* **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)

**Relations**

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