**Pilot Abilities**

* **Rank 0**
  + Before you expose 1 of your damage cards, you may look at your facedown damage cards, choose 1 and expose that card instead. (R1-J5, Fireball, Resistance)
  + While you perform a primary attack, if the defender is at range 0-1 of at least 1 friendly device, roll 1 additional die. (Cat, MG-100 StarFortress, Resistance)
  + While a friendly ship at range 0-2 performs a primary attack, if you are in the defender’s bullseye, the defender rolls 1 fewer defense die. (Merl Cobben, RZ-2 A-wing, Resistance)
  + After placing forces, assign the **Compromising Intel** condition to 1 enemy ship. (Vi Moradi, Resistance Transport Pod, Resistance)
    - Compromising Intel:While you defend or perform an attack against the enemy Vi Morandi, you cannot spend focus tokens.
  + After you fully execute a blue maneuver, you may choose a friendly ship at range 0-1. If you do, that ship removes 1 stress token. (Jaycris Tubbs, T-70 X-Wing, Resistance)
* **Rank 1**
  + While you defend, if the attacker is in a friendly ship’s turret arc, you may add 1 focus result to your roll. (Vennie, MG-100 StarFortress, Resistance)
  + While you defend or perform an attack, if the enemy ship is in another friendly ship’s turret arc, you may spend 1 focus token from that friendly ship to change 1 of your focus results to an evade or hit result. (Ronith Blario, RZ-2 A-wing, Resistance)
  + After you coordinate or are coordinated, if you have 2 or fewer stress tokens, you may perform 1 action on your action bar as a red action, even if you are stressed. (Nodin Chavdri, Resistance Transport, Resistance)
  + While you defend or perform an attack, you may add 1 blank result, or you may gain 1 strain token to add 1 focus result instead. (Finn, Resistance Transport Pod, Resistance)
  + After a ship at range 1-2 is dealt a damage card, you may acquire a lock on that ship. (Lieutenant Bastian, T-70 X-Wing, Resistance)
  + While you perform an attack, if the defender’s initiative is higher than yours, you may change 1 blank result to a focus result. (Nimi Chireen, T-70 X-Wing, Resistance)
* **Rank 2**
  + After you perform an attack, if the defender is in your turret arc, assign the **Rattled** condition to the defender. (Ben Teene, MG-100 StarFortress, Resistance)
    - **Rattled**: After a bomb or mine at range 0-1 detonates, suffer a crit. Then, remove this card.  
      Action: If there are no bombs or mines at range 0-1, remove this card.
  + After you fully execute a blue or white maneuver, if you have not dropped or launched a device this round, you may drop 1 device. (Edon Kappehl, MG-100 StarFortress, Resistance)
  + After you partially execute a maneuver, you may gain 1 strain token to rotate 90° or 180°. (Suralinda Javos, RZ-2 A-wing, Resistance)
  + You do not skip your Perform Action step after you partially execute a maneuver. (Zari Bangel, RZ-2 A-wing, Resistance)
  + While you have 2 or fewer stress tokens, you may execute red maneuvers even while stressed. (Pammich Nerro Goode, Resistance Transport, Resistance)
  + After you lose 1 shield, gain 1 evade token. (Joph Seastriker, T-70 X-wing, Resistance)
  + [1 charge, recurring] While you defend or perform an attack, you may spend 1 charge, or 1 non-recurring charge from your equipped astromech upgrade to reroll up to 1 of your dice for each other friendly ship at range 0-1. (Jessika Pava, T-70 X-Wing, Resistance)
  + During the System Phase, you may perform a red barrel roll or red boost action. (BB-8, Resistance Transport Pod, Resistance)
* **Rank 3**
  + While you defend or perform a primary attack, if the enemy ship’s initiative is higher than the number of damage cards you have, you may roll 1 additional die. (Kazuda Xiono, Fireball, Resistance)
  + Before you would drop a bomb, you may place it in the play area touching you instead. (Finch Dallow, MG-100 StarFortress, Resistance)
  + After you defend at attack range 1, if the attacker modified its dice, the attacker gains 1 deplete token. (Wrobie Tyce, RZ-2 A-wing, Resistance)
  + After you fully execute a maneuver, you may rotate your turret arc. (Greer Sonnel, RZ-2 A-wing, Resistance)
  + While you defend or perform a primary attack, if your revealed maneuver is red, roll 1 additional die. (Cova Nell, Resistance Transport, Resistance)
  + After a friendly ship at range 0-3 is destroyed, before that ship is removed, you may perform an action. Then you may perform a bonus attack. (Chewbacca, Scavenged YT-1300, Resistance)
  + After you fully execute a maneuver, if you moved through a friendly ship, you may perform an evade action. (C’ai Threnalli, T-70 X-Wing, Resistance)
  + While you boost, you may use the turn template instead. (Kare Kun, T-70 X-Wing, Resistance)
  + After you fully execute a speed 2-4 maneuver, you may perform a boost action. (Temmin Wexley, T-70 X-Wing, Resistance)
  + At the start of the Engagement Phase, each friendly T-70 X-wing at range 0-3 may gain 1 strain token to flip its equipped configuration upgrade. If it does, that ship gains 1 calculate token. (Temmin Wexley HOH, T-70 X-Wing, Resistance)
* **Rank 4**
  + While you have 2 or fewer stress tokens, if you are damaged, you can execute red basic maneuvers even while stressed. If you are critically damaged, you can execute red advanced maneuvers even while stressed. (Jarek Yeager, Fireball, Resistance)
  + [1 charge, recurring] After you drop a device, you may spend 1 charge to drop an additional device. (Paige Tico, MG-100 StarFortress, Resistance)
  + After you perform a boost action, you may transfer 1 evade token to a friendly ship at range 1. (Seftin Vanik, RZ-2 A-wing, Resistance)
  + [1 charge, recurring] While an enemy ship in your bullseye performs an attack, you may spend 1 charge. If you do, the defender rolls 1 additional die. (Tallissan Lintra, RZ-2 A-wing, Resistance)
  + [1 charge, recurring] After you defend or perform an attack, you may spend 1 charge to gain 1 focus or evade token. (Zizi Tlo, RZ-2 A-wing, Resistance)
  + While you defend or perform a primary attack, if you are stressed, you **must** roll 1 fewer defense die or 1 additional attack die. (L’ulo L’ampar, RZ-2 A-wing, Resistance)
  + While you defend or perform an attack, you may reroll up to 1 of your results for each other friendly ship in the attack arc. (Rose Tico, Resistance Transport Pod, Resistance)
  + While you defend or perform an attack, if the enemy ship is in your forward arc, you may spend 1 force to change 1 of your blank results to an evade or hit result. (Rey, Scavenged YT-1300, Resistance)
  + After you reveal a red Tallon Roll maneuver, if you have 2 or fewer stress tokens, treat that maneuver as white. (Ello Asty, T-70 X-Wing, Resistance)
  + After you gain a stress token, if there is an enemy ship in your forward arc at range 0-1, you may remove that stress token. (Nien Nunb, T-70 X-Wing, Resistance)
* **Rank 5**
  + **Setup:** You can be placed anywhere in the play area beyond range 3 of enemy ships. (Han Solo, Scavenged YT-1300, Resistance)
  + [2 charges, recurring] After a friendly ship at range 0-2 performs an action during its activation, you may spend 2 charges. If you do, that ship may perform a white action, treating it as red. (Poe Dameron HOH, T-70 X-Wing, Resistance)
  + [1 charge, recurring] After you perform an action, you may spend 1 charge to perform a white action, treating it as red. (Poe Dameron, T-70 X-Wing, Resistance)

**Ships**

* Fireball (Resistance)
* Resistance Transport (Resistance)
* Resistance Transport Pod (Resistance)
* T-65 X-wing (standard) (Rebel)
* T-70 X-wing (Resistance)
* MG-100 StarFortress (Resistance)
* RZ-2 A-wing

**Talents**

* Heroic (Resistance)
* Tierfon Belly Run (Y-wing)
* Starbird Slash (A-wing)
* Backwards Tailslide (X-wing)

**Upgrades (Astromech)**

* R2-D2 (Rebel)
* R2-D2 (Republic)
* R2-D2 (Resistance)
* R4 Astromech
* R2 Astromech
* R3 Astromech
* R5 Astromech
* BB Astromech (Resistance)
* BB-8 (Resistance)
* R2-HA (Resistance)
* R6-D8 (Resistance)
* R1-J5 (Resistance)
* R5-X3 (Resistance)
* M9-G8 (Resistance)

**Upgrades (Cannons)**

* Underslung Blaster Cannon (T-70 X-wing)

**Upgrades (Modifications**

* Overdrive Thruster (T-70 X-wing)
* Spare Parts Canisters

**Upgrades (Tech)**

* Automated Target Priority
* Ferrosphere Paint (Resistance)
* Targeting Synchronizer
* Advanced Optics
* Pattern Analyzer
* Primed Thrusters

**Crew**

* Leia Organa (Rebel)
* Leia Organa (Resistance)
* Chewbacca (Rebel)
* Chewbacca (Resistance)
* Chewbacca (Scum)
* C-3PO (Rebel)
* C-3PO (Republic)
* C-3PO (Resistance)
* R2-D2 (Rebel)
* Han Solo (Resistance)
* Larma D’Acy (Resistance)
* Kaydel Connix (Resistance)
* PZ-4CO (Resistance)
* GA-97 (Resistance)
* Korr Sella (Resistance)
* Amilyn Holdo (Resistance)
* Rose Tico (Resistance)

**Gunners**

* Paige Tico (Resistance)
* Finn (Resistance)
* Rey (Resistance)
* Han Solo (Scum)
* Han Solo (Rebel)

**Relations**

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