



## Pilot Skills

### **-3 STRESS**

Expend. At any time, you may immediately remove 3 Stress.

### **+1 COOL**

Add +1 to your Cool.

### **2 XP**

Start the Campaign with +2 XP.

### **AGILE**

You may go Evasive without suffering Stress.

### **ALERT**

Once per Mission, after rolling for a Bandit Attack, subtract 2 from the roll.

### **AMICABLE**

Select another Pilot that flew on the Mission to have 1 less Stress after the Home-Bound Event.

### **BRAVE**

Gain 1 XP for every point of Stress suffered from a Bandit or Site Attack.

### **CLEAR HEAD**

Suffer 1 less Stress from Campaign map Stress modifiers.

### **COCKY**

If you Destroy the first Site or Bandit of the Mission, gain +1 XP during the "Record Pilot Experience and Stress" step.

### **DEEP BREATHS**

At the end of each Mission, roll a d10: if 6+, reduce your Stress by 2.

### **DILIGENT**

If you did not participate in a Mission yesterday, add +1 to all of your rolls during this Mission.

### **EAGLE EYES**

Add +1 to your AtG rolls at High Altitude.

### **FAMED**

Expend. After you Promote, gain half the amount of XP needed to Promote to the next Skill Level, rounding down.

### **FIGHTER PILOT**

Add +1 to AtA Attack rolls at Range 1+.

### **FOCUSED**

For 1 Turn each Mission, add +1 to your rolls.

### **FRESH EYES**

Add +4 to your first AtA roll of the Mission.

### **FULL THROTTLE**

Expend. For the rest of the Mission, treat Slow status as Fast status.

### **GRIT**

Expend. For the entire Mission, treat your Stress as within the "Okay" range, regardless of actual Stress.

### **GUNFIGHTER**

Add +1 to Gun Attack rolls.

### **I'M HERE!**

If another Pilot has attacked a Site, Bandit, or the Target, add +2 to your rolls against that Site, Bandit, or Target.

### **LUCKY**

Expend. When you suffer a Destroyed result, treat instead as a Damaged result.

### **MAVERICK**

Treat this Pilot as having the "Freely add to Mission" note. If the Target is not Destroyed, remove this Pilot from your Squadron.

### **NEED FOR SPEED**

Sites and Bandits cannot Attack you on Turns 1 and 2.

### **OVERWATCH**

Once per Mission. During the Bandits Move step, if a Bandit moves into Range of one of your Weapons, you may immediately perform an Attack against that Bandit.

### **PRIORITY**

Expend. Add +5 to your SAR roll.

### **QUICK HANDS**

Add +1 to AtG rolls against the Target (not Sites).



## Pilot Skills

### **RELIEF**

If you Destroy 3+ Sites or Bandits during a Mission, all other Pilots flying this Mission suffer 1 less Stress.

### **RISKY**

Add +2 to your AtA and AtG rolls.

Add +1 to Bandit and Site rolls made against you.

### **TARGETING**

Expend. All Pilots add +1 to all Attack rolls this Turn.

### **TEAM PLAYER**

When you are performing a Suppression for another Pilot, add +1 to the roll.

### **TEST PILOT**

Only Veteran and Ace ranked Pilots can have this Skill. When the aircraft suffers a Damaged result, treat as only taking a +2 Stress, but do not remove weapon and pod counters.

### **TIMELY**

Expend. After rolling for an AtG Attack, treat the roll as a 10.

### **VENGEFUL**

Expend. When another Pilot is Shot Down, add +3 to your Attack rolls for the remainder of the Mission.

### **WE'RE FINE!**

Treat the first Damage result per Mission as a +1 Stress result.

### **WINGMAN**

Gain 1 XP the first time you perform a successful Suppression Attack each Mission.