100 Pts - Imperial

Name	#	PS	Ship	PW	En	Agi	Hull	Shld	EP	Cost
Captain Oicunn	1	4	VT-49 Decimator	3	-	0	12	4	-	50
			Captain Oicunn's Ability; Focus 👁; Target Lock ✠; Turret Primary Weapon; Predator; Gunner							
Predator	1		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.							[3]
Gunner	1		After you perform an attack that does not hit, you may immediately perform a primary weapon attack. You cannot perform another attack this round.							[5]
Omicron Group Pilot	1	2	Lambda-class Shuttle	3	-	1	5	5	-	24
			Focus 👁; Target Lock ✠; Darth Vader							
Darth Vader	1		*Imperial only.* After you perform an attack against an enemy ship, you may suffer 2 damage to cause that ship to suffer 1 critical damage.							[3]
Obsidian Squadron Pilot	1	3	TIE Fighter	2	-	3	3	0	-	13
			Focus 👁; Barrel Roll ⟲; Evade ⌇							
Obsidian Squadron Pilot	1	3	TIE Fighter	2	-	3	3	0	-	13
			Focus 👁; Barrel Roll ⟲; Evade ⌇							
									Total Cost:	**100**

Option Footnotes

	Action Bar	
Barrel Roll ⟲	This ship may perform the **Barrel Roll** action (rulebook page 8 and FAQ pages 1 & 3).	
Evade ⌇	This ship may perform the **Evade** action (rulebook page 8).	
Focus 👁	This ship may perform the **Focus** action (rulebook page 8).	
Target Lock ✠	This ship may perform the **Aquire a Target Lock** action (rulebook page 9, huge ship rulebook page 2, and FAQ page 5).	
	Pilot Ability	
Captain Oicunn's Ability	After executing a maneuver, each enemy ship you are touching suffers 1 damage.	
	Ship Ability	
Turret Primary Weapon	When attacking with a turret primary weapon, a ship may target an enemy ship **inside or outside its firing arc**. When attacking with a secondary weapon, the ship must still target a ship inside its firing arc (unless specified otherwise on the Upgrade card).	

Validation Report
Composition Rules: Open; File Version: 2.03
Squadron satisfies all enforced validation rules

Squadron Statistics
S Ships: 2
L Ships: 2
H Ships: 0
Total Pts Ships: 89
Total Pts Upgrades: 11
% Pts Ships: 89
% Pts Upgrades: 11

Group	Min	Max	Used
TIE Fighters	0	Unlimited	2
TIE Advanced	0	Unlimited	-
Firespray-31s	0	Unlimited	-
TIE Interceptors	0	Unlimited	-
Lambda-class Shuttles	0	Unlimited	1
TIE Bombers	0	Unlimited	-
TIE Defenders	0	Unlimited	-
TIE Phantoms	0	Unlimited	-
VT-49 Decimators	0	Unlimited	1