## *Danube*-class Runabout

3 | 7 | ◆◆ | ◆◆

**Rogue** *(You can move and attack during the Squadron Phase.)*

**Bomber** *(While attacking a ship, each of your adds 1 damage to the damage total and you can resolve a critical effect.)*

19

## *Peregrine*-class Superiority Fighter

4 | 4 | ◆◆ | ◆◆

**Grit** *(You are not prevented from moving while you are engaged by only 1 squadron.)*

**Swarm** *(While attacking a squadron engaged with another squadron, you may reroll 1 die.)*

12

## *Delta Flyer* Runabout

4 | 5 | ◆◆ | ◆

**Grit** *(You are not prevented from moving while you are engaged by only 1 squadron.)*

**Rogue** *(You can move and attack during the Squadron Phase.)*

15

## Type 10 Shuttle

3 | 6 | ◆◆ | ◆

**Relay 2** *(When a friendly ship resolves a command, if you are in range to be activated, up to 2 of the squadrons it activates can be at distance 1-3 of you.)*

**Intel** *(While a friendly squadron is at distance 1 of you, it has* ***grit****.)*

15

## *Moore*-class Shuttlecraft

3 | 5 | ◆◆ | ◆

**Grit** *(You are not prevented from moving while you are engaged by only 1 squadron.)*

**Strategic** *(When you end your movement at distance 1 of 1 or more objective tokens, you may move 1 of those tokens so that it is at distance 1 of you.)*

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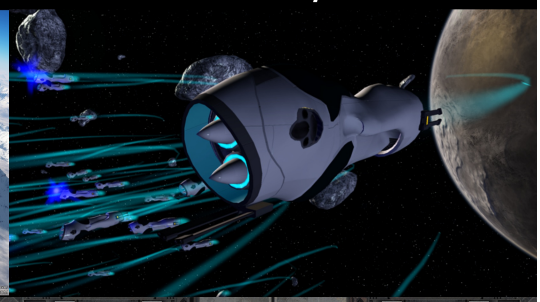
## Tactical Flyer



5 | 4 | ◆◆◆ | ◆

**Swarm** *(While attacking a squadron engaged with another squadron, you may reroll 1 die.)*

**Counter 2** *(After a squadron performs a non-**counter** attack against you, you may attack that squadron with an anti-squadron armament of 2 blue dice, even if you are destroyed.)*

12