



Luke Skywalker T-65 X-WING

61

INI 5 3 2 4 2 2^Δ

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

R2-D2

8

After you reveal your dial, you may spend 1 and gain 1 disarm token to recover 1 shield.



Ship Total: 69, Half Points: 35, Threshold: 3

Rogue Squadron Escort E-WING

51

INI 4 3 3 3 3

**Experimental Scanners:** You can acquire locks beyond range 3. You cannot acquire locks at range 1.

Trick Shot

4

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

Ship Total: 55, Half Points: 28, Threshold: 3

Biggs Darklighter T-65 X-WING

47

INI 3 3 2 4 2



While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc, you may suffer 1 or to cancel 1 matching 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.

Ship Total: 50, Half Points: 25, Threshold: 3

Bandit Squadron Pilot Z-95-AF4 HEADHUNTER

22

INI 1 2 2 2 2



Cluster Missiles

4

Attack (): Spend 1 . After this attack, you may perform this attack as a bonus attack against a different target at range 0-1 of the defender, ignoring the requirement.

Ship Total: 26, Half Points: 13, Threshold: 2



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For List Juggler (When it's updated for 2.0)