Renewed Conflict

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Ace Squadron takes to the skies to defend the Colossus from the First Order, while Supreme Leader Kylo Ren leads the First Order in conquering Corellia, backed by the mighty First Order TIE/rb Heavy.

Join us today as we delve into more details regarding the new ships for the Resistance and the First Order, getting to know what makes them special, and what each of them will add to their respective factions.

Racers and Defenders

Ace Squadron was a group of highly skilled racers and pilots employed in the defense of the Colossus, a mobile starship refueling station located on the planet Castilon. On top of their defense role, they also participated in the many races taking place at the station.

Each racer crafted their own ship by assembling parts from different manufacturers, using salvaged components from other ships, and through custom modifications. This meant that each racer adapted their ship to match their own skills and to get the edge in both races and combat.

Resistance Racers have the same statline, dial, and action bar as the Fireball. However, each one has their own unique combination of pilot and chassis abilities. This will make them feel like completely different tools and to be able to solve a different puzzle.



Bo Keevil was a stunt performer who flew Yellow Ace, a highly customized "Changeling" Mark 71NB whose wings could move to allow for exceptional maneuvers.

Stunt Flyer will allow Bo Keevil to spend 2 charges in order to treat a revealed turn maneuver as a sideslip, allowing him to reach the exact place needed in the race or engagement.

On top of that, Bo Keevil will favor SLAMing around the board, close to his enemies, as that would allow him to remove the disarm token he would normally gain, remaining able to shoot.

Hype Fazon, known as Ace One, is both the leader of Ace Squadron and the most talented racer. This is something that brought him fame and renown, while at the same time it also made his ego and arrogance grow equally.

Hype is always looking for the next stunt to captivate his fans, reflected in his ship ability allowing him to perform a boost or a roll action after fully executing a maneuver, depending on its difficulty.

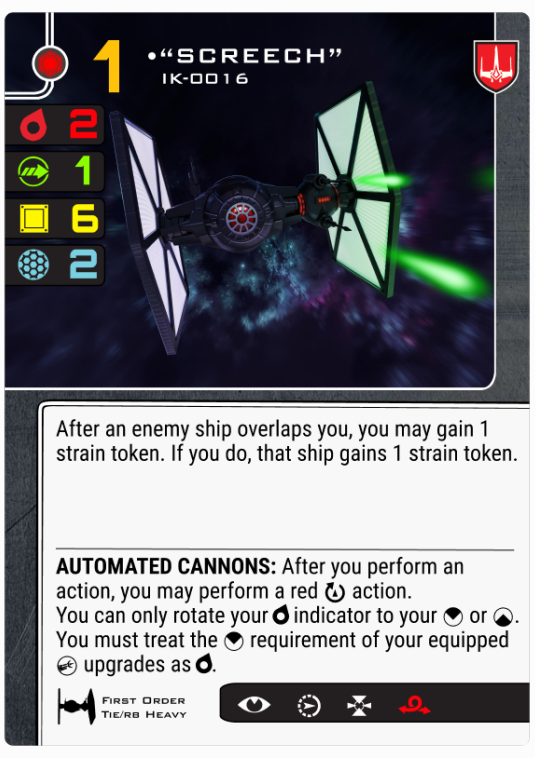
Hype needs to plan his moves ahead to ensure he performs those actions, as failing to do either during the turn will cause Hype to break concentration, treating his initiative as much lower than normal during the Engagement Phase.



The Might of the First Order

Based on the TIE/rb Heavy fighter used by the Galactic Empire, the First Order TIE/rb Heavy is a heavy starfighter with an extra rotating pod carrying laser cannons and housing a MGK-300 integrated droid brain.

The First Order TIE/rb Heavy adds a bulky frontline ship to the First Order, capable of leading the attack and soaking enemy fire while punishing enemy ships with its integrated cannons.



The First Order variant has a similar statline, but with 6 hull and 2 shields, and uses the Imperial ship dial. Another notable difference is its Automated Cannons, which allow the First Order version to perform a red rotate action after performing any action, offering extra flexibility at the cost of a stress token.

Innkeeper One_Six (IK-0016), also known as “Screech”, is an aggressive flyer, ready to rush towards the enemy line to break their formation.

“Screech” is capable of straining himself in order to hand strain tokens to any enemy ships that would overlap him during their movement. Favoring aggressive approaches while reinforced, he reduces the consequences of being strained, making his low initiative a strength.

“Tormentor”, meanwhile, prefers to keep his distance during engagements, capable of incredibly accurate, unbelievable shots. Favoring bullseye-based cannons that he can treat as a front-arc requirement, letting him shoot when enemy ships are at range 2.

“Tormentor” needs to plan carefully how he approaches enemies, making sure to measure his entrance into combat precisely. That way, “Tormentor” can fire powerful shots capable of decimating his opponents.



These are just a few examples of the many options you will find within these new ship packs. We will be back with another final article to showcase the two remaining new ship packs from the Special Operatives wave, which will be released at some point in December.

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