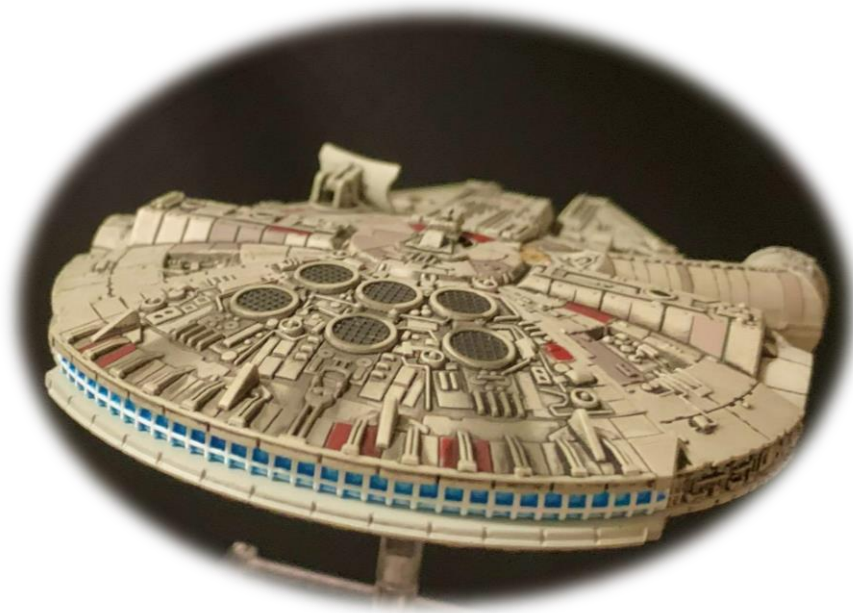




Star Wars Outer Rim Unfinished Business Strategy Guide

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Introduction

Star Wars Outer Rim Unfinished Business (SWORUB) starts by picking a **character and ship**. Characters can be divided into 2 groups: **Bounty Hunters and Smugglers**. **Bounty Hunters recommended starting ship is the G-1A Starfighter** with its 3-combat dice making it a combat equal with the level 1 patrols. **Smugglers go for the G9 Rigger**, effectively getting 1 extra ship movement (6 total) for giving up a ship combat die and a hull-point. It may seem like the Smugglers are getting a bad deal getting only 1 extra movement to lose both a ship combat die and a hull-point, but smugglers don't typically fight level 1 patrols. Due to the way the planets are spaced, going from 5 ship movement to 6 is a big advantage for Smugglers whose main early game way to generate credits is hauling regular cargo between planets. None of the characters or starting ships (except Cad Bane) have advantages or disadvantages that cannot be compensated for later in the game by buying gear, recruiting crew, and upgrading ships. However, since the game is a fame race and compensating takes turns and credits starting off with a capable character helps.

Character Rankings

Character Rankings and Tiers S->C:

1. Jyn Erso -S
2. Black Krrsantan -S
3. Doctor Aphra - S
4. Bossk - S
5. IG-88 - A
6. Chewbacca - A
7. Boba Fett- A
8. Lando Calrissian - A
9. Dengar - A
10. Ketsu Onyo - A
11. Han Solo - B
12. Enfys Nest - B
13. Hera Syndulla - B
14. Hondo Ohnaka - C
15. Maz Kanata - C
16. Cad Bane - C



Bounty Hunter Rankings:

1. **Jyn Erso** - 3 ground combat dice, one of the best primary abilities in the game that works in ground combat, ship combat, and skill tests but NOT for illegal cargo. Tactics lets her use some of the combat gear and mods, look to pick up gear and mods that Tactics benefits. Early game Jyn can fight patrols, take easy jobs and bounties, and take regular cargo. Character goal is a pain because she must go to both Lothal and Naboo on different sides of the map, and Jyn doesn't have the Stealth skill needed to make the required skill test, and encountering Imperial planets with negative Imperial reputation is an easy mistake when already there doing sabotage for the character goal. The game is often won or lost without Jyn completing her character goal. 2nd ability is only useful if she spent the early game fighting patrols and now all the factions hate her, brilliantly thematic but unless there are 4 bounty hunters going after patrols it doesn't usually happen. Starting with negative Imperial reputation impedes moving Across the Core. Jyn should avoid Illegal Cargo, the Maelstrom, Kessel, and moving Across the Core Planets, and avoid planet encounter cards on Imperial aligned planets. She is amazing as Crew as the crew version of Jyn is just as strong as the Character with none of the drawbacks but if you encounter Jyn's crew token with + Imperial or - Rebel reputation she will attack you instead. Lots of good crew matches for Jyn including K-2SO as he provides the Strength she is missing for ground combat Gear and helps reduce the ground combat damage she takes while fighting bounties, Garindan helps with finding bounties, Ketsu is good for Strength plus has the Stealth needed for Jyn's character goal and helps with fighting patrols and finding bounties, Bossk is another good crew match for Strength and heals. Flexibility between bounty hunting, jobs, and patrol fighting from one of the best primary abilities makes Jyn a top contender. Jyn isn't as great at ground combat as Black Krrsantan or as flexible at skill tests as Doctor Aphra but she is also a good patrol fighter and she has the flexibility of being good at all 3. She can use most of the best combos including Proton Torpedoes, Chromium Hull, Mandalorian Armor, Bo-rifle or Sy Snootles from the Luxury deck to pull off multi-fame turns. Jyn's 2nd ability helps protect Chromium Hull from the invincible level 4 patrols. Jyn's flexibility and strong primary ability outshine her weaknesses in movement, character goal, and

Illegal Cargo. The AI deck considers Jyn a Smuggler and she has skills and stats that make both bounties and jobs good options.

2. **Black Krrsantan** - 3 ground combat dice and 5 health, strong primary ability for ground combat. Best combat skills for Gear and Mods with Strength and Tactics, easily completed character goal. 2nd ability reduces healing needed between combats. With the right gear Black Krrsantan can roll 12+ ground combat dice! He can sometimes struggle with finding contacts for bounties and movement around the board. The Wanted and Information Broker from the bounty market deck both help him. Boba Fett or Garindan as crew and better Ship can help mitigate. Bo-rifle, Mandalorian Armor, Proton Torpedoes for multi-fame turns.
3. **Bossk** - 3 ground combat dice, best combat skills for gear with Strength and Tactics, primary ability works for both character and ship damage mostly eliminating healing time outside of defeats. Character goal is easily completed and encourages the player on the best path. 2nd ability is great for keeping up when luck is against you or another player is starting to run away with the game. Bossk can sometimes struggle with finding contacts for bounties and moving around the board and can have a slow start in the game. Boba Fett or Garindan as crew, better Ship, his 2nd ability, and potential for multi-fame late game bounties can help mitigate. Bossk is an amazing patrol hunter with Proton Torpedoes, also does well with Bo-rifle and Mandalorian Armor for huge multi-fame turns. If you're feeling thematic try using the cardboard Fame/Gear/Rep HUD Player Board with the teeth on the left edge.
4. **IG-88** - 3 ground combat dice, Strength for ground combat gear, primary ability is great for both ground and ship combat, unique droid action can be used to counter smugglers using W1-LE or Chopper, pick up a crew with Piloting and IG-88 can use the Maelstrom slingshot. Character goal is difficult to complete, 2nd ability is rarely useful. Finding bounty targets can be a problem in smaller games, and healing time can be a challenge in larger games. IQA-11 Blaster Rifle from gear, Boba Fett, Bossk, Garindan crew and upgraded ship can help mitigate. Usual suspects with Bo-rifle, Mandalorian Armor, and Proton Torpedoes, plus Chromium Hull.
5. **Boba Fett** - 3 ground combat dice, no Strength skill for ground combat gear but does have Tactics for other combat gear and ship Mods. Look for Gear and Mods that get better with Tactics like Ion cannon, and Jetpack to reduce the damage Boba takes when doing bounty combats. Primary ability is good for finding bounties and crew, character goal is easy and going to be done anyway. 2nd ability is decent, and the extra credits can be used to buy upgraded Ships and luxury deck items. Boba can struggle in combat against Black Krrsantan, Bossk, IG-88. Can be a good bounty hunter option when less players are playing (2-3) and they are playing smugglers and finding bounties will be more difficult and no stronger combat bounty hunters are picked. Boba can also look to pick up Crew with combat abilities in particular IG-88, Black Krrsantan and Bossk, which is super thematic. Look to upgrade to a 5 attack ship with the Aggressor or Firespray being great options. With his secret contacts information Boba can potentially do Jobs with Sy Snootles and couple solid crew. From the Luxury deck look to pick up the Proton Torpedoes, Bo-rifle, or Mandalorian Armor and play to combo with it for multi-fame bounty or patrol turns.
6. **Dengar** - 3 ground combat dice, similar to Bossk in many ways, Strength for ground combat gear but no Tactics for ship mods. PvP focused primary ability that decreases healing time but slightly less effectively than Bossk's ability. 2nd ability a slightly weaker version of Bossk's 2nd. Tech skill adds potential to use the Maelstrom slingshot with a crew with Piloting. Character goal is PvP and relatively easily completed if there are non-bounty hunters in the game. Navpoint encounters are set up to work well with Dengar as is the Jumpmaster 5000. So much PvP may frustrate some smuggler player opponents. From the Luxury Deck the Bo-rifle, Mandalorian Armor and Proton Torpedoes work ok but don't synergize as well with Dengar as they do with other bounty hunters.

7. **Ketsu Onyo** - 3 ground combat dice, Strength for ground combat gear, but no Tactics skill for other combat gear. Primary ability offers strategic options on central planets for patrol fighting and bounty contact finding but mostly boils down to a movement saver. Character goal is doable if Ketsu fights patrols but can cause negative reputation problems late game especially if she didn't use Proton Torpedoes or the Aggressor Ship. 2nd ability can be a credit generator late game, Ketsu can struggle in combat against Black Krrsantan, Bossk, Jyn Erso, and IG-88. Look to get a 5 attack Ship and the Proton Torpedoes from the Luxury deck and use her primary ability to efficiently hunt the Patrols and bounties.
8. **Cad Bane** - 3 combat dice, 3 skills with Tactics but no Strength, start with 2 fame, primary ability is a handicap reducing fame gained by 1 in exchange for 5k credits. Starting with 2 fame makes Cad Bane an early target. Capable of bounties or jobs or illegal cargo but great at none, fame penalty is painful, needs 2 fame jobs and 2 fame bounties and particular luxury items that add fame. Use extra credits from early game fame loss to upgrade ship, buy gear, and get at least 1 of the following from the luxury deck: Proton Torpedoes, Sy Snootles, Dash Rendar, Chromium Hull, Bo-rifle, Mandalorian Armor. 2nd ability to buy a single Fame for 20k credits is rarely useful. Lots of stopping to look things up in the rules reference and FAQ slowing down the game, not recommended for new players. Cad Bane can still win by using the luxury deck but has a weak starting position compared with other characters.

Smuggler Rankings:

1. **Doctor Aphra** - 2 ground combat dice, no Strength or Tactics for gear, protecting yourself and your crew from bounty hunters can be a problem and make you the other players favorite prey. Bossk can be Doctor Aphra's kryptonite stealing her crew for bounties and defeating her again and again with Bossk's 2nd ability and the Wanted Bounty, Dengar can also be a problem if Aphra has negative reputation. If lots of bounty hunters in the game, keep a lookout for the Wrist rockets, Vibro-knife and Grenade launcher as well as crew with combat abilities to set up credible defense. Aphra is great at Jobs and among the best at Illegal Cargo, and one of the best at the Maelstrom slingshot. Her primary skill is great for Jobs and Illegal Cargo but keep in mind it is once per turn not once per roll. Character Goal is easy to complete and Aphra should pick 2 easy jobs to get it done quickly to reach her 2nd ability early on. Aphra's 2nd ability is quietly amazing similar to W1-LE's crew ability but for the Planning Step letting Aphra grab multiple market actions in a single turn setting up multi-fame turns later on, digging for key cards in the Luxury deck, cycling cards other player need, and generally running the market. With Aphra's 2nd ability and W1-LE she can have 3 Market actions in a single turn, buying up to 3 market cards and flipping up to 6 market cards. Aphra has 3 skills, including Stealth and Knowledge for Illegal Cargo, and uses her primary ability anytime she misses the Illegal Cargo initial roll although she does still lose her encounter step. Between Tech and her primary ability Aphra can use the Maelstrom slingshot from the start. Sy Snootles and Dash Rendar from the Luxury deck are amazing crew members for Aphra allowing multi-fame turns. Aphra's glaring weakness is in combat. She's particularly good in 2 player games where combat is less frequent. She can use the Maelstrom to access Kessel, speed up delivery of the Sith Holocron or Rancor from the Luxury deck, and starts with positive Imperial reputation for getting cargo from the Core Worlds and crossing the Core Worlds.
2. **Chewbacca** - 3 ground combat dice and 5 health, weak primary ability but it helps a little with surviving the Maelstrom. Strength is good for ground combat gear, with Piloting and Tech Chewy can use the Maelstrom slingshot if patrols aren't in the way. Character goal moderately difficult as bounty hunters avoid flipping orange contacts early game due to the combat difficulty. The extra health and 3 skills make Chewy capable of some jobs. 2nd ability is one of the best in the

game and helps with illegal cargo, jobs and combat. Chewy has maximum flexibility late game to go for bounties, jobs, patrols, and illegal cargo. Chewy should NOT take Illegal Cargo early game since he doesn't have his 2nd ability yet or the Influence, Knowledge, and Stealth to complete it if the first roll is missed, avoid the common though thematic mistake of taking illegal cargo early game with Chewy and wasting multiple turns. After Chewy has his 2nd ability look for Dash Rendar from the Luxury deck and then he can go for the Illegal Cargo. Or buy Strength based ground combat Gear and use his Maelstrom slingshot to chase bounties with Bo-rifle, Bowcaster, or Mandalorian Armor. As a bounty hunter Chewy doesn't have an easy way to find contacts or heal damage from combat. With 2 orange crew and Sy Snootles he can go for most jobs. With a 5 attack Ship, Proton Torpedoes, and the Maelstrom slingshot he can hunt patrols. Chewy is a Jack of All Trades but can have a slow start.

3. **Lando Calrissian** - 2 ground combat dice, no Strength or Tactics for combat Gear, primary ability of reroll is good especially since it can be used for everything, helps compensate for Lando having only 2 ground combat dice and is probably the best for Illegal Cargo and good for Jobs. Lando has 2 of the 3 skills needed for Illegal Cargo even if he misses the roll and reroll. He can use the Maelstrom slingshot if he can find a crew with Tech. Character Goal is hit or miss as he must dig through the cargo market deck looking for Illegal Cargo, sometimes Illegal Cargo can be picked up on Kessel. 2nd ability synergizes well with selling Reputation for Fame on Kessel or the Extravagant Wardrobe Luxury Item. 3 skills and the primary ability reroll also helps with Jobs. Lando benefits from W1-LE, the Smuggling Compartment, and the Millenium Falcon. Lando needs either Dash Rendar or Sy Snootles for multi-fame turns to really shine. Lando is vulnerable to combat from bounty hunters, though slightly less than Aphra since he has his reroll and tends to focus more on Illegal Cargo which requires less crew.
4. **Han Solo** - 3 ground combat dice, no Strength and no Tactics for combat gear, both Piloting and Tech skills make Han ready for the Maelstrom slingshot from the start, primary skill of +2 movement and 2nd skill of passing patrols lets Han access more of the map than any other character. Character goal of better ship is easy to complete, Han does great with regular cargo but needs to avoid Illegal Cargo in the early game because he doesn't have Influence, Knowledge, or Stealth to complete it if he misses the initial roll. Cool thematically with Han in trouble with Jabba the Hutt at the beginning of Star Wars for failing to deliver illegal cargo. New players frequently pick Han and then immediately try to smuggle Illegal Cargo wasting turns and putting them behind. Although Han makes the fastest trip across the board, he doesn't have a direct path to getting fame, a major problem in a game won by fame. No Strength or Tactics for gear to get bounties, none of the skills needed for Illegal Cargo, and only 2 job skills aren't a good start. Mid-to-late game look to deliver the Rancor or Sith Holocron from the Luxury Deck. A game as Han is shaped more by the crew picked up rather than the starting character.
5. **Enfys Nest** - 3 ground combat dice, no Strength and no Tactics makes getting quality gear a pain and makes bounty hunting difficult. Primary ability is a decent ground combat ability but note it can only cancel hits NOT critical hits. Character Goal can take a little time depending on the contacts you come across, but crew are needed to turn Enfys into a functional character. Enfys needs a crew with Tech to use the Maelstrom, 2nd ability helps with skill tests but gives an occasional reroll rather than a guaranteed result lacking dependability, with Bossk, Black Krrsantan, Jyn, IG-88, or Ketsu as crew she can make a decent bounty hunter, Doctor Aphra or Lando make her a decent smuggler.
6. **Hera Syndulla** - 2 ground combat dice, Tactics helps with combat gear and ship combat mods, Piloting makes Maelstrom slingshot possible if you find a crew with Tech. Primary ability is good for movement and you get to use it as an Action potentially allowing Hera to go to multiple nearby places on the same turn. Chopper covers the drawbacks of Hera's primary ability and together

they can use the Maelstrom, and hunt Patrols. Finding Chopper early in the game is heavily luck based since he is 1/11 orange contacts, reliance on Chopper for her ability also makes Hera vulnerable to IG-88's droid ability, W1-LE is good for Hera as the extra market step matches well with Hera's extra movement and can set up multi-fame turns. Hera is NOT good with illegal cargo early game as she doesn't have Knowledge, Influence, and Stealth. Character goal can be completed by fighting the Imperial Patrols but can restrict her to one side of the board and she can't cross the Core Worlds with the negative Imperial reputation. 2nd ability can help with credits but leaves Hera open to attack by bounty hunters. Can do some unique maneuvers using the Maelstrom and Hera's primary ability although she cannot use her ability on the Maelstrom itself. Hera with Chopper, 5 attack Ship and Proton Torpedoes from the Luxury deck makes an excellent patrol hunter. Look to deliver the Sith Holocron and the Rancor from the Luxury deck. Hera needs lots of pieces that don't always come together, but she is very thematic to play, modding a ship and attacking those imperial patrols.

7. **Hondo Ohnaka** - 2 ground combat dice, no Strength or Tactics for combat Gear, primary ability is a bit weak, especially against bounty hunters. Character Goal is easy to complete but makes him a target for Bounty Hunters. 2nd Ability is to redo his Character goal for 10k credits, so 1 fame for 10k credits with some possible complications. Hondo is the only Character to start with all 3 skills needed for Illegal Cargo and should go for Illegal Cargo from the start just don't plan on using his Encounter step very often. Starting with 3 skills also makes some jobs possible but need to choose carefully which ones. Like other smugglers W1-LE is helpful and Bounties Hunters are a threat. Chopper is a good crew member for Hondo because he can then access Kessel for Illegal Cargo and the Maelstrom. Look for Sy Snootles or Dash Rendar from the Luxury deck and use Hondo's ability to gain fame for stealing from other players, very thematic.
8. **Maz Kanata** - 2 ground combat dice, no Strength or Tactics for combat gear, primary ability of additional crew slot is weak as upgraded ships offer more crews slots anyway. Character Goal is a pain. 2nd ability lets Maz buy up to 2 fame from the Luxury deck for 10k+ credits each which is better than the 20k Cad Bane pays but more than Hondo and some of the Fame buying planet cards. Maz's Influence and Knowledge skills are good for Illegal Cargo but she needs her encounter step to get crew. With a crew member with Piloting Maz can use the Maelstrom slingshot, W1-LE is helpful for Maz although again she needs her Encounter Steps to gather Crew, Garindan can be useful, Maz's Goggles can add extra fame for recruiting crew if you can get them early. 3 starting skills and lots of crew are good for jobs after you manage to gather the crew. Flipping contacts for crew helps bounty hunters and Maz Kanata collecting crew makes her a floating bounty pinata (the Kanata Pinata). Look for Sy Snootles, Maz's Goggles, Dejarik Holotable from the Luxury deck.





Bounty Hunter Strategies

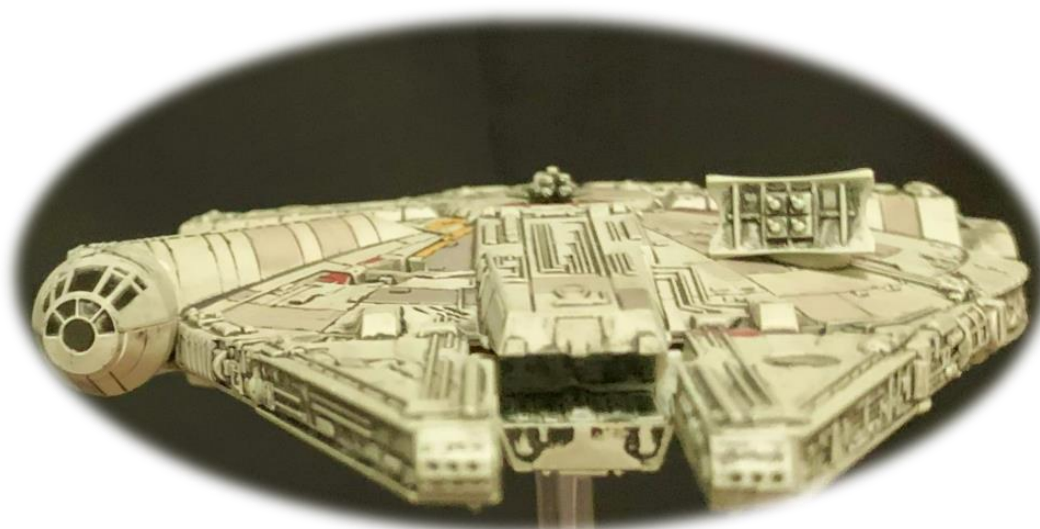
Bounty Hunters pick the G-1A Starfighter ship and move around the board taking regular cargo, fighting patrols, flipping contacts, upgrading ground combat gear, ships, and mods when possible, and encountering Navpoints or Nal Hutta when nothing else is available. Bounty hunters should avoid Illegal Cargo. Get ground combat gear early such as grenade launcher, vibro-axe, wrist rockets. Ground combat is more important for both bounties and PvP, but some bounties do require ship combat and patrols require ship combat. Look for chances to grab crew of Garindan, Boba Fett, Ketsu for finding contacts, crew of IG-88, Black Krrsantan, Jyn, or Bossk for ground combat or healing bonus. Use encounter phase to flip lots of contacts and fight combats. Keep in mind PvP battles on planets are ground combat and at Navpoints they are ship combats. Build up characters and ships, flipping ship goals and character goals, and then go after 2 Fame bounties when strong enough. Keep an eye out for the Bo-rifle, Mandalorian Armor, and Proton Torpedoes from the Luxury market deck. Late in the game look for opportunities to get multiple fame points in a single turn.

Bounty hunters should not be too polite to attack smugglers using secrets, wanted bounties, picking other player characters from the bounty market deck, Bossk's and Dengar's abilities, and bounties for smuggler crew members. Wanted bounties are great for getting fame and credits while simultaneously slowing opponents. Most PvP combat tends to happen on planets, making ground combat gear more important for PvP. Be ready to swap bounty jobs whenever a better or closer bounty comes along. Most bounty hunter market actions should be used to cycle and buy cards from the equipment (gear/mods), ship, and bounty market decks. The more players (2 vs 4) and the more fame required (8 vs 10 vs 12) also tends to help bounty hunters because more contacts get flipped, more player characters are nearby to attack, and more chances for late game multi-fame bounty turns. Saw Gerrera is also a good choice for harassing other players who already have damage or softening them up for a defeat during an encounter phase combat, especially in 4 player games. When deciding whether to deliver or eliminate a bounty target consider whether fame or credits are urgently needed and the distance to the delivery location. Except for the Mandalorian Armor and the Plastoid Armor, bounty hunters are usually better off choosing weapons for Gear as more hits win the combat rather than last one standing. When deciding whether to attack remember the attacker wins ties, abilities that modify combat value happen first then abilities that allow rerolls, and the player who rolled the dice must use their abilities first on the attacker's dice roll and defender's dice roll. Bounty hunters want to make full use of the Information Broker and Wanted cards in the bounty market deck. Apart from Nal Hutta, the Navpoint encounter cards tend to be better for bounty hunters than planet encounter cards but it's usually not worth missing a market action for the difference. As a bounty hunter, winning the combat is usually more important than being defeated. Pay attention to the colors/pips on the back of the bounties to narrow down the locations your current bounty might be at. Be careful about picking a bounty hunter against a smuggler in a 2-player game as not as many contacts

will be flipped. The more players and more bounty hunters in a game the faster contacts are flipped and the easier it becomes to collect bounties and fight other players. 4 player all bounty hunter games can turn into a real slugfest with PvP combat nearly every turn in the mid-to-late game.

Some extra tricks: Buy Mandalorian armor when you already have captured bounties on board but before they are delivered. Garindan crew is great for trying to find contacts. Having either tactics or strength helps a lot in ground combat because some of the best Gear benefits from them. In a game with 3-4 bounty hunters the Wanted bounty for other players will start to come up more often as the game progresses since Wanted is discarded instead of removed from the game making PvP combat very likely in the late game with multiple bounty hunters. 2 weapons instead of 1 armor + 1 weapon can make bounty hunters great at ground combat even against other players but weaker at jobs. Many jobs and planet cards cancel some of the damage if you win the combat further encouraging prioritizing winning combat over avoiding defeat. Bounty hunters can attack their own crew members to collect a bounty on them but may not use the attacked crew member's abilities in resolving that combat.

Ship attributes ranking for bounties and patrols: 1. 5 attack dice, 2. 2+ mod slots, 3. Extra gear slot, 4. ship ability, 5. 7 movement, 6. Hit points.



Smuggler Strategies

Smugglers pick the G9 Rigger ship and start moving from planet to planet taking regular cargo to **NEARBY** destinations, doing low level jobs (Rebel Favor, Hutt Favor, Syndicate Favor, Imperial Favor) they have at least a 'skilled' rating for, gathering crew, and **AVOIDING** Illegal Cargo unless they have skills and abilities for it (only Hondo, Lando, and Doctor Aphra start out the game with Illegal Cargo worth the risk). Smugglers should avoid fighting patrols (except for Hera). Avoid Navpoints as Navpoints have rewards meant for Bounty Hunters and Smugglers can't afford to miss market actions, so end turns on planets as much as possible. If getting to a destination takes 2 turns try to pick a mid-point that lands on a planet, often you won't need your maximum movement to reach your destination on the second turn. Buy Jobs and Cargo near both your current location and other places you need to go anyway, don't spend turn after turn moving to the other side of the Outer Rim just to deliver regular cargo. Gear should not be completely neglected especially if bounty hunters are in the game, making sure your character is not the easiest PvP target on the board can help. Use the Encounter Phase to pick up crew and if nothing else is available

encounter planets you have positive reputation with or that will give you a chance at more jobs, crew, or cargo (Mon Calamari, Naboo, Takodana, Cantonica, Kessel if good at Illegal Cargo). A general rule of thumb is that planet cards are weaker than market cards (with a few exceptions). Buy one or more of the following luxury cards that fit your character's skills and abilities to speed up fame gains: Smugglers focused on Illegal Cargo need Dash Rendar, smugglers focused on Jobs need Sy Snootles or Maz Kanata's Goggles, smugglers with fast ships who can use the Maelstrom Slingshot can go for the Gift for Jabba or Sith Holocron. Later in the game look for opportunities to get multiple fame points in a single turn.

Jobs and Skills: Skills listed in *Italics* on the Job card description are needed to complete the Job (for example: *Tactics*), make sure to have *Italics* skills at least at a 'skilled' rating before buying the card. Failing an *Italics* Skill test usually results in repeating the test until you pass or failing the Job. Skills listed without italics mean it is tested in the Job, but a passing roll is not needed to complete the job. The penalty for failing a Job's non-italics skill test is usually character damage or ship damage so armor helps with many jobs. **Expect to take 1-2 damage per failed skill test**, so starting with full health a character can fail at least 1 non-italics skill test and still complete the Job. With **Armor 2** or more skill tests can usually be failed and still complete the job. Any job that requires 2 player characters to be in the same space is usually a skip unless you see a very specific opportunity on the current board, especially true in a 2-player game. When recruiting crew for smugglers, look to get a diverse range of the 7 skills needed for jobs. The **Kessel Run job is extremely difficult** and it's usually better not to take the job. **Hijacking a Freighter and Rebel Prison Break jobs are easy and give 2 fame**, grab them if you get the chance. Both Doctor Aphra and Jyn Erso make great crew members for smugglers going for Jobs with their 2 skills and abilities that help skill tests.

Some extra tricks: Lando can re-roll a die every time he rolls so he can often re-roll more than 1 time per turn. Some jobs can be purchased on the same planet as the destination while others cannot, so read the card carefully. **Buy and hold one or both Wanted bounty cards** from the bounty market deck so it cannot be used against you (there are 2 Wanted cards in the bounty deck). **W1-LE** is incredibly helpful for smugglers replacing many wasted Encounter Phases with extra Market Actions giving the player more control over the market and a chance to deliver multiple cargos at once. There isn't a bounty for W1-LE in the game, so you don't have to worry about losing her to a bounty hunter. Consider taking planet cards when you have positive reputation with the faction for that planet, avoid taking planet cards when you have negative reputation with the faction for that planet. **Sabacc** games test Influence, Tactics, Stealth, ground combat, often opposed by another player. Market actions are precious, when spending more than 1 turn moving towards an objective try to stop on planets rather than Navpoints so you don't miss out on your Market actions. Try to line up the cargo deliveries, jobs and bounties you take so they are on the same planet, nearby, or on the way to each other. Having less than 6 ship movement is a disadvantage due to the spacing of the planets so most smugglers want to start with the G9 Rigger to help with delivering regular cargo in the early game.

Databank: The Databank has critical information for smugglers about Jobs, Crew, and Illegal Cargo. If a contact token is facedown on the map (for example Boba Fett's ability) then the player may NOT look at the corresponding databank card. If a contact token is faceup on the map any player can look at the contact's corresponding databank card at any time. Our group had a discussion of whether during a market action a player can look at the corresponding databank card to a faceup market Illegal Cargo or Job card. One player made an argument by analogy to the contact token databank card rule. Another player reasoned the skills tests and die rolls on the Job and Illegal Cargo cards were pre-requisites to resolving the databank card and noted on p.10 of the Rules Reference under the Jobs section a subsection reads: "Players are allowed to read sections of a databank card they are resolving, but not reading ahead is encouraged." Our group ultimately decided frequent databank card reading slowed the game down,

but agreed we couldn't find an official resolution to the question and could see a house rule going either way. Being able to read the corresponding databank cards to faceup market cards at any time benefits smugglers so if your group allows it then go for it. If allowed, when considering buying Illegal Cargo check the databank card in advance so you know if you have the skills you need to gain the cargo if you don't roll the * hit. Check faceup contact databank cards in advance.

Illegal Cargo tricks: Lando Calrissian, Doctor Aphra, and Hondo Ohnaka are the only characters who should take Illegal Cargo at the start of the game. Chewbacca is good at Illegal Cargo but only after completing his character goal and getting his 2nd ability. Avoid taking Illegal Cargo early game with Han Solo or unflipped Chewbacca. Illegal Cargo main skills: Influence, Knowledge, Stealth. Be careful not to try delivering Illegal Cargo when there is a patrol you have negative reputation with in your space. To make Illegal Cargo competitive some combination of Dash Rendar, W1-LE, Smuggling Compartment, or Millenium Falcon is recommended. Do other possible actions before buying roll to buy Illegal Cargo because if you miss the die roll it will end your turn even if you pass the skill test. Core Worlds with + Imperial Reputation or Kessel with Piloting and Tech and + Syndicate reputation can be good for smugglers. In the Kessel planet deck 6/20 cards give a chance to obtain illegal cargo and 2/20 are unrefined coaxium. In the Naboo planet deck 5/20 cards give a chance to obtain cargo with a fame reward. Only make deliver rolls on delivery illegal cargo as the last action during your action step as failing to get a hit * on a single die roll (3/8 probability of hit) will end your turn. The combination of 1 fame at a time + chance of failure + losing the encounter phase + mix of roll of delivery vs roll on buy + only rolling 1 die = lost time. The inevitable early game cycling of the Cargo market deck often presents Illegal Cargo as an option to players before they are prepared to handle it efficiently. Be cautious of buying 'on hit buy this' Illegal Cargo as some bonuses such as the Smuggling Compartment and Millennium Falcon do not help.

Rule of thumb: **Neutral reputation is good for recruiting contacts** as crew (Maz is the exception).

<u>Lando Calrissian:</u>	<u>10k credits</u>
<u>Ketsu Onyo:</u>	<u>+ or neutral Syndicate reputation required. 6k credits</u>
<u>Jyn Erso:</u>	<u>Cannot have + Imperial or – Rebel reputation unless pass a Stealth test. 6k credits</u>
<u>IG-88:</u>	<u>+ or neutral Imperial reputation required. 6k credits</u>
<u>Han Solo:</u>	<u>Cannot have + Hutt reputation. 6k credits</u>
<u>Enfys Nest:</u>	<u>Cannot have + Imperial or + Syndicate reputation unless pass a Tactics skill test. 6k credits</u>
<u>Doctor Aphra:</u>	<u>Cannot have + Rebel or – Imperial reputation. 4k credits</u>
<u>Chopper:</u>	<u>Spend 3k credits to test Tech</u>
<u>Bossk:</u>	<u>Cannot have 2+ negative reputations. 6k credits</u>
<u>Boba Fett:</u>	<u>+ or neutral Hutt reputation required. 6k credits</u>
<u>Ahsoka Tano:</u>	<u>Ground combat of 5 dice and lose 1 Imperial reputation. 6k credits</u>
<u>W1-LE:</u>	<u>Pass Tech OR 3k credits</u>
<u>Saw Gerrera:</u>	<u>Cannot have – Rebel or + Imperial reputation AND pass Influence.</u>
<u>Ponda Baba:</u>	<u>3k credits</u>
<u>Maz Kanata:</u>	<u>Must have – Imperial or neutral Imperial reputation. 4k credits</u>
<u>Lobot:</u>	<u>2k credits</u>
<u>Leia Organa:</u>	<u>+ or neutral Rebel reputation required for Rebel Prison Break Job</u>
<u>K-2SO:</u>	<u>Test Tech, failure hurts if you have + Rebel or – Imperial reputation</u>
<u>IG-RM Droid:</u>	<u>+ or neutral Syndicate reputation AND pass Tech test.</u>
<u>Hondo Ohnaka:</u>	<u>3k credits</u>
<u>Hera Syndulla:</u>	<u>- Imperial or + Rebel reputation AND 2k credits</u>

Greedo:	<u>+ or neutral Hutt reputation AND either pass Influence test or 2k credits</u>
Grand Admiral Thrawn:	<u>+ or neutral Imperial reputation required for Rebellion on Lothal Job</u>
Garindan:	<u>Cannot have – Imperial or + Rebel reputation unless Stealth test passed AND 2k credits.</u>
Doctor Evazan:	<u>2k credits</u>
Dengar:	<u>Cannot be recruited as crew, any – reputation results in 5 dice ground combat.</u>
Chewbacca:	<u>4k credits</u>
BoShek:	<u>2k credits</u>
Black Sun Agent:	<u>+ or neutral Syndicate reputation required, AND Influence test or 2k credits.</u>
Black Krrsantan:	<u>You must currently have a bounty or job AND 1k credits.</u>
4-LOM:	<u>3k credits less 1k for each bounty you have.</u>

Contacts in planet decks by planet and Reputation:

Takodana and Cantonica have 80% of the planet crew available in the Outer Rim. Most planet crew have a cost between free → 3k credits. ISB Agent on Lothal requires + Imperial reputation. Gamorrean Mercenary on Takodana requires an Influence test. Quarren Racketeer on Mon Calamari is great for smugglers (buy the top card of the Jobs market deck as an action) but good luck pulling him.

Ships ranking attributes for smugglers: 1. 3+ crew slots, 2. 7 movement, 5. hit points, 6. attack dice, 7. ship ability.

The Maelstrom

The Maelstrom has 2 uses: 1. It is the guardian of Kessel, 2. the Maelstrom Slingshot. The turn eating ship stopping Maelstrom is at one entrance to Kessel and the other entrance has 7 extra Navpoint spaces to the next planet which eats a turn. When not headed to Kessel, the extra turn from the Maelstrom can be used to perform the Maelstrom Slingshot maneuver which effectively allows the player to move more spaces. Important skills for navigating the Maelstrom are piloting and tech, an upgraded ship can sometimes help too. The Maelstrom gives about a 75% chance of an extra turn if skilled in both piloting and tech (95% if highly skilled). For 2 of the cards when encountering the Maelstrom you need to win a ship combat for the extra turn instead of testing Piloting or Tech, making an upgraded ship helpful. Han Solo, Chewbacca, and Doctor Aphra are best at the Maelstrom. Lando or Hera with an astromech, preferably Chopper, work too. The best crew members for the Maelstrom are Han Solo, Doctor Aphra, and Chopper, or planet crew of Savvy Pilot, or Corellian Hotshot. **Except for Han, Chewy, Aphra, or other character and crew combos with piloting and tech, the Maelstrom and Kessel should be avoided.** W1-LE can be used to avoid encountering the Maelstrom by using W1-LE's Encounter instead, note the Maelstrom still impedes movement through it sort of like a neutral patrol would.



Universal Strategies

The options the game presents often diverge from your starting character plan, go with the flow. Avoid demanding a particular order of events if that isn't what the game is giving you (for example don't spend turns as Han failing illegal cargo deliveries and searching for Chewy while ignoring better options).

Strategically Cycle a market deck to keep important cards away from other players during market actions.



Flip ships for Fame. Buy cheap ships early in the game because you can barter them when you upgrade ships and won't lose the fame gained by completing the Ship Goal even if you trade it in for a different Ship later. Completing ship goals is an important secondary source of fame that both smugglers and bounty hunters can opportunistically pursue. Avoid buying the Used Ship card unless the ship's card has already been removed from the Market Deck or you have a Ship repair ability (for example Chopper). **Ships with easy fame goals:**

- Rogue-Class Porax-38 Starfighter (win 2 ship combats, easy for early game bounty hunters)
- HWK-290 Freighter (7k credits + a Mod, easy for anyone)
- Heavy Duty Lifter (complete a job with 1 cargo on board, easy for smugglers)
- Jumpmaster 5000 (encounter 2 Navpoints, easy for bounty hunters)
- Aggressor-Class Assault Fighter (win 2 combats against patrols, easy for bounty hunters)
- YV-666 Light Freighter (recover 1 damage from ship + 7k credits)
- Modified YT-1300 Light Freighter (2 mods, easy for anyone)
- Edgehawk-Class Swoop Carrier (3 Gear, a late game gift to bounty hunters).

Complete the Character Goal (flip character card) for 1 fame and unlock the 2nd character ability. For some characters like IG-88 and Jyn Erso it sometimes isn't worth it to pursue the character goal.

Skills: 7 skills total: All skills are used by some jobs:

1- Strength and Tactics are the most important skills for combat as many Gear and Mods require them for full combat effect. Characters without Strength or Tactics may have trouble finding top gear for ground combat. Bossk and Black Krrsantan have both Strength and Tactics giving them the widest possible weapons choice.

2- Piloting and Tech are needed for the Maelstrom. Han and Chewy each have both making them well equipped for the Maelstrom.

3- Knowledge, Influence, and Stealth are needed for Illegal Cargo if the initial 3/8 chance die roll is missed.

Reputation: When deciding which reputation to gain or lose consider: Rebel reputation can help with Jobs (Mon Calamari). Syndicate reputation can help with Illegal Cargo (Kessel). Hutt reputation can help with bounty hunting (Nal Hutta). Imperial reputation can help movement Across the Core. If you have + reputation with the planet's faction then an encounter phase on Nal Hutta, Mon Calamari, or Kessel can

be converted into a sort of 2nd market action although you still need some luck to pull the job/bounty/cargo card out of the planet deck. Neutral reputation helps with recruiting crew. Extravagant Wardrobe benefits from + reputation. Neutral and – reputation slow movement around the Outer Rim because the Patrols become obstacles. Also look at which patrols are nearby and if any of the patrols are level 4 when considering reputation.

Luxury Deck: Buying the right luxury cards in the early to middle game can allow a runaway victory. Luxury cards with no fame limit including Dash Rendar, Sy Snootles, Mandalorian Armor, Proton Torpedoes, Maz Kanata's Goggles, and the Bo-rifle are in this category. The ability to dig for the luxury cards you need makes W1-LE and Doctor Aphra's 2nd ability subtly strong. **Best Luxury cards:** Bo-rifle for Bounty Hunters, Mandalorian Armor for bounty hunters, Sy Snootles for smugglers after Jobs, Maz Kanata's Goggles for smugglers, Proton Torpedoes for bounty hunters, Dash Rendar for smugglers of Illegal Cargo, Cape Wardrobe for reputation, Rancor and Sith Holocron for speedy smugglers. Bounty hunting with Luxury items is very effective because of 2 fame bounties (3 with Mandalorian armor or Bo-rifle). Patrol hunting for level 2 or level 3 patrols is effective with 1 fame (2 with Proton torpedoes). Jobs fame varies from 0-2 (up to 3 fame with Sy Snootles). Illegal cargo gives 1 fame (2 fame possible with Dash Rendar) but you lose your encounter phase 5/8 of the time (except Lando and flipped Chewy). There are NO bounties for luxury crew in the game (Sy Snootles, Undercover Agent, Dash Rendar).

Planets: Takodana for crew, Maelstrom for additional turn if you have piloting and tech, Nal Hutta for bounties, Kessel for Illegal Cargo, Mon Calamari for Jobs and movement for smugglers, The Ring of Kafrene for buying fame and Mods, Core Worlds for regular cargo and movement Across the Core. Across the Core usually requires + Imperial reputation or a skill test to allow crossing or avoid a penalty. Planet decks are weak and more random compared to market decks and should usually be the last choice for Encounter phases (flipping contacts, hiring crew, fighting combats, doing jobs are all higher priorities). A possible exception is a smuggler trying to avoid flipping contacts against a bounty hunter. Some planets have affiliations with factions (Imperial: Lothal + Naboo, Rebel: Mon Calamari + Ryloth, Hutt: Nal Hutta + Tatooine, Syndicate: Ord Mantell + Kessel). Positive reputation often gives benefits while negative reputation can cause an unexpected combat or credit loss. **Avoid sitting on a planet for the planet cards and 2k per turn**, you can do better even in the early game by delivering regular cargo and fighting patrols. Even with the Lando + Lobot combo and 4 positive reputations you would only get 6k credits per turn sitting on the planet. It's not that a player should never take the 2k credits but sitting on the same planet turn after turn isn't a good strategy because the main ways to get fame (bounties, illegal cargo, jobs) require movement around the Outer Rim.

Mindset: Flexible mindset to take advantage of the best opportunities wherever they come from. Watch for cards that play to your Character's strengths, while opportunistically taking advantage of what the game offers. Thematic play can be fun but most of the best moments happen organically when no one is trying to force them. Characters with flexibility in where they can get fame from have a head start (Jyn Erso, Chewbacca, Black Krrsantan). Outer Rim has a balance between cooperating with other players and competing with them, but don't be afraid to engage in PvP, after all the aggressor wins in ties.



Combo List

Doctor Evazan + Ponda Baba (turn blanks to focus).
 Ponda Baba + IG-88.
 Ponda Baba + Black Krrsantan.
 Ketsu + Proton Torpedoes + Aggressor-Class Assault Fighter ship.
 Lando + W1-LE + Dash Rendar + Doctor Aphra + Sy Snootles + Smuggling Compartment + Millennium Falcon + Extravagant Wardrobe.
 Maz + Sy Snootles + Maz Kanata's Goggles + Dejarik Holotable.
 Smugglers + W1-LE (use encounter actions to get more jobs and multiple cargos) + Dash Rendar.
 Doctor Evazan + Enfys (turn blanks to focus).
 Hera + Chopper + Proton Torpedoes.
 IG-88 + Blaster Rifle.
 Doctor Aphra + Sy Snootles + Dash Rendar.
 Doctor Aphra + Han Solo + Sith Holocron + Rancor.
 Jyn Erso + Sy Snootles.
 Jyn Erso + Bo-rifle + Mandalorian Armor + Proton Torpedoes.
 Bounty Hunter + Bo-rifle + Mandalorian Armor + Ponda Baba + Proton Torpedoes.
 IG-88 + Proton Torpedoes + Aggressor-Class Assault Fighter ship.
 Bossk + Proton Torpedoes + Aggressor-Class Assault Fighter ship.
 Han Solo + Chopper + Sith Holocron + Rancor.
 Hera Syndulla + Chopper + Sith Holocron + Rancor.
 Jyn Erso + Ponda Baba + IG-88 + Doctor Evazan + 5 attack dice Ship + Chromium Hull.
 IG-88 + Ponda Baba + Doctor Evazan + Jyn Erso + 5 attack dice Ship + Chromium Hull.
 Cad Bane + Chromium Hull + Jyn Erso + IG-88 + 5 attack dice Ship.

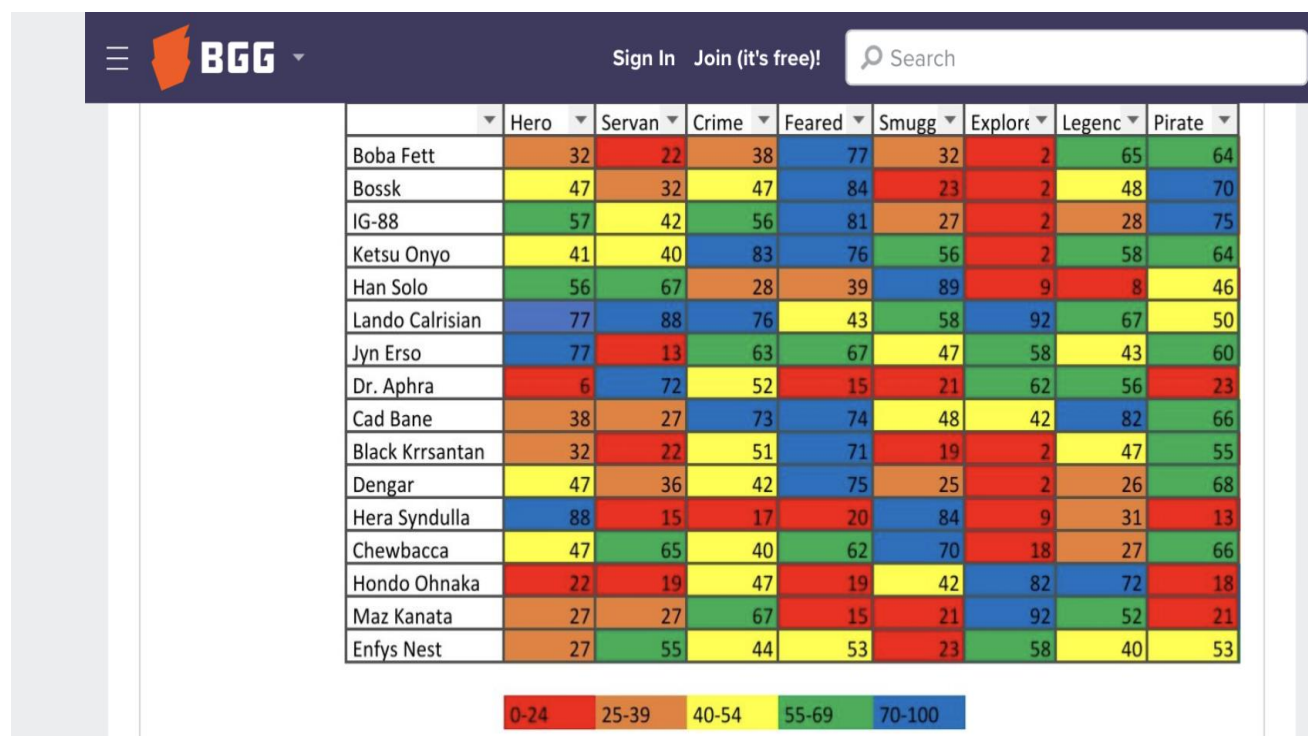
AI, Optional Rules, House Rules

AI player: The AI bot buys jobs and cargo with no care for efficiency. Control how far the AI travels by manipulating the Cargo market deck. Against the AI bot, cycle market deck illegal cargo unless it is far away from the AI player. Likewise with the Job deck cycling away jobs that give fame instead of just credits.

Leaving jobs and cargo that force the AI to go to the complete other side of the map since it can't use the core worlds or Maelstrom.

Optional Favors: Favors increase player interaction but slow down the game as players spend time negotiating and reassessing moves on their turn with less planning ahead. Our games with Favors fell into 2 categories. 1. Favors were hardly used, or 2. The players falling behind used Favors to team up against whoever was ahead in Fame causing a rubber band effect (N64 Mario Kart anyone?) making the game closer but reducing the impact of some strategic choices.

Optional Ambitions: Using the optional Ambitions extends game length, especially for 3-4 player games. With the length of the optional Ambitions games some players fell far behind enough they gave up or lost interest. Here is a cool Ambitions table posted on BGG forums:



	Hero	Servan	Crime	Feared	Smugg	Explore	Legenc	Pirate
Boba Fett	32	22	38	77	32	2	65	64
Bossk	47	32	47	84	23	2	48	70
IG-88	57	42	56	81	27	2	28	75
Ketsu Onyo	41	40	83	76	56	2	58	64
Han Solo	56	67	28	39	89	9	8	46
Lando Calrissian	77	88	76	43	58	92	67	50
Jyn Erso	77	13	63	67	47	58	43	60
Dr. Aphra	6	72	52	15	21	62	56	23
Cad Bane	38	27	73	74	48	42	82	66
Black Krrsantan	32	22	51	71	19	2	47	55
Dengar	47	36	42	75	25	2	26	68
Hera Syndulla	88	15	17	20	84	9	31	13
Chewbacca	47	65	40	62	70	18	27	66
Hondo Ohnaka	22	19	47	19	42	82	72	18
Maz Kanata	27	27	67	15	21	92	52	21
Enfys Nest	27	55	44	53	23	58	40	53

0-24 25-39 40-54 55-69 70-100

Optional Modular Map - Randomizing planet tiles impacts game balance. The Maelstrom becomes irrelevant on the edge of the map. Although less thematic, randomizing the map creates a different exploration feel for each game.

Gear & Mods Refresh House Rule: Pick a few planet deck gear and mod cards to add to the Market Gear deck for the game (for example Flamethrower, Personal Shield, Feedback Array). Planet deck cards are rarely seen so some of these cards may never have come up in previous games. This can keep the game exciting without disturbing game balance. Same with picking a couple crew from the planet decks and adding them to the Jobs deck for the game. Veteran players can't wait to test out the new gear, mod, or crew.

Planet Deck House Rule – When taking a planet card during the Encounter phase you may say which of the 2 categories of cards in the planet deck you want out-loud and flip over planet cards until the first card of that category comes up, then shuffle the planet deck.

Jabba the Hutt House Character: primary ability is to flip 4 market cards (including from different market decks (for example flip 1 luxury, flip 1 cargo, flip 1 jobs). 2nd Ability to place a bounty on another player with a goal token, any player including Jabba may act on the bounty gaining 5k credits and if the bounty target had more fame then also 1 fame. Stats: 2 attack dice, 5 hit points. Skills: Influence, Knowledge, Stealth. Jabba does not have to test Influence to gain the Gamorrean Mercenary and Jabba gets Greedo without being attacked, having to pass a skill test or pay credits if he encounters his contact token. Jabba starts with + Hutt reputation and – Syndicate reputation. Setup card: 91 (cargo) or 92 (job). Character goal: establish a base of operations for Jabba's enterprise: pass an Influence test on Nal Hutta and an influence test on Tatooine to flip character card and gain 1 fame.

Miniatures: The intelligent and handsome readers of this guide may note the FFG X-Wing game ship miniatures match the art of Outer Rim and look thematic on the game board.



THANK YOU FOR READING!