

Asajj Ventress's Starfighter

CLASS 4 **HULL** 1

WEAPONS

Weapon	Attack	Damage
Laser Cannon	+5	1

16

ABILITIES

- Unique
- Interceptor
- Not stopped by fighters without Interceptor

16

16

45/60 ★ ↔

Asajj Ventress's Starfighter

CLASS 4 **HULL** 1

WEAPONS

DESTROYED

ABILITIES

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Banking Clan Frigate

PD +3 **CLASS** 2 **HULL** 5

WEAPONS

Weapon	Attack	Damage
Turbolasers	+5	3
Frontal Battery	+6	3
Ion Cannons	+1	1

15

12

12

ABILITIES

- Advanced Communications Array
- May reroll initiative

10

32/60 ★ ↔

Banking Clan Frigate

PD +0 **CLASS** 2 **HULL** 3

WEAPONS

Weapon	Attack	Damage
Turbolasers	+5	3

12

9

9

WARNING DAMAGE

ABILITIES

7

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CloakShape Fighter

CLASS 4 **HULL** 1

WEAPONS

Weapon	Attack	Damage
Laser Cannon	+1	1
Concussion Missiles	+1	2

14

14

14

ABILITIES

- Assault
- Does not stop enemy fighters

14

46/60 ★ ↔

CloakShape Fighter

CLASS 4 **HULL** 1

WEAPONS

DESTROYED

ABILITIES

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Commerce Guild Destroyer

37

WEAPONS		ATTACK	DAMAGE
Turblasers		+3	3
Frontal Battery		+2	2
Front spine only			

PD +3 CLASS 2 HULL 5/4

15

13 13

10

33/60

Commerce Guild Destroyer

37

WEAPONS		ATTACK	DAMAGE
Turblasers		+3	3

PD +0 CLASS 2 HULL 4

12

10 (WARNING DAMAGE) 10

7

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Darth Vader's TIE Advanced x1

11

WEAPONS		ATTACK	DAMAGE
Laser Cannon		+6	2

CLASS 4 HULL 1/1

19

19 19

19

4

47/60

Darth Vader's TIE Advanced x1

11

WEAPONS		ATTACK	DAMAGE
Laser Cannon		+5	2

CLASS 4 HULL 1

17

17 (WARNING DAMAGE) 17

17

4

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Droid Tri-Fighter

4

WEAPONS		ATTACK	DAMAGE
Laser Cannon		+3	1
Concussion Missiles		+1	2
+2 Attack against nonfighters			

CLASS 4 HULL 1

14

14 14

14

48/60

Droid Tri-Fighter

4

CLASS 4 HULL 1

DESTROYED

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General Grievous's Starfighter

7

CLASS 4 HULL 1

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+4	2
Laser Cannon	+4	2
Laser Cannon	+4	2

15 15 15

ABILITIES
Unique

4
COMMAND COUNTERS

49/60 ★ ↔

General Grievous's Starfighter

CLASS 4 HULL 1

DEstroyED

ABILITIES

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Geonosian Starfighter

5

CLASS 4 HULL 1

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+5	1

14 14 14

ABILITIES

50/60 ♦ ↔

Geonosian Starfighter Ace

6

CLASS 4 HULL 1

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+6	1

15 15 15

ABILITIES

51/60 ♦ ↔

Geonosian Starfighter Ace

CLASS 4 HULL 1

DEstroyED

ABILITIES

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Geonosian Starfighter

CLASS 4 HULL 1

DEstroyED

ABILITIES

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Imperial Interdictor Cruiser

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	2

PD **+3** CLASS **2** HULL **4/3**

15

13 13

9

ABILITIES

Interdict
All ships launch fighters at half rate; enemy fleets lose their first initiative roll.

34/60 * ↔

Imperial Interdictor Cruiser

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	2

PD **+0** CLASS **2** HULL **3**

12

10 10

6

ABILITIES

WARNING DAMAGE

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Imperial Shuttle

WEAPONS

	ATTACK	DAMAGE
Blaster Cannon	+2	1

CLASS **3** HULL **3/2**

14

10 10

8

ABILITIES

Antifighter Targeting +4
+4 Attack against fighters

39/60 * ↔

Imperial Shuttle

WEAPONS

	ATTACK	DAMAGE
Blaster Cannon	+2	1

CLASS **3** HULL **2**

12

8 8

6

ABILITIES

Antifighter Targeting +4
+4 Attack against fighters

WARNING DAMAGE

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Imperial Star Destroyer

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	3
Ion Cannon	+4	3

PD **+2** CLASS **2** HULL **6/4**

16

13 13

10

ABILITIES

Fighter Launch I

Tractor Beams
Enemy nonfighters of equal or smaller class must stop when they move adjacent to this ship.

35/60 * ↔

Imperial Star Destroyer

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	3

PD **+0** CLASS **2** HULL **4**

13

10 10

7

ABILITIES

Fighter Launch I

WARNING DAMAGE

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Invisible Hand

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	3
Laser Cannon	+4	2
Proton Barrage	+6	4

Broadside, each side, usable only against nonfighters

PD CLASS 2 HULL 5
+2 15 4

13 13

ABILITIES

Unique
Fighter Launch 3

2

10

36/60

Invisible Hand

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	3

PD CLASS 2 HULL 4
+0 12 4

10 (WARNING DAMAGE) 10

ABILITIES

Unique
Fighter Launch 3

2

7

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Palpatine's Shuttle

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1
Laser Cannon	+1	1

CLASS 3 HULL 3
14 3 2

10 10

ABILITIES

Unique
Antifighter Targeting +6
+6 Attack against fighters
Emperor's Will
Damage taken from a nonadjacent enemy's attack may be applied to an adjacent allied fighter

1-4

8

40/60

Palpatine's Shuttle

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1

CLASS 3 HULL 2
12 2

8 (WARNING DAMAGE) 8

ABILITIES

Unique
Antifighter Targeting +6
+6 Attack against fighters
Emperor's Will
Damage taken from a nonadjacent enemy's attack may be applied to an adjacent allied fighter

1-4

6

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Scarab Droid Starfighter

WEAPONS

	ATTACK	DAMAGE
Blaster Cannon	+3	1

CLASS 4 HULL 1
16 1

16 16

ABILITIES

16

16

52/60

Scarab Droid Starfighter

WEAPONS

CLASS 4 HULL 1

DESTROYED

ABILITIES

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Sith Infiltrator

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+2	1

CLASS 3 HULL 3/2

14

10 10

8

ABILITIES

- Antifighter Targeting +6
- +6 Attack against fighters
- Cloak
- Not stopped by enemy Tractor Beams

41/60

Sith Infiltrator

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+2	1

CLASS 3 HULL 2

12

8 (WARNING DAMAGE) 8

6

ABILITIES

- Antifighter Targeting +6
- +6 Attack against fighters

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Slave I (Boba Fett)

WEAPONS

	ATTACK	DAMAGE
Blaster Cannon	+3	2
Concussion Missiles	+1	2
Ion Cannon	+1	1
Proton Torpedoes	+1	2

CLASS 3 HULL 3/2

14

10 10

8

ABILITIES

- Unique
- Antifighter Targeting +4
- Bounty Hunter
- +2 Attack against nonfighters
- +1 Damage against full-strength ships
- Tractor Beams
- Enemy class 3 ships must stop when they move adjacent to this ship

42/60

Slave I (Boba Fett)

WEAPONS

	ATTACK	DAMAGE
Blaster Cannon	+3	2
Concussion Missiles	+1	2

CLASS 3 HULL 2

12

8 (WARNING DAMAGE) 8

6

ABILITIES

- Unique
- Antifighter Targeting +4
- +4 Attack against fighters
- Bounty Hunter
- +2 Attack against Unique ships

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Slave I (Jango Fett)

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	1
Laser Cannon	+4	1
Proton Torpedoes	+1	2

PD +4 CLASS 3 HULL 3/2

14

11 11

8

ABILITIES

- Unique
- Seismic Mines
- Gets PD +4

43/60

Slave I (Jango Fett)

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	1
Laser Cannon	+4	1

PD +4 CLASS 3 HULL 2

12

9 (WARNING DAMAGE) 9

6

ABILITIES

- Unique
- Seismic Mines
- Gets PD +4

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Super Star Destroyer Executor

150

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	4
Ion Cannon	+4	3
+1 Damage against full-strength ships		
Barrage	+8	4
Broadside, each side		
Frontal Battery	+2	3
Front spine only		

PD +3 CLASS 1 HULL 10/10

18

14

14

12

ABILITIES

Unique • Fighter Launch 2

DR 1 Reduce damage dealt to this ship by 1

Tractor Beams Enemy nonfighters of equal or smaller class must stop when they move adjacent to this ship

3/60

Super Star Destroyer Executor

10

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	4
Ion Cannon	+4	3
+1 Damage against full-strength ships		

PD +0 CLASS 1 HULL 10

14

10 (WARNING DAMAGE) 10

8

ABILITIES

Unique • Fighter Launch 2

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Techno Union Starfighter

2

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1

CLASS 4 HULL 1

14

14

14

ABILITIES

52/60

Techno Union Starfighter

CLASS 4 HULL 1

DESTROYED

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TIE Bomber

4

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1
Proton Torpedoes	+4	4
Useable only against nonfighters		

CLASS 4 HULL 1

13

13

13

ABILITIES

Assault
Does not stop enemy fighters

Long-Range Bomber
Can attack with Proton Torpedoes against nonfighters up to 2 squares away, dealing half damage.

54/60

TIE Bomber

CLASS 4 HULL 1

DESTROYED

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TIE Fighter

CLASS 4 **HULL** 5

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+2	1

14

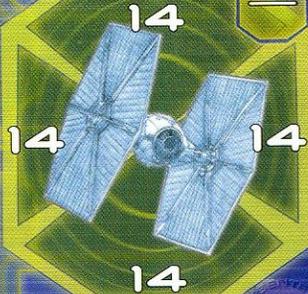
14

14

ABILITIES

Infinite
When this ship is destroyed, it returns to the fighter pool instead of being removed from play.

55/60



TIE Fighter Ace

CLASS 4 **HULL** 4

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+3	1

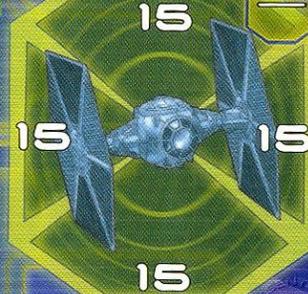
15

15

15

ABILITIES

56/60



TIE Fighter Ace

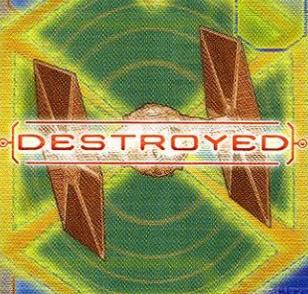
CLASS 4 **HULL** 4

WEAPONS

DESTROYED

ABILITIES

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TIE Fighter

CLASS 4 **HULL** 5

WEAPONS

DESTROYED

ABILITIES

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TIE Interceptor

CLASS 4 **HULL** 6

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+3	1
Laser Cannon	+3	1

16

16

16

ABILITIES

Interceptor
Not stopped by fighters without Interceptor.

57/60



TIE Interceptor Ace

CLASS 4 **HULL** 7

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	1
Laser Cannon	+4	1

17

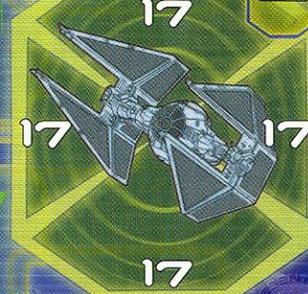
17

17

ABILITIES

Interceptor
Not stopped by fighters without Interceptor.

58/60



TIE Interceptor Ace

WEAPONS

CLASS 4 HULL

DESTROYED

ABILITIES

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TIE Interceptor

WEAPONS

CLASS 4 HULL

DESTROYED

ABILITIES

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Trade Federation Battleship

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3
Laser Cannon	+2	1

PD CLASS 2 HULL

50

+1

15

7
6

15

13

ABILITIES

Fighter Launch 2

37/60

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Trade Federation Battleship

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3
Laser Cannon	+2	1

PD CLASS 2 HULL

+0

12

6

12

10

ABILITIES

Fighter Launch 2

WARNING DAMAGE

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Trade Federation Droid Control Ship

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+2	1

PD CLASS 2 HULL

53

+4

15

7
6

15

13

ABILITIES

Fighter Launch 4
Droid Control +1
Allied droid fighters get -1 Attack

38/60

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Trade Federation Droid Control Ship

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+2	1

PD CLASS 2 HULL

+1

12

6

12

10

ABILITIES

Fighter Launch 4

WARNING DAMAGE

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Virago

CLASS 3 HULL 3/2

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1
Frontal Battery	+2	4

Front spine only

14

10

10

8

ABILITIES

Unique

Antifighter Targeting +4
+4 Attack against fighters

44/60

Virago

CLASS 3 HULL 2

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1

12

8

8

6

WARNING DAMAGE

ABILITIES

Unique

Antifighter Targeting +4
+4 Attack against fighters

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Vulture Droid Starfighter

CLASS 4 HULL 1

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+3	1
Energy Torpedoes	+3	2

Usable only against nonfighters

14

14

14

14

ABILITIES

Infinite

When this ship is destroyed, it returns to the fighter pool instead of being removed from play

59/60

Vulture Droid Starfighter Advanced

CLASS 4 HULL 1

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+4	1
Energy Torpedoes	+4	2

Usable only against nonfighters

15

15

15

15

ABILITIES

60/60

Vulture Droid Starfighter Advanced

CLASS 4 HULL

WEAPONS

DESTROYED

ABILITIES

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Vulture Droid Starfighter

CLASS 4 HULL

WEAPONS

DESTROYED

ABILITIES

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