

Luke Han and Wedge

Points Version: 02/23/2024



20

Han Solo *MODIFIED YT-1300 LIGHT FREIGHTER*

INI 6 5



7

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.

Trick Shot

4

While you perform an attack that is obstructed by an obstacle, roll 1 additional attack die.

Perceptive Copilot

8

After you perform a action, gain 1 focus token.

Millennium Falcon

0

While you defend, if you are evading, you may reroll 1 defense die.

Ship Cost: 7, Loadout: (12/15), Half Points: 3, Damage Threshold: 6

Luke Skywalker *T-65 X-WING*

INI 5 2 2



6

After you become the defender (before dice are rolled), you may recover 1 .

Brilliant Evasion

2

While you defend, if you are not in the attacker's , you may spend 1 to change 2 of your results to results.

Enduring

5

While you defend, if you are not in the attacker's , results are neutralized before results.

After you suffer damage, you may perform a or action on your action bar, even while stressed, treating that action as red.

Proton Torpedoes

12

Attack (): Spend 1 . Change 1 result to a result.

R3 Astromech

3

You can maintain up to 2 locks. Each lock must be on a different object.

After you perform a action, you may acquire a lock.

Munitions Failsafe

1

While you perform a or attack, after rolling attack dice, you may cancel all dice results to recover 1 you spent as a cost for the attack.

Servomotor S-Foils

0

Closed: ,

While you perform a primary attack, roll 1 fewer attack die.

Before you activate, you may flip this card.

Open: Before you activate, you may flip this card.

Ship Cost: 6, Loadout: (23/24), Half Points: 3, Damage Threshold: 3

Wedge Antilles *T-65 X-WING*

INI 6 2



5

While you perform an attack, the defender rolls 1 fewer defense die.

Adv. Proton Torpedoes

9

Attack (): Spend 1 . Change 1 result to a result.

Servomotor S-Foils

0

Closed: ,

While you perform a primary attack, roll 1 fewer attack die.

Before you activate, you may flip this card.

Open: Before you activate, you may flip this card.

Ship Cost: 5, Loadout: (9/9), Half Points: 2, Damage Threshold: 3

Sabine Wren **H** TIE/LN FIGHTER



Before you activate, you may perform a or action.

Mandalorian Optics

3

During the System Phase, you may spend 1 to acquire a lock on an object in your .

2

While you perform a primary attack, if you have a lock on the defender, ignore obstacles beyond range O obstructing the attack.

Ship Cost: 2, Loadout: (3/3), Half Points: 1, Damage Threshold: 1

Chosen Obstacles:

XWS Data

YASB Link

