

STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



4 • MAJOR VYNDER
Pragmatic Survivor

While you defend, if you are disarmed, roll 1 additional defense die.

© LFL © AMG

2 2 4 3

ALPHA-CLASS STAR WING



3 • LIEUTENANT KARSABI
Brash Noble

After you gain a disarm token, if you are not stressed, you may gain 1 stress token to remove 1 disarm token.

© LFL © AMG

2 2 4 3

ALPHA-CLASS STAR WING



3 RHO SQUADRON PILOT

The elite pilots of Rho Squadron instill terror in the Rebellion, using both the Xg-1 assault configuration and the Os-1 arsenal loadout of the Alpha-class Star Wing to devastating effect.

© LFL © AMG

2 2 4 3

ALPHA-CLASS STAR WING



3 RHO SQUADRON PILOT

The elite pilots of Rho Squadron instill terror in the Rebellion, using both the Xg-1 assault configuration and the Os-1 arsenal loadout of the Alpha-class Star Wing to devastating effect.

© LFL © AMG

2 2 4 3

ALPHA-CLASS STAR WING



2 NU SQUADRON PILOT

With a design inspired by other Cygnus Spaceworks vessels, the Alpha-class Star Wing is a versatile craft assigned to Imperial Navy specialist units that need a starfighter they can outfit for multiple roles.

© LFL © AMG

2 2 4 3

ALPHA-CLASS STAR WING



2 NU SQUADRON PILOT

With a design inspired by other Cygnus Spaceworks vessels, the Alpha-class Star Wing is a versatile craft assigned to Imperial Navy specialist units that need a starfighter they can outfit for multiple roles.

© LFL © AMG

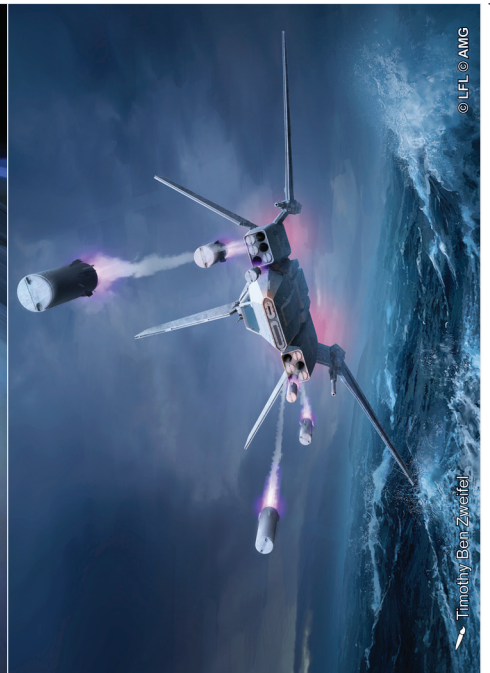
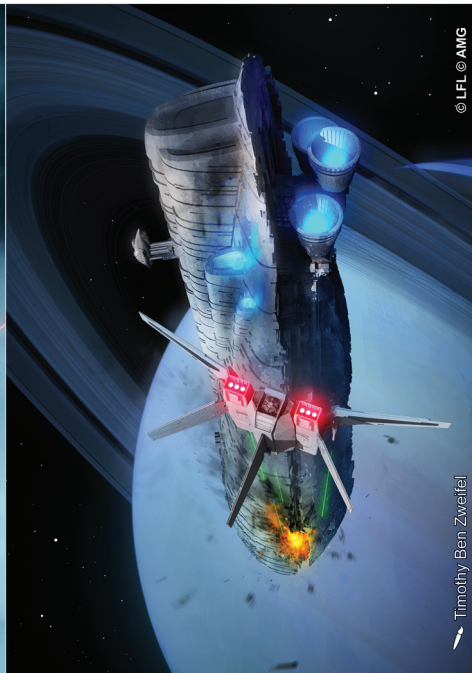
2 2 4 3

ALPHA-CLASS STAR WING

STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



4

• "ECHO"

Slippery Trickster



While you decloak, you **must** use the [2 ↖] or [2 ↗] template instead of the [2 ↕] template.

STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



5

• "WHISPER"

Soft-Spoken Slayer



After you perform an attack that hits, gain 1 evade token.

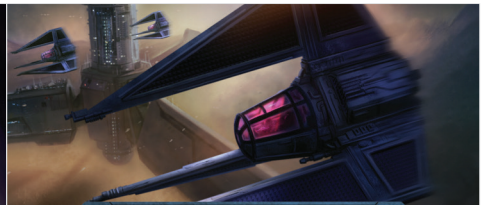
STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



4

SIGMA SQUADRON ACE



Featuring a hyperdrive and shields, the TIE phantom is also equipped with five laser cannons, giving it substantial firepower for an Imperial fighter.

STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



4

SIGMA SQUADRON ACE



Featuring a hyperdrive and shields, the TIE phantom is also equipped with five laser cannons, giving it substantial firepower for an Imperial fighter.

STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



3

IMDAAR TEST PILOT



The primary result of a hidden research facility on Imdaar Alpha, the TIE Phantom achieves what many thought was impossible: a small starfighter equipped with an advanced cloaking device.

STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



3

IMDAAR TEST PILOT



The primary result of a hidden research facility on Imdaar Alpha, the TIE Phantom achieves what many thought was impossible: a small starfighter equipped with an advanced cloaking device.

STYGIUM ARRAY: After you decloak, you may perform an ↗ action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

© LFL © AMG



3 2 3 2

TIE/PH PHANTOM



STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



DS-1 ARSENAL LOADOUT

While you have exactly 1 disarm token, you can still perform and attacks against targets you have locked. If you do, you cannot spend your lock during the attack.

Add and slots.

© LFL © AMG



DS-1 ARSENAL LOADOUT

While you have exactly 1 disarm token, you can still perform and attacks against targets you have locked. If you do, you cannot spend your lock during the attack.

Add and slots.

© LFL © AMG



XG-1 ASSAULT CONFIGURATION

While you have exactly 1 disarm token, you can still perform attacks. While you perform a attack while disarmed, roll a maximum of 3 attack dice.

Add slot.

© LFL © AMG



ALPHA-CLASS STAR WING



ALPHA-CLASS STAR WING



ALPHA-CLASS STAR WING



XG-1 ASSAULT CONFIGURATION

While you have exactly 1 disarm token, you can still perform attacks. While you perform a attack while disarmed, roll a maximum of 3 attack dice.

Add slot.

© LFL © AMG



ADVANCED SLAM

After you perform a action, if you fully executed the maneuver, you may perform a white action on your action bar, treating that action as red.

© LFL © AMG



ADVANCED SLAM

After you perform a action, if you fully executed the maneuver, you may perform a white action on your action bar, treating that action as red.

© LFL © AMG



ALPHA-CLASS STAR WING



STAR WARS™

X-WING™

ALPHA CLASS STARWING & TIE/PH PHANTOM



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Ameen Naksewe



© LFL © AMG

Ameen Naksewe



ALPHA CLASS STARWING & TIE/PH PHANTOM

5 • "WHISPER"
UNSEEN ASSAILANT



3 **2** **3** **2** **2**

WITHOUT A TRACE
After you gain a cloak token, you may remove 1 red token. While you are cloaked, enemy ships cannot acquire locks on you.


RELAY SYSTEM
After a friendly ship at range 0-2 performs a **+** action, you may acquire a lock on the same object. After you perform an attack that hits, you may spend a lock you have on the defender. If you do, another friendly ship at range 0-1 may acquire a lock on the defender.

STYGIUM RESERVE **1**
After you fully execute a maneuver, you may spend 1 **⚡** to perform a **+** action, even while stressed.

After you perform an attack, you may spend 1 **⚡** to perform a **+** action.
STYGIUM ARRAY: After you decloak, you may perform an **+** action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

TIE/PH PHANTOM

4 • "ECHO"
COPYCAT



3 **2** **3** **2** **1**

SILENT HUNTER
After you decloak, you may acquire a lock on an enemy ship in your **⦿**.

STEALTH GAMBIT
After a friendly ship performs an attack that hits an enemy ship in your **⦿**, if you are cloaked, you may gain a strain token to remove your cloak token and perform a bonus primary attack targeting the defender.
At the end of the Engagement Phase, if you are strained, gain an evade token.

MANUAL AILERONS **2**
While you decloak, you may spend 1 **⚡** to use the [2 1] or [2 1] template instead of the [2 1] template.

After an enemy ship at range 0-1 performs an action on its action bar, you may spend 1 **⚡** to perform the same action, treating it as white.

STYGIUM ARRAY: After you decloak, you may perform an **+** action. At the start of the End Phase, you may spend 1 evade token to gain 1 cloak token.

TIE/PH PHANTOM

3 • LIEUTENANT KARSABI
PAYLOAD COURIER



2 **2** **4** **3**

PROTON TORPEDOES **2**
ATTACK (**+**): Spend 1 **⚡**. Change 1 ***** result to a ***** result.

4 **2-3**

SATURATION ROCKETS **4**
ATTACK: Spend 2 **⚡**. If the defender is in your **⦿**, you may spend 1 additional **⚡** to roll 1 additional attack die. After this attack, you may spend 1 **⚡** to perform this attack as a bonus attack against a different target at range 0-1 of the defender without paying the **⚡** cost.


3 **1-2**

ELECTRONIC BAFFLE
During the End Phase, you may suffer 1 ***** damage to remove 1 red token.

When you perform a **+** action, the chosen upgrade recovers 1 additional **⚡**.
PRIORITIZED WEAPONS SYSTEMS: Before you engage, you may gain a strain token to remove a disarm token.

ALPHA-CLASS STAR WING

4 • MAJOR VYNDER
HELPING HAND



2 **2** **4** **3**

LONG-RANGE SCANNERS **2**
Before you perform a **+** action, you may spend 1 **⚡**. If you do, you may acquire a lock on an object at any range during that action.

ION CANNON
ATTACK: If this attack hits, spend 1 ***** or ***** result to cause the defender to suffer 1 ***** damage. All remaining ***** results inflict ion tokens instead of damage.

3 **1-3**

HEAVY PLASMA MISSILES **2**
ATTACK (**+**): Spend 1 **⚡**. After this attack hits, the defender loses 1 shield.

3 **1-3**

After you perform a **⦿** attack, you may perform a bonus **⦿** attack. While you perform this bonus attack, you may change 1 **⦿** result to a ***** result.
PRIORITIZED WEAPONS SYSTEMS: Before you engage, you may gain a strain token to remove a disarm token.

ALPHA-CLASS STAR WING



ALPHA CLASS STARWING & TIE/PH PHANTOM



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Timothy Ben Zweifel



© LFL © AMG

Timothy Ben Zweifel



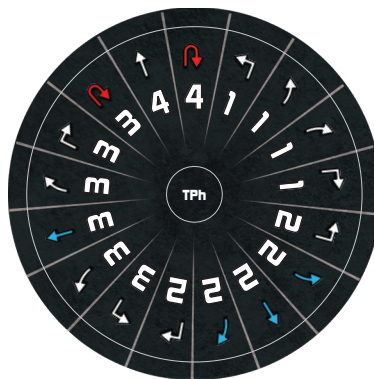
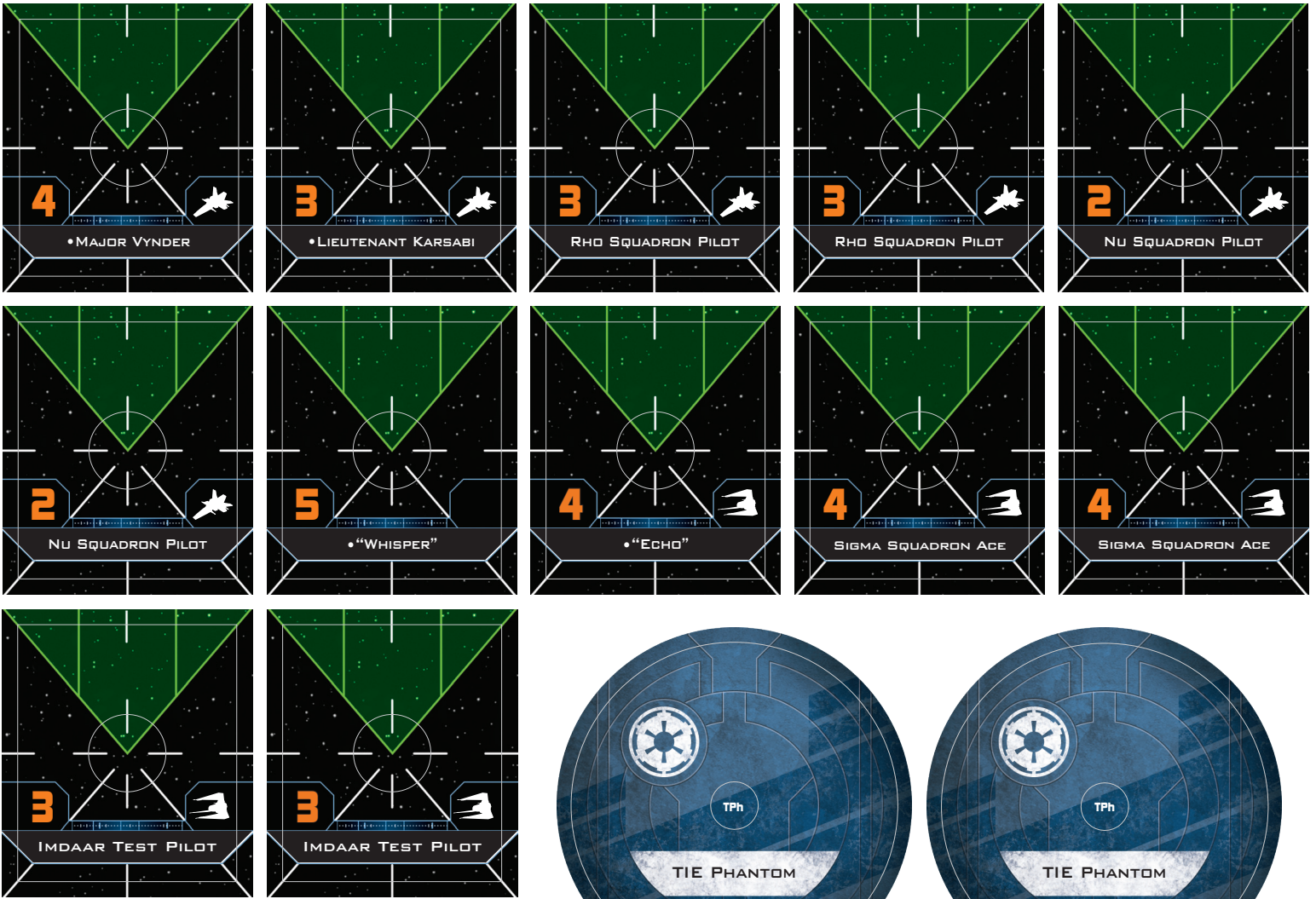
© LFL © AMG

Mark Molnar



ALPHA CLASS STARWING & TIE/PH PHANTOM

PUNCH - WITH CUTLINE



ALPHA CLASS STARWING & TIE/PH PHANTOM

PUNCH - NO CUTLINE

