



X2
PO

SMALL SHIP



CHAFF PARTICLES



While you defend, at the end of the Neutralize Results step, you may spend 1 ⚡ and 1 👁 or ⚡ result to remove 1 red or orange token.



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DARK SIDE



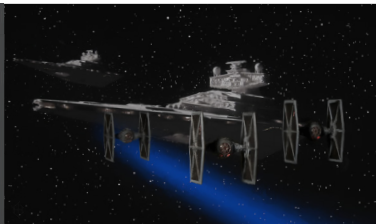
ROILING ANGER

At the start of the Engagement Phase,
if you are in the ☹ of an enemy ship,
you may gain 1 strain token
to recover 1 ☺.



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*IMPERIAL, TIE/LN
FIGHTER*



• • • **FORMED UP**

At the end of the End Phase,
if there are at least 2 other friendly
TIE/LN Fighters at range 0-1 or
another friendly ship with the
FORMED UP upgrade at range 0-1,
you may remove 1 non-lock red token.



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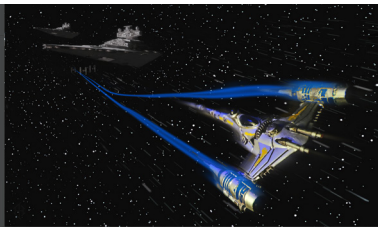
• • **SEEKER MISSILES**

ATTACK (✖): Spend 1 ⚡.
After this attack misses,
if 1 or more ✖/✖ results
were neutralized, the
defender gains 1 strain
token.





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FUEL INJECTION OVERRIDE



1

Before you activate, you may spend 1 ⚡ and gain 1 strain token.

If you do, until the end of the round, while you move, you must use a template of 1 speed higher if able.



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REBEL OR SCUM



• "LEEBO"

After you repair a damage card, you may perform an action on your action bar.



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SEPARATIST, DROID OR
EQUIPPED



CONTINGENCY PROTOCOL

After you are destroyed, you may choose a friendly ship with the **CONTINGENCY PROTOCOL** upgrade at range 0-3. If you do, it may perform an action, even while stressed.



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SILENT HUNTER

After you decloak, you may acquire a lock on an enemy ship in your ☹.



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IMPERIAL, NON-LIMITED



NO ESCAPE

While you perform a primary attack, if there are more friendly ships than enemy ships at range 0-1 of the defender, you may reroll 1 of your blank results.



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PARTING GIFT

After you are destroyed, you may drop 1 bomb. If you do, you **must** place it in the play area touching you instead.