Perceptive Copilot

Luke Han and Wedge 🕛



3

0



After you roll dice, if you are at range O-1 of an obstacle, you may reroll all of your dice. This does not count as rerolling for the purpose of other effects.

While you perform an attack that is obstructed by an obstacle, roll 1 additional attack die.

Millennium Falcon

While you defend, if you are evading, you may reroll 1 defense

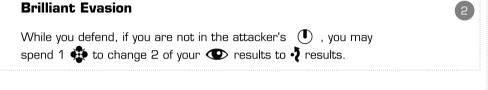
After you perform a 👁 action, gain 1 focus token.

die.

1



After you become the defender (before dice are rolled), you may recover 1 💥



Attack (--): Spend 1 🕖. Change 1 💥 result to a 💥 result.

While you perform a or attack, after rolling attack dice, you may cancel all dice results to recover 1 you spent as a cost for the attack.



While you defend, if you are not in the attacker's ①, ※ results are neutralized before ** results.

After you suffer $\not\cong$ damage, you may perform a o or o action on your action bar, even while stressed, treating that action as red.

(a) R3 Astromech

You can maintain up to 2 locks. Each lock must be on a different object.

After you perform a 🔀 action, you may acquire a lock.

Servomotor S-Foils

Closed: 💠 , 👁 🕨

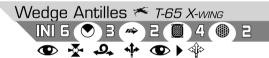
While you perform a primary attack, roll 1 fewer attack die.

Before you activate, you may flip this card.

Open: Before you activate, you may flip this card.

Ship Cost: 6, Loadout: (23/24), Half Points: 3, Damage Threshold: 3

Ship Cost: 7, Loadout: (12/15), Half Points: 3, Damage Threshold: 6



While you perform an attack, the defender rolls 1 fewer defense die.





Closed: ♠, **♦**

While you perform a primary attack, roll 1 fewer attack die.

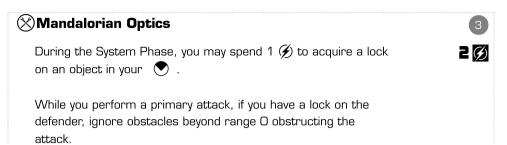
Before you activate, you may flip this card.

Open: Before you activate, you may flip this card.

Ship Cost: 5, Loadout: (9/9), Half Points: 2, Damage Threshold: 3



Before you activate, you may perform a 🔑 or 💠 action.



Ship Cost: 2, Loadout: (3/3), Half Points: 1, Damage Threshold: 1

Chosen Obstacles:

XWS Data



