hit results. (Ezra Bridger, Attack Shuttle/Sheathipede/TIE Fighter, Rebel)
      * Before you activate, you may perform a barrel roll or boost action. (Sabine Wren, Attack Shuttle/TIE fighter, Rebel)
      * After a friendly ship at range 0-1 becomes the defender, you may spend 1 reinforce token. If you do, that ship gains 1 evade token. (Lowhhrick, Auzituck Gunship, Rebel)
      * At the start of the engagement phase, you may spend 1 focus token to choose a friendly ship at range 0-1. If you do, that ship rolls 1 additional defense die while defending until the end of the round. (Evaan Verlaine, Y-wing, Rebel)
      * While a friendly ship at range 0-2 defends or performs an attack, it may spend your focus tokens as if that ship has them. (Esege Tuketu, K-wing, Rebel)
      * At the start of the Engagement Phase, you may transfer 1 of your focus tokens to a friendly ship in your firing arc. (Kyle Katarn, HWK-290, Rebel)
      * After you acquire or spend a lock, you may remove 1 red token from yourself. (Derek Klivian, A-wing, Rebel)
      * You can perform primary attacks at range 0.  
        If you would fail a boost action by overlapping another ship, resolve it as though you were partially executing a maneuver instead. (Arvel Crynyd, A-wing, Rebel)
      * While you defend or perform an attack, if the attack range is 1 and you are in the enemy’s forward arc, you may change 1 of your results to an evade or hit result. (Sabine Wren, A-wing, Rebel)
      * While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc, you may suffer 1 hit or crit to cancel 1 matching result. (Biggs Darklighter, X-wing, Rebel)
      * [Droid] After you gain a stress token, gain 1 calculate token. (K-2SO, U-wing, Rebel)
      * At the start of the Activation Phase, you may choose 1 friendly ship at range 1-3. If you do, that ship removes 1 stress token. (Cassian Andor, U-wing, Rebel)
      * [Force] While a friendly ship in your firing arc defends, you may spend 1 force. If you do, the attacker rolls 1 fewer attack die. (Kanan Jarrus, VCX-100, Rebel)
      * [Droid] After you defend or perform an attack, if you spend a calculate token, gain 1 calculate token. (“Leebo”, YT-2400, Rebel)
    - Rank 3
      * After you spend a focus token, you may choose 1 friendly ship at range 1-3. That ship gains 1 focus token. (Garven Dreis, ARC-170 Starfighter/X-wing, Rebel)
      * While you defend or perform a primary attack, you may spend 1 lock you have on the enemy ship to add 1 focus result to your dice results. (Shara Bey, ARC-170 Starfighter/A-wing, Rebel)
      * [1 charge] While you perform a primary forward arc attack, you may spend 1 charge to reroll the attack die.  
        While you perform a primary rear arc attack, you may recover 1 charge to roll 1 additional attack die.  
        (“Wolffe”, ARC-170 Starfighter, Republic)
      * While you defend or perform an attack, you may spend 1 stress token to change all of your focus results to evade or hit results. (Ten Numb, B-wing, Rebel)
      * While you defend or perform an attack, if you are stressed, you may reroll up to 2 of your dice. (Braylen Stramm, B-wing, Rebel)
      * While you perform a primary attack, if you are damaged, you may roll 1 additional attack die. (Wullffwarro, Auzituck Gunship, Rebel)
      * While you perform an attack, you may reroll 1 attack die for each other friendly ship at range 0-1 of the defender. (Horton Salm, Y-wing, Rebel)
      * After you perform a lock action, you may choose 1 friendly ship at range 1-3. That ship may acquire a lock on the object you locked, ignoring range restrictions. (“Dutch” Vander, Y-wing, Rebel)
      * While you perform a primary attack, you may either spend 1 shield to roll 1 additional attack die or, if you are not shielded, you may roll 1 fewer attack die to recover 1 shield. (Miranda Doni, K-wing, Rebel)
      * While a friendly ship performs an attack, if the defender is in your front arc, the attacker may change 1 hit result to a crit result. (Gavin Darklighter, E-wing, Rebel)
      * At the start of the Engagement Phase, you may choose 1 ship in your firing arc. If you do, it engages at initiative 7 instead of its standard initiative value this phase. (Roark Garnet, HWK-290, Rebel)
      * [1 charge, recurring] Before you would be dealt a faceup damage card, you may spend 1 charge to be dealt the card facedown instead. (Chewbacca, YT-1300, Rebel)
      * After you perform a barrel roll or boost action, you may choose a friendly ship at range 0-1. That ship may perform a focus action. (Jake Farrell, A-wing, Rebel)
      * While you perform a primary attack, if the defender is in your forward attack arc, the defender rolls 1 fewer defense die. (Wedge Antilles, A-wing, Rebel)
      * After you receive a stress token, you may roll 1 attack die to remove it. On a hit result, suffer 1 damage. (Jek Porkins, X-wing, Rebel)
      * Friendly ships can acquire locks onto objects at range 0-3 of any friendly ship. (Bodhi Rook, U-wing, Rebel)
      * While you defend, if the attacker modified any attack dice, you may roll 1 additional defense die. (Alexsandr Kallus, VCX-100, Rebel)
      * While you perform a primary attack, if there is at least 1 other friendly ship at range 0-1 of the defender, you may roll 1 additional attack die. (Lieutenant Blount, Z-95, Rebel)
      * While you perform a primary attack, if there are no other friendly ships at range 0-2, roll 1 additional attack die. (N’dru Suhlak, Z-95, Scum)
    - Rank 4
      * While you defend, if there is an enemy ship at range 0-1, add 1 evade result to your dice results. (Norra Wexley, ARC-170 Starfighter/Y-wing, Rebel)
      * After you fully execute a red maneuver or perform a red action, if there is an enemy ship in your bullseye, you may acquire a lock on that ship. (“Odd Ball”, ARC-170 Starfighter/Y-wing/V-wing/V-19, Republic)
      * At the start of the Engagement Phase, you **must** transfer 1 of your stress tokens to another friendly ship at range 0-2. (Gina Moonsong, B-wing, Rebel)
      * After you reveal a red or blue maneuver, you may set your dial to another maneuver of the same difficulty. (Hera Syndulla, Attack Shuttle/VCX-100, Rebel)
      * At initiative 0, you may perform a bonus primary attack against an enemy ship in your bullseye. If you do, at the start of the next Planning Phase, gain 1 disarm token. (Corran Horn, E-wing, Rebel)
      * While a friendly ship in your firing arc performs a primary attack, if you are not stressed, you may gain 1 stress token. If you do, that ship may roll 1 additional attack die. (Jan Ors, HWK-290, Rebel)
      * [Force] After a friendly ship fully executes a red maneuver, if it is at range 0-3, you may spend 1 force. If you do, that ship gains 1 focus token or recovers 1 force. (Leia Organa, YT-1300, Rebel)
      * After you fully execute a blue maneuver, you may choose a friendly ship at range 0-3. That ship may perform an action. (Lando Calrissian, YT-1300, Rebel)
      * [Force] After you fully execute a maneuver, you may choose a friendly ship at range 1-2 and spend 2 force. That ship may perform an action, even while stressed. (Ahsoka Tano, A-wing, Rebel)
      * While you perform an attack, you may spend 1 focus, hit, or crit result to look at the defender’s facedown damage cards, choose 1, and expose it. (Thane Kyrell, X-wing, Rebel)
      * [Force] After you become the defender, before dice are rolled, you may recover 1 force. (Luke Skywalker, X-wing, Rebel)
      * While you move, you ignore obstacles. (Dash Rendar, YT-2400, Rebel)
      * After you perform an attack, you may choose 1 friendly ship at range 1. That ship may perform an action, treating it as red. (Airen Cracken, Z-95, Rebel)
    - Rank 5
      * While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step, you may transfer 1 of your focus tokens, evade tokens, or locks to that ship. (Hera Syndulla, B-wing/RZ1 A-wing, Rebel)
      * After you roll dice, if you are at range 0-1 of an obstacle, you may reroll all of your dice. This does not count as rerolling for the purpose of other effects. (Han Solo, YT-1300, Rebel)
      * Before an enemy ship in your firing arc engages, if you are not stressed, you may gain 1 stress token. If you do, that ship cannot spend tokens to modify dice while it performs an attack during this phase. (Fenn Rau, Sheathipede, Rebel)
      * While you perform an attack, the defender rolls 1 fewer defense die. (Wedge Antilles, X-wing, Rebel)
  + Ships
    - Z-95-AF4 Headhunter (Rebel)
    - Modified YT-1300 Light Freighter (Rebel)
    - T-65 X-wing (standard) (Rebel)
    - T-70 X-wing (Resistance)
    - RZ-1 A-wing (Rebel)
    - RZ-2 A-wing (Resistance)
    - BTL-A4 Y-wing (Rebel)
    - BTL-S8 K-wing (Rebel)
    - Auzituck Gunship (Rebel)
    - VCX-100 Light Freighter (Rebel)
    - YT-2400 Light Freighter (Rebel)
    - A/SF-01 B-Wing (Rebel)
    - E-wing (Rebel)
    - Attack Shuttle (Rebel)
    - Sheathipede-class Shuttle (Rebel)
    - UT-60D U-Wing [standard] (Rebel)
    - ARC-170 Starfighter (Rebel)
  + Talents
    - Hopeful (Rebel)
    - Starbird Slash (A-wing)
    - Backwards Tailslide (X-wing)
    - Selfless (Rebel)
  + Upgrades (modifications)
    - Spare Parts Canisters
    - Overdrive Thruster (T-70 X-wing)
  + Upgrades (Tech)
    - Automated Target Priority
    - Ferrosphere Paint (Resistance)
    - Targeting Synchronizer
    - Advanced Optics
    - Pattern Analyzer
    - Primed Thrusters
  + Upgrades (Astromech)
    - “Chopper” (Rebel)
    - R5-D8 (Rebel)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R5 Astromech
  + Upgrades (Cannons)
    - Underslung Blaster Cannon (T-70 X-wing)
  + Crew
    - “Chopper” (Rebel)
    - “Zeb” Orellios (Rebel)
    - Jyn Erso (Rebel)
    - Lando Calrissian (Rebel)
    - Lando Calrissian (Scum)
    - Baze Malbus (Rebel)
    - Sabine Wren (Rebel)
    - Hera Syndulla (Rebel)
    - Cassian Andor (Rebel)
    - Nien Nunb (Rebel)
    - K-2SO (Rebel)
    - Kanan Jarus (Rebel)
  + Gunners
    - Sabine Wren (Rebel)
    - Bistan (Rebel)
    - Ezra Bridger (Rebel)
    - Luke Skywalker (Rebel)
    - Clone Captain Rex (Republic)
    - Ahsoka Tano (Republic)

**Relations**

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