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### •SQUAD LEADER

**ACTION:** Choose 1 ship at Range 1-2 that has a lower pilot skill than you.

The chosen ship may immediately perform 1 free action.



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### EXPOSE

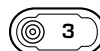
Action: Until the end of the round, increase your primary weapon value by 1 and decrease your agility value by 1.



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### •LONE WOLF

When attacking or defending, if there are no other friendly ships at Range 1-2, you may reroll 1 of your blank results.



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### INTIMIDATION

When you are touching an enemy ship, reduce that ship's agility value by 1.



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### COOL HAND

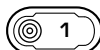
When you receive a stress token, you may discard this card to assign 1 focus or evade token to your ship.



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### WIRED

When attacking or defending, if you are stressed, you may reroll 1 or more of your results.



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### DECOY

At the start of the Combat phase, you may choose 1 friendly ship at Range 1-2. Exchange your pilot skill with that ship's pilot skill until the end of the phase.



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### STAY ON TARGET

When you reveal a maneuver, you may rotate your dial to another maneuver with the same speed.

Treat your maneuver as a red maneuver.



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### JUKE

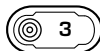
When attacking, if you have an evade token, you may change 1 of the defender's results to a result.



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### MARKSMANSHIP

**ACTION:** When attacking this round, you may change 1 of your results to a result and all your other results to results.



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### VETERAN INSTINCTS

Increase your pilot skill value by 2.



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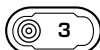


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### PUSH THE LIMIT

Once per round, after you perform an action, you may perform 1 free action shown in your action bar.

Then receive 1 stress token.

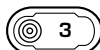


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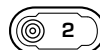


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### SWARM TACTICS

At the start of the Combat phase, you may choose 1 friendly ship at Range 1.

Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill.



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