

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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5 • "DUCHESS"
Urbane Ace

You may choose not to use your **ADAPTIVE AILERONS**.

You may use your **ADAPTIVE AILERONS** even while stressed.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you **must** boost.

3 2 4

TIE/SK STRIKER

4 • "COUNTDOWN"
Death Defier

While you defend, after the Neutralize Results step, if you are not stressed, you may suffer 1 * damage and gain 1 stress token. If you do, cancel all dice results.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you **must** boost.

3 2 4

TIE/SK STRIKER

4 • "PURE SABACC"
Confident Gambler

While you perform an attack, if you have 1 or fewer damage cards, you may roll 1 additional attack die.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you **must** boost.

3 2 4

TIE/SK STRIKER

3 BLACK SQUADRON SCOUT

These heavily armed atmospheric craft employ their specialized moveable wings to gain additional speed and maneuverability.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you **must** boost.

3 2 4

TIE/SK STRIKER

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2 • "VAGABOND"
Destitute Demolitionist

After you move using your **ADAPTIVE AILERONS**, if you are not stressed, you may drop 1 device.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you must boost.

3 2 4

TIE/SK STRIKER



4 • IDEN VERSIO
BATTLE OF YAVIN

Before a friendly TIE at range 0-1 would suffer damage, you may spend 2 ⚡. If you do, prevent 1 damage.

SENSITIVE CONTROLS: During the System Phase, you may perform a red ⚡ or red ⚡ action.

TIE/IN INTERCEPTOR

Ⓜ PREDATOR
While you perform a primary attack, if the defender is in your Ⓜ, you may reroll 1 attack die.

Ⓜ FANATIC
While you perform a primary attack, if you are damaged, you may change 1 Ⓜ to a * result.




1 PLANETARY SENTINEL

To protect its many military installations, the Empire requires a swift and vigilant defense force.

ADAPTIVE AILERONS: Before you reveal your dial, if you are not stressed, you must boost.

3 2 4

TIE/SK STRIKER



4 • "DUTCH" VANDER
BATTLE OF YAVIN

After you spend a lock during an attack, choose a friendly ship at range 1-3. The chosen ship may acquire a lock on the defender.

HOPE: After another friendly ship at range 0-3 is destroyed, you may perform a Ⓜ or ⚡ action.

BTL-A4 Y-WING

Ⓜ ION CANNON TURRET
Attack: If this attack hits, spend 1 * or * result to cause the defender to suffer 1 * damage. All remaining */* results inflict ion tokens instead of damage.

3
1-2

Ⓜ ADV. PROTON TORPEDOES
Attack (Ⓜ): Spend 1 ⚡. Change 1 * result to a * result.

5 1

Ⓜ TARGETING ASTROMECH
After you perform a Ⓜ action, you may perform a red Ⓜ action.

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• **AGENT KALLUS**

SETUP: After placing forces, assign the **HUNTED** condition to 1 enemy ship.

While you perform an attack against the ship with the **HUNTED** condition, you may change 1 of your  results to a  result.

IMPERIAL

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• **ASAJJ VENTRESS**

During the System Phase, you may spend 1 . If you do, each enemy ship in your  at range 0-1 gains 1 strain token unless it chooses to gain 1 jam token.

 +1
 

SEPARATIST OR SCUM,
HUGE SHIP

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COMPOSURE

After you fail an action, if you have no green tokens, you may perform a  action. If you do, you cannot perform additional actions this round.

eye

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• **LANDO'S MILLENNIUM FALCON**

1 Escape Craft may dock with you.

While you have an Escape Craft docked, you may treat its shields as if they were on your ship card.

While you perform a primary attack against a stressed ship, roll 1 additional attack die.

SCUM,
CUSTOMIZED YT-1300

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• **OUTRIDER**

While you perform an attack that is obstructed by an obstacle, the defender rolls 1 fewer defense die.

After you fully execute a maneuver, if you moved through or overlapped an obstacle, you may remove 1 of your red or orange tokens.

REBEL, YT-2400

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• **PROTECTORATE GLEB**

After you coordinate a friendly ship, you may transfer 1 orange or red token to the ship you coordinated.



IMPERIAL OR FIRST ORDER
OR SCUM

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• SLAVE I

After you reveal a turn (↶ or ↷) or bank (↵ or ↷) maneuver you may set your dial to the maneuver of the same speed and bearing in the other direction.

Add  slot.

SCUM, FIRESPRAY-CLASS
PATROL CRAFT

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STATIC DISCHARGE VANES

Before you would gain 1 ion or jam token, if you are not stressed, you may choose another ship at range 0-1 and gain 1 stress token. If you do, the chosen ship gains that ion or jam token instead, then you suffer 1  damage.

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• STALWART CAPTAIN





After you are destroyed, you are not removed until the end of the End Phase.


HUGE SHIP

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• TRACKING TORPEDOES

During the System Phase, you may spend up to 3  to launch that many tracking torpedoes using the , , and  templates. Each device must use a separate template. Then each device may acquire a lock on an object you have locked, ignoring range restrictions.

This card's  cannot be recovered.

HUGE SHIP

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• C1-10P (ERRATIC)

After you fully execute a maneuver, you **must** choose a ship at range 0-1. It gains 1 jam token.

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GRAPPLING STRUTS (OPEN)

You ignore obstacles at range 0. You cannot perform  actions. After you reveal your dial, if you reveal a maneuver other than a  and are at range 0 of an asteroid or debris cloud, skip your Execute Maneuver step and remove 1 stress token; if you revealed a right or left maneuver, rotate your ship 90° in that direction. After you execute a maneuver, flip this card.

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GRAPPLING STRUTS (CLOSED)

Setup: Equip this side faceup.

After you execute a maneuver, if you overlap an asteroid or debris cloud and there are 1 or fewer other friendly ships at range 0 of that obstacle, you may flip this card. If you do, you do not suffer the effects of overlapping the asteroid or debris cloud.

VULTURE-CLASS DROID FIGHTER



LUKE SKYWALKER

At the start of the Engagement Phase, you may spend 1  and gain 1 deplete token to rotate your  indicator.

REBEL



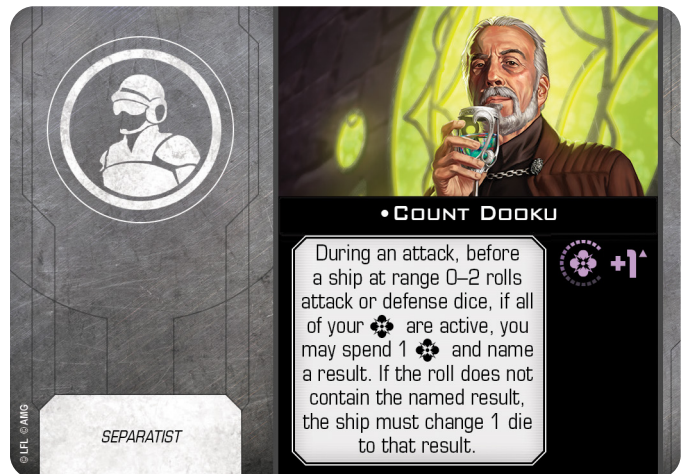
C1-10P

Setup: Equip this side faceup.



After you fully execute a maneuver, you may spend 1  to perform a red  action, even while stressed.

During the End phase, if this card has 0 active , flip it.

REPUBLIC



COUNT DOOKU

During an attack, before a ship at range 0-2 rolls attack or defense dice, if all of your  are active, you may spend 1  and name a result. If the roll does not contain the named result, the ship must change 1 die to that result.


SEPARATIST



DEDICATED

While another friendly ship in your  or  at range 0-2 defends, if it is limited or has the **DEDICATED** upgrade and you are not strained, you may gain 1 strain token. If you do, the defender rerolls 1 of their blank results.

REPUBLIC, CLONE



"ZEB" ORRELIOS

While you perform an attack at attack range 0, you may spend focus tokens for their default effect to modify results. While defending at attack range 0, the attacker may spend focus tokens for their default effect to modify results.

REBEL

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FERROSPHERE PAINT

After an enemy ship locks you, if you are not in that ship's , that ship gains 1 stress token unless it chooses to break its lock.


RESISTANCE



LEIA ORGANA

After a friendly ship reveals a non- maneuver, you may spend 1 . If you do, the chosen ship reduces the difficulty of that maneuver.

RESISTANCE



LANDING STRUTS (CLOSED)

Setup: Equip this side faceup.

After you execute a maneuver, if you overlap an asteroid or debris cloud and there are 1 or fewer other friendly ships at range 0 of that obstacle, you may flip this card. If you do, you do not suffer the effects of overlapping the asteroid or debris cloud.

HYENA-CLASS DROID BOMBER



LANDING STRUTS (OPEN)

You ignore obstacles at range 0. You cannot perform  actions. After you reveal your dial, if you reveal a maneuver other than a  and are at range 0 of an asteroid or debris cloud, skip your Execute Maneuver step and remove 1 stress token; if you revealed a right or left maneuver, rotate your ship 90° in that direction. After you execute a maneuver, flip this card.

HYENA-CLASS DROID BOMBER



URSA WREN

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

After a friendly ship at range 0-3 is locked by an enemy ship, you may perform a .

REBEL



BB ASTROMECH

During the System Phase, you may spend 1  to perform a .

RESISTANCE

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These printouts are intended to be used as a replacement for the misprinted components in the Fury of the First Order expansion, and are tournament legal.

