

A-wing Starfighter

CLASS 4 HULL 5

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

16 16 16

16

14/66



A-wing Starfighter

CLASS 4 HULL 5

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

16 16 16

16

14/66

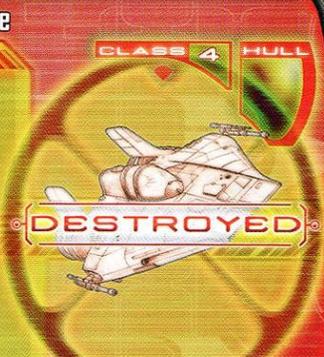


A-wing Starfighter Ace

CLASS 4 HULL 5

DESTRUCTION

16/66

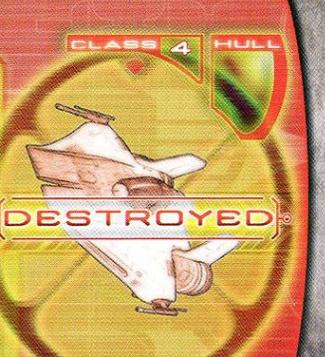


A-wing Starfighter

CLASS 4 HULL 5

DESTRUCTION

16/66



Anakin Skywalker's Jedi Interceptor

CLASS 4 HULL 8

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+5	2
Ion Cannon	+5	1
+1 Damage against full-strength ships		

17 17 17

17

16/60

Unique
 Interceptor
 Not stopped by fighters without Interceptor
 Jedi Evasion I
 Reduce damage dealt to this ship by 1



Anakin Skywalker's Jedi Interceptor

CLASS 4 HULL 8

DESTRUCTION

16/60



Luke Skywalker's X-wing

CLASS 4 **HULL 9**

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+5	2
Proton Torpedoes	+5	4

Usable only against nonfighters

ABILITIES

Unique
Force Sense
Adjacent enemy ships get -1 Defense

COMMAND COUNTER 4

18 18 18

20/60 * ↔

Luke Skywalker's X-wing

CLASS 4 **HULL 1**

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+5	2
Proton Torpedoes	+5	4

Usable only against nonfighters

ABILITIES

Unique
Force Sense
Adjacent enemy ships get -1 Defense

COMMAND COUNTER 4

16 16 16

WARNING DAMAGE

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Millennium Falcon

CLASS 3 **HULL 25**

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+1	1
Laser Cannon	+1	1
Concussion Missiles	+1	2

+2 Attack against nonfighters

ABILITIES

Unique
Antifighter Targeting +7
+7 Attack against fighters
Evasion
Reduce by 1 the damage dealt to this ship by a nonadjacent enemy

COMMAND COUNTER 4

14 10 10

8

7/60 * ↔

Millennium Falcon

CLASS 3 **HULL 2**

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

ABILITIES

Unique
Antifighter Targeting +7
+7 Attack against fighters
Evasion
Reduce by 1 the damage dealt to this ship by a nonadjacent enemy

COMMAND COUNTER 4

12 8 8

6

WARNING DAMAGE

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Mon Calamari Cruiser Home One

PD +2 **CLASS 2** **HULL 50**

WEAPONS	ATTACK	DAMAGE
Turbolasers	+3	3
Ion Cannon	+4	3

+1 Damage against full-strength ships

ABILITIES

Unique
Fighter Launch 2
Tractor Beams
Enemy nonfighters of equal or smaller class must stop when they move adjacent to this ship

COMMAND COUNTER 2

16 14 14

10

2/60 * ↔

Mon Calamari Cruiser Home One

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

WEAPONS	ATTACK	DAMAGE
Ion Cannon	+4	3

+1 Damage against full-strength ships

ABILITIES

Unique
Fighter Launch 2

COMMAND COUNTER 2

13 11 11

7

WARNING DAMAGE

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Mon Calamari MC80

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3
Ion Cannon	+3	2

+1 Damage against full-strength ships

PD +2 CLASS 2 HULL 5/4

16

13 13

10

ABILITIES

Fighter Launch 1

3/60

Mon Calamari MC80

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3

PD +0 CLASS 2 HULL 4

13

10 10

7

ABILITIES

Fighter Launch 1

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Mon Calamari Star Defender Viscount

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	4
Ion Cannon	+5	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 10/9

18

14 14

11

ABILITIES

Unique • Fighter Launch 3

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

1/60

Mon Calamari Star Defender Viscount

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+5	4
Ion Cannon	+3	3

+1 Damage against full-strength ships

PD +0 CLASS 1 HULL 9

14

10 10

7

ABILITIES

Unique

Fighter Launch 3

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Naboo Starfighter

WEAPONS

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

Usable only against nonfighters

CLASS 4 HULL 1

14

14 14

14

ABILITIES

21/60

Naboo Starfighter

WEAPONS

CLASS 4 HULL

DESTROYED

ABILITIES

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Obi-Wan's Jedi Interceptor

CLASS 4 HULL 7

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+5	1
Ion Cannon	+5	1

+1 Damage against full-strength ships

17 17 17

ABILITIES

Unique
 Interceptor
 Not stopped by fighters without Interceptor
 Jedi Command +2
 Adjacent allied fighters get +2 Attack

22/60 * ↔

Obi-Wan's Jedi Interceptor

CLASS 4 HULL 1

DEstroyED

ABILITIES

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Outrider

CLASS 3 HULL 19

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+1	1
Concussion Missiles	+1	2

+2 Attack against nonfighters

14 10 10

ABILITIES

Unique
 Antifighter Targeting +4
 +4 Attack against fighters

8/60 * ↔

Outrider

CLASS 3 HULL 2

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+1	1

12 8 8

ABILITIES

Unique
 Antifighter Targeting +4
 +4 Attack against fighters

6/60 * ↔

WARNING DAMAGE

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Rebel Assault Frigate

PD +2 CLASS 2 HULL 30

WEAPONS	ATTACK	DAMAGE
Turbolasers	+3	2
Laser Cannon	+5	1

15 13 13

ABILITIES

10

4/60 * ↔

Rebel Assault Frigate

PD +0 CLASS 2 HULL 3

WEAPONS	ATTACK	DAMAGE
Turbolasers	+3	2

12 10 10

ABILITIES

7

WARNING DAMAGE

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Rebel Cruiser

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+3	2
Laser Cannon	+1	1

ABILITIES

Fighter Launch I
 Antifighter Targeting +4
 +4 Attack against fighters

CLASS 3 HULL 4/3

15

12 12

9

9/60



Rebel Cruiser

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+3	2

ABILITIES

Fighter Launch I
 Antifighter Targeting +4
 +4 Attack against fighters

CLASS 3 HULL 3/3

13

10 10

7

WARNING DAMAGE

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Rebel Transport

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1

ABILITIES

Antifighter Targeting +4
 +4 Attack against fighters
 Sensor Array +1
 Adjacent allied fighters get +1 Attack

CLASS 3 HULL 3/3

13

9 9

7

COMMAND RESERVE 3

10/60



Rebel Transport

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+1	1

ABILITIES

Antifighter Targeting +4
 +4 Attack against fighters

CLASS 3 HULL 3/3

11

7 7

5

COMMAND RESERVE 3

WARNING DAMAGE

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Republic Assault Ship

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3
Laser Cannon	+2	2
Proton Torpedoes	+1	4

ABILITIES

Usable only against nonfighters

PD +2 CLASS 2 HULL 5/3

15

13 13

10

5/60



Republic Assault Ship

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+4	3

ABILITIES

Usable only against nonfighters

PD +0 CLASS 2 HULL 3/3

12

10 10

7

WARNING DAMAGE

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Republic Cruiser

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+0	2

CLASS 3 **HULL** 19

14

10

10

8

COMMAND 3

ABILITIES

Antifighter Targeting +4
+4 Attack against fighters

11/60

Republic Cruiser

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+0	2

CLASS 3 **HULL** 3

12

8

8

6

COMMAND 3

ABILITIES

Antifighter Targeting +4
+4 Attack against fighters

WARNING DAMAGE

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Rogue Squadron X-wing

WEAPONS

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

Usable only against nonfighters

CLASS 4 **HULL** 8

17

17

17

COMMAND 3

ABILITIES

23/60

Rogue Squadron X-wing

WEAPONS

CLASS 4 **HULL** 1

DESTROYED

ABILITIES

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SoroSuub Patrol Fighter

WEAPONS

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

Usable only against nonfighters

CLASS 4 **HULL** 4

14

14

14

COMMAND 3

ABILITIES

24/60

SoroSuub Patrol Fighter

WEAPONS

CLASS 4 **HULL** 1

DESTROYED

ABILITIES

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Tantive IV

WEAPONS ATTACK DAMAGE
Turbolasers +2 2

CLASS 3 **HULL** 3

19

14

10

10

8

ABILITIES

Unique
Antifighter Targeting +4
+4 Attack against fighters

COMMAND COUNTER 3

12/60 ★ ↔

Tantive IV

WEAPONS ATTACK DAMAGE
Turbolasers +2 2

CLASS 3 **HULL** 3

12

8

8

6

ABILITIES

Unique
Antifighter Targeting +4
+4 Attack against fighters

WARNING DAMAGE

COMMAND COUNTER 3

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Utapaun P-38 Starfighter

WEAPONS ATTACK DAMAGE
Laser Cannon +2 1

CLASS 4 **HULL** 1

3

14

14

14

14

ABILITIES

Jammer +2
+2 Attack against droid fighters

25/60 ↔

Utapaun P-38 Starfighter

WEAPONS

CLASS 4 **HULL** 1

DESTROYED

ABILITIES

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V-wing Starfighter

WEAPONS ATTACK DAMAGE
Laser Cannon +3 1

CLASS 4 **HULL** 1

3

14

14

14

14

ABILITIES

26/60 ↔

V-wing Starfighter

WEAPONS

CLASS 4 **HULL** 1

DESTROYED

ABILITIES

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Venator-Class Star Destroyer

PD **+3** CLASS **2** HULL **5/4**

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+3	2
Proton Torpedoes	+1	4

Usable only against nonfighters

ABILITIES

Fighter Launch 4

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

16 13 13 10

6/60



Venator-Class Star Destroyer

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

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+3	2

ABILITIES

Fighter Launch 4

10 10 10 7

WARNING DAMAGE

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Wild Karrde

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

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+1	2

ABILITIES

Unique

Advanced Communications Array
May reroll initiative

Antifighter Targeting +4
+4 Attack against fighters

14 10 10 8

COMMAND COUNTERS 1-4

3/60



Wild Karrde

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

WEAPONS

	ATTACK	DAMAGE
Turbolasers	+1	2

ABILITIES

Unique

Antifighter Targeting +4
+4 Attack against fighters

12 8 8 6

WARNING DAMAGE

COMMAND COUNTERS 1-4

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X-wing Starfighter

CLASS **4** HULL **1**

WEAPONS

	ATTACK	DAMAGE
Laser Cannon	+3	1
Proton Torpedoes	+3	4

Usable only against nonfighters

ABILITIES

16 16 16 16

27/60



X-wing Starfighter Ace

CLASS **4** HULL **1**

WEAPONS

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

Usable only against nonfighters

ABILITIES

17 17 17 17

28/60



X-wing Starfighter Ace

CLASS 4 HULL

WEAPONS

ABILITIES

DESTROYED

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X-wing Starfighter

CLASS 4 HULL

WEAPONS

ABILITIES

DESTROYED

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Y-wing Starfighter

CLASS 4 HULL 4

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+1	1
Ion Cannon	+3	1

+1 Damage against full-strength ships

14 14 14

ABILITIES

29/60

Y-wing Starfighter Ace

CLASS 4 HULL 5

WEAPONS	ATTACK	DAMAGE
Laser Cannon	+2	1
Ion Cannon	+4	1

+1 Damage against full-strength ships

15 15 15

ABILITIES

30/60

Y-wing Starfighter Ace

CLASS 4 HULL

WEAPONS

ABILITIES

DESTROYED

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Y-wing Starfighter

CLASS 4 HULL

WEAPONS

ABILITIES

DESTROYED

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