* **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)

**Relations**

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