* **Kaarenth Dissension**
  + Pilot Abilities
    - Rank 0
      * While a friendly ship at range 0-3 defends, it may roll 1 additional defense die for each friendly bomb at range 0-1 of it. (“Goji”, Y-wing, Republic)
    - Rank 1
      * [Droid] At the start of the Engagement Phase, if there is an enemy ship in your rear arc, gain 1 calculate token. (R2-D2, Y-wing, Republic)
      * After a friendly ship at range 1-2 performs an attack against an enemy ship in your forward arc, you may perform a focus action. (“Tucker”, V-19, Republic)
    - Rank 2
      * While you perform a turret attack, if your turret arc indicator is in your left or right arc, you may change 1 blank result to a focus result. (“Broadside”, Y-wing, Republic)
      * During the System Phase, you may choose an object that you have locked at range 1-3. Another friendly ship at range 1-3 may acquire a lock on that object. (Wilhuff Tarkin, V-wing, Republic)
      * After a friendly small or medium ship fully executes a speed 3-4 maneuver, if it is at range 0-1, it may perform a red boost action. (“Swoop”, V-19, Republic)
      * After you defend or perform an attack, you may choose a friendly ship at range 1-2 in your left or right arc. If you do, transfer 1 green token to that ship. (“Axe”, V-19, Republic)
    - Rank 3
      * While you perform a primary or turret attack, you may reroll 1 attack die for each red token you have. (“Matchstick”, Y-wing, Republic)
      * [1 charge, recurring] While a ship that you have locked at range 1-3 defends or performs an attack, you may spend 1 charge to prevent range bonuses from being applied. (“Klick”, V-19, Republic)
      * After you perform a barrel roll action, you may perform a red lock action. (“Kickback”, V-19, Republic)
    - Rank 4
      * While you defend or perform an attack, if the bearing of your revealed maneuver is the same as the enemy ship’s, you may change 1 of the enemy ship’s focus results to a blank result. (“Contrail”, V-wing, Republic)
  + Ships
    - Scavenged YT-1300 Light Freighter (Resistance)
    - Nimbus-class V-wing (Republic)
    - V-19 Torrent (Republic)
    - BTL-B Y-wing (Republic)
  + Upgrades (Astromech)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R5 Astromech
    - R4-P (Republic)
    - R4-P44 (Republic)
    - R7-A7 (Republic)
    - Q7 Astromech (Republic)
    - R2-C4 (Republic)
    - R4-P17 (Republic)
    - R2-A6 (Republic)
    - C1-10P (Republic)
  + Upgrades (Modifications)
    - Synchronized Console (Republic)

**Relations**

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