

# STAR WARS X-WING

These printouts are intended to be used as a replacement for errata'd components and are tournament legal.



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**6** • HERA SYNDULLA  
*Phoenix Leader*

While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step, you may transfer 1 of your focus tokens, evade tokens, or locks to that ship.

**VECTORED THRUSTERS:** After you perform an action, you may perform a red  action.

2 3 2 2

RZ-1 A-WING



**6** • HERA SYNDULLA  
*Phoenix Leader*

While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step, you may transfer 1 of your focus tokens, evade tokens, or locks to that ship.

3 1 4 4

A/SF-01 B-WING



**4** • ARLIZ HADRASSIAN  
*Crimson Blade*

While you perform a  attack, if you are damaged, you may change 1 of your  results to a  result.

While you defend, if you are damaged, before the Modify Defense Dice step, you **must** change 1 of your  results to a blank result.

2 1 6 2

BTL-A4 Y-WING



**5** • COMMANDER MALARUS  
*Vindictive Taskmaster*

While a friendly ship at range 0-2 performs a primary attack, before the Modify Dice step, if it has 1 or more blank results, that ship **must** gain 1 strain token to reroll 1 blank result, if able.

2 2 5 2

XI-CLASS LIGHT SHUTTLE

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**3** • **AHSOKA TANO**  
*"Snips"*

After you fully execute a maneuver, you may choose a friendly ship at range 0–1 and spend 1 ♣. That ship may perform an action, even if it is stressed.

**FINE-TUNED CONTROLS:** After you fully execute a maneuver, you may spend 1 ♣ to perform a ↗ or ↘ action.

3 2 3 3 2<sup>+</sup>

DELTA-7B AETHERSPITE



**4** • **LUMINARA UNDULI**  
*Wise Protector*

While a friendly ship at range 0–2 defends, if it is not in the attacker's ⚙, you may spend 1 ♣. If you do, change 1 \* result to a \* result or 1 \* result to a 👁 result.

**FINE-TUNED CONTROLS:** After you fully execute a maneuver, you may spend 1 ♣ to perform a ↗ or ↘ action.

3 2 3 3 2<sup>+</sup>

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**4** • **SAESEE TIIN**  
*Prophetic Pilot*

After a friendly ship at range 0–2 reveals its dial, you may spend 1 ♣. If you do, set its dial to another maneuver of the same speed and difficulty.

**FINE-TUNED CONTROLS:** After you fully execute a maneuver, you may spend 1 ♣ to perform a ↗ or ↘ action.

3 2 3 3 2<sup>+</sup>

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**4** • **BARRISS OFFEE**  
*Conflicted Padawan*

While a friendly ship at range 0–2 performs an attack, if the defender is in its ⚙, you may spend 1 ♣ to change 1 👁 result to a \* result or 1 \* result to a \* result.

**FINE-TUNED CONTROLS:** After you fully execute a maneuver, you may spend 1 ♣ to perform a ↗ or ↘ action.

3 2 3 3 1<sup>+</sup>

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