



## GALACTIC EMPIRE

This reference contains the *X-Wing Second Edition* Quick Build options for the Galactic Empire faction. These predefined selections of pilots and upgrades help you quickly assemble squadrons and get flying. Each option consists of a ship card, a number of upgrade cards, and a threat level. To play a match using the Quick Build options, you just need to agree to a particular threat level with your opponent, choose a combination of options that add up to that threat level, and launch your fighters!

SHIP	PILOT	UPGRADES	THREAT
TIE/LN FIGHTER SWZ01	•VALEN RUDOR	<ul style="list-style-type: none"> <li>⑧ Elusive</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ01	BLACK SQUADRON ACE	<ul style="list-style-type: none"> <li>⑧ Outmaneuver</li> <li>⊗ Afterburners</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ01	ACADEMY PILOT		● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ01	•IDEN VERSIO	<ul style="list-style-type: none"> <li>⑧ Outmaneuver</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ01	•“NIGHT BEAST”	<ul style="list-style-type: none"> <li>⑧ Predator</li> <li>⊗ Hull Upgrade</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ01	OBSDIAN SQUADRON PILOT		● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ14	•“SCOURGE” SKUTU	<ul style="list-style-type: none"> <li>⑧ Predator</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ14	•“WAMPA”	<ul style="list-style-type: none"> <li>⑧ Crack Shot</li> <li>⊗ Hull Upgrade</li> <li>⊗ Stealth Device</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ14	BLACK SQUADRON ACE	<ul style="list-style-type: none"> <li>⑧ Crack Shot</li> <li>⊗ Afterburners</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●
TIE/LN FIGHTER SWZ14	•GIDEON HASK	<ul style="list-style-type: none"> <li>⑧ Crack Shot</li> <li>⊗ Shield Upgrade</li> </ul>	● ● ● ● ● ● ● ●

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SHIP	PILOT	UPGRADES	THREAT
TIE/LN FIGHTER SWZ14	• DEL MEEKO	<ul style="list-style-type: none"> <li>Juke</li> <li>Stealth Device</li> </ul>	
TIE/LN FIGHTER SWZ14	Obsidian Squadron Pilot		
TIE/LN FIGHTER SWZ14	• "HOWLRUNNER"	<ul style="list-style-type: none"> <li>Juke</li> <li>Shield Upgrade</li> </ul>	
TIE/LN FIGHTER SWZ14	• SEYN MARANA	<ul style="list-style-type: none"> <li>Marksmanship</li> <li>Afterburners</li> </ul>	
TIE/LN FIGHTER SWZ14	Black Squadron Ace (x2)	<ul style="list-style-type: none"> <li>Juke</li> <li>Stealth Device</li> </ul>	
TIE/LN FIGHTER SWZ14	Obsidian Squadron Pilot (x2)	<ul style="list-style-type: none"> <li>Outmaneuver</li> <li>Shield Upgrade</li> </ul>	
TIE/LN FIGHTER SWZ14	Academy Pilot (x2)		
TIE/LN FIGHTER SWZ14	Academy Pilot		
TIE ADVANCED x1 SWZ15	• DARTH VADER	<ul style="list-style-type: none"> <li>Supernatural Reflexes</li> <li>Fire-Control System</li> <li>Cluster Missiles</li> <li>Afterburners</li> <li>Shield Upgrade</li> </ul>	
TIE ADVANCED x1 SWZ15	• MAAREK STELE	<ul style="list-style-type: none"> <li>Ruthless</li> <li>Fire-Control System</li> <li>Cluster Missiles</li> <li>Shield Upgrade</li> </ul>	
TIE ADVANCED x1 SWZ15	Storm Squadron Ace	<ul style="list-style-type: none"> <li>Fire-Control System</li> </ul>	
TIE ADVANCED x1 SWZ15	• VED FOSLO	<ul style="list-style-type: none"> <li>Outmaneuver</li> <li>Fire-Control System</li> <li>Cluster Missiles</li> <li>Shield Upgrade</li> </ul>	
TIE ADVANCED x1 SWZ15	• ZERTIK STROM	<ul style="list-style-type: none"> <li>Squad Leader</li> <li>Fire-Control System</li> <li>Cluster Missiles</li> <li>Shield Upgrade</li> </ul>	

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TIE/PH PHANTOM SWZ07	•“ECHO”	<ul style="list-style-type: none"> <li>⑧ Lone Wolf</li> <li>⑧ Collision Detector</li> <li>⑧ Perceptive Copilot</li> <li>⊗ Stealth Device</li> </ul>	
TIE/PH PHANTOM SWZ07	IMDAAR TEST PILOT	<ul style="list-style-type: none"> <li>⑧ Moff Jerjerrod</li> </ul>	
TIE/SK STRIKER SWZ07	•“DUCHESS”	<ul style="list-style-type: none"> <li>⑧ Trick Shot</li> <li>⊗ Shield Upgrade</li> </ul>	
TIE/SK STRIKER SWZ07	BLACK SQUADRON SCOUT	<ul style="list-style-type: none"> <li>⑧ Skilled Bombardier</li> <li>⑧ Proximity Mines</li> <li>⊗ Hull Upgrade</li> </ul>	
TIE/SK STRIKER SWZ07	•“COUNTDOWN”	<ul style="list-style-type: none"> <li>⊗ Shield Upgrade</li> </ul>	
TIE/SK STRIKER SWZ07	PLANETARY SENTINEL X2	<ul style="list-style-type: none"> <li>⑧ Conner Nets</li> </ul>	
TIE/SK STRIKER SWZ07	•“PURE SABACC”	<ul style="list-style-type: none"> <li>⊗ Stealth Device</li> </ul>	
TIE/SK STRIKER SWZ07	BLACK SQUADRON SCOUT	<ul style="list-style-type: none"> <li>⑧ Skilled Bombardier</li> <li>⑧ Proximity Mines</li> <li>⊗ Hull Upgrade</li> </ul>	
TIE/D DEFENDER SWZ07	•COUNTESS RYAD	<ul style="list-style-type: none"> <li>⑧ Outmaneuver</li> <li>⊗ Afterburners</li> </ul>	
TIE/D DEFENDER SWZ07	ONYX SQUADRON ACE		
TIE/D DEFENDER SWZ07	•REXLER BRATH	<ul style="list-style-type: none"> <li>⑧ Juke</li> <li>⑧ Collision Detector</li> <li>⑧ Cluster Missiles</li> </ul>	
TIE/D DEFENDER SWZ07	DELTA SQUADRON PILOT	<ul style="list-style-type: none"> <li>⑧ Ion Cannon</li> </ul>	
TIE/D DEFENDER SWZ07	•COLONEL VESSERY	<ul style="list-style-type: none"> <li>⑧ Juke</li> <li>⑧ Fire Control System</li> <li>⑧ Cluster Missiles</li> </ul>	
TIE/D DEFENDER SWZ07	ONYX SQUADRON ACE	<ul style="list-style-type: none"> <li>⑧ Elusive</li> <li>⑧ Advanced Sensors</li> <li>⑧ Proton Rockets</li> </ul>	

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ALPHA-CLASS STAR WING SWZ07	• LIEUTENANT KASARBI	<ul style="list-style-type: none"> <li>Outmaneuver</li> <li>Heavy Laser Cannon</li> <li>Advanced SLAM</li> <li>Xg-1 Assault Configuration</li> </ul>	
ALPHA-CLASS STAR WING SWZ07	NU SQUADRON PILOT	<ul style="list-style-type: none"> <li>Fire-Control System</li> <li>Proton Torpedoes</li> <li>Advanced SLAM</li> <li>Os-1 Arsenal Loadout</li> </ul>	
ALPHA-CLASS STAR WING SWZ07	• MAJOR VYNDER	<ul style="list-style-type: none"> <li>Saturation Salvo</li> <li>Barrage Rockets</li> <li>Advanced SLAM</li> <li>Os-1 Arsenal Loadout</li> </ul>	
ALPHA-CLASS STAR WING SWZ07	RHO SQUADRON PILOT	<ul style="list-style-type: none"> <li>Fire-Control System</li> <li>Ion Cannon</li> <li>Homing Missiles</li> <li>Advanced SLAM</li> <li>Xg-1 Assault Configuration</li> </ul>	
TIE/CA PUNISHER SWZ07	• "DEATHRAIN"	<ul style="list-style-type: none"> <li>Trajectory Simulator</li> <li>Homing Missiles</li> <li>Bomblet Generator</li> <li>Ablative Plating</li> </ul>	
TIE/CA PUNISHER SWZ07	CUTLASS SQUADRON PILOT	<ul style="list-style-type: none"> <li>Trajectory Simulator</li> <li>Ion Missiles</li> <li>Skilled Bombardier</li> <li>Proton Bombs</li> </ul>	
TIE/CA PUNISHER SWZ07	• "REDLINE"	<ul style="list-style-type: none"> <li>Debris Gambit</li> <li>Cluster Missiles</li> </ul>	
TIE/CA PUNISHER SWZ07	CUTLASS SQUADRON PILOT	<ul style="list-style-type: none"> <li>Advanced Sensors</li> <li>Proton Rockets</li> <li>Conner Nets</li> </ul>	
VT-49 DECIMATOR SWZ07	• CAPTAIN OICUNN	<ul style="list-style-type: none"> <li>Intimidation</li> <li>Grand Moff Tarkin</li> <li>Dauntless</li> </ul>	
VT-49 DECIMATOR SWZ07	• REAR ADMIRAL CHIRANEAU	<ul style="list-style-type: none"> <li>Swarm Tactics</li> <li>Minister Tua</li> <li>Tactical Officer</li> </ul>	
VT-49 DECIMATOR SWZ07	PATROL LEADER	<ul style="list-style-type: none"> <li>Informant</li> <li>Seventh Sister</li> <li>Fifth Brother</li> </ul>	

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SHIP	PILOT	UPGRADES	THREAT
TIE REAPER SWZ03	•“VIZIER”	Director Krennic	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
TIE REAPER SWZ03	SCARIF BASE PILOT	Death Troopers Shield Upgrade	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
TIE REAPER SWZ03	•MAJOR VERMEIL	Swarm Tactics Tactical Officer	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
TIE REAPER SWZ03	•CAPTAIN FEROPH	Swarm Tactics ISB Slicer	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>