Republic ships black market?

* + - * (Name, Ship, Faction)

Major Factions

* **Factionless (Always available at base price)**
  + Ships
  + Talents
    - Composure
    - Deadeye Shot
    - Marg Sabl Closure
    - Marksmanship
    - Daredevil
    - Predator
    - Crack shot
    - Elusive
    - Expert Handling
    - Intimidation
    - Swarm Tactics
    - Debris Gambit
    - Saturation Salvo
    - Trick Shot
    - Lone Wolf
    - Outmaneuver
    - Juke
    - Snap Shot
    - Squad Leader
  + Upgrades (Modifications)
    - Delayed Fuses
    - Munitions Failsafe
    - Electronic Baffle
    - Tactical Scrambler
    - Advanced Slam
    - Angled Deflectors
    - Hull Upgrade
    - Targeting Computer
    - Afterburners
    - Engine Upgrade
    - Shield Upgrade
    - Stealth Device
    - Ablative Plating
    - Static Discharge Vanes
  + Upgrades (Sensors)
    - Fire Control System
    - Passive Sensors
    - Collision Detector
    - Trajectory Simulator
    - Advanced Sensors
  + Upgrades (Cannons)
    - Jamming Beam
    - Autoblasters
    - Tractor Beam
    - Heavy Laser Cannon
    - Ion Cannon
    - Synced Laser Cannons
  + Upgrades (Turret)
    - Dorsal Turret
    - Ion Cannon Turret
  + Upgrades (Missiles)
    - Ion Missiles
    - XX-23 S-Thread Tracers
    - Cluster Missiles
    - Diamond-Boron Missiles
    - Homing Missiles
    - Mag-Pulse Missiles
    - Proton Rockets
    - Concussion Missiles
    - Multi-Missile Pods
    - Barrage Rockets
  + Upgrades (Torpedoes)
    - Ion Torpedoes
    - Adv. Proton Torpedoes
    - Plasma Torpedoes
    - Proton Torpedoes
  + Upgrades (Payload)
    - Bomblet Generator
    - Connor Nets
    - Ion Bombs
    - Seismic Charges
    - Thermal Detonators
    - Concussion Bombs
    - Proton Bombs
    - Proximity Mines
    - Cluster Mines
    - Electro-Proton Bomb
  + Crew (5% base cost salary)
    - Freelance Slicer
    - Informant
    - Novice Technician
    - Seasoned Navigator
    - Hondo Ohnaka
    - GNK “Gonk” Droid
    - Perceptive Copilot
  + Gunners (5% base cost salary)
    - Skilled Bombardier
    - Veteran Tail Gunner
    - Agile Gunner
    - Hotshot Gunner
    - Weapons Systems Officer
    - Suppressive Gunner
    - Veteran Turret Gunner
* **Leia’s Resistance**
  + Pilot Abilities
    - Rank 0
      * Before you expose 1 of your damage cards, you may look at your facedown damage cards, choose 1 and expose that card instead. (R1-J5, Fireball, Resistance)
      * While you perform a primary attack, if the defender is at range 0-1 of at least 1 friendly device, roll 1 additional die. (Cat, MG-100 StarFortress, Resistance)
      * While a friendly ship at range 0-2 performs a primary attack, if you are in the defender’s bullseye, the defender rolls 1 fewer defense die. (Merl Cobben, RZ-2 A-wing, Resistance)
      * After placing forces, assign the **Compromising Intel** condition to 1 enemy ship. (Vi Moradi, Resistance Transport Pod, Resistance)
        + Compromising Intel:While you defend or perform an attack against the enemy Vi Morandi, you cannot spend focus tokens.
      * After you fully execute a blue maneuver, you may choose a friendly ship at range 0-1. If you do, that ship removes 1 stress token. (Jaycris Tubbs, T-70 X-Wing, Resistance)
    - Rank 1
      * While you defend, if the attacker is in a friendly ship’s turret arc, you may add 1 focus result to your roll. (Vennie, MG-100 StarFortress, Resistance)
      * While you defend or perform an attack, if the enemy ship is in another friendly ship’s turret arc, you may spend 1 focus token from that friendly ship to change 1 of your focus results to an evade or hit result. (Ronith Blario, RZ-2 A-wing, Resistance)
      * After you coordinate or are coordinated, if you have 2 or fewer stress tokens, you may perform 1 action on your action bar as a red action, even if you are stressed. (Nodin Chavdri, Resistance Transport, Resistance)
      * While you defend or perform an attack, you may add 1 blank result, or you may gain 1 strain token to add 1 focus result instead. (Finn, Resistance Transport Pod, Resistance)
      * After a ship at range 1-2 is dealt a damage card, you may acquire a lock on that ship. (Lieutenant Bastian, T-70 X-Wing, Resistance)
      * While you perform an attack, if the defender’s initiative is higher than yours, you may change 1 blank result to a focus result. (Nimi Chireen, T-70 X-Wing, Resistance)
    - Rank 2
      * After you perform an attack, if the defender is in your turret arc, assign the **Rattled** condition to the defender. (Ben Teene, MG-100 StarFortress, Resistance)
        + **Rattled**: After a bomb or mine at range 0-1 detonates, suffer a crit. Then, remove this card.  
          Action: If there are no bombs or mines at range 0-1, remove this card.
      * After you fully execute a blue or white maneuver, if you have not dropped or launched a device this round, you may drop 1 device. (Edon Kappehl, MG-100 StarFortress, Resistance)
      * After you partially execute a maneuver, you may gain 1 strain token to rotate 90° or 180°. (Suralinda Javos, RZ-2 A-wing, Resistance)
      * You do not skip your Perform Action step after you partially execute a maneuver. (Zari Bangel, RZ-2 A-wing, Resistance)
      * While you have 2 or fewer stress tokens, you may execute red maneuvers even while stressed. (Pammich Nerro Goode, Resistance Transport, Resistance)
      * After you lose 1 shield, gain 1 evade token. (Joph Seastriker, T-70 X-wing, Resistance)
      * [1 charge, recurring] While you defend or perform an attack, you may spend 1 charge, or 1 non-recurring charge from your equipped astromech upgrade to reroll up to 1 of your dice for each other friendly ship at range 0-1. (Jessika Pava, T-70 X-Wing, Resistance)
      * During the System Phase, you may perform a red barrel roll or red boost action. (BB-8, Resistance Transport Pod, Resistance)
    - Rank 3
      * While you defend or perform a primary attack, if the enemy ship’s initiative is higher than the number of damage cards you have, you may roll 1 additional die. (Kazuda Xiono, Fireball, Resistance)
      * Before you would drop a bomb, you may place it in the play area touching you instead. (Finch Dallow, MG-100 StarFortress, Resistance)
      * After you defend at attack range 1, if the attacker modified its dice, the attacker gains 1 deplete token. (Wrobie Tyce, RZ-2 A-wing, Resistance)
      * After you fully execute a maneuver, you may rotate your turret arc. (Greer Sonnel, RZ-2 A-wing, Resistance)
      * While you defend or perform a primary attack, if your revealed maneuver is red, roll 1 additional die. (Cova Nell, Resistance Transport, Resistance)
      * After a friendly ship at range 0-3 is destroyed, before that ship is removed, you may perform an action. Then you may perform a bonus attack. (Chewbacca, Scavenged YT-1300, Resistance)
      * After you fully execute a maneuver, if you moved through a friendly ship, you may perform an evade action. (C’ai Threnalli, T-70 X-Wing, Resistance)
      * While you boost, you may use the turn template instead. (Kare Kun, T-70 X-Wing, Resistance)
      * After you fully execute a speed 2-4 maneuver, you may perform a boost action. (Temmin Wexley, T-70 X-Wing, Resistance)
      * At the start of the Engagement Phase, each friendly T-70 X-wing at range 0-3 may gain 1 strain token to flip its equipped configuration upgrade. If it does, that ship gains 1 calculate token. (Temmin Wexley HOH, T-70 X-Wing, Resistance)
    - Rank 4
      * While you have 2 or fewer stress tokens, if you are damaged, you can execute red basic maneuvers even while stressed. If you are critically damaged, you can execute red advanced maneuvers even while stressed. (Jarek Yeager, Fireball, Resistance)
      * [1 charge, recurring] After you drop a device, you may spend 1 charge to drop an additional device. (Paige Tico, MG-100 StarFortress, Resistance)
      * After you perform a boost action, you may transfer 1 evade token to a friendly ship at range 1. (Seftin Vanik, RZ-2 A-wing, Resistance)
      * [1 charge, recurring] While an enemy ship in your bullseye performs an attack, you may spend 1 charge. If you do, the defender rolls 1 additional die. (Tallissan Lintra, RZ-2 A-wing, Resistance)
      * [1 charge, recurring] After you defend or perform an attack, you may spend 1 charge to gain 1 focus or evade token. (Zizi Tlo, RZ-2 A-wing, Resistance)
      * While you defend or perform a primary attack, if you are stressed, you **must** roll 1 fewer defense die or 1 additional attack die. (L’ulo L’ampar, RZ-2 A-wing, Resistance)
      * While you defend or perform an attack, you may reroll up to 1 of your results for each other friendly ship in the attack arc. (Rose Tico, Resistance Transport Pod, Resistance)
      * While you defend or perform an attack, if the enemy ship is in your forward arc, you may spend 1 force to change 1 of your blank results to an evade or hit result. (Rey, Scavenged YT-1300, Resistance)
      * After you reveal a red Tallon Roll maneuver, if you have 2 or fewer stress tokens, treat that maneuver as white. (Ello Asty, T-70 X-Wing, Resistance)
      * After you gain a stress token, if there is an enemy ship in your forward arc at range 0-1, you may remove that stress token. (Nien Nunb, T-70 X-Wing, Resistance)
    - Rank 5
      * **Setup:** You can be placed anywhere in the play area beyond range 3 of enemy ships. (Han Solo, Scavenged YT-1300, Resistance)
      * [2 charges, recurring] After a friendly ship at range 0-2 performs an action during its activation, you may spend 2 charges. If you do, that ship may perform a white action, treating it as red. (Poe Dameron HOH, T-70 X-Wing, Resistance)
      * [1 charge, recurring] After you perform an action, you may spend 1 charge to perform a white action, treating it as red. (Poe Dameron, T-70 X-Wing, Resistance)
  + Ships
    - Fireball (Resistance)
    - Resistance Transport (Resistance)
    - Resistance Transport Pod (Resistance)
    - T-65 X-wing (standard) (Rebel)
    - T-70 X-wing (Resistance)
    - MG-100 StarFortress (Resistance)
    - RZ-2 A-wing
  + Talents
    - Heroic (Resistance)
    - Tierfon Belly Run (Y-wing)
    - Starbird Slash (A-wing)
    - Backwards Tailslide (X-wing)
  + Upgrades (Astromech)
    - R2-D2 (Rebel)
    - R2-D2 (Republic)
    - R2-D2 (Resistance)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R5 Astromech
    - BB Astromech (Resistance)
    - BB-8 (Resistance)
    - R2-HA (Resistance)
    - R6-D8 (Resistance)
    - R1-J5 (Resistance)
    - R5-X3 (Resistance)
    - M9-G8 (Resistance)
  + Upgrades (Cannons)
    - Underslung Blaster Cannon (T-70 X-wing)
  + Upgrades (Modifications
    - Overdrive Thruster (T-70 X-wing)
    - Spare Parts Canisters
  + Upgrades (Tech)
    - Automated Target Priority
    - Ferrosphere Paint (Resistance)
    - Targeting Synchronizer
    - Advanced Optics
    - Pattern Analyzer
    - Primed Thrusters
  + Crew
    - Leia Organa (Rebel)
    - Leia Organa (Resistance)
    - Chewbacca (Rebel)
    - Chewbacca (Resistance)
    - Chewbacca (Scum)
    - C-3PO (Rebel)
    - C-3PO (Republic)
    - C-3PO (Resistance)
    - R2-D2 (Rebel)
    - Han Solo (Resistance)
    - Larma D’Acy (Resistance)
    - Kaydel Connix (Resistance)
    - PZ-4CO (Resistance)
    - GA-97 (Resistance)
    - Korr Sella (Resistance)
    - Amilyn Holdo (Resistance)
    - Rose Tico (Resistance)
  + Gunners
    - Paige Tico (Resistance)
    - Finn (Resistance)
    - Rey (Resistance)
    - Han Solo (Scum)
    - Han Solo (Rebel)
* **Fledgling New Republic**
  + Pilot Abilities
    - Rank 0
      * While you coordinate, if you choose a ship with exactly 1 stress token, it can perform actions. (AP-5, Sheathipede, Rebel)
    - Rank 1
      * While you defend, crit results are neutralized before hit results. (“Zeb” Orrelios, Attack Shuttle/Sheathipede/TIE Fighter, Rebel)
      * After you perform an attack, assign the Suppressive Fire condition to the defender. (Captain Rex, TIE Fighter, Rebel)
        + Suppressive Fire: While you perform an attack against a ship other than Captain Rex, roll 1 fewer attack die.  
          After Captain Rex defends, remove this card.  
          At the end of the Combat Phase, if Captain Rex did not perform an attack this phase, remove this card.  
          After Captain Rex is destroyed, remove this card.
      * After an enemy ship executes a maneuver, if it is at range 0, you may perform an action. (Heff Tobber, U-wing, Rebel)
      * At the start of the Engagement Phase, each enemy ship at range 0 gains 2 jam tokens. (“Chopper”, VCX-100, Rebel)
    - Rank 2
      * After you fully execute a maneuver, if you are stressed, you may roll 1 attack die. On a hit or crit result, remove 1 stress token. (Ibtisam, ARC-170 Starfighter, Rebel)
      * After a friendly ship at range 1-2 in your left or right arc defends, you may acquire a lock on the attacker. (“Jag”, ARC-170 Starfighter, Republic)
      * While a friendly ship at range 1-2 in your left or right arc performs a primary attack, it may reroll 1 attack die. (“Sinker”, ARC-170 Starfighter, Rebel)
      * After you barrel roll, you may choose 1 friendly ship that is not stressed at range 0-1. That ship gains 1 stress token, then you rotate 180°. (Netrem Pollard, B-wing, Rebel)
      * [Force] While you defend or perform an attack, if you are stressed, you may spend 1 force to change up to 2 of your focus results to evade or hit results. (Ezra Bridger, Attack Shuttle/Sheathipede/TIE Fighter, Rebel)
      * Before you activate, you may perform a barrel roll or boost action. (Sabine Wren, Attack Shuttle/TIE fighter, Rebel)
      * After a friendly ship at range 0-1 becomes the defender, you may spend 1 reinforce token. If you do, that ship gains 1 evade token. (Lowhhrick, Auzituck Gunship, Rebel)
      * At the start of the engagement phase, you may spend 1 focus token to choose a friendly ship at range 0-1. If you do, that ship rolls 1 additional defense die while defending until the end of the round. (Evaan Verlaine, Y-wing, Rebel)
      * While a friendly ship at range 0-2 defends or performs an attack, it may spend your focus tokens as if that ship has them. (Esege Tuketu, K-wing, Rebel)
      * At the start of the Engagement Phase, you may transfer 1 of your focus tokens to a friendly ship in your firing arc. (Kyle Katarn, HWK-290, Rebel)
      * After you acquire or spend a lock, you may remove 1 red token from yourself. (Derek Klivian, A-wing, Rebel)
      * You can perform primary attacks at range 0.  
        If you would fail a boost action by overlapping another ship, resolve it as though you were partially executing a maneuver instead. (Arvel Crynyd, A-wing, Rebel)
      * While you defend or perform an attack, if the attack range is 1 and you are in the enemy’s forward arc, you may change 1 of your results to an evade or hit result. (Sabine Wren, A-wing, Rebel)
      * While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc, you may suffer 1 hit or crit to cancel 1 matching result. (Biggs Darklighter, X-wing, Rebel)
      * [Droid] After you gain a stress token, gain 1 calculate token. (K-2SO, U-wing, Rebel)
      * At the start of the Activation Phase, you may choose 1 friendly ship at range 1-3. If you do, that ship removes 1 stress token. (Cassian Andor, U-wing, Rebel)
      * [Force] While a friendly ship in your firing arc defends, you may spend 1 force. If you do, the attacker rolls 1 fewer attack die. (Kanan Jarrus, VCX-100, Rebel)
      * [Droid] After you defend or perform an attack, if you spend a calculate token, gain 1 calculate token. (“Leebo”, YT-2400, Rebel)
    - Rank 3
      * After you spend a focus token, you may choose 1 friendly ship at range 1-3. That ship gains 1 focus token. (Garven Dreis, ARC-170 Starfighter/X-wing, Rebel)
      * While you defend or perform a primary attack, you may spend 1 lock you have on the enemy ship to add 1 focus result to your dice results. (Shara Bey, ARC-170 Starfighter/A-wing, Rebel)
      * [1 charge] While you perform a primary forward arc attack, you may spend 1 charge to reroll the attack die.  
        While you perform a primary rear arc attack, you may recover 1 charge to roll 1 additional attack die.  
        (“Wolffe”, ARC-170 Starfighter, Republic)
      * While you defend or perform an attack, you may spend 1 stress token to change all of your focus results to evade or hit results. (Ten Numb, B-wing, Rebel)
      * While you defend or perform an attack, if you are stressed, you may reroll up to 2 of your dice. (Braylen Stramm, B-wing, Rebel)
      * While you perform a primary attack, if you are damaged, you may roll 1 additional attack die. (Wullffwarro, Auzituck Gunship, Rebel)
      * While you perform an attack, you may reroll 1 attack die for each other friendly ship at range 0-1 of the defender. (Horton Salm, Y-wing, Rebel)
      * After you perform a lock action, you may choose 1 friendly ship at range 1-3. That ship may acquire a lock on the object you locked, ignoring range restrictions. (“Dutch” Vander, Y-wing, Rebel)
      * While you perform a primary attack, you may either spend 1 shield to roll 1 additional attack die or, if you are not shielded, you may roll 1 fewer attack die to recover 1 shield. (Miranda Doni, K-wing, Rebel)
      * While a friendly ship performs an attack, if the defender is in your front arc, the attacker may change 1 hit result to a crit result. (Gavin Darklighter, E-wing, Rebel)
      * At the start of the Engagement Phase, you may choose 1 ship in your firing arc. If you do, it engages at initiative 7 instead of its standard initiative value this phase. (Roark Garnet, HWK-290, Rebel)
      * [1 charge, recurring] Before you would be dealt a faceup damage card, you may spend 1 charge to be dealt the card facedown instead. (Chewbacca, YT-1300, Rebel)
      * After you perform a barrel roll or boost action, you may choose a friendly ship at range 0-1. That ship may perform a focus action. (Jake Farrell, A-wing, Rebel)
      * While you perform a primary attack, if the defender is in your forward attack arc, the defender rolls 1 fewer defense die. (Wedge Antilles, A-wing, Rebel)
      * After you receive a stress token, you may roll 1 attack die to remove it. On a hit result, suffer 1 damage. (Jek Porkins, X-wing, Rebel)
      * Friendly ships can acquire locks onto objects at range 0-3 of any friendly ship. (Bodhi Rook, U-wing, Rebel)
      * While you defend, if the attacker modified any attack dice, you may roll 1 additional defense die. (Alexsandr Kallus, VCX-100, Rebel)
      * While you perform a primary attack, if there is at least 1 other friendly ship at range 0-1 of the defender, you may roll 1 additional attack die. (Lieutenant Blount, Z-95, Rebel)
      * While you perform a primary attack, if there are no other friendly ships at range 0-2, roll 1 additional attack die. (N’dru Suhlak, Z-95, Scum)
    - Rank 4
      * While you defend, if there is an enemy ship at range 0-1, add 1 evade result to your dice results. (Norra Wexley, ARC-170 Starfighter/Y-wing, Rebel)
      * After you fully execute a red maneuver or perform a red action, if there is an enemy ship in your bullseye, you may acquire a lock on that ship. (“Odd Ball”, ARC-170 Starfighter/Y-wing/V-wing/V-19, Republic)
      * At the start of the Engagement Phase, you **must** transfer 1 of your stress tokens to another friendly ship at range 0-2. (Gina Moonsong, B-wing, Rebel)
      * After you reveal a red or blue maneuver, you may set your dial to another maneuver of the same difficulty. (Hera Syndulla, Attack Shuttle/VCX-100, Rebel)
      * At initiative 0, you may perform a bonus primary attack against an enemy ship in your bullseye. If you do, at the start of the next Planning Phase, gain 1 disarm token. (Corran Horn, E-wing, Rebel)
      * While a friendly ship in your firing arc performs a primary attack, if you are not stressed, you may gain 1 stress token. If you do, that ship may roll 1 additional attack die. (Jan Ors, HWK-290, Rebel)
      * [Force] After a friendly ship fully executes a red maneuver, if it is at range 0-3, you may spend 1 force. If you do, that ship gains 1 focus token or recovers 1 force. (Leia Organa, YT-1300, Rebel)
      * After you fully execute a blue maneuver, you may choose a friendly ship at range 0-3. That ship may perform an action. (Lando Calrissian, YT-1300, Rebel)
      * [Force] After you fully execute a maneuver, you may choose a friendly ship at range 1-2 and spend 2 force. That ship may perform an action, even while stressed. (Ahsoka Tano, A-wing, Rebel)
      * While you perform an attack, you may spend 1 focus, hit, or crit result to look at the defender’s facedown damage cards, choose 1, and expose it. (Thane Kyrell, X-wing, Rebel)
      * [Force] After you become the defender, before dice are rolled, you may recover 1 force. (Luke Skywalker, X-wing, Rebel)
      * While you move, you ignore obstacles. (Dash Rendar, YT-2400, Rebel)
      * After you perform an attack, you may choose 1 friendly ship at range 1. That ship may perform an action, treating it as red. (Airen Cracken, Z-95, Rebel)
    - Rank 5
      * While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step, you may transfer 1 of your focus tokens, evade tokens, or locks to that ship. (Hera Syndulla, B-wing/RZ1 A-wing, Rebel)
      * After you roll dice, if you are at range 0-1 of an obstacle, you may reroll all of your dice. This does not count as rerolling for the purpose of other effects. (Han Solo, YT-1300, Rebel)
      * Before an enemy ship in your firing arc engages, if you are not stressed, you may gain 1 stress token. If you do, that ship cannot spend tokens to modify dice while it performs an attack during this phase. (Fenn Rau, Sheathipede, Rebel)
      * While you perform an attack, the defender rolls 1 fewer defense die. (Wedge Antilles, X-wing, Rebel)
  + Ships
    - Z-95-AF4 Headhunter (Rebel)
    - Modified YT-1300 Light Freighter (Rebel)
    - T-65 X-wing (standard) (Rebel)
    - T-70 X-wing (Resistance)
    - RZ-1 A-wing (Rebel)
    - RZ-2 A-wing (Resistance)
    - BTL-A4 Y-wing (Rebel)
    - BTL-S8 K-wing (Rebel)
    - Auzituck Gunship (Rebel)
    - VCX-100 Light Freighter (Rebel)
    - YT-2400 Light Freighter (Rebel)
    - A/SF-01 B-Wing (Rebel)
    - E-wing (Rebel)
    - Attack Shuttle (Rebel)
    - Sheathipede-class Shuttle (Rebel)
    - UT-60D U-Wing [standard] (Rebel)
    - ARC-170 Starfighter (Rebel)
  + Talents
    - Hopeful (Rebel)
    - Starbird Slash (A-wing)
    - Backwards Tailslide (X-wing)
    - Selfless (Rebel)
  + Upgrades (modifications)
    - Spare Parts Canisters
    - Overdrive Thruster (T-70 X-wing)
  + Upgrades (Tech)
    - Automated Target Priority
    - Ferrosphere Paint (Resistance)
    - Targeting Synchronizer
    - Advanced Optics
    - Pattern Analyzer
    - Primed Thrusters
  + Upgrades (Astromech)
    - “Chopper” (Rebel)
    - R5-D8 (Rebel)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R5 Astromech
  + Upgrades (Cannons)
    - Underslung Blaster Cannon (T-70 X-wing)
  + Crew
    - “Chopper” (Rebel)
    - “Zeb” Orellios (Rebel)
    - Jyn Erso (Rebel)
    - Lando Calrissian (Rebel)
    - Lando Calrissian (Scum)
    - Baze Malbus (Rebel)
    - Sabine Wren (Rebel)
    - Hera Syndulla (Rebel)
    - Cassian Andor (Rebel)
    - Nien Nunb (Rebel)
    - K-2SO (Rebel)
    - Kanan Jarus (Rebel)
  + Gunners
    - Sabine Wren (Rebel)
    - Bistan (Rebel)
    - Ezra Bridger (Rebel)
    - Luke Skywalker (Rebel)
    - Clone Captain Rex (Republic)
    - Ahsoka Tano (Republic)
* **Hutt Cartel**
  + Pilot Abilities
    - Rank 0
      * While you defend or perform an attack, after you roll or reroll you dice, if you have the same result on each of your dice, you may add 1 matching result. (Sunny Bounder, M3-A Interceptor, Scum)
      * After you defend, each other ship at range 0 suffers 1 critical damage. (G4R-GOR V/M, M3-A Interceptor, Scum)
    - Rank 1
      * At the start of the Engagement Phase, you may choose 1 ship in your firing arc. If you do, that ship engages at initiative 0 instead of its normal initiative value this round. (Torkil Mux, HWK-290, Scum)
      * While you defend or perform an attack, you may suffer 1 damage to reroll any number of dice. (Inaldra, M3-A Interceptor, Scum)
      * While you defend, you may treat your agility value as equal to the speed of the maneuver you executed this round. (Sarco Plank, Quadrijet Tug, Scum)
      * At the start of the Engagement Phase, if there are one or more other ships at range 0, you and each other ship at range 0 gain 1 tractor token. (Unkar Plutt, Quadrijet Tug, Scum)
    - Rank 2
      * [2 charges, recurring] At the start of the End Phase, you may spend 2 charges to choose yourself or a ship in your turret arc with 1 or more circular tokens. During the End Phase, circular tokens are not removed from that ship. (Gamut Key, HWK-290, Scum)
      * At the start of the Engagement Phase, you may choose 1 enemy ship in your firing arc at range 0-2. If you do, transfer 1 focus or evade token from that ship to yourself. (Palob Godalhi, HWK-290, Scum)
      * [Force] While you or a ship in your turret arc defends, you may spend 1 force. If you do, the attacker rolls 1 fewer attack die. (Kanan Jarrus, HWK-290, Scum)
      * After you defend or perform an attack, if the attack missed, gain 1 evade token. (Laetin A’shera, M3-A Interceptor, Scum)
      * At the start of the Engagement Phase, you may gain 1 disarm token to recover 1 charge on 1 of your equipped non-pilot ability upgrades. (Quinn Jast, M3-A Interceptor, Scum)
      * If you would drop a device using a 1 straight template, you may drop it using any speed 1 template instead. (Sol Sixxa, Scurrg H-6 Bomber, Scum)
    - Rank 3
      * While a friendly non-limited ship performs an attack, if the defender is in your firing arc, the attacker may reroll 1 attack die. (Drea Renthal, Y-wing, Scum)
      * [3 charges, recurring] After an enemy ship at range 0-3 receives at least 1 ion token, you may spend 3 charges. If you do, that ship gains 2 additional ion tokens. (Palob Godalhi, HWK-290, Scum)
      * After you acquire a lock, you must remove all of your focus and evade tokens. Then, gain the same number of focus and evade tokens that the locked ship has. (Genesis Red, M3-A Interceptor, Scum)
      * If you would drop a device, you may launch it using a 1 straight template instead. (Constable Zuvio, Quadrijet Tug, Scum)
    - Rank 4
      * While you perform a non-forward arc attack, roll 1 additional attack die. (Kavil, Y-wing, Scum)
      * [2 charges, recurring] During the End Phase, before an enemy ship in your turret arc recovers 1 recurring charge or force, you may spend 2 charges. If you do, that ship does not recover that charge or force. (Tápusk, HWK-290, Scum)
      * While a friendly ship at range 0-1 defends, it may reroll 1 of its dice. (Serissu, M3-A Interceptor, Scum)
      * [1 charge, recurring] Before a friendly bomb or mine would detonate, you may spend 1 charge to prevent it from detonating.  
        While you defend against an attack obstructed by a bomb or mine, roll 1 additional defense die.  
        (Captain Nym, Scurrg H-6 Bomber, Scum)
    - Rank 5
  + Ships
    - BTL-A4 Y-wing (illicit) (Scum)
    - Scurrg H-6 Bomber (Scum)
    - M12-L Kimogila Fighter (Scum)
    - Z-95-AF4 Headhunter (Scum)
    - M3-A Interceptor (Scum)
    - Escape Craft (Scum)
    - HWK-290 Light Freighter (Scum)
    - Quadrijet Space Tug (Scum)
  + Talents
    - Cutthroat (Scum)
    - Backwards Tailslide (X-wing)
    - Fearless (Scum)
  + Upgrades
  + Upgrades (Astromech)
    - R5-TK (Scum)
    - “Genius” (Scum)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R4-B11 (Scum)
    - R5 Astromech
    - R5-P8 (Scum)
  + Upgrades (Illicit)
    - Coaxium Hyperfuel
    - Deadman’s Switch
    - False Transponder Codes
    - Inertial Dampeners
    - Contraband Cybernetics
    - Feedback Array
    - Cloaking Device
    - Rigged Cargo Chute
  + Crew
    - Cikatro Vizago (Scum)
    - Protectorate Gleb (Scum)
    - Qi’ra (Scum)
    - Tobias Beckett (Scum)
    - Unkar Plutt (Scum)
    - L3-37 (Scum)
    - 0-0-0 (Scum)
    - Latts Razzi (Scum)
    - Gamut Key (Scum)
    - Jabba the Hutt (Scum)
    - Maul (Scum)
  + Gunners
    - BT-1 (Scum)
* **Bounty Hunters’ Guild**
  + Pilot Abilities
    - Rank 0
      * [3 charges] During the System Phase, if you are not docked, lose 1 charge. At the end of the Activation Phase, if you have 0 charge, you are destroyed. Before you are removed, each ship at range 0-1 suffers 1 crit damage. (Autopilot Drone, Escape Craft, Scum)
      * After you become the defender, if the attacker is not in your turret arc, you **must** rotate your turret arc indicator to use a standard arc the attacker is in. (Nom Lumb, JumpMaster 5000, Scum)
    - Rank 1
      * If you are not shielded, decrease the difficulty of your bank maneuvers. (L3-37, YT-1300/Escape Craft, Scum)
    - Rank 2
      * You can perform forward arc special attacks from your rear arc.  
        While you perform a special attack, you may reroll 1 attack die.

(Krassis Trelix, Firespray-31, Scum)

* While you defend or perform an attack, if the enemy ship is stressed, you may reroll 1 of your dice. (Koshka Frost, Firespray-31, Scum)
* While you perform a primary attack, you may roll 1 additional attack die. If you do, the defender rolls 1 additional defense die. (Zuckuss, G-1A Starfighter, Scum)
* [Droid] After you fully execute a red maneuver, gain 1 calculate token.  
  At the start of the End Phase, you may choose 1 ship at range 0-1. If you do, transfer 1 of your stress tokens to that ship.  
  (4-LOM, G-1A Starfighter, Scum)
* At the start of the Engagement Phase, you may choose a friendly ship at range 0-1. If you do, transfer all green tokens assigned to you to that ship. (Manaroo, JumpMaster5000, Scum)
* [2 charges] At the start of the Engagement Phase, you may choose 1 shielded ship in your bullseye and spend 1 charge. If you do, that ship loses 1 shield and you recover 1 shield. (Dalan Oberos, M12-L Kimogila Fighter, Scum)
* At the start of the Engagement Phase, you may choose a ship at range 1 and spend a lock you have on that ship. If you do, that ship gains 1 tractor token. (Latts Razzi, YV-666, Scum)
* At the start of the Engagement Phase, you may choose 1 friendly ship at range 0-2. If you do, transfer 1 focus or evade token from that ship to yourself. (Kaa’to Leeachos, Z-95, Scum)
* While you defend, if there are no other friendly ship at range 0-2, you may change 1 of your blank results to a focus result. (Boba Fett, Firespray-31, Separatist)
  + - Rank 3
      * While you execute a Segnor’s Loop maneuver, you may use another template of the same speed instead: either the turn of the same direction or the straight template. (IG-88D, Aggressor Assault Fighter, Scum)
      * After you perform a boost action, you may perform an evade action. (IG-88C, Aggressor Assault Fighter, Scum)
      * [Droid] At the start of the Engagement Phase, you may choose 1 friendly ship with calculate on its action bar at range 1-3. If you do, transfer 1 of your calculate tokens to it. (IG-88A, Aggressor Assault Fighter, Scum)
      * [Force] At the start of the Engagement Phase, you may choose 1 enemy ship in your turret arc at range 0-2 and spend 1 force. If you do, that ship gains 1 stress token unless it removes 1 green token. (Asajj Ventress, Lancer-class Pursuit Craft, Scum)
      * After you perform an attack that misses, you may perform a bonus cannon attack. (IG-88B, Aggressor Assault Fighter, Scum)
      * After you roll dice, if you are not stressed, you may gain 1 stress token to reroll all of your blank results. (Lando Calrissian, YT-1300/Escape Craft, Scum)
      * If you would drop a device using a 1 straight template, you may use the 3 turn or 3 straight template instead. (Emon Azzameen, Firespray-31, Scum)
      * While you perform a primary attack, if there is at least 1 friendly non-limited ship at range 0 of the defender, roll 1 additional attack die. (Kath Scarlet, Firespray-31, Scum)
      * [1 charge] If you would be destroyed, you may spend 1 charge. If you do, discard all of your damage cards, suffer 5 damage, and place yourself in reserves instead. At the start of the next Planning Phase, place yourself within range 1 of your player edge. (Tel Trevura, JumpMaster 5000, Scum)
      * After you perform an attack, each enemy ship in your bullseye suffers 1 damage unless it removes 1 green token. (Torani Kulda, M12-L Kimogila Fighter, Scum)
      * While you perform a primary attack, after the Neutralize Results step, you may spend 1 crit result to add 2 hit results. (Bossk, YV-666/Z-95, Scum)
      * [2 charges] If you would flee, you may spend 1 charge. If you do, place yourself in reserves instead. At the start of the next Planning Phase, place yourself within range 1 of the edge of the play area that you fled from. (Moralo Eval, YV-666, Scum)
    - Rank 4
      * At the start of the Engagement Phase, you may choose 1 ship in both your forward arc and turret arc at range 0-1. If you do, it gains 1 tractor token. (Ketsu Onyo, Lancer-class Pursuit Craft, Scum)
      * While you defend or perform an attack, you may reroll 1 of your dice for each enemy ship at range 0-1. (Boba Fett, Firespray-31, Scum)
      * [4 charges] **Setup**: Lose 2 charges  
        During the System Phase, you may assign 1 of your secret conditions to yourself facedown:  
        **You Should Thank Me**
        + This condition is assigned facedown. Reveal it after you defend.  
          After you defend, **Zam Wessel** recovers 1 charge. Then, you may acquire a lock on the attacker.  
          At the end of the Engagement Phase, if this card is facedown and you are in an enemy ship’s firing arc, you may reveal this card and spend 2 charges from **Zam Wessel**. If you do, you may perform a bonus attack.  
          At the start of the System Phase, remove this condition

**You’d Better Mean Business**

* + - * + This condition is assigned facedown. Reveal it after you defend.  
          After you defend, you may spend 2 charges from **Zam Wesell**. If you do, perform a bonus attack against the attacker.  
          At the end of the Engagement Phase, if this card is facedown and you are in an enemy ship’s firing arc, you may reveal this card. If you do, **Zam Wessel** recovers 2 charges.  
          At the start of the System Phase, remove this condition.

(Zam Wessel, Firespray-31, Separatist)

* + - Rank 5
      * While you defend or perform a primary attack, if the attack is obstructed by an obstacle, you may roll 1 additional die. (Han Solo, YT-1300, Scum)
      * [1 charge, recurring] After you defend, if the attacker is in your forward arc, you may spend 1 charge to perform a bonus attack against the attacker. (Dengar, JumpMaster5000, Scum)
      * While you defend or perform a primary attack, if the difficulty of your revealed maneuver is less than that of the enemy ship’s, you may change 1 of the enemy ship’s focus results to a blank result. (Jango Fett, Firespray-31, Separatist)
  + Ships
    - Z-95-AF4 Headhunter (Scum)
    - YV-666 Light Freighter (Scum)
    - Firespray-class Patrol Craft (Scum)
    - JumpMaster 5000 (Scum)
    - G-1A (Scum)
    - Aggressor Assault Fighter (Scum)
  + Talents
  + Upgrades
  + Crew
    - Zuckuss (Scum)
    - 4-LOM (Scum)
    - Cad Bane (Scum)
    - IG-88D (Scum)
    - Boba Fett (Scum)
  + Gunners
    - Dengar (Scum)
    - Bossk (Scum)
    - Boba Fett (Separatist)
    - Boba Fett (Scum)
    - Greedo (Scum)
* **Imperial Remnant**
  + Pilot Abilities
    - Rank 0
      * [1 charge, recurring] While you perform an attack, you may spend 1 charge to roll 1 additional attack die. After defending, lose 1 charge. (“Wampa”, TIE Fighter, Empire)
    - Rank 1
      * [1 charge, recurring] During the Engagement Phase, after a friendly small ship at range 0-3 is destroyed, if that ship has not engaged this phase, you may spend 1 charge. If you do, that ship engages at the current initiative. (Nash Windrider, TIE Interceptor, Empire)
      * After you fully execute a speed 1 maneuver using your **Adaptive Ailerons** ship ability, you may perform a coordinate action. If you do, skip your Perform Action step. (“Vizier”, TIE Reaper, Empire)
      * After you perform a turret or missile attack that misses, you may perform a bonus attack using a different weapon. (“Double Edge”, TIE Aggressor, Empire)
      * After you fully execute a blue maneuver, you may perform a focus action. (“Night Beast”, TIE Fighter, Empire)
      * After you are destroyed, before you are removed, you may perform an attack and drop or launch 1 device. (“Deathfire”, TIE Bomber, Empire)
      * After you fully execute a maneuver using your **Adaptive Ailerons**, if you are not stressed you may drop 1 device. (“Vagabond”, TIE Striker, Empire).
    - Rank 2
      * After you perform a coordinate action, if the ship you chose performed an action on your action bar, you may perform that action. (Lieutenant Sai, Lambda-Class Shuttle, Empire)
      * While you barrel roll, you **must** use the bank template instead of the straight template. (Lieutenant Lorrir, TIE Interceptor, Empire)
      * While you defend, if the attacker does not have any green tokens, you may change 1 of your blank or focus results to an evade result. (Captain Feroph, TIE Reaper, Empire)
      * After a friendly ship at range 0-1 defends (after damage is resolved, if any), you may perform an action. (Valen Rudor, TIE Fighter, Empire)
      * While a friendly ship at range 0-2 performs an attack, if you are in the defender’s left or right arc, the attacker may reroll 1 attack die. (Lyttan Dree, TIE Heavy, Empire)
    - Rank 3
      * [Force] While you perform an attack, after the Neutralize Results step, if the attack hit, you may spend 2 force to add 1 crit result. (Fifth Brother, TIE Advanced v1, Empire)
      * [Force] While you perform a primary attack, before the Neutralize Results step, you may spend 2 force to cancel 1 evade result. (Seventh Sister, TIE Advanced v1, Empire)
      * At the start of the Engagement Phase, you may choose 1 or more friendly ships at range 0-3. If you do, transfer all enemy lock tokens from the chosen ships to you. (Captain Kagi, Lambda-Class Shuttle, Empire)
      * [2 charges] At the start of the Activation Phase, you may spend 1 charge. If you do, while friendly ships acquire locks this round, they must acquire locks beyond range 3 instead of at range 0-3. (Colonel Jendon, Lambda-Class Shuttle, Empire)
      * After you perform an attack, you may perform a barrel roll or boost action, even if you are stressed. (Turr Phennir, TIE Interceptor, Empire)
      * After a friendly ship at range 0-3 with a lower initiative than yours partially executes a maneuver, it may perform a red focus action. (Commandant Goran, TIE Interceptor, Empire)
      * While you perform an attack against a damaged defender, roll 1 additional attack die. (Gideon Hask, TIE Interceptor/TIE Fighter, Empire)
      * While you perform an attack, if the defender does not have any green tokens, you may change 1 of your blank or focus results to a hit result. (Major Vermeil, TIE Reaper, Empire)
      * While you perform an attack, after the defender rolls defense dice, you may spend 1 focus token to cancel all of the defender’s blank and focus results. (Lieutenant Kestal, TIE Aggressor, Empire)
      * While a friendly ship at range 0-2 defends against a damaged attacker, the defender may reroll 1 defense die. (Del Meeko, TIE Fighter, Empire)
      * While you perform an attack, you may spend 1 crit result. If you do, deal 1 facedown damage card to the defender, then cancel your remaining results. (Seyn Marana, TIE Fighter, Empire)
      * [1 charge] Before a friendly TIE/ln fighter at range 0-1 would suffer 1 or more damage, you may spend 1 charge. If you do, prevent that damage. (Iden Versio, TIE Fighter, Empire)
      * After you execute a speed 3-4 maneuver, you may choose a ship in your turret arc at range 0-1. If you do, that ship gains 1 strain token, or 2 strain tokens if you are damaged. (“Rampage”, TIE Heavy, Empire)
      * While you perform a torpedo or missile attack, you may increase or decrease the range requirement by 1, to a limit of 0-3. (Major Rhymer, TIE Bomber, Empire)
      * While a friendly ship at range 0-1 performs a torpedo or missile attack, that ship may reroll up to 2 attack dice. (Captain Jonus, TIE Bomber, Empire)
      * While you defend, after the Neutralize Results step, if you are not stressed, you may suffer 1 damage and gain 1 stress token. If you do, cancel all dice results. (“Countdown”, TIE Striker, Empire)
      * While you perform an attack, if you have 1 or fewer damage cards, you may roll 1 additional attack die. (“Pure Sabacc”, TIE Striker, Empire)
    - Rank 4
      * [Force] While you defend at attack range 1, you may spend 1 force to prevent the range 1 bonus.  
        While you perform an attack against a defender at attack rank 2-3, you may spend 1 force to apply the range 1 bonus.  
        (Grand Inquisitor, TIE Advanced v1, Empire)
      * While you perform an attack at attack range 1, roll 1 additional attack die. (“Mauler” Mithel, TIE Fighter, Empire)
      * While you perform an attack against a defender in your bullseye, roll 1 additional attack die. (“Scourge” Skutu, TIE Fighter, Empire)
      * While a friendly ship at range 0-1 performs a primary attack, that ship may reroll 1 attack die. (“Howlrunner”, TIE Fighter, Empire)
      * After you perform a reload action, you may recover 1 charge token on 1 of your equipped talent upgrade cards. (Tomax Bren, TIE Bomber, Empire)
      * You may choose not to use your **Adaptive Ailerons**. You may use your **Adaptive Ailerons** even while stressed. (“Duchess”, TIE Striker, Empire)
    - Rank 5
      * At the start of the Engagement Phase, if there is an enemy ship in your bullseye, gain 1 focus token. (Soontir Fel, TIE Interceptor, Empire)
  + Ships
    - TIE/sa Bomber (Empire)\*
    - TIE/rb Heavy (Empire)
    - TIE/LN Fighter (Empire)\*
    - TIE/IN Interceptor (Empire)\*
    - TIE Advanced v1 (Empire)
    - TIE Advanced x1 (Empire)\*
    - TIE/ag Aggressor (Empire)
    - TIE/sk Striker (Empire)
    - TIE Reaper (Empire)
    - Lambda-class T-4a Shuttle (Empire)\*
  + Talents
    - Ruthless (Empire)
    - Ion Limiter Override (TIE)
  + Upgrades (Modifications)
    - Precision Ion Engines
  + Upgrades
  + Crew
    - Protectorate Gleb (Empire)
    - ISB Slicer (Empire)
    - Director Krennic (Empire)
    - Grand Moff Tarkin (Empire)
    - Agent Kallus (Empire)
    - Minister Tua (Empire)
    - Moff Jerjerrod (Empire)
    - Seventh Sister (Empire)
    - Admiral Sloane (Empire)
    - Grand Inquisitor (Empire)
  + Gunners
    - Fifth Brother (Empire)
* **Saw Gerrera’s Partisans**
  + Pilot Abilities
    - Rank 0
    - Rank 1
      * Before you activate, if you are focused, you may perform an action. (Edrio Two Tubes, X-wing, Rebel)
      * After you perform a focus action, you may transfer 1 of your focus tokens to a friendly ship at range 1-2. (Benthic Two Tubes, U-wing, Rebel)
      * After a friendly small ship in your turret arc gains a deplete or strain token, if you have no tokens of that type, you may transfer that token to yourself. (“Hound”, LAAT/i Gunship, Republic)
    - Rank 2
      * After you perform a barrel roll or boost action, you may perform a red evade action. (Leevan Tenza, X-wing, Rebel)
      * While a friendly ship at range 0-2 defends, the attacker cannot reroll more than 1 attack die. (Magva Yarro, U-wing, Rebel)
      * After you or a friendly non-limited ship at range 0-2 are destroyed during the Engagement Phase, that ship is not removed until the end of that phase. (“Warthog”, LAAT/i Gunship, Republic)
    - Rank 3
      * After you perform a barrel roll or boost action, you may flip your equipped configuration upgrade card. (Kullbee Sperado, X-wing, Rebel)
      * While a damaged friendly ship at range 0-3 performs an attack, it may reroll 1 attack die. (Saw Gerrera, U-wing, Rebel)
      * At the start of the End Phase, each friendly ship at range 0-1 that has a revealed maneuver of speed 3-5 may gain 1 strain token to perform a barrel roll or boost action. (“Hawk”, LAAT/i Gunship, Republic)
    - Rank 4
    - Rank 5
  + Ships
    - U-wing [Illicit] (Rebel)
    - T-65 X-wing [Illicit] (Rebel)
    - LAAT/i Gunship (Republic)
  + Crew
    - Saw Guerrera (Rebel)
    - Magva Yarro (Rebel)
* **Black Sun Syndicate**
  + Pilot Abilities
    - Rank 0
    - Rank 1
    - Rank 2
      * After a friendly device that you have locked detonated, each enemy ship at range 0-1 of that device gains 1 strain token. (Padric, Y-wing, Scum)
      * After an enemy ship suffers damage, if it is not defending, you may perform a bonus attack against that ship. (Captain Jostero, Kihraxz Fighter, Scum)
    - Rank 3
      * While you perform a forward arc attack, if you are damaged, before the Modify Dice step, you may change 1 of your focus results to a crit result.   
        While you defend, if you are damaged, you **must** change 1 of your focus results to a blank result. (Arliz Hadrassian, Y-wing, Scum)
      * After you defend, if you did not roll exactly 2 defense dice, the attacker gains 1 stress token. (Viktor Hel, Kihraxz Fighter, Scum)
      * While you defend, if you are behind the attacker, roll 1 additional defense die.  
        While you perform an attack, if you are behind the defender, roll 1 additional attack die.  
        (Graz, Khiraxz Fighter, Scum)
      * After you fully execute a maneuver, you may gain 1 stress token to rotate your ship 90°. (Dalan Oberos, StarViper, Scum)
      * While you defend, after the Neutralize Results step, another friendly ship at range 0-1 and in the attack arc may suffer 1 hit or crit damage. If it does, cancel 1 matching result. (Prince Xizor, StarViper, Scum)
    - Rank 4
      * Before you engage, if you are not in any enemy ship’ forward arc, you may acquire a lock on an enemy ship in your full front arc. (Leema Kai, Y-wing, Scum)
      * While you defend at attack range 3 or perform an attack at attack range 1, roll 1 additional die. (Talonbane Cobra, Khiraxz Fighter, Scum)
      * At the start of the Engagement Phase, if there is at least 1 enemy ship at range 0-1, you may gain 1 focus token. (Guri, Starviper, Scum)
    - Rank 5
  + Ships
    - Star Viper
    - Lancer-class Pursuit Craft
    - Kihraxz Fighter
    - BTL-A4 Y-wing (tech)
    - Z-95-AF4 Headhunter
    - Customized YT-1300 Light Freighter
    - M12-L Kimogila fighter
  + Upgrades
  + Upgrades (Astromech)
    - R4 Astromech
    - R2 Astromech
    - R3 Astromech
    - R5 Astromech
  + Upgrades (Illicit)
    - Coaxium Hyperfuel
    - Deadman’s Switch
    - False Transponder Codes
    - Inertial Dampeners
    - Contraband Cybernetics
    - Feedback Array
    - Cloaking Device
    - Rigged Cargo Chute
  + Upgrades (Tech)
    - Automated Target Priority
    - Targeting Synchronizer
    - Advanced Optics
    - Pattern Analyzer
    - Primed Thrusters
  + Crew
    - Ketsu Onyo (Scum)
  + Gunners
* **Empire of the Hand**
  + Pilot Abilities
    - Rank 2
      * After you gain a disarm token, if you are not stressed, you may gain 1 stress token to remove 1 disarm token. (Lieutenant Karsabi, Alpha-Class Star Wing, Empire)
      * While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc and are not ionized, you may gain 1 ion token to cancel 1 hit result. (Captain Dobbs, TIE Defender, Empire)
      * You can perform primary attacks at range 0. (Captain Oicunn, VT-49 Decimator, Empire)
      * During the End Phase, you may spend a lock you have on an enemy ship to expose 1 of that ship’s damage cards. (Zertik Strom, TIE Advanced X1, Empire)
    - Rank 3
      * While you defend, if you are disarmed, roll 1 additional defense die. (Major Vynder, Alpha-Class Star Wing, Empire)
      * While you would execute a straight maneuver, you may increase the difficulty of the maneuver. If you do, execute it as a K-turn maneuver instead. (Countess Ryad, TIE Defender, Empire)
      * While you perform an attack against a locked ship, after you roll attack dice, you may acquire a lock on the defender. (Colonel Vessery, TIE Defender, Empire)
      * After you drop or launch a device, you may perform an action. (“Deathrain”, TIE Punisher, Empire)
      * While you decloak, you **must** use the 2 bank template instead of the 2 straight template. (“Echo”, TIE Phantom, Empire)
      * [3 Charges] During the End Phase, you may spend 1 charge to flip 1 of your reinforce tokens to the other full arc instead of removing it. (Morna Kee, VT-49 Decimator, Empire)
      * While you execute a maneuver, you may execute a maneuver of the same bearing and difficulty of a speed 1 higher or lower instead. (Ved Foslo, TIE Advanced x1, Empire)
    - Rank 4
      * After you perform an attack that hits, if you are evading, expose 1 of the defender’s damage cards. (Rexlar Brath, TIE Defender, Empire)
      * [1 charge, draining] **Action**: Gain 1 strain token to recover 1 charge.  
        Before you engage, you may spend 1 charge to perform an action.  
        (Vult Skerris, TIE Defender/Tie Interceptor, Empire)
      * You can maintain up to 2 locks. After you perform an action, you may acquire a lock. (“Redline”, TIE Punisher, Empire)
      * After you perform an attack that hits, gain 1 evade token. (“Whisper”, TIE Phantom, Empire)
      * While you perform an attack, if you are reinforced and the defender is in the full forward arc or full rear arc matching your reinforce token, you may change 1 of your focus results to a crit result. (Rear Admiral Chiraneau, VT-49 Decimator, Empire)
      * While you perform an attack, if the defender would be dealt a faceup damage card, instead draw 3 damage cards, choose 1, and discard the rest. (Maarek Stele, TIE Advanced x1, Empire)
    - Rank 5
      * [Force] You cannot spend force except while attacking.  
        While you perform an attack, you may spend 1 focus to change 1 blank result to a hit result. (Darth Vader, TIE Defender, Empire)
      * [Force] After you perform an action, you may spend 1 force to perform an action. (Darth Vader, TIE Advanced, Empire)
      * After you perform an attack, if the defender was destroyed, gain 1 stress token.  
        After a friendly ship at range 0-3 is destroyed, remove 1 stress token.

(Ciena Ree, TIE Interceptor, Empire)

* + Ships
    - Alpha-class Star Wing (Empire)
    - TIE/ph Phantom (Empire)
    - TIE/ca Punisher (Empire)
    - VT-49 Decimator (Empire)
    - TIE/D Defender (Empire)
    - TIE/sa Bomber (Empire)\*
    - TIE/LN Fighter (Empire)\*
    - TIE/IN Interceptor (Empire)\*
    - TIE Advanced x1 (Empire)\*
    - Lambda-class T-4a Shuttle (Empire)\*
  + Talents
    - Disciplined (Empire)
    - Interloper Turn (TIE Defender)
  + Upgrades (Modifications)
    - Ion Limiter Override (TIE)
  + Crew
    - Death Troopers (Empire)
    - Ciena Ree (Empire)
    - Darth Vader [as Joruus C’baoth] (Empire)
  + Gunners
    - Fifth Brother (Empire)
* **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)
* **Mandalorian Clans**
  + Pilot Abilities
    - Rank 2
      * While you defend, if the attacker is in your turret arc at range 0-2, you may add 1 focus result to your dice results. (Sabine Wren, Lancer-class Pursuit Craft, Scum)
    - Rank 3
      * While you perform an attack, you may spend 1 charge from an equipped torpedo upgrade. If you do, the defender rolls 1 fewer defense die. (Joy Rekkoff, Fang Fighter, Scum)
      * After you fully execute a red maneuver, gain 2 focus tokens. (Kad Solus, Fang Fighter, Scum)
    - Rank 4
      * At the start of the Engagement Phase, you may choose 1 enemy ship at range 1. If you do and you are in its forward arc, it removes all of its green tokens. (Old Teroch, Fang Fighter, Scum)
    - Rank 5
      * While you defend or perform an attack, if the attack range is 1, you may roll 1 additional die. (Fenn Rau, Fang Fighter, Scum)
  + Ships
    - Fang Fighter (Scum)
    - M12-L Kimogila Fighter (Scum)
  + Talents
    - Fearless (Scum)
  + Upgrades
* **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)
* **Luke’s Jedi Order**
  + Pilot Abilities
    - Rank 2
      * [Force] After you fully execute a maneuver, you may choose a friendly ship at range 0-1 and spend 1 force. That ship may perform an action, even if it is stressed. (Ahsoka Tano, Delta-7, Republic)
      * [Force] After another friendly ship at range 0-3 spends 1 or more force, you may spend 1 force. If you do, that ship recovers 1 force. (Yoda, Eta-2, Republic)
    - Rank 3
      * [Force] While a friendly ship at range 0-2 performs an attack, if the defender is in its bullseye, you may spend 1 force to change 1 focus result to a hit result or 1 hit result to a crit result. (Barriss Offee, Delta-7, Republic)
      * [Force] While a friendly ship at range 0-2 defends, if it is not in the attacker’s bullseye, you may spend 1 force. If you do, change 1 crit result to a hit result, or 1 hit result to a focus result. (Luminara Unduli, Delta-7, Republic)
      * [Force] After A friendly ship at range 0-2 reveals its dial, you may spend 1 force. If you do, set its dial to another maneuver of the same speed and difficulty. (Saesee Tiin, Delta-7, Republic)
      * [Force] After you fully execute a red maneuver, recover 1 force (Mace Windu, Delta-7, Republic)
      * [Force] At the start of the End Phase, you may spend any number of force to choose that many friendly ships at range 0-2. Each chosen ship does not remove 1 focus or evade token during this End Phase. (Shaak Ti, Eta-2, Republic)
    - Rank 4
      * [Force] At the start of the Engagement Phase, you may spend 1 force and choose another friendly ship at range 0-2. If you do, you may transfer 1 green token to it or transfer one orange token from it to yourself. (Plo Koon, Delta-7, Republic)
      * [Force] After a friendly ship at range 0-2 spends a focus token, you may spend 1 force. If you do, that ship gains a focus token. (Obi-Wan Kenobi, Delta-7, Republic)
      * [Force] After you execute a maneuver, if there are more enemy ships than other friendly ships at range 0-1, you may spend 1 force. If you do, gain 1 focus token. (Obi-Wan Kenobi, Eta-2, Republic)
      * [Force] While an enemy ship in your forward arc at range 0-1 performs an attack, the defender may change 1 blank result to a focus result. (Aayla Secura, Eta-2, Republic)
    - Rank 5
      * [Force] After you fully execute a maneuver, if there is an enemy ship in your forward arc at range 0-1 or in your bullseye, you may spend 1 force to remove 1 stress token. (Anakin Skywalker, Y-wing/Delta-7, Republic)
      * [Force] After you execute a maneuver, if there are more enemy ships than friendly ships at range 0-1, you may spend 1 force. If you do, remove 1 red token of your choice.
  + Ships
    - Eta-2 Actis (Republic)
    - Delta-7 Aethersprite (Republic)
* **Scrapper Guild**
  + 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)
* **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)
* **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

**Reputation levels and price**

Full scale -100 to 100

Factions start at 0 rep

Doing missions for factions increases rep

Doing missions against factions decreases rep

-100 to -90 reputation: At War

Faction does not sell you ships. They can be purchased from the black market at +100% cost.

Faction does not sell upgrades.

Faction does not hire out crew.

One non-ace ship at the start of the mission upgraded to an ace.

One non-ace ship in each reinforcement wave upgraded to an ace.

Faction fields double the ships at the start of the mission (Except for capture targets).

Territory is Hostile

-89 to -50 reputation: Hated

Faction sells ships at +50% cost.

Faction does not sell upgrades.

Faction does not hire out crew.

One non-ace ship at the start of the mission is upgraded to an ace.

One non-ace ship in each reinforcement wave upgraded to an ace.

Territory is Hostile

-49 to -11 reputation: Disliked

Faction sells ships at +25% cost.

Faction does not sell upgrades.

Faction does not hire out crew.

One non-ace ship at the start of the mission is upgraded to an ace.

Territory is Neutral

-10 to 10 reputation: Neutral

Faction sells ships at base cost.

Faction sells upgrades at +100% cost.

Faction does not hire out crew.

Territory is Neutral

11 to 49 reputation: Liked

Faction sells ships at -25% cost.

Faction sells upgrades at +50% cost

Faction hires out crew and gunners at +50% cost with a 10% of base cost salary per mission.

Access to faction talents.

Territory is Neutral

50 to 89 reputation: Loved

Faction sells ships at -50% cost

Faction sells exotic ships at base cost..

Faction sells upgrades at base cost

Faction hires out crew and gunners at base cost with a 5% of base cost salary per mission.

Access to faction talents.

Territory is Friendly

90 to 100 reputation: Allied

Faction sells ships at -75% cost

Faction sells exotic ships at -25% cost.

Faction sells upgrades at -50% cost.

Faction hires out crew and gunners at -50% cost with a no salary per mission.

Access to faction talents.

Faction will provide one of their own ships to assist in their offered mission

Territory is Friendly

**Faction Relations**

Reputation loss is the same as negative reputation gain.

Reputation gain doesn’t cascade. You gain reputation with the main faction, and adjust with other factions.

* Factions at war
  + Whenever you gain reputation with a faction, lose 3 reputation with each faction it is At War with.
* Factions hate each other
  + Whenever you gain reputation with a faction, lose 2 reputation with each faction it hates.
* Factions dislike each other
  + Whenever you gain reputation with a faction, lose 1 reputation with each faction it dislikes.
* Factions neutral to each other
  + No change
* Factions like each other
  + Whenever you gain more than 1 reputation with a faction, gain 1 reputation with each faction it likes.
* Factions love each other
  + Whenever you gain more than 1 reputation with a faction, gain half the gained reputation (rounded down) with each faction it loves.

Note (Lia):

IMO faction relations should change based on mission for/against stuffs rather than adaptive based on favor gain. As I am worried that having two ways of gaining ambient negative favor will make it so factions could just suddenly hate you even if you never directly interacted with them. I’d rather have it so that negative favor is mostly gained from targeted actions against said faction (missions and the like).