

Ships

TIE/fo Fighter x 2

- Factions: First Order
- Attack: 2
- Agility: 3
- Hull: 3
- Shields: 1
- Actions: Focus, Target Lock, Barrel Roll, Evade

T-70 X-wing x 1

- Factions: Resistance
- Attack: 3
- Agility: 2
- Hull: 3
- Shields: 3
- Actions: Focus, Target Lock, Boost

Pilots

"Omega Ace" x 1



- Unique: True
- Ship: TIE/fo Fighter
- Skill: 7
- Points: 20
- Slots: Elite, Tech
- Text: When attacking, you may spend a focus token and a target lock you have on the defender to change all of your results to [Critical Hit] results.
- Faction: First Order

Zeta Squadron Pilot x 2



- Unique: false
- Ship: TIE/fo Fighter
- Skill: 3
- Points: 16
- Slots: Tech
- Text: -
- Faction: First Order

"Zeta Ace" x 1



- Unique: True
- Ship: TIE/fo Fighter
- Skill: 5
- Points: 18
- Slots: Elite, Tech
- Text: When performing a barrel roll, you may use the ([Straight] 2) template (instead of the ([Straight] 1) template).
- Faction: First Order

Blue Squadron Novice x 1



- Unique: false
- Ship: T-70 X-wing
- Skill: 2
- Points: 24
- Slots: Torpedo, Astromech, Tech
- Text: -
- Faction: Resistance

Omega Squadron Pilot x 2



- Unique: false
- Ship: TIE/fo Fighter
- Skill: 4
- Points: 17
- Slots: Elite, Tech
- Text: -
- Faction: First Order

Poe Dameron x 1



- Unique: True
- Ship: T-70 X-wing
- Skill: 8
- Points: 31
- Slots: Elite, Torpedo, Astromech, Tech
- Text: While attacking or defending, if you have a focus token, you may change 1 of your [Focus] results to a [Hit] or [Evade] result.
- Faction: Resistance

"Blue Ace" x 1



- Unique: True
- Ship: T-70 X-wing
- Skill: 5
- Points: 27
- Slots: Torpedo, Astromech, Tech
- Text: When performing a boost action, you may use the ([Turn Left] 1) or ([Turn Right] 1) template.
- Faction: Resistance

Red Squadron Veteran x 1



- Unique: false
- Ship: T-70 X-wing
- Skill: 4
- Points: 26
- Slots: Elite, Torpedo, Astromech, Tech
- Text: -
- Faction: Resistance

"Epsilon Leader" x 1



- Unique: True
- Ship: TIE/fo Fighter
- Skill: 6
- Points: 19
- Slots: Tech
- Text: At the start of the Combat phase, remove 1 stress token from each friendly ship at Range 1.
- Faction: First Order

Epsilon Squadron Pilot x 2



- Unique: false
- Ship: TIE/fo Fighter
- Skill: 1
- Points: 15
- Slots: Tech
- Text: -
- Faction: First Order

Upgrades

Proton Torpedoes x 1



- Slot: Torpedo
- Unique: false
- Points: 4
- Attack: 4
- Range: 2-3
- Text: **Attack (target lock):** Spend your target lock and discard this card to perform this attack.

You may change 1 of your [Focus] results to a [Critical Hit] result.

Weapons Guidance x 1



- Slot: Tech
- Unique: false
- Points: 2
- Attack: -
- Range: -
- Text: When attacking, you may spend a focus token to change 1 of your blank results to a [Hit] result.

BB-8 x 1



- Slot: Astromech
- Unique: True
- Points: 2
- Attack: -
- Range: -
- Text: When you reveal a green maneuver, you may perform a free barrel roll action.

R5-X3 x 1



- Slot: Astromech
- Unique: True
- Points: 1
- Attack: -
- Range: -
- Text: Before you reveal your maneuver, you may discard this card to ignore obstacles until the end of the round.

Wired x 1



- Slot: Elite
- Unique: false
- Points: 1
- Attack: -
- Range: -
- Text: When attacking or defending, if you are stressed, you may reroll 1 or more of your [Focus] results.