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**R2 ASTROMECH**

You may treat all 1- and 2-speed maneuvers as green maneuvers.



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**R5 ASTROMECH**

During the End phase, you may choose 1 of your faceup Damage cards with the **Ship** trait and flip it facedown.



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**R7 ASTROMECH**

Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.



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Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.



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Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.



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**TARGETING  
ASTROMECH**

After you execute a red maneuver, you may acquire a target lock.



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**•R5-K6**

After spending your target lock, roll 1 defense die.

On a 1 result, immediately acquire a target lock on that same ship. You cannot spend this target lock during this attack.

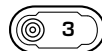


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**•R5-D8**

**ACTION:** Roll 1 defense die.

On a 1 or 2 result, discard 1 of your facedown Damage cards.

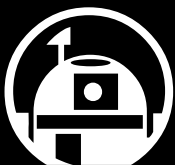
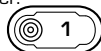


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**•R2-D6**

Your upgrade bar gains the ③ upgrade icon.

You cannot equip this upgrade if you already have a ③ upgrade icon or if your pilot skill value is "2" or lower.



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**•R3-A2**

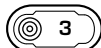
When you declare the target of your attack, if the defender is inside your firing arc, you may receive 1 stress token to cause the defender to receive 1 stress token.



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**•R7-T1**

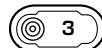
**ACTION:** Choose an enemy ship at Range 1-2. If you are inside that ship's firing arc, you may acquire a target lock on that ship. Then, you may perform a free boost action.



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**•R5-P9**

At the end of the Combat phase, you may spend 1 of your focus tokens to recover 1 shield (up to your shield value).



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**•R4-D6**

When you are hit by an attack and there are at least 3 uncanceled \* results, you may choose and cancel those results until there are 2 remaining. For each result cancelled in this way, receive 1 stress token.

