

# 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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**4** PETRANAKI ARENA ACE

*The Petranaki Arena is a massive edifice on Geonosis that was a key site in the first battle of the Clone Wars.*

**PINPOINT TRACTOR ARRAY:** You cannot rotate your to your . After you fully execute a maneuver, you may gain 1 tractor token to perform a action.

3 2 3 4

NANTEX-CLASS STARFIGHTER



**3** STALGASIN HIVE GUARD

*Designed for the unique physiology of Geonosian pilots, Nantex-class starfighters are capable of maneuvers that would rip most ships—and pilots—apart.*

**PINPOINT TRACTOR ARRAY:** You cannot rotate your to your . After you fully execute a maneuver, you may gain 1 tractor token to perform a action.

3 2 3 4

NANTEX-CLASS STARFIGHTER



**6** ANAKIN SKYWALKER

*Hero of the Republic*

After you fully execute a maneuver, if there is an enemy ship in your at range 0-1 or in your , you may spend 1 to remove 1 stress token.

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

3 2 3 3 3

DELTA-7B AETHERSPITE



**0** BUZZ DROID SWARM

After an enemy ship moves through or overlaps you, relocate to its front or rear guides (you are at range 0 of this ship). You cannot overlap an object this way. If you cannot be placed at either set of guides, you and that ship each suffer 1 damage.

**ENGAGEMENT PHASE:** At your initiative, each enemy ship at range 0 suffers 1 damage.

1 1

Remote



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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>

DELTA-7B AETHERSPITE



**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>

DELTA-7B AETHERSPITE



**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>

DELTA-7B AETHERSPITE

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**4** • MAJOR VERMEIL  
*Veteran of Scarif*

While you perform an attack, if the defender does not have any green tokens, you may change 1 of your blank or  results to a  result.

**CONTROLLED AILERONS:** Before you reveal your dial, if you are not stressed, you may boost.

3 1 6 2

TIE REAPER



**3** • CAPTAIN FEROPH  
*Imperial Courier*

While you defend, if the attacker does not have any green tokens, you may change 1 of your blank or  results to an  result.

**CONTROLLED AILERONS:** Before you reveal your dial, if you are not stressed, you may boost.

3 1 6 2

TIE REAPER



**2** • "VIZIER"  
*Ruthless Tactician*

After you move using your **CONTROLLED AILERONS** ship ability, you may perform a  action. If you do, skip your Perform Action step.

**CONTROLLED AILERONS:** Before you reveal your dial, if you are not stressed, you may boost.

3 1 6 2

TIE REAPER



**1** • SCARIF BASE PILOT

The TIE reaper was designed to ferry elite troops to flashpoints on the battlefield, notably carrying Director Krennic's dreaded death troopers at the Battle of Scarif.

**CONTROLLED AILERONS:** Before you reveal your dial, if you are not stressed, you may boost.

3 1 6 2

TIE REAPER

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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



• **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



**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.






• **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



• **OUTRIDER**

While you perform a primary attack at range 3, roll 1 additional attack die.

While you perform an attack that is obstructed by an obstacle, you may change one of the defender's  results to a  result.

REBEL, YT-2400



• **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

© LFL © FFG

• 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



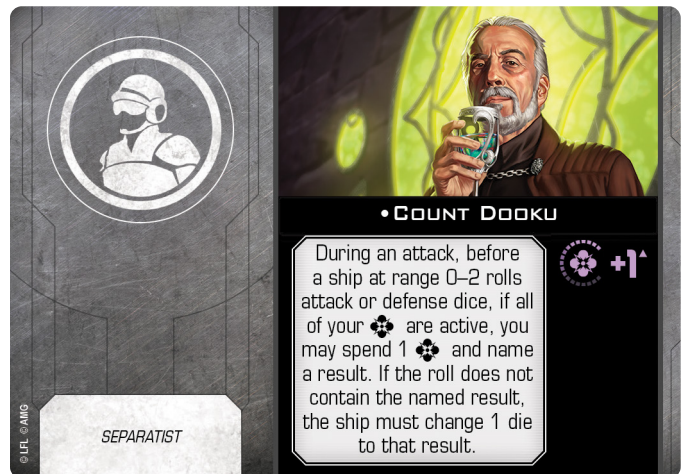
**C1-10P**

**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  action.

REBEL



**BB ASTROMECH**

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

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:

