



TIE/LN FIGHTER



1 Select Target

- 1) Nearest enemy in
- 2) Nearest enemy

2 Select Maneuver

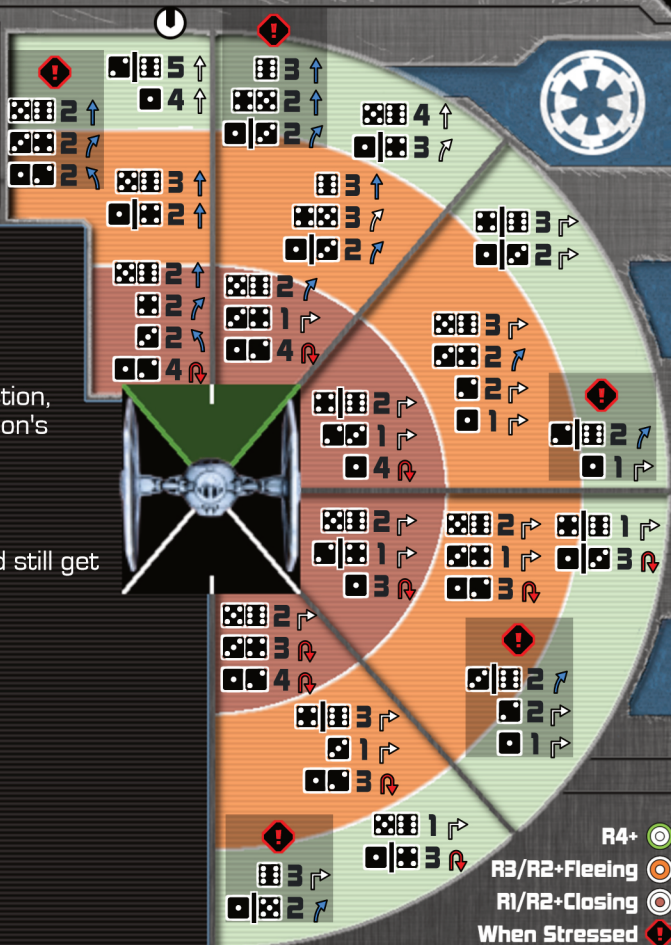
Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

- 1) Resolve
- 2) to avoid Target's arc and still get a shot
- 3) to get a shot
- 4) if you have a shot
- 5) to avoid Target's arc
- 6)

Attack Target

- 1) Nearest enemy



Flee threshold: 0 Health

When assigned a flee token: Move at fastest speed toward nearest edge.





TIE/IN INTERCEPTOR

1



1 Select Target

- 1) Nearest enemy in
- 2) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

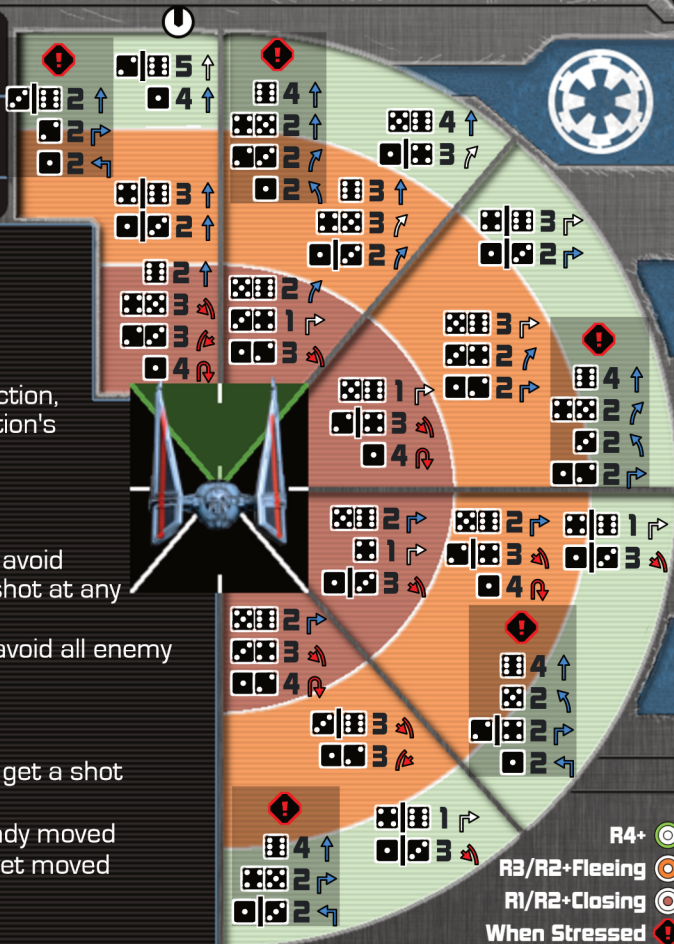
- 1) Resolve
- 2) or to avoid Target's arc and still get a shot at any enemy.
- 3) or to avoid all enemy arcs
- 4) if you have a shot
- 5)
- 6) or to get a shot
- 7)
 - = only if Target has already moved
 - = only if Target has not yet moved

Attack Target

- 1) Nearest enemy

AUTOTHRUSTERS

After you perform an action, you may perform a red or a red action.



R4+

R3/R2+Fleeing

R1/R2+Closing

When Stressed

Flee threshold: 0 Health

When assigned a flee token: Move at fastest speed toward nearest edge.





2

TIE ADVANCED X1

2 3 3 2

1 Select Target

- 1) Locked enemy within range 3
- 2) Nearest enemy in with lower initiative
- 3) Nearest enemy in
- 4) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

- 1) Resolve
- 2) if not in Target's arc
- 3)
- 4) to avoid Target's arc and still get a shot
- 5) to get a shot
- 6) to avoid Target's arc
- 7)
 - = only if Target has not yet moved
 - = only if Target has already moved

Attack Target

- 1) Ship that is locked (prio: ,)
- 2) Nearest enemy

ADVANCED TARGETING COMPUTER

While you perform a primary attack against a defender you have locked, roll 1 additional die and change 1 result into a result.

R4+
 R3/R2+Fleeing
 R1/R2+Closing
 When Stressed

Flee threshold: 0 Health

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll:

2 ↑
 2 ↑
 2 ↑



**2****TIE/SA BOMBER**

2
 2
 6

**1 Select Target**

- 1) Locked enemy within range 3
- 2) Nearest enemy in
- 3) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

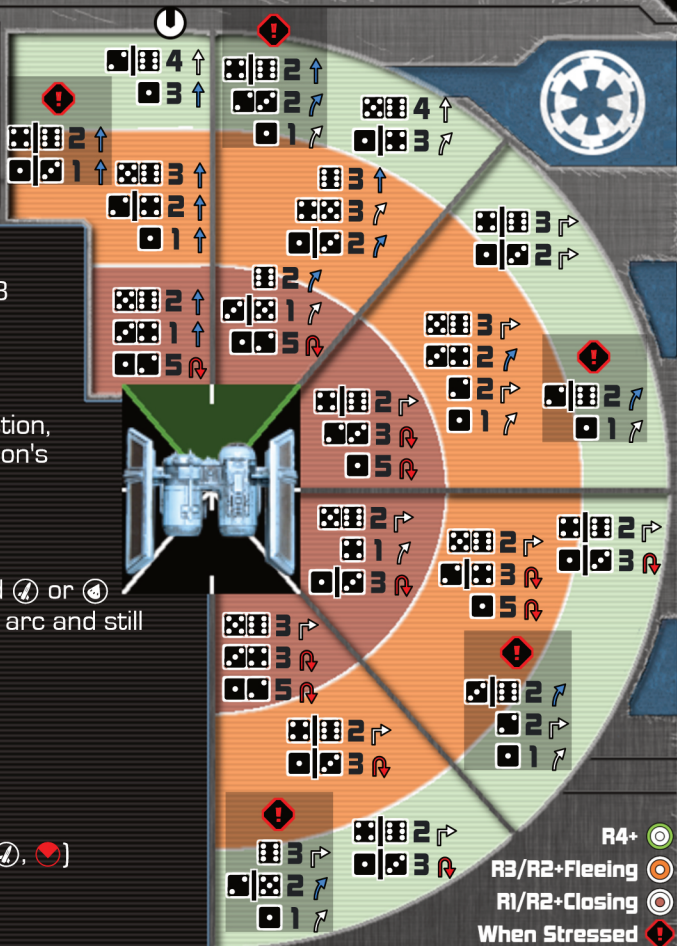
- 1) Resolve
- 2) if no charges on equipped or
- 3) (▶) to avoid Target's arc and still get a shot
- 4) (▶) to get a shot
- 5)
- 6) to avoid Target's arc
- 7)

Attack Target

- 1) Ship that is locked (prio: , ,)
- 2) Nearest enemy (prio: ,)

NIMBLE BOMBER

If you would drop a device using a ↑ template, you may use a ↖ or ↗ template of the same speed instead.







TIE/D DEFENDER

1

3
 3
 3
 4

1 Select Target

- 1) Locked enemy within range 3
- 2) Nearest enemy in with lower initiative
- 3) Nearest enemy in
- 4) Nearest enemy

2 Select Maneuver

- 1) Check Target's range and direction, roll on matching table or direction's stress table if stressed
- 2) if allowed due to *FULL THROTTLE*

3 Action Selection

- 1) Resolve
- 2) if evading OR not in enemy arcs
- 3) or to get a shot, prioritizing range 1 if possible
- 4) or to avoid Target's arc and still get a shot
- 5) if ship is not already evading
- 6) if not in any enemy arcs
- 7)
 - = only if Target has already moved.

Attack Target

- 1) Ship that is locked (prio: , , for max # red dice)
- 2) Nearest enemy (prio: , for max # red dice)

FULL THROTTLE

After you fully execute a speed 3-5 maneuver, you may perform an action.

R4+
R3/R2+Fleeing
R1/R2+Closing
When Stressed

Flee threshold: 0 Health

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll:

5 ↑
 4 ↑
 1 ↑
 1 ↑





TIE/PH PHANTOM

3



System Phase

- 1) Roll to decloak
(reroll if blocked):

- 2) Perform

1 Select Target

- 1) Nearest enemy in
- 2) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

- 1) Resolve
- 2) if you don't have a shot
- 3) if ship is not already evading
- 4) to avoid Target's arc and still get a shot
- 5)

Attack Target

- 1) Nearest enemy

End Phase

Spend 1 evade token to gain 1 cloak 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.

Flee threshold: 0 Health

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll:

Legend:

- R4+
- R3/R2+ Fleeing
- R1/R2+ Closing
- When Stressed





LAMBDA-CLASS T-4A SHUTTLE

1

3

2

1

6

4



1 Select Target

- 1) Nearest enemy in
- 2) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

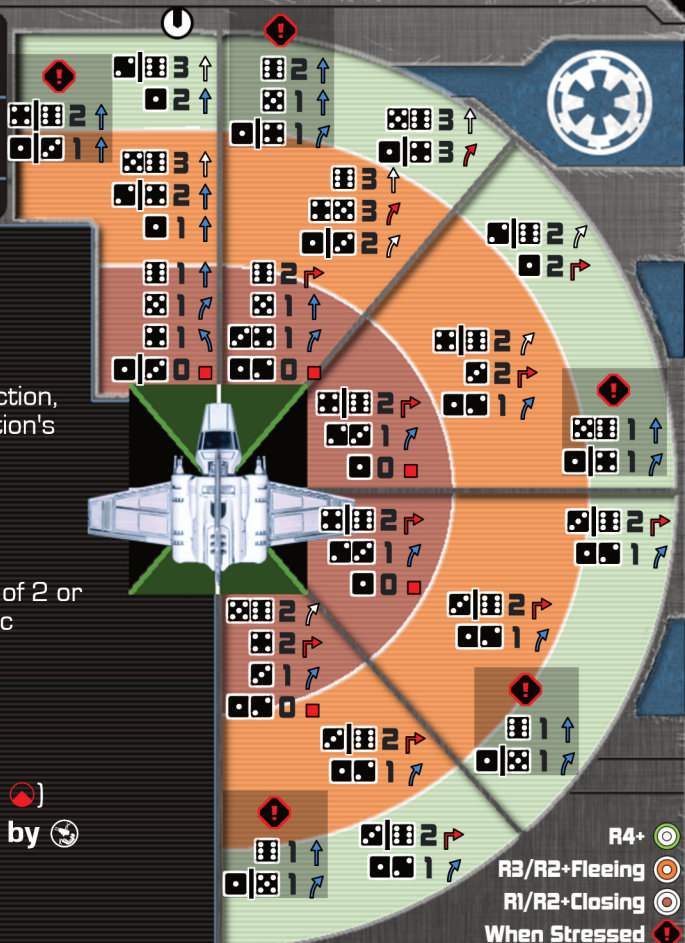
- 1) Resolve
- 2) if you have a shot
- 3) (prio: ,) if within arc of 2 or more enemies in that full arc
- 4) nearest friendly ship
- 5) against Target
- 6)

Attack Target

- 1) Nearest enemy (prio: , ,)

Attack Target if allowed by

- 1) Nearest enemy (prio:)



R4+

R3/R2+Fleeing

R1/R2+Closing

When Stressed

Flee threshold: 5 Health

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll:





VT-49 DECIMATOR

3 0 12 4



1 Select Target

- 1) Locked enemy within range 3
- 2) Nearest enemy in ☐
- 3) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

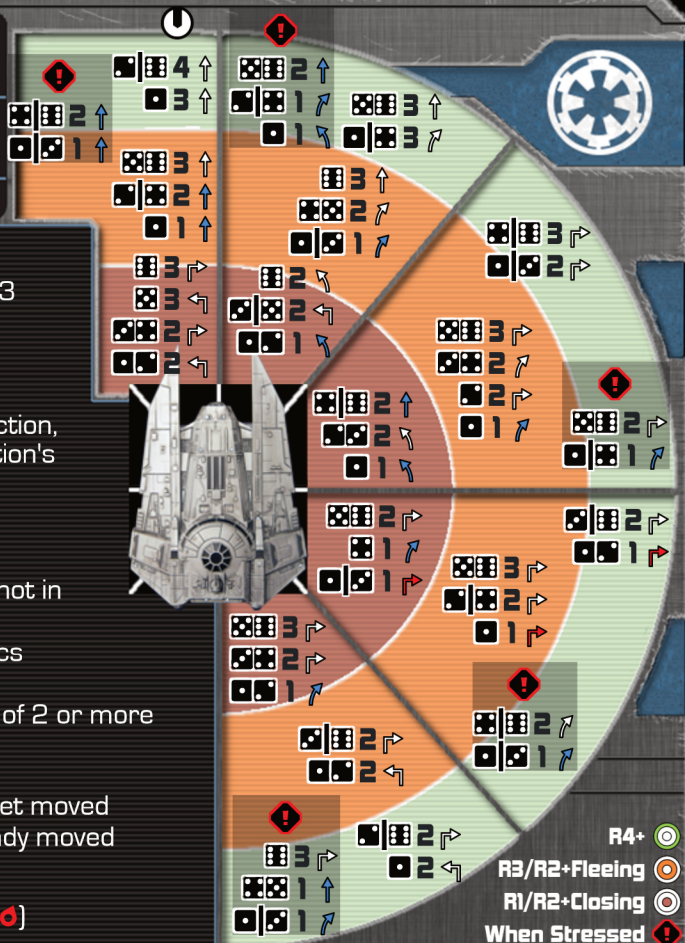
- 1) Resolve ✨
- 2) ⏸ to get a shot if Target is not in your ☐
- 3) ⚔ ✖ if not in any enemy arcs
- 4) ⚙ ✖
- 5) ⌚ (prio: ☐, ☐) if within arc of 2 or more enemies in that full arc.
- 6) 👁
 - ⚔ = only if Target has not yet moved
 - ⚙ = only if Target has already moved

Attack Target

- 1) Ship that is locked (prio: ☐, ☐)
- 2) Nearest enemy

Attack Target Using ☐

- 1) Ship that is locked
- 2) Nearest enemy



Flee threshold: 0 Health ☐☐☐☐ 2 ↑

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll: ☐☐☐☐ 1 ↑

☐☐☐☐ 1 ↑

☐☐☐☐ 1 ↑

☐☐☐☐ 1 ↑



**3**

TIE ADVANCED V1

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

1 Select Target

- 1) Nearest enemy in with lower initiative
- 2) Nearest enemy in
- 3) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

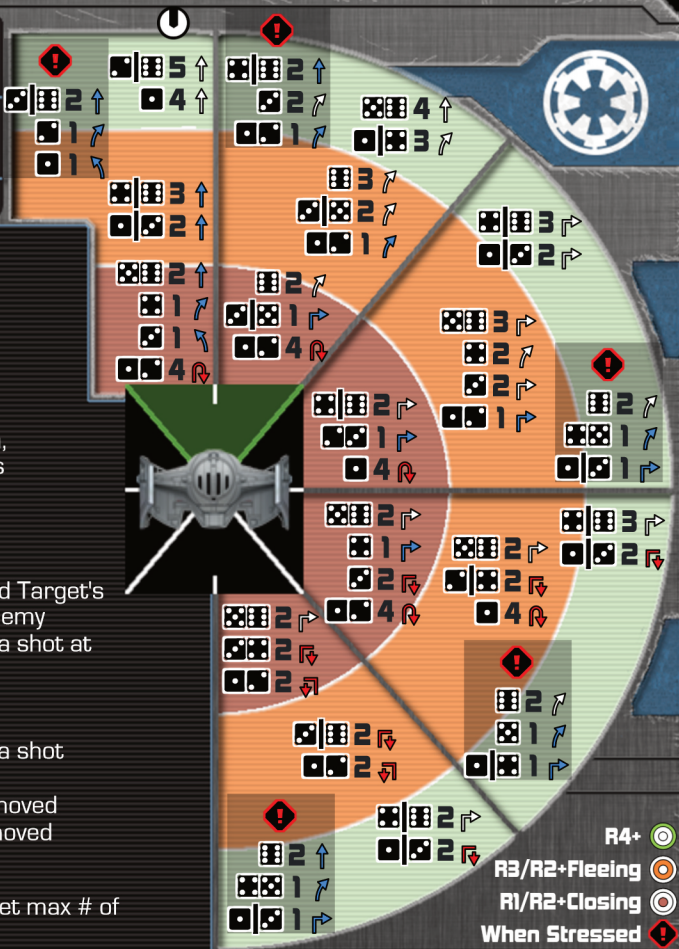
- 1) Resolve
 - 2) or to avoid Target's arc and still get a shot at any enemy
 - 3) or to get a shot at any enemy
 - 4) if you have a shot
 - 5)
 - 6) or to get a shot
 - 7)
- = only if Target has already moved
 = only if Target has not yet moved

Attack Target

- 1) Nearest enemy (prio: , to get max # of red dice)

INSTINCTIVE AIM

While you perform a special attack, spend 1 to ignore the or requirement.



Flee threshold: 0 Health

When assigned a flee token: If facing edge at range 1-2, move at fastest speed toward that edge. Otherwise, perform *Hyperspace maneuver* and roll:







AT-AT

3



0

12

1



1 Select Target

- 1) Locked enemy within range 3
- 2) Nearest enemy in
- 3) Nearest enemy

2 Select Maneuver

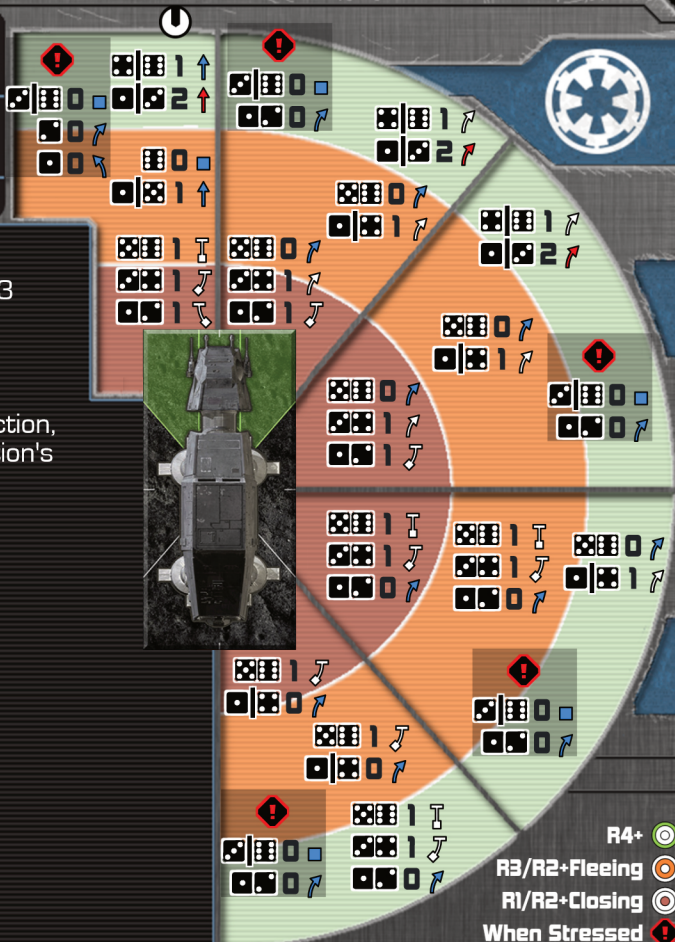
Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

- 1) Resolve
- 2)
- 3)

Attack Target

- 1) Enemy that is locked
- 2) Nearest enemy



R4+

R3/R2-Fleeing

R1/R2-Closing

When Stressed

Flee threshold: 0 Health

When assigned a Flee token: Move at fastest speed toward nearest edge.

MASSIVE

While you obstruct a ship's attack, the defender rolls 1 additional defense die.





2

AT-ST



2



1



2



1



1 Select Target

- 1) Nearest enemy in
- 2) Nearest enemy

2 Select Maneuver

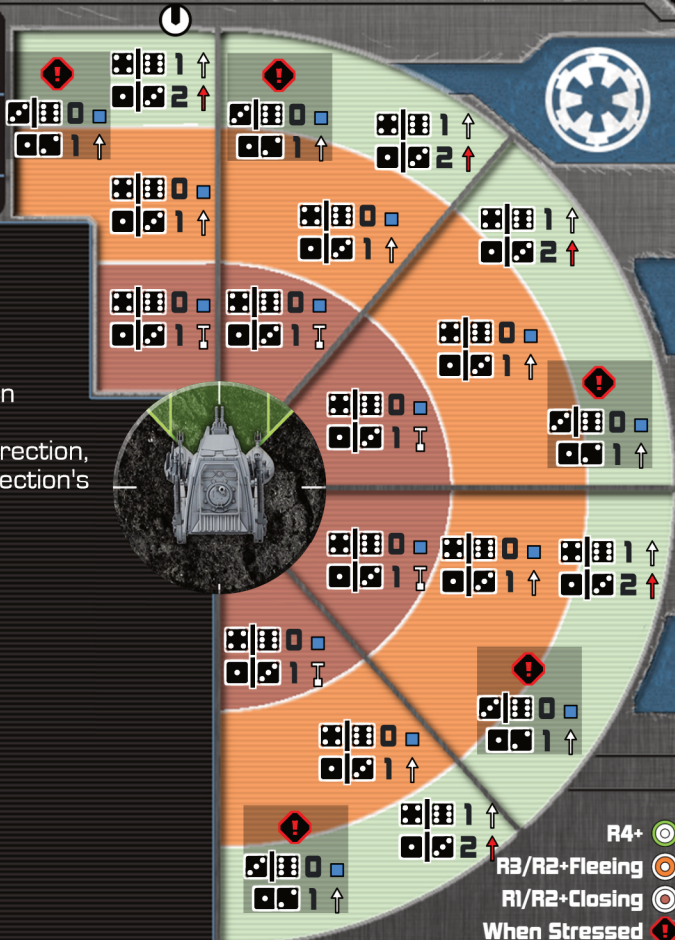
- 1) Pivot to face nearest point on Target's base
- 2) Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

- 1) Resolve
- 2)

Attack Target

- 1) Nearest enemy



R4+

R3/R2+Fleeing

R1/R2+Closing

When Stressed

Flee threshold: 0 Health

When assigned a flee token: Move at fastest speed toward nearest edge.

LIGHT SCOUT

You may not perform attacks beyond range 2.



2

T-47 AIRSPEEDER

2 2 2 2



1 Select Target

- 1) Locked enemy within range 3
- 2) Nearest enemy in ☉
- 3) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

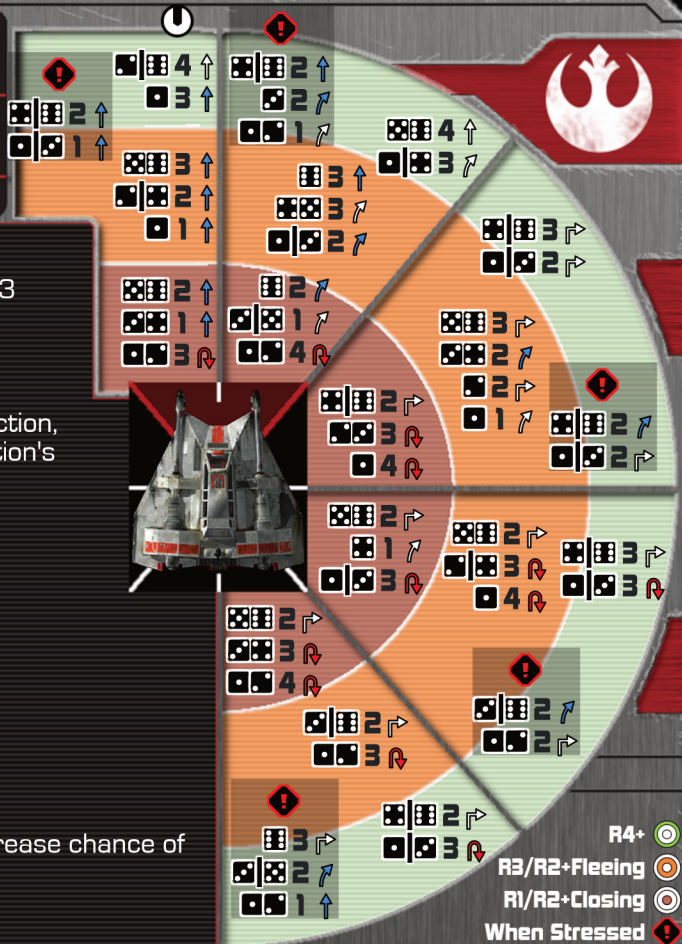
3 Action Selection

- 1) Resolve ✨
- 2) ✕ if not in enemy arcs
- 3) 👁 if you have a shot
- 4) 🔄 to get a shot
- 5) 👁

Attack Target

- 1) Ship that is locked*
- 2) Nearest enemy

* Always spend the lock to increase chance of dealing damage



Flee threshold: 0 Health
 When assigned a flee token: Move at fastest speed toward nearest edge.





TIE/SK STRIKER



System Phase

Use Adaptive Ailerons. Execute the maneuver that brings you closest to an enemy ship. If the maneuver would take you off the board, skip this step.

1 Select Target

- 1) Nearest enemy in ☉
- 2) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

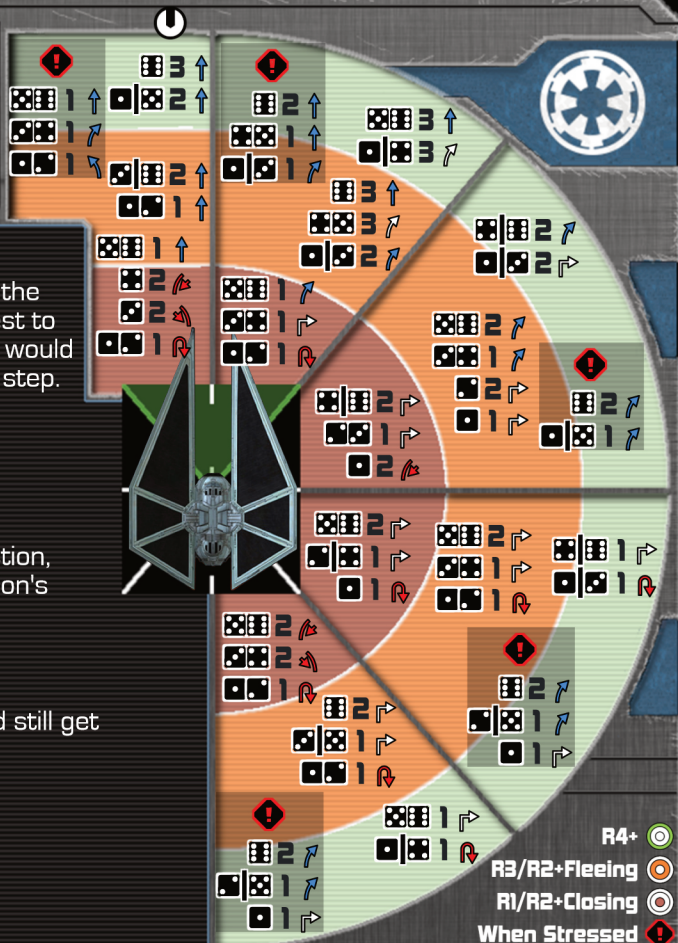
- 1) Resolve ✨
- 2) ↻ to avoid Target's arc and still get a shot
- 3) ↻ to get a shot
- 4) 👁 if you have a shot
- 5) ↻ to avoid Target's arc
- 6) ↻

Attack Target

- 1) Nearest enemy

ADAPTIVE AILERONS

In the System Phase, if you are not stressed, you must execute a white (1↘), (1↑), or (1↗) maneuver.



R4+ ☉

R3/R2+ Fleeing ☉

R1/R2+ Closing ☉

When Stressed !

Flee threshold: 0 Health

When assigned a flee token: Move at fastest speed toward nearest edge.





TIE REAPER

2



System Phase

Use Adaptive Ailerons. Execute the maneuver that brings you closest to an enemy ship. If the maneuver would take you off the board, skip this step.

1 Select Target

- 1) Nearest enemy in ☉
- 2) Nearest enemy

2 Select Maneuver

Check Target's range and direction, roll on matching table or direction's stress table if stressed.

3 Action Selection

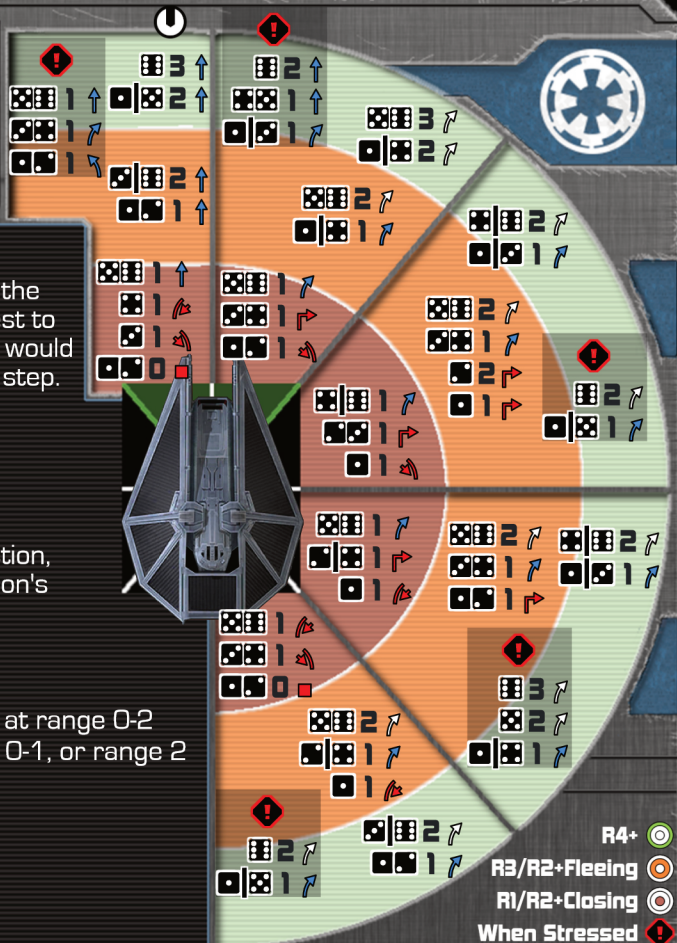
- 1) Resolve ✨
- 2) 🏹 nearest Elite friendly ship at range 0-2
- 3) ⚡ nearest enemy at range 0-1, or range 2 in bullseye
- 4) 👁 if in enemy arc
- 5) ↗

Attack Target

- 1) Nearest enemy

ADAPTIVE AILERONS

In the System Phase, if you are not stressed, you must execute a white (1↘), (1↑), or (1↗) maneuver.







GOZANTI-CLASS CRUISER

7



3



0



11



5



3

2x



1 Select Maneuver

- 1) If board edge is in at range 1-2, perform a speed-1 bank maneuver away from that edge.
- 2) Check where the most enemy ships are, and roll on matching table.

2 Action Selection

- 1) Resolve
- 2) arc with most enemy ships
- 3) nearest Elite friendly ship at range 0-2
- 4) nearest enemy at range 0-1, or range 2 in bullseye
- 5) nearest enemy in arc, if you do not already have a lock
- 6)

3 Start of Engagement Phase

If there are no targets in your , spend 1 to perform a action to place the nearest enemy ship within your .

Primary Target

- 1) Ship that is locked [prio: ,
- 2) Nearest enemy

Bonus Attacks (perform all that apply)

- 1) Spend 1 to attack nearest enemy with
- 2) If you have at least 3 spend 1 to attack with or
- 3) If you have at least 3 spend 1 to attack with

DOCKING CLAMPS

You can dock up to 4 small ships.

The engagement template features a central Gozanti-class Cruiser ship. It is surrounded by several concentric arcs, each with a specific color and associated dice tables. The arcs are:

- Blue Arc (R4+):** Contains a table with 3 dice (3, 2, 1) and an upward arrow.
- Orange Arc (R3/R2+ Fleeing):** Contains tables with 2 dice (2, 1) and 3 dice (3, 2, 1) with upward arrows.
- Green Arc (R1/R2+ Closing):** Contains tables with 2 dice (2, 1) and 3 dice (3, 2, 1) with upward arrows.
- Red Arc (When Stressed):** Contains tables with 2 dice (2, 1) and 3 dice (3, 2, 1) with upward arrows.

 A central table shows a 3-die roll (3, 2, 1) with an upward arrow. A legend in the bottom right corner defines the arc colors:

- R4+ (Blue circle)
- R3/R2+ Fleeing (Orange circle)
- R1/R2+ Closing (Green circle)
- When Stressed (Red diamond)

Each time you are dealt a damage card, roll an attack die. On a , one random ship deploys into the Gozanti arc with most enemy ships. Treat the Gozanti base within the arc as the front of the ship when placing the maneuver template.

