* **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

**Relations**

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