



• **ANAKIN SKYWALKER**

While a friendly ship performs a **SALVO** attack, it may add 1 die to its attack pool of a color already in its attack pool.

Once per activation, after a friendly ship performs an attack that targets an enemy ship, that friendly ship may spend 1 ⚔ defense token. If it does, it may perform a **SALVO** attack targeting the same enemy ship.

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• **GENERAL DRAZEN**

Choose command dials for this card after deploying fleets.

At the start of each Ship Phase, you may reveal and discard 1 command dial from this card. If you do, until the end of the round, when an enemy ship spends a matching command dial, it resolves that dial as though it spent a token of the same type instead.

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• **ASAJJ VENTRESS**

After you perform an attack targeting a ship that has 1 or more raid tokens, if the defender suffered one or more damage, you may remove 1 raid token and 1 command token from the defender. If you do, gain a matching command token.

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• **GOVERNOR PRYCE**

Once per activation, while performing an attack against an enemy ship, you may spend 1 shield from the attacking hull zone to change 1 die face to any result.

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• **VULT SKERRIS**

**TIE INTERCEPTOR SQUADRON**

During the Squadron phase, you cannot make non-COUNTER attacks.

✦ **COUNTER 4.** (After a squadron performs a non-COUNTER attack against you, you may attack that squadron with an anti-squadron armament of 4 blue dice, even if you are destroyed.)

➤ **SWARM.**

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• **FENN RAU**

**MANDALORIAN GAUNTLET FIGHTER**

When you are chosen to activate by a Ⓢ command, after the activation is resolved, choose up to 2 non-unique squadrons at Distance 1. The chosen squads may activate as if they were chosen by the Ⓢ command.

➤ **ASSAULT.** (While attacking a ship, you may spend 1 die with a ⚔ icon. If you do, the defender gains 1 raid token of your choice.)

✦ **ESCORT.**

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• **WAT TAMBOR**

**BELBULLAB-22 STARFIGHTER SQUADRON**

✦ **ESCORT.** (Squadrons you are engaged with cannot attack squadrons that lack **ESCORT** unless performing a **COUNTER** attack.)

✦ **RELAY 1.**

➤ **SCREEN.** (While you are defending, for each other friendly squadron the attacker is engaged with that lacks **SCREEN**, up to 3, you gain **DODGE 1**.)

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• **MATCHSTICK**

**BTL-B Y-WING SQUADRON**

While you are unengaged, friendly squadrons with **BOMBER** at Distance 1 gain **ROGUE**.

✦ **BOMBER.** (While attacking a ship, each of your ⚔ icons adds 1 damage to the damage total and you can resolve a critical effect.)

☑ **HEAVY.**

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