

<p>Abregado-Rae</p> <p>Galactic Market: +5 Resource points per turn</p> <p>Supply depot.</p>	<p>Balmorra</p> <p>Factory planet: 20% of all defense emplacements/platforms.</p> <p>Trade lane.</p>	<p>Bespin</p> <p>Hyperdrive coolant: 2 point discount off new ship purchases.</p> <p>Trade lane.</p>
<p>Bothawui</p> <p>Spy Network: (Covert Action). Roll a red dice, on a regular hit result your opponent must show you their force list prior to the next battle.</p>	<p>Corellia</p> <p>Galactic Market: +5 resource points per turn.</p> <p>Supply depot.</p>	<p>Coruscant</p> <p>Tax bureaucracy: +10 resource points per turn.</p> <p>Trade lane.</p>
<p>Geonosis</p> <p>Repair engineers: Damaged ships repair 2 cards per campaign turn rested.</p> <p>Supply Depot.</p>	<p>Kamino</p> <p>Cloning facility: 2 point discount off ship purchases.</p> <p>Trade lane.</p>	<p>Kashyyk</p> <p>Repair engineers: Damaged ships repair 2 cards per campaign turn rested.</p> <p>Supply depot.</p>
<p>Kessel</p> <p>Poisoned:(Covert action) Choose one of the opposing players named squadron pilots or upgrade card officers and roll a red dice. On a regular hit the nominated card is assigned to the damage list for one turn, or two turns on a critical hit. The character cannot be used until healed.</p>	<p>Kuat</p> <p>Shipyards: Ships purchased receive one upgrade card for free.</p> <p>Trade lane.</p>	<p>Mandalore</p> <p>Mercenary elite: You may hire Rogue or Villain forces at a 2 point discount.</p> <p>Supply depot.</p>

<p style="text-align: center;">Mon Calamari</p> <p style="text-align: center;">Shipyard: Ships purchased receive one upgrade card for free.</p> <p style="text-align: center;">Supply depot.</p>	<p style="text-align: center;">Nar Shaddaa</p> <p style="text-align: center;">Spy Network: (Covert Action) Roll a red dice, on any hit result the enemy player must tell you the the forces currently in one of his fleets.</p>	<p style="text-align: center;">Ord Mantell</p> <p style="text-align: center;">Munitions depot: All non-personnel upgrade cards cost 2 points less.</p> <p style="text-align: center;">Supply depot.</p>
<p style="text-align: center;">Sullust</p> <p style="text-align: center;">Munitions depot: All non-personnel upgrade cards cost 2 points less.</p> <p style="text-align: center;">Supply depot.</p>	<p style="text-align: center;">Tatooine</p> <p style="text-align: center;">Smugglers:(Covert action). Roll a red dice, on any hit result steal 20 points from the enemies total.</p>	<p style="text-align: center;">Thyferra</p> <p style="text-align: center;">Bacta: You may recover any personnel upgrade cards which were discarded in the last battle.</p> <p style="text-align: center;">Supply Depot.</p>
<p style="text-align: center;">Yavin IV</p> <p style="text-align: center;">Training academy: 1 point discount on all hero (unique) pilot, commander or personnel cards.</p> <p style="text-align: center;">Supply depot.</p>		