* **The Contingency**
  + Pilot Abilities
    - Rank 0
      * After a ship at range 1-2 gains a red or orange token, if you do not have that ship locked, you may acquire a lock on that ship. (Lieutenant Rivas, TIE/FO, First Order)
      * While you are not damaged, treat your initiative value as 7. (“Null”, TIE/FO, First Order)
      * [1 charge, recurring] During the Activation or Engagement Phase, after a ship in your forward arc at range 0-2 gains 1 stress token, you may spend 1 charge. If you do, that ship gains 1 tractor token. (Petty Officer Thanisson, Upsilon Command Shuttle, First Order)
    - Rank 1
      * While another friendly ship performs an attack, if you are at range 0-1 of the defender, you may suffer 1 crit damage to change 1 of the attacker’s results to a crit result.(TN-3465, TIE/FO, First Order)
      * At the start of the Engagement Phase, you may choose a friendly ship at range 0-1. If you do, that ship removes 1 stress token. (“Muse”, TIE/FO, First Order)
      * While you are damaged, treat your initiative as 6. (“Rush”, TIE/VN Silencer, First Order)
      * **Setup**: After you are placed, other friendly small ships can be placed anywhere in the play area at range 0-2 of you. (Lieutenant Dormitz, Upsilon Command Shuttle, First Order)
    - Rank 2
      * While you perform a primary attack at range 3, roll 1 additional attack die. (“Longshot”, TIE/FO, First Order)
      * After another friendly ship is destroyed, you may perform an action, even while stressed. (“Avenger”, TIE/VN Silencer, First Order)
      * [2 charges, recurring] After you suffer damage, you may spend 1 charge to perform an action. (Lieutenant Tavson, Upsilon Command Shuttle, First Order)
      * **Setup**: After placing forces, choose any number of your equipped Illicit upgrades and equip them to friendly TIE/FO or TIE/SF fighters. Each ship can be assigned only 1 illicit this way.  
        **End of game**: Return all illicit upgrades to their original ships.  
        (Agent Terex, Xi Light Shuttle, First Order)
    - Rank 3
      * While you perform an attack, if there is a damaged ship friendly to the defender at range 0-1 of the defender, the defender cannot spend focus or calculate tokens. (“Ember”, TIE/Ba Interceptor, First Order)
      * While you perform a primary attack, if you are not stressed, you may gain 1 stress token to roll 1 additional attack die. (“Scorch”, TIE/FO, First Order)
      * While you perform a primary attack, you may spend your lock on the defender and a focus token to change all of your results to crit results. (“Static”, TIE/FO, First Order)
      * While you perform a turret primary attack, if the defender is in your back arc, roll 1 additional die. (“Backdraft”, TIE/SF, First Order)
      * While you defend, after the Neutralize Results step, another friendly ship at range 0-1 **must** suffer 1 hit/crit damage to cancel 1 matching result. (Captain Phasma, TIE/SF, First Order)
      * While you are stressed, you may treat enemy ships in your forward arc at range 0-1 as being in your bullseye. (“Recoil”, TIE/VN Silencer, First Order)
      * While you coordinate or resolve the effect of one of your upgrades, you may treat friendly ships at range 2-3 as being at range 0 or range 1. (Major Stridan, Upsilon Command Shuttle, First Order)
      * [2 charges] While a friendly ship at range 1-2 with lower initiative than you defends or performs an attack, if you have at least 1 charge, that ship may reroll 1 focus result.  
        After an enemy ship at range 0-3 is destroyed, lose 1 charge. (Captain Cardinal, Upsilon Command Shuttle, First Order)
      * While you or a friendly small ship at range 0-2 performs a primary attack against a damaged defender, if the attacker rolled 2 or fewer attack dice, it may gain 1 strain token to roll 1 additional attack die. (Gideon Hask, Xi Light Shuttle, First Order)
    - Rank 4
      * At the start of the Engagement Phase, you **must** transfer 1 of your tokens to another friendly ship at range 0-2. (“Holo”, TIE/Ba Interceptor, First Order)
      * [2 charges] At the start of the Engagement Phase, you may spend 1 charge and gain 1 stress token. If you do, until the end of the round, while you defend or perform an attack, you may change all of your focus results to evade or hit results. (Commander Malarus, TIE/FO, First Order)
      * While you perform an attack, you may spend another friendly ship’s lock on the defender to roll any number of your results. (Lieutenant LeHuse, TIE/SF, First Order)
      * While you perform an attack, if the attack is obstructed by an obstacle, the defender rolls 2 fewer defence dice. (“Blackout”, TIE/VN Silencer, First Order)
      * [Force, Dark] After you defend, you may spend 1 force to assign the **I’ll show you the Dark Side** condition to the attacker.
        + **I’ll Show You the Dark Side**: When this card is assigned, if there is no faceup damage card on it, the player who assigned it searches the damage deck for 1 Pilot damage card and places it faceup on this card. Then shuffle the damage deck.   
          When you would suffer 1 crit damage, you are instead dealt the faceup damage card on this card. Then, remove this card.

(Kylo Ren, TIE/VN Silencer, First Order)

* + - * While a friendly ship at range 0-2 performs a primary attack, before the Modify Dice step, if it has 1 or more blank results, that ship **must** gain 1 strain token to reroll 1 blank result, if able. (Commander Malarus, Xi Light Shuttle, First Order)
    - Rank 5
      * During the System Phase, you may choose 1 enemy ship in your bullseye. That ship gains 1 deplete or strain token of your choice. (Major Vonreg, TIE/Ba Interceptor, First Order)
      * While you defend or perform an attack, if you have a lock on the enemy ship, that ship’s dice cannot be modified. (“Midnight”, TIE/FO, First Order)
      * [1 charge, recurring] After you lose a shield, you may spend 1 charge. If you do, you may perform a bonus primary attack. (“Quickdraw”, TIE/SF, First Order)
  + Ships
    - Upsilon-Class Command Shuttle (First Order)
    - TIE/FO Fighter (First Order)
    - TIE/SF Fighter (First Order)
    - TIE/vn Silencer (First Order)
    - TIE/Ba Interceptor (First Order)
    - Xi-class Light Shuttle (First Order)
  + Talents
    - Fanatical (First Order)
    - Proud Tradition (First Order)
    - Ion Limiter Override (TIE)
  + Upgrades (Modifications)
    - Precision Ion Engines (TIE)
  + Upgrades (Tech)
    - Biohexacrypt Codes (First Order)
    - Hyperspace Tracking Data (First Order)
    - Sensor Buoy Suite (First Order)
    - Targeting Synchronizer
    - Advanced Optics
    - Pattern Analyzer
    - Primed Thrusters
    - Deuterium Power Cells
  + Crew
    - Protectorate Gleb (First Order)
    - Petty Officer Thanisson (First Order)
    - Captain Phasma (First Order)
    - Commander Pyre (First Order)
    - General Hux (First Order)
    - Agent Terex (First Order)
    - Commander Malarus (First Order)
    - Kylo Ren (First Order)
    - Supreme Leader Snoke (First Order)
  + Gunners
    - Special Forces Gunner (TIE/SF)

**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
* Empire of the Hand: Hate
* Mandalorian Clans: Dislike
* Kaarenth Dissension: Hate
* Corporate Sector Authority: Neutral
* Mining Guild: Neutral