* **Empire of the Hand**
  + Pilot Abilities
    - Rank 2
      * After you gain a disarm token, if you are not stressed, you may gain 1 stress token to remove 1 disarm token. (Lieutenant Karsabi, Alpha-Class Star Wing, Empire)
      * While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc and are not ionized, you may gain 1 ion token to cancel 1 hit result. (Captain Dobbs, TIE Defender, Empire)
      * You can perform primary attacks at range 0. (Captain Oicunn, VT-49 Decimator, Empire)
      * During the End Phase, you may spend a lock you have on an enemy ship to expose 1 of that ship’s damage cards. (Zertik Strom, TIE Advanced X1, Empire)
    - Rank 3
      * While you defend, if you are disarmed, roll 1 additional defense die. (Major Vynder, Alpha-Class Star Wing, Empire)
      * While you would execute a straight maneuver, you may increase the difficulty of the maneuver. If you do, execute it as a K-turn maneuver instead. (Countess Ryad, TIE Defender, Empire)
      * While you perform an attack against a locked ship, after you roll attack dice, you may acquire a lock on the defender. (Colonel Vessery, TIE Defender, Empire)
      * After you drop or launch a device, you may perform an action. (“Deathrain”, TIE Punisher, Empire)
      * While you decloak, you **must** use the 2 bank template instead of the 2 straight template. (“Echo”, TIE Phantom, Empire)
      * [3 Charges] During the End Phase, you may spend 1 charge to flip 1 of your reinforce tokens to the other full arc instead of removing it. (Morna Kee, VT-49 Decimator, Empire)
      * While you execute a maneuver, you may execute a maneuver of the same bearing and difficulty of a speed 1 higher or lower instead. (Ved Foslo, TIE Advanced x1, Empire)
    - Rank 4
      * After you perform an attack that hits, if you are evading, expose 1 of the defender’s damage cards. (Rexlar Brath, TIE Defender, Empire)
      * [1 charge, draining] **Action**: Gain 1 strain token to recover 1 charge.  
        Before you engage, you may spend 1 charge to perform an action.  
        (Vult Skerris, TIE Defender/Tie Interceptor, Empire)
      * You can maintain up to 2 locks. After you perform an action, you may acquire a lock. (“Redline”, TIE Punisher, Empire)
      * After you perform an attack that hits, gain 1 evade token. (“Whisper”, TIE Phantom, Empire)
      * While you perform an attack, if you are reinforced and the defender is in the full forward arc or full rear arc matching your reinforce token, you may change 1 of your focus results to a crit result. (Rear Admiral Chiraneau, VT-49 Decimator, Empire)
      * While you perform an attack, if the defender would be dealt a faceup damage card, instead draw 3 damage cards, choose 1, and discard the rest. (Maarek Stele, TIE Advanced x1, Empire)
    - Rank 5
      * [Force] You cannot spend force except while attacking.  
        While you perform an attack, you may spend 1 focus to change 1 blank result to a hit result. (Darth Vader, TIE Defender, Empire)
      * [Force] After you perform an action, you may spend 1 force to perform an action. (Darth Vader, TIE Advanced, Empire)
      * After you perform an attack, if the defender was destroyed, gain 1 stress token.  
        After a friendly ship at range 0-3 is destroyed, remove 1 stress token.

(Ciena Ree, TIE Interceptor, Empire)

* + Ships
    - Alpha-class Star Wing (Empire)
    - TIE/ph Phantom (Empire)
    - TIE/ca Punisher (Empire)
    - VT-49 Decimator (Empire)
    - TIE/D Defender (Empire)
    - TIE/sa Bomber (Empire)\*
    - TIE/LN Fighter (Empire)\*
    - TIE/IN Interceptor (Empire)\*
    - TIE Advanced x1 (Empire)\*
    - Lambda-class T-4a Shuttle (Empire)\*
  + Talents
    - Disciplined (Empire)
    - Interloper Turn (TIE Defender)
  + Upgrades (Modifications)
    - Ion Limiter Override (TIE)
  + Crew
    - Death Troopers (Empire)
    - Ciena Ree (Empire)
    - Darth Vader [as Joruus C’baoth] (Empire)
  + Gunners
    - Fifth Brother (Empire)

**Relations**

* Leia’s Resistance: At War
* Fledgling New Republic: Hate
* Luke’s Jedi Order: Hate
* Saw Gerrera’s Partisans: At War
* Royal Naboo Security Forces: Neutral
* Hutt Cartel: Dislike
* Black Sun Syndicate: Dislike
* Bounty Hunters’ Guild: Neutral
* Imperial Remnant: Hate
* The Contingency: Hate
* Mandalorian Clans: Hate
* Kaarenth Dissension: Hate
* Corporate Sector Authority: Neutral
* Mining Guild: Neutral