














4 CR90 Corvette (Fore)






4 0 8 5


 <b>Single Turbolasers</b>	<b>4</b>	 <b>Single Turbolasers</b>	<b>4</b>
<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a  result.	 3-5  2	<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a  result.	 3-5  2

 <b>Sensor Team</b> When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.	 <b>Gunnery Team</b> Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a  result.
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4 CR90 Corvette (Aft)

5 0 8 3

 <b>Quad Laser Cannons</b>	<b>3</b>	 <b>Engineering Team</b>
<b>Attack (Energy):</b> Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.	 1-2  2	During the Activation phase, when you reveal a  maneuver, gain 1 additional energy during the "Gain Energy" step.

 <b>Tibanna Gas Supplies</b> <b>Energy:</b> You may discard this card to gain 3 energy.	
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8 Howlrunner

2 3 3 0



When another friendly ship at Range 1 is attacking with its primary weapon, it may reroll 1 attack die.



#### Determination

When you are dealt a faceup Damage card with the Pilot trait, discard it immediately without resolving its effect.



TIE Fighter

MISSION T1: MISTAKEN IDENTITY

4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T1: MISTAKEN IDENTITY

4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T1: MISTAKEN IDENTITY

4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T1: MISTAKEN IDENTITY

4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T1: MISTAKEN IDENTITY

4 CR90 Corvette (Fore)

4 0 8 5



CR90 [Fore]

MISSION T2A: REFUELLING AMBUSH

4 CR90 Corvette (Aft)

5 0 8 3



CR90 [Aft]

MISSION T2A: REFUELLING AMBUSH

4 Red Squadron Pilot

3 2 4 2



X-Wing

MISSION T2A: REFUELLING AMBUSH

**Quad Laser Cannons** 3  
**Attack (Energy):** Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.  
 1-2  
 2

**Tibanna Gas Supplies**  
**Energy:** You may discard this card to gain 3 energy.

**Engineering Team**  
 During the Activation phase, when you reveal a ↑ maneuver, gain 1 additional energy during the "Gain Energy" step.

**Single Turbolasers** 4  
**Attack (Energy):** Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your ⚡ results to a \* result.  
 3-5  
 2

**Sensor Team**  
 When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.

**Single Turbolasers** 4  
**Attack (Energy):** Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your ⚡ results to a \* result.  
 3-5  
 2

**Gunnery Team**  
 Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a \* result.

# 4 Gray Squadron Pilot

2 1 5 3

<b>Ion Cannon Turret</b> <b>Attack:</b> Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.	<b>3</b> <b>1-2</b>	<b>R2 Astromech</b> You may treat all 1- and 2-speed maneuvers as green maneuvers.
<b>Proximity Mine</b> <b>Action:</b> Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token detonates.		<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.



MISSION TZA: REFUELLING AMBUSH

# 4 Dagger Squadron Pilot

3 1 3 5

<b>Advanced Sensors</b> Immediately before you reveal your maneuver, you may perform 1 free action. If you use this ability, you must skip your "Perform Action" step during this round.
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MISSION TZA: REFUELLING AMBUSH

# 9 Soontir Fel

3 3 0

When you receive a stress token, you may assign 1 focus token to your ship.

<b>Push The Limit</b> Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.
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TIE Interceptor MISSION TZA: REFUELLING AMBUSH

# 4 Black Squadron Pilot

2 3 3 0



TIE Fighter MISSION TZA: REFUELLING AMBUSH

4 Black Squadron Pilot 2 3 3 0

TIE Fighter MISSION T2A: REFUELLING AMBUSH

4 Black Squadron Pilot 2 3 3 0

TIE Fighter MISSION T2A: REFUELLING AMBUSH

3 Bounty Hunter 3 2 6 4

**Heavy Laser Cannon** 4  
Attack: Attack 1 ship.  
Immediately after rolling your attack dice,  
you must change all of your \* results to  
\* results.

Firespray-31 MISSION T2A: REFUELLING AMBUSH

4 CR90 Corvette (Fore) 4 0 8 5

<b>Single Turbolasers</b> 4 Attack (Energy): Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a * result.	<b>Single Turbolasers</b> 4 Attack (Energy): Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a * result.
<b>Sensor Team</b> When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.	<b>Gunnery Team</b> Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a * result.

CR90 [Fore] MISSION T2B: EMERGENCY REPAIRS

## 4 CR90 Corvette (Aft)

5 0 8 3

<b>Quad Laser Cannons</b> <b>Attack (Energy):</b> Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.	<b>3</b> <b>1-2</b> <b>2</b>	<b>Engineering Team</b> During the Activation phase, when you reveal a ↑ maneuver, gain 1 additional energy during the "Gain Energy" step.
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<b>Tibanna Gas Supplies</b> <b>Energy:</b> You may discard this card to gain 3 energy.
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CR90 [Aft] MISSION TZB: EMERGENCY REPAIRS

## 6 Dutch Vander

2 1 5 3

After acquiring a target lock, choose another friendly ship at Range 1-2. The chosen ship may immediately acquire a target lock.

<b>Proton Torpedoes</b> <b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your ⚡ results to a ✨ result.	<b>4</b> <b>2-3</b>	<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped ⚡, ⚡, and ⚡ Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
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<b>R2 Astromech</b> You may treat all 1- and 2-speed maneuvers as green maneuvers.
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Y-Wing MISSION TZB: EMERGENCY REPAIRS

## 2 Rookie Pilot

3 2 4 2

<b>Proton Torpedoes</b> <b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your ⚡ results to a ✨ result.	<b>4</b> <b>2-3</b>	<b>R5 Astromech</b> During the End phase, you may choose 1 of your faceup Damage cards with the Ship trait and flip it facedown.
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<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped ⚡, ⚡, and ⚡ Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
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X-Wing MISSION TZB: EMERGENCY REPAIRS

## 2 Gold Squadron Pilot

2 1 6 3

<b>Proton Torpedoes</b> <b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your ⚡ results to a ✨ result.	<b>4</b> <b>2-3</b>	<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped ⚡, ⚡, and ⚡ Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
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<b>Seismic Charge</b> When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.	<b>R5 Astromech</b> During the End phase, you may choose 1 of your faceup Damage cards with the Ship trait and flip it facedown.
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Y-Wing MISSION TZB: EMERGENCY REPAIRS

## 6 Captain Jonus

2 2 6 0

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Squad Leader	Extra Munitions
<p>Action: Choose 1 ship at Range 1-2 that has a lower pilot skill than you.</p> <p>The chosen ship may immediately perform 1 free action.</p>	<p>When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card.</p> <p>When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.</p>
Proton Bombs	
<p>When you reveal your maneuver dial, you may discard this card to drop 1 proton bomb token.</p> <p>This token detonates at the end of the Activation phase.</p>	

TIE Bomber MISSION TZB: EMERGENCY REPAIRS

## 2 Scimitar Squadron Pilot

2 2 7 0

Proton Torpedoes	4	Extra Munitions
<p><b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack.</p> <p>You may change 1 of your results to a * result.</p>	<p>2-3</p>	<p>When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card.</p> <p>When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.</p>
Seismic Charge		
<p>When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token.</p> <p>This token detonates at the end of the Activation phase.</p>		

TIE Bomber MISSION TZB: EMERGENCY REPAIRS

## 2 Scimitar Squadron Pilot

2 2 7 0

Proton Torpedoes	4	Extra Munitions
<p><b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack.</p> <p>You may change 1 of your results to a * result.</p>	<p>2-3</p>	<p>When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card.</p> <p>When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.</p>
Seismic Charge		
<p>When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token.</p> <p>This token detonates at the end of the Activation phase.</p>		

TIE Bomber MISSION TZB: EMERGENCY REPAIRS

## 2 Tempest Squadron Pilot

2 3 4 2

Fire-Control System		Cluster Missiles	3
<p>After you perform an attack, you may acquire a target lock on the defender.</p>		<p><b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack twice.</p>	<p>1-2</p>
Cluster Missiles	3		
<p><b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack twice.</p>	<p>1-2</p>		

TIE Advanced MISSION TZB: EMERGENCY REPAIRS

1 Academy Pilot

2 3 3 0



1 Academy Pilot

2 3 3 0



TIE Fighter

MISSION T2B: EMERGENCY REPAIRS



TIE Fighter

MISSION T2B: EMERGENCY REPAIRS

4 CR90 Corvette (Fore)

4 0 8 5



4 CR90 Corvette (Aft)

5 0 8 3



Single Turbolasers	4	Single Turbolasers	4
<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a * result.	3-5 2	<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a * result.	3-5 2
<b>Sensor Team</b> When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.		<b>Gunnery Team</b> Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a * result.	

Quad Laser Cannons	3	Engineering Team
<b>Attack (Energy):</b> Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.	1-2 2	During the Activation phase, when you reveal a ↑ maneuver, gain 1 additional energy during the "Gain Energy" step.
<b>Tibanna Gas Supplies</b> <b>Energy:</b> You may discard this card to gain 3 energy.		



CR90 [Fore]

MISSION T3A: SATELLITE UPLINK



CR90 [Aft]

MISSION T3A: SATELLITE UPLINK



## 9 Wedge Antilles

3 2 4 2

When attacking, reduce the defender's agility value by 1 (to a minimum of "0").

Proton Torpedoes	4	R2 Astromech
<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	2-3 You may treat all 1- and 2-speed maneuvers as green maneuvers.	
<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.		



MISSION T3A: SATELLITE UPLINK

## 4 Red Squadron Pilot

3 2 4 2

Predator	R2 Astromech
When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.	You may treat all 1- and 2-speed maneuvers as green maneuvers.



MISSION T3A: SATELLITE UPLINK

## 4 Gray Squadron Pilot

2 1 5 3

Ion Cannon Turret	3	R2 Astromech
<b>Attack:</b> Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.	1-2 You may treat all 1- and 2-speed maneuvers as green maneuvers.	
<b>Proximity Mine</b> <b>Action:</b> Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token detonates.		<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.



MISSION T3A: SATELLITE UPLINK

## 4 Dagger Squadron Pilot

3 1 3 5

Advanced Sensors
Immediately before you reveal your maneuver, you may perform 1 free action. If you use this ability, you must skip your "Perform Action" step during this round.



MISSION T3A: SATELLITE UPLINK

### 3 Green Squadron Pilot

2 3 3 2



#### Outmaneuver

When attacking a ship inside your firing arc, if you are not inside that ship's firing arc, reduce its agility value by 1 (to a minimum of 0).



#### Predator

When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.



A-Wing

MISSION T3A: SATELLITE UPLINK

### 7 Maarek Steele

2 3 3 2

When your attack deals a faceup Damage card to the defender, instead draw 3 Damage cards, choose 1 to deal, and discard the others.



#### Cluster Missiles

3

1-2

**Attack (target lock):** Spend your target lock and discard this card to perform this attack twice.



#### Cluster Missiles

3

1-2

**Attack (target lock):** Spend your target lock and discard this card to perform this attack twice.



#### Marksmanship

**Action:** When attacking this round, you may change 1 of your results to a \* result and all of your other results to \* results.



#### Accuracy Corrector

When attacking, during the "Modify Attack Dice" step, you may cancel all of your dice results. Then, you may add 2 \* results to your roll. Your dice cannot be modified again during this attack.



TIE Advanced

MISSION T3A: SATELLITE UPLINK

### 4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T3A: SATELLITE UPLINK

### 4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T3A: SATELLITE UPLINK

4 Black Squadron Pilot

2 3 3 0



4 Black Squadron Pilot

2 3 3 0



TIE Fighter

MISSION T3A: SATELLITE UPLINK



TIE Fighter

MISSION T3A: SATELLITE UPLINK

7 Major Rhymer

2 2 6 0



When attacking with a secondary weapon, you may increase or decrease the weapon range by 1 to a limit of Range 1-3.

Advanced Proton Torpedoes

5

Extra Munitions

Attack (target lock): Spend your target lock and discard this card to perform this attack.

You may change up to 3 of your blank results to results.

1

When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Seismic Charge

When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.

6 Captain Jonus

2 2 6 0



When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Proton Torpedoes

4

Extra Munitions

Attack (target lock): Spend your target lock and discard this card to perform this attack.

You may change 1 of your results to a result.

2-3

When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

Squad Leader

Action: Choose 1 ship at Range 1-2 that has a lower pilot skill than you. The chosen ship may immediately perform 1 free action.



TIE Bomber

MISSION T3A: SATELLITE UPLINK



TIE Bomber

MISSION T3A: SATELLITE UPLINK

## 2 Scimitar Squadron Pilot

2 2 7 0

Proton Torpedoes	4	Extra Munitions
<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	2-3	When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
<b>Seismic Charge</b> When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.		



TIE Bomber

MISSION T3A: SATELLITE UPLINK

## 2 Scimitar Squadron Pilot

2 2 7 0

Proton Torpedoes	4	Extra Munitions
<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	2-3	When you equip this card, place 1 ordnance token on each equipped , , and Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
<b>Seismic Charge</b> When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.		



TIE Bomber

MISSION T3A: SATELLITE UPLINK

## 4 CR90 Corvette (Fore)

4 0 8 5

Single Turbolasers	4	Single Turbolasers	4
<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a result.	3-5	<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your results to a result.	3-5
<b>Sensor Team</b> When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.		<b>Gunnery Team</b> Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a result.	



CR90 [Fore]

MISSION T3B: "PUNCH IT!"

## 4 CR90 Corvette (Aft)

5 0 8 3

Quad Laser Cannons	3	Engineering Team
<b>Attack (Energy):</b> Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.	1-2	During the Activation phase, when you reveal a maneuver, gain 1 additional energy during the "Gain Energy" step.
<b>Tibanna Gas Supplies</b> <b>Energy:</b> You may discard this card to gain 3 energy.		



CR90 [Aft]

MISSION T3B: "PUNCH IT!"

# 4 Red Squadron Pilot

3 2 4 2



## Predator

When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.



## R2 Astromech

You may treat all 1- and 2-speed maneuvers as green maneuvers.



X-Wing

MISSION T3B: "PUNCH IT!"

# 4 Gray Squadron Pilot

2 1 5 3



## Ion Cannon Turret

**Attack:** Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results.

3

1-2



## R2 Astromech

You may treat all 1- and 2-speed maneuvers as green maneuvers.



## Proximity Mine

**Action:** Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token detonates.



## Extra Munitions

When you equip this card, place 1 ordnance token on each equipped ⚙️, ⚙️, and ⚙️ Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.



Y-Wing

MISSION T3B: "PUNCH IT!"

# 1 Prototype Pilot

2 3 2 2



A-Wing

MISSION T3B: "PUNCH IT!"

# 1 Prototype Pilot

2 3 2 2



A-Wing

MISSION T3B: "PUNCH IT!"

6 Colonel Jendon

3 1 5 5

At the start of the Combat phase, you may assign 1 of your blue target lock tokens to a friendly ship at Range 1 if it does not have a blue target lock token.

**Weapons Engineer**  
When defending, you may reroll 1 of your results. If the attacker's pilot skill value is "2" or lower, you may reroll 1 of your blank results instead.

**ST-321**  
When acquiring a target lock, you may lock onto any enemy ship in the play area.

**Group 1**  
This ship is part of Group 1

Lambda-Class Shuttle MISSION T3B: "PUNCH IT!"

4 Gamma Squadron Pilot

2 2 6 0

**Predator**  
When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.

**Concussion Missiles**  
**Attack (target lock):** Spend your target lock and discard this card to perform this attack.  
You may change 1 of your blank results to a result.

4  
2-3

**Extra Munitions**  
When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

**Group 1**  
This ship is part of Group 1

TIE Bomber

MISSION T3B: "PUNCH IT!"

4 Gamma Squadron Pilot

2 2 6 0

**Predator**  
When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.

**Concussion Missiles**  
**Attack (target lock):** Spend your target lock and discard this card to perform this attack.  
You may change 1 of your blank results to a result.

4  
2-3

**Extra Munitions**  
When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

**Group 1**  
This ship is part of Group 1.

TIE Bomber

MISSION T3B: "PUNCH IT!"

6 Backstabber

2 3 3 0

When attacking from outside the defender's firing arc, roll 1 additional attack die.

**Group 2**  
This ship is part of Group 2.

TIE Fighter

MISSION T3B: "PUNCH IT!"

3 Obsidian Squadron Pilot

2 3 3 0



Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T3B: "PUNCH IT!"

3 Obsidian Squadron Pilot

2 3 3 0



Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T3B: "PUNCH IT!"

3 Obsidian Squadron Pilot

2 3 3 0



Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T3B: "PUNCH IT!"

3 Obsidian Squadron Pilot

2 3 3 0



Group 2

This ship is part of Group 2.






TIE Fighter

MISSION T3B: "PUNCH IT!"



7 Turr Phennir 3 3 3 0


After you perform an attack, you may perform a free boost or barrel roll action.

 Veteran Instincts	 Group 3
Increase your pilot skill value by 2.	This ship is part of Group 3.



 TIE Interceptor MISSION T3B: "PUNCH IT!"

4 Saber Squadron Pilot 3 3 4 0

 Outmaneuver	 Group 3
When attacking a ship inside your firing arc, if you are not inside that ship's firing arc, reduce its agility value by 1 (to a minimum of 0).	This ship is part of Group 3.














 TIE Interceptor MISSION T3B: "PUNCH IT!"

4 Saber Squadron Pilot 3 3 4 0

 Outmaneuver	 Group 3
When attacking a ship inside your firing arc, if you are not inside that ship's firing arc, reduce its agility value by 1 (to a minimum of 0).	This ship is part of Group 3.

 TIE Interceptor MISSION T3B: "PUNCH IT!"

4 CR90 Corvette (Fore) 4 0 8 5

 Single Turbolasers	4	 Single Turbolasers	4
<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a  result.	 3-5  2	<b>Attack (Energy):</b> Spend 2 energy from this card to perform this attack. The defender doubles his agility value against this attack. You may change 1 of your  results to a  result.	 3-5  2
 Sensor Team	When acquiring a target lock, you may lock onto an enemy ship at Range 1-5 instead of 1-3.	 Gunnery Team	Once per round, when attacking with a secondary weapon, you may spend 1 energy to change 1 of your blank results to a  result.

 CR90 [Fore] MISSION T4: MINEFIELD



#### 4 CR90 Corvette (Aft)

5 0 8 3

Quad Laser Cannons	3	Engineering Team
<b>Attack (Energy):</b> Spend 1 energy from this card to perform this attack. If this attack does not hit, you may immediately spend 1 energy from this card to perform this attack again.	1-2 2	During the Activation phase, when you reveal a ↑ maneuver, gain 1 additional energy during the "Gain Energy" step.

Tibanna Gas Supplies
<b>Energy:</b> You may discard this card to gain 3 energy.



MISSION T4: MINEFIELD

#### 6 Dutch Vander

2 1 5 3

Proton Torpedoes	4	Extra Munitions
<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your ⚡ results to a ✱ result.	2-3	When you equip this card, place 1 ordnance token on each equipped ⚡, ⚡, and ⚡ Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.

R2 Astromech
You may treat all 1- and 2-speed maneuvers as green maneuvers.



MISSION T4: MINEFIELD

#### 4 Red Squadron Pilot

3 2 4 2

Predator	R2 Astromech
When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.	You may treat all 1- and 2-speed maneuvers as green maneuvers.



MISSION T4: MINEFIELD

#### 7 Lando Calrissian

3 1 8 5

Nien Nunb	Millennium Falcon
You may treat all ↑ maneuvers as green maneuvers.	Your action bar gains the ⚡ action icon.

Concussion Missiles	4	Concussion Missiles	4
<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your blank results to a ✱ result.	2-3	<b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your blank results to a ✱ result.	2-3



MISSION T4: MINEFIELD

3 Obsidian Squadron Pilot 2 3 3 0



Group 1

This ship is part of Group 1.



TIE Fighter

MISSION T4: MINEFIELD

3 Obsidian Squadron Pilot 2 3 3 0



Group 1

This ship is part of Group 1.



TIE Fighter

MISSION T4: MINEFIELD

3 Obsidian Squadron Pilot 2 3 3 0



Group 1

This ship is part of Group 1.



TIE Fighter

MISSION T4: MINEFIELD

3 Obsidian Squadron Pilot 2 3 3 0



Group 1

This ship is part of Group 1.



TIE Fighter

MISSION T4: MINEFIELD

### 8 · Howlrunner

2 3 3 0



When another friendly ship at Range 1 is attacking with its primary weapon, it may reroll 1 attack die.



#### Swarm Tactics

At the start of the Combat phase, you may choose 1 friendly ship at Range 1.  
Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill.



#### Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T4: MINEFIELD

### 5 · Winged Gundark

2 3 3 0



When attacking at Range 1, you may change 1 of your \* results to a \* result.



#### Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T4: MINEFIELD

### 5 · Night Beast

2 3 3 0



After executing a green maneuver, you may perform a free focus action.



#### Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T4: MINEFIELD

### 4 Black Squadron Pilot

2 3 3 0



#### Group 2

This ship is part of Group 2.



TIE Fighter

MISSION T4: MINEFIELD

## 2 Scimitar Squadron Pilot

2 2 7 0














<b>Proton Torpedoes</b> <b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change 1 of your results to a result.	<b>4</b> <b>2-3</b>	<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.
<b>Seismic Charge</b> When you reveal your maneuver dial, you may discard this card to drop 1 seismic charge token. This token detonates at the end of the Activation phase.		<b>Group 3</b> This ship is part of Group 3.

TIE Bomber

MISSION T4: MINEFIELD

## 7 Major Rhymer

2 2 7 0

<div>⑧</div> <div><b>Marksmanship</b></div> <div><b>Action:</b> When attacking this round, you may change 1 of your  results to a  result and all of your other  results to  results.</div>	<div></div> <div><b>Proximity Mine</b></div> <div><b>Action:</b> Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token detonates.</div>
<div></div> <div><b>Advanced Proton Torpedoes</b></div> <div><b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack. You may change up to 3 of your blank results to  results.</div>	<div><div>5</div><div> 1</div></div> <div><div></div><div><b>Extra Munitions</b></div><div>When you equip this card, place 1 ordnance token on each equipped , , and  Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.</div></div>
<div></div> <div><b>Group 3</b></div> <div>This ship is part of Group 3.</div>	

TIE Bomber

MISSION T4: MINEFIELD

## 3 Bounty Hunter

3 2 6 4

<b>Heavy Laser Cannon</b> <b>Attack:</b> Attack 1 ship. Immediately after rolling your attack dice, you must change all of your results to results.	<b>4</b> <b>2-3</b>	<b>Group 4</b> This ship is part of Group 4.
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Firespray-31

MISSION T4: MINEFIELD

## 6 Captain Jonus

2 2 6 0

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

<b>Squad Leader</b> <b>Action:</b> Choose 1 ship at Range 1-2 that has a lower pilot skill than you. The chosen ship may immediately perform 1 free action.	<b>Cluster Missiles</b> <b>Attack (target lock):</b> Spend your target lock and discard this card to perform this attack twice.	<b>3</b> <b>1-2</b>
<b>Extra Munitions</b> When you equip this card, place 1 ordnance token on each equipped Upgrade card. When you are instructed to discard an Upgrade card, you may discard 1 ordnance token on that card instead.	<b>Group 4</b> This ship is part of Group 4.	

TIE Bomber

MISSION T4: MINEFIELD