* **Mining Guild**
  + Pilot Abilities
    - Rank 0
    - Rank 1
      * [Charge 1, recurring] Before a friendly ship at range 1 would gain a disarm token, if that ship is not stressed, you may spend 1 charge. If you do, that ship gains 1 stress token instead. (Overseer Yushyn, Mining Guild TIE, Scum)
    - Rank 2
      * While you defend or perform an attack, if the enemy ship is a larger size than you, roll 1 additional die. (Ahhav, Mining Guild TIE, Scum)
      * [1 charge, recurring] While you defend or perform an attack, before attack dice are rolled, if you are not in the enemy ship’s bullseye, you may spend 1 charge. If you do, the enemy ship gains 1 jam token. (Captain Seevor, Mining Guild TIE, Scum)
    - Rank 3
      * Before you engage, you may choose 1 enemy ship in your bullseye at range 1-2 and gain 1 disarm token. If you do, that ship gains 1 tractor token. (Foreman Proach, Mining Guild TIE, Scum)
    - Rank 4
    - Rank 5
  + Ships
    - Mining Guild TIE/ln (Scum)
    - Quadrijet Space Tug (Scum)
  + Talents
    - Ion Limiter Override (TIE)
  + Upgrades (Modifications)
    - Precision Ion Engines (TIE)

**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
* Scrappers Guild: Neutral
* Corporate Sector Authority: Neutral