* **Royal Naboo Security Forces**
  + Pilot Abilities
    - Rank 0
      * **Setup**: After placing forces, assign the **Decoyed** condition to 1 friendly ship other than **Naboo Handmaiden**.
        + **Decoyed**: While you defend, each friendly **Naboo Handmaiden** in the attack arc may spend 1 evade token to change one of your results to an evade result.  
          If you are a Naboo Royal N-1 Starfighter, each friendly **Naboo Handmaiden** in the attack arc may spend 1 evade token to add 1 evade result instead.

(Naboo Handmaiden, N-1 Starfighter, Republic)

* + - Rank 2
      * While you defend or perform an attack, if the speed of your revealed maneuver is the same as the enemy ship’s, that ship’s dice cannot be modified. (Dineé Ellberger, N-1 Starfighter, Republic)
    - Rank 3
      * [Force] Before you reveal your maneuver, you may spend 1 force to barrel roll (this is not an action). (Anakin Skywalker, N-1 Starfighter, Republic)
      * While an enemy ship in your forward arc defends or performs an attack, that ship can modify only 1 focus result (other results can still be modified). (Padmé Amidala, N-1 Starfighter, Republic)
    - Rank 4
      * While you defend or perform a primary attack, if the speed of your revealed maneuver is higher than the enemy ship’s, roll 1 additional die. (Ric Olié, N-1 Starfighter, Republic)
  + Ships
    - Z-95-AF4 Headhunter (Rebel)
    - T-65 X-wing (Rebel)
    - Firespray-class Patrol Craft (Scum)
    - N-1 Starfighter (Republic)
  + Upgrades (Astromech)
    - R4 Astromech
    - R4-P Astromech (Republic)
    - R3 Astromech
    - R5 Astromech
    - R2 Astromech
    - Q7 Astromech (Republic)
  + Upgrades (Modifications)
    - Spare Parts Canisters

**Relations**

* Leia’s Resistance: Neutral
* Fledgling New Republic: Neutral
* Luke’s Jedi Order: Neutral
* Saw Gerrera’s Partisans: 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