



# First Order Pilots

## Point Costs and Upgrade Slots



Version 1.8.0 / Nov 2020 Update

Pilot Name	Subtitle	Cost	Upgrade Bar	HS	Ext	Builder Keywords
TIE/ba Interceptor						
•Major Vonreg	<i>Red Baron</i>	55		Yes	Yes	TIE
•“Holo”	<i>Trick of the Light</i>	53		Yes	Yes	TIE
•“Ember”	<i>Dying Flame</i>	48		Yes	Yes	TIE
First Order Provocateur		41		No	Yes	TIE
TIE/fo fighter						
•“Midnight”	<i>Omega Leader</i>	42		Yes	Yes	TIE
•Commander Malarus	<i>First Order Enforcer</i>	38		Yes	Yes	TIE
•“Scorch”	<i>Zeta Leader</i>	33		Yes	Yes	TIE
•“Static”	<i>Omega Ace</i>	33		Yes	Yes	TIE
•“Longshot”	<i>Zeta Ace</i>	31		Yes	Yes	TIE
•“Muse”	<i>Epsilon Leader</i>	30		Yes	Yes	TIE
•“Null”	<i>Epsilon Ace</i>	30		Yes	Yes	TIE
•TN-3465	<i>Loose End</i>	28		Yes	Yes	TIE
Omega Squadron Ace		28		No	Yes	TIE
•Lieutenant Rivas	<i>Inconvenient Witness</i>	27		Yes	Yes	TIE
Zeta Squadron Pilot		26		No	Yes	TIE
Epsilon Squadron Cadet		25		No	Yes	TIE
TIE/sf fighter						
•“Quickdraw”	<i>Defiant Duelist</i>	47		No	Yes	TIE
•“Backdraft”	<i>Fiery Fanatic</i>	38		No	Yes	TIE
•Captain Phasma	<i>Scyre Survivor</i>	38		No	Yes	TIE
•Lieutenant LeHuse	<i>Unflinching Executioner</i>	37		No	Yes	TIE
Omega Squadron Expert		34		Yes	Yes	TIE
Zeta Squadron Survivor		32		Yes	Yes	TIE
TIE/vn Silencer						
•Kylo Ren	<i>Tormented Apprentice</i>	76		Yes	Yes	Dark Side, TIE
•“Blackout”	<i>Ill-Fated Test Pilot</i>	63		Yes	Yes	TIE
•“Recoil”	<i>Quantity Over Quality</i>	57		Yes	Yes	TIE
•“Rush”	<i>Adrenaline Junkie</i>	57		Yes	Yes	TIE



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<i>Xi-class shuttle (Continued)</i>						
•Agent Terex	<i>Devious Provocateur</i>	42		Yes	Yes	
First Order Courier		38		No	Yes	



# First Order Upgrades



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Version 1.9.0 / Mar 2021 Update

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
•Captain Phasma	Crew (👤)	5		First Order	No	Yes
•Commander Pyre	Crew (👤)	5		First Order	Yes	Yes
•General Hux	Crew (👤)	6		First Order, ⚡	No	Yes
•Kylo Ren	Crew (👤)	11		First Order	No	Yes
•Petty Officer Thanisson	Crew (👤)	4		First Order	No	Yes
•Agent Terex / •Agent Terex (Cyborg)	Crew (👤) / Crew (👤)	7			Yes	Yes
•Commander Malarus / •Commander Malarus (Perfected)	Crew (👤) / Crew (👤)	7			Yes	Yes
•Protectorate Gleb	Crew (👤)	2		Imperial or First Order or Scum	Yes	Yes
•Supreme Leader Snoke	Crew, Crew (👤👤)	13		First Order	No	Yes
Special Forces Gunner	Gunner (👤)	9		First Order, TIE/sf Fighter	Yes	Yes
Fanatical	Talent (👤)	2		First Order	Yes	Yes
Proud Tradition / False Tradition	Talent (👤) / Talent (👤)	2		First Order	Yes	Yes
•Sensor Buoy Suite	Tech (👤)	4		First Order, Medium or Large Ship	Yes	Yes
Biohexacrypt Codes	Tech (👤)	1		First Order, ✂	No	Yes
Hyperspace Tracking Data	Tech (👤)	2		First Order, Large ship	No	Yes
Deuterium Power Cells	Tech, Modification (👤⊗)	9		First Order	Yes	Yes