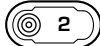




•JAN ORS

REBEL ONLY.

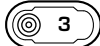
Once per round, when a friendly ship at Range 1-3 performs a focus action or would be assigned a focus token, you may assign that ship an evade token instead.



•KYLE KATARN

REBEL ONLY.

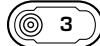
After you remove a stress token from your ship, you may assign a focus token to your ship.



•LANDO CALRISSIAN

REBEL ONLY.

ACTION: Roll 2 defense dice. For each result, assign 1 focus token to your ship. For each result, assign 1 evade token to your ship.



•DASH RENDAR

REBEL ONLY.

You may perform attacks while overlapping an obstacle.

Your attacks cannot be obstructed.



•"LEEBO"

REBEL ONLY.

ACTION: Perform a free boost action. Then receive 1 ion token.



•R2-D2

REBEL ONLY.

At the end of the End phase, if you have no shields, you may recover 1 shield and roll 1 attack die. On a result, randomly flip 1 of your facedown Damage cards faceup and resolve it.



•LEIA ORGANA

REBEL ONLY.

At the start of the Activation phase, you may discard this card to allow all friendly ships that reveal a red maneuver to treat that maneuver as a white maneuver until the end of the phase.



•HAN SOLO

REBEL ONLY.

When attacking, if you have a target lock on the defender, you may spend that target lock to change all of your results to results.



•C-3PO

REBEL ONLY.

Once per round, before you roll 1 or more defense dice, you may guess aloud a number of results. If you roll that many results (before modifying dice), add 1 result.



•NIEN NUNB

REBEL ONLY.

You may treat all maneuvers as green maneuvers.



•CHEWBACCA

REBEL ONLY.

When you are dealt a Damage card, you may immediately discard that card and recover 1 shield.

Then, discard this Upgrade card.



•LUKE SKYWALKER

REBEL ONLY.

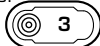
After you perform an attack that does not hit, you may immediately perform a primary weapon attack. You may change 1 result to a result. You cannot perform another attack this round.



NAVIGATOR

When you reveal a maneuver, you may rotate your dial to another maneuver with the same bearing.

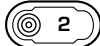
You cannot rotate to a red maneuver if you have any stress tokens.



TACTICIAN

LIMITED

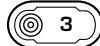
After you perform an attack against a ship inside your firing arc at Range 2, that ship receives 1 stress token.



WEAPONS ENGINEER

You may maintain 2 target locks (only 1 per enemy ship).

When you acquire a target lock, you may lock onto 2 different ships.



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