



EXPERT HANDLING

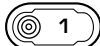
ACTION: Perform a free action. If you do not have the action icon, receive 1 stress token.

You may then remove 1 enemy target lock from your ship.



DRAW THEIR FIRE

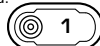
When a friendly ship at Range 1 is hit by an attack, you may suffer 1 of the uncanceled results instead of the target ship.



DEADEYE

You may treat the "ATTACK (TARGET LOCK):" header as "ATTACK (FOCUS):".

When an attack instructs you to spend a target lock, you may spend a focus token instead.



DAREDEVIL

ACTION: Execute a white (1) or (1) maneuver.

Then, receive 1 stress token.

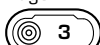
Then, if you do not have the action icon, roll 2 attack dice. Suffer any damage () and critical damage () rolled.



RUTHLESSNESS

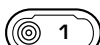
IMPERIAL ONLY.

After you perform an attack that hits, you must choose 1 other ship at Range 1 of the defender (other than yourself). That ship suffers 1 damage.



CALCULATION

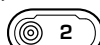
When attacking, you may spend a focus token to change 1 of your results to a result.



ELUSIVENESS

When defending, you may receive 1 stress token to choose 1 attack die. The attacker must reroll that die.

If you have at least 1 stress token, you cannot use this ability.



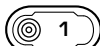
ADRENALINE RUSH

When you reveal a red maneuver, you may discard this card to treat that maneuver as a white maneuver until the end of the Activation phase.



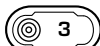
CRACK SHOT

When attacking a ship inside your firing arc, at the start of the "Compare Results" step, you may discard this card to cancel 1 of the defender's results



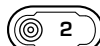
PREDATOR

When attacking, you may reroll 1 attack die. If the defender's pilot skill value is "2" or lower, you may instead reroll up to 2 attack dice.



WINGMAN

At the start of the Combat phase, remove 1 stress token from another friendly ship at Range 1.



OPPORTUNIST

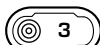
When attacking, if the defender does not have any focus or evade tokens, you may receive 1 stress token to roll 1 additional attack die.

You cannot use this ability if you have any stress tokens.



OUTMANEUVER

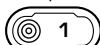
When attacking a ship inside your firing arc, if you are not inside that ship's firing arc, reduce its agility value by 1 (to a minimum of 0).



LIGHTNING REFLEXES

SMALL SHIP ONLY.

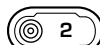
After you execute a white or green maneuver on your dial, you may discard this card to rotate your ship 180°. Then receive 1 stress token **after** the "Check Pilot Stress" step.



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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