* **Corporate sector authority**
  + Pilot Abilities
    - Rank 0
      * After you perform an attack, if the defender is in your forward arc, you may acquire a lock on it. Then, if the defender is in your bullseye, it gains 1 strain token. (DGS-047, HMP Gunship, Separatist)
      * [Droid] After an enemy ship in your bullseye at range 0-2 declares another friendly ship at the defender, you may perform a calculate or lock action. (Haor Chall Prototype, Vulture Droid, Separatist)
      * [Droid] At the start of the Engagement Phase, you may transfer 1 of your calculate tokens to another friendly ship at range 0-3. (DFS-311, Vulture Droid, Separatist)
    - Rank 1
      * While a friendly ship at range 0-3 performs a primary attack, if the defender is in its bullseye, before the Neutralize Results step, the friendly ship may spend 1 calculate token to cancel 1 evade token. (Captain Sear, Belbullab-22, Separatist)
      * While you perform a missile or cannon attack, you may remove 1 tractor token from the defender to reroll up to 2 attack dice. (Geonosian Prototype, HMP Gunship, Separatist)
      * During the System Phase, you may gain 1 disarm token and choose a friendly ship at range 1-2. If you do, it gains 1 tractor token, then repairs 1 of its faceup **Ship** trait damage cards. (Gorgol, Nantex Starfighter, Separatist)
    - Rank 2
      * While you perform a primary attack, you may reroll 1 attack die for each calculating friendly ship at range 1 of the defender. (Wat Tambor, Belbullab-22 Starfighter, Separatist)
      * At the start of the Engagement Phase, you may acquire a lock on an object at range 1-3 that has a friendly lock. (DIS-347, Tri-Fighter, Separatist)
      * **Setup:** After placing forced, assign the **Fearful Prey** condition to 1 enemy ship. (Fearsome Predator, Tri-fighter, Separatist)
        + **Fearful Prey**: After you defend against an enemy **Fearsome Predator**, if you did not spend at least 1 green token during the attack, gain 1 strain token.
      * [Droid] After you barrel roll, if you are stressed. Gain 1 calculate token. (Onderon Oppressor, HMP Gunship, Separatist)
      * Before you engage, you may choose another friendly ship at range 0-1. That ship transfers 1 calculate token to you. (DGS-286, HMP Gunship, Separatist)
      * If you would drop a device, you may launch that device instead, using the same template. (Bombardment Drone, Hyena Bomber, Separatist)
      * [Droid] After you defend, you may spend 1 calculate token to perform an action. (0-66, Sith Infiltrator, Separatist)
      * [Force] After you defend, if the attacker is in your firing arc, you may spend 1 force to remove 1 of your blue or red tokens.  
        After you perform an attack that hits, you may spend 1 force to perform an action. (Count Dooku, Sith Infiltrator, Separatist)
      * While you perform an attack, if the defender is in your bullseye, you may reroll 1 blank result. (Precise Hunter, Vulture Droid, Separatist)
      * While a friendly ship at range 0-1 defends, it may spend 1 calculate token to change all crit results to hit results. (DFS-081, Vulture Droid, Separatist)
    - Rank 3
      * While you perform a primary attack, if you are not in the defender’s firing arc, you may reroll up to 2 attack dice. (General Grievous, Belbullab-22 Starfighter, Separatist)
      * While you defend or perform an attack, you may spend 1 calculate token from a friendly ship in the enemy ship’s firing arc to change 1 focus result to an evade or hit result. (DIS-TB 1, Tri-Fighter, Separatist)
      * You can perform primary attacks at range 0. While you perform an attack at range 0-1, you **must** roll 1 additional die. After the attack hits, suffer 1 crit damage. (DBS-404, Hyena Bomber, Separatist)
      * While you perform a primary attack, if the defender is tractored, you may reroll up to 2 attack dice. (Chertek, Nantex Starfighter, Separatist)
    - Rank 4
      * After you perform an attack that hits, each friendly ship with calculate on its action bar and a lock on the defender may perform a red calculate action. (Brewer Kret, Nantex Starfighter, Separatist)
      * [Force] After you perform an attack, you may spend 2 force to perform a bonus attack against a different target. If your attack missed, you may perform that bonus primary attack against the same target instead. (Darth Maul, Sith Infiltrator, Separatist)
    - Rank 5
      * While you perform a primary attack, if the defender is tractored, roll 1 additional attack die. (Sun Fac, Nantex Starfighter, Separatist)
  + Ships
    - Sith Infiltrator (Separatist)
    - Nantex (Separatist)
    - Belbullab-22 Starfighter (Separatist)
  + Talents
    - Treacherous (Separatist)
    - Ensnare (Nantex)
    - Gravitic Deflection (Nantex)
  + Upgrades (Modifications)
    - Impervium Plating (Belbullab-22 Starfighter)
  + Upgrades (Payload)
    - DRK-1 Probe Droids (Separatist)
  + Upgrades (Missiles)
    - Discord Missiles (Separatist)
    - Energy-Shell Charges (Separatist)
  + Upgrades (Tactical Relay)
    - K2-B4 (Seperatist)
    - Kalani (Seperatist)
    - TV-94 (Seperatist)
    - Kraken (Seperatist)
    - TA-175 (Seperatist)

**Relations**

* Leia’s Resistance: Neutral
* Fledgling New Republic: Neutral
* Luke’s Jedi Order: Neutral
* Saw Gerrera’s Partisans: Neutral
* Royal Naboo Security Forces: Neutral
* Hutt Cartel: Neutral
* Black Sun Syndicate: Neutral
* Bounty Hunters’ Guild: Neutral
* Imperial Remnant: Neutral
* Empire of the Hand: Neutral
* The Contingency: Neutral
* Mandalorian Clans: Neutral
* Kaarenth Dissension: Neutral
* Mining Guild: Neutral