











Ship Type	Cost	Pilot Name	Upgrade Bar	Hyperspace Legal
TIE/fo Fighter	44	•“Midnight”		Yes
TIE/fo Fighter	41	•Commander Malarus		Yes
TIE/fo Fighter	35	•“Scorch”		Yes
TIE/fo Fighter	35	•“Static”		Yes
TIE/fo Fighter	33	•“Longshot”		Yes
TIE/fo Fighter	32	•“Muse”		Yes
TIE/fo Fighter	31	•TN-3465		Yes
TIE/fo Fighter	31	•“Null”		Yes
TIE/fo Fighter	31	Omega Squadron Ace		Yes
TIE/fo Fighter	30	•Lieutenant Rivas		Yes
TIE/fo Fighter	29	Zeta Squadron Pilot		Yes
TIE/fo Fighter	28	Epsilon Squadron Cadet		Yes
TIE/sf Fighter	45	•“Quickdraw”		Yes
TIE/sf Fighter	41	•“Backdraft”		Yes
TIE/sf Fighter	36	Omega Squadron Expert		Yes
TIE/sf Fighter	34	Zeta Squadron Survivor		Yes
TIE/vn Silencer	76	•Kylo Ren		Yes
TIE/vn Silencer	64	•“Blackout”		Yes
TIE/vn Silencer	59	•“Recoil”		Yes
TIE/vn Silencer	58	•“Avenger”		Yes
TIE/vn Silencer	58	First Order Test Pilot		Yes
TIE/vn Silencer	52	Senar-Jamus Engineer		Yes
<i>Upsilon</i> -class Command Shuttle	64	•Captain Cardinal		Yes
<i>Upsilon</i> -class Command Shuttle	63	•Major Stridan		Yes
<i>Upsilon</i> -class Command Shuttle	62	•Lieutenant Tavson		Yes
<i>Upsilon</i> -class Command Shuttle	60	•Lieutenant Dormitz		Yes
<i>Upsilon</i> -class Command Shuttle	60	•Petty Officer Thanisson		Yes
<i>Upsilon</i> -class Command Shuttle	56	Starkiller Base Pilot		Yes

## Faction-Specific Upgrade Cards

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Upgrade Name	Cost	Upgrade Type	Hyperspace Legal
•Captain Phasma	5	 Crew	Yes
•General Hux	10	 Crew	Yes
•Kylo Ren	11	 Crew	Yes
•Petty Officer Thanisson	4	 Crew	Yes
•Supreme Leader Snoke	13	  Crew, Crew	Yes
Special Forces Gunner	10	 Gunner	Yes
Fanatical	2	 Talent	Yes
Biohexacrypt Codes	1	 Tech	No
Hyperspace Tracking Data	2	 Tech	Yes