

<ul><li>◆Captain Jostero</li><li>② Ion Missiles</li><li>⊗ Munitions Failsafe</li></ul>	49	2	<ul> <li>◆Talonbane Cobra</li> <li>③ Outmaneuver</li> <li>④ Cluster Missiles</li> <li>⑦ Inertial Dampeners</li> <li>※ Afterburners</li> <li>※ Electronic Baffle</li> <li>※ Shield Upgrade</li> </ul>	78	3	●Viktor Hel  ③ Crack Shot  ⊗ Stealth Device	52	3
		164			165			166
Graz  Outmaneuver Concussion Missiles Contraband Cybernetics Afterburners	72	3	<ul> <li>Wind Gun</li> <li>③ Crack Shot</li> <li>☑ Ion Cannon Turret</li> <li>﴿ Veteran Turret Gunner</li> <li>﴿ R3 Astromech</li> <li>﴿ Conner Nets</li> </ul>	58	2	Crymorah Goon  Dorsal Turret  Ion Torpedoes R3 Astromech Inertial Dampeners Proximity Mines	52	2
		167			168			169
•Drea Renthal	55	2	•Kavil	61	2	•Dace Bonearm	52	2
<ul><li>Expert Handling</li><li>Ion Cannon Turret</li><li>Hotshot Gunner</li></ul>			<ul> <li>Expert Handling</li> <li>Dorsal Turret</li> <li>"Genius"</li> <li>Proton Bombs</li> <li>Afterburners</li> </ul>			<ul><li>Feedback Array</li><li>Conner Nets</li><li>Static Discharge Vanes</li></ul>		
		170			171			172
Palob Godalhi  Debris Gambit  Juke Contraband Cybernetics Stealth Device	55	2	•Torkil Mux  (**) •Cloaking Device  (**) Proximity Mines	47	2	<ul> <li>② Deadman's Switch</li> <li>③ Proton Bombs</li> <li>⊗ Electronic Baffle</li> </ul>	82	3
					1			
2x Jakku Gunrunner  Novice Technician  Proximity Mines  Electronic Baffle	80	2	<ul> <li>Constable Zuvio</li> <li>③ Outmaneuver</li> <li>⑦ Rigged Cargo Chute</li> <li>④ Conner Nets</li> <li>⊗ Shield Upgrade</li> </ul>	55	2	•Sarco Plank •Unkar Plutt  Feedback Array Seismic Charges Hull Upgrade Shield Upgrade	51	3
		176			177			178
•Unkar Plutt  Novice Technician  Contraband Cybernetics  Proximity Mines  Afterburners	53	3	Black Sun Enforcer  Collision Detector	51	2	Black Sun Assassin  Fearless	51	3
		179			180			181

<ul> <li>Prince Xizor</li> <li>Predator</li> <li>Fire-Control System</li> <li>Shield Upgrade</li> <li>Virago</li> </ul>	77	3	•Guri  Daredevil  Advanced Sensors  Adv. Proton Torpedoes	79	3	•Dalan Oberos  ③ Outmaneuver  ⑤ Fire-Control System  ⑥ Proton Torpedoes  ⑦ Contraband Cybernetics	77	3
		182			183			184
Stealth Device	51	2	•Genesis Red  ⑤ Juke ⑥ Concussion Missiles ⑥ Munitions Failsafe	47	2	<ul> <li>Quinn Jast</li> <li>Crack Shot</li> <li>Adv. Proton Torpedoes</li> <li>Afterburners</li> </ul>	50	2
		185			186			187
•Laetin A'shera  ③ Juke ② Cluster Missiles ③ Munitions Failsafe ③ Stealth Device	54	2	● Inaldra  Ion Cannon  Hull Upgrade  Shield Upgrade	52	2	<ul> <li>Sunny Bounder</li> <li>Predator</li> <li>Cluster Missiles</li> <li>Afterburners</li> </ul>	46	2
		188			189			190
<b>2x Cartel Spacer 3</b> Ion Torpedoes  ★ Munitions Failsafe	74	3	2x Tansarii Point Veteran  Crack Shot Heavy Laser Cannon	76	3	Contracted Scout  Ion Torpedoes Inertial Dampeners	59	2
		191			192			193
<ul> <li>Tel Trevura</li> <li>Expert Handling</li> <li>GNK "Gonk" Droid</li> <li>Proton Torpedoes</li> <li>Deadman's Switch</li> </ul>	87	3	Dengar  Begin Expert Handling Proton Torpedoes R4 Astromech Contraband Cybernetics Punishing One	94	3	<ul> <li>Manaroo</li> <li>Intimidation</li> <li>Perceptive Copilot</li> <li>Proton Torpedoes</li> <li>Feedback Array</li> <li>Static Discharge Vanes</li> </ul>	86	3
					195			
		194			1/3			196
<b>Binayre Pirate</b>	24	194	•N'dru Suhlak  •Lone Wolf  Homing Missiles  •Cloaking Device  Hull Upgrade	48	2	2x Black Sun Soldier  Expert Handling Concussion Missiles Deadman's Switch Hull Upgrade	84	2



