

# STAR WARS X-WING

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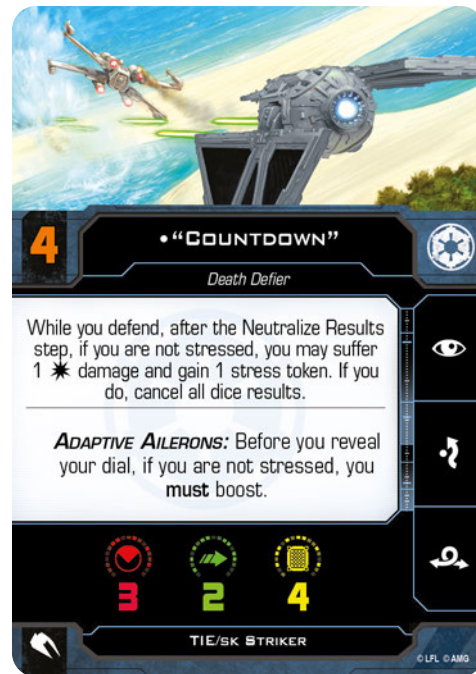
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• **AGENT KALLUS**

**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.

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.

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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 ⚡ 3!, ⚡ 4!, and ⚡ 3! 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.

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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 ⚡ 1! 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



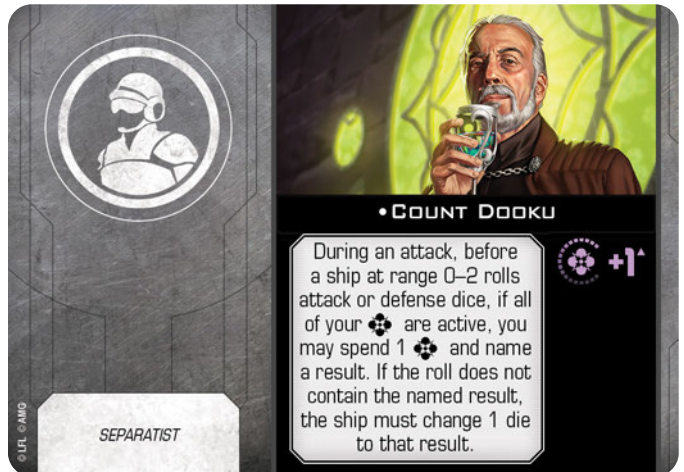
**•C1-10P**

**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**

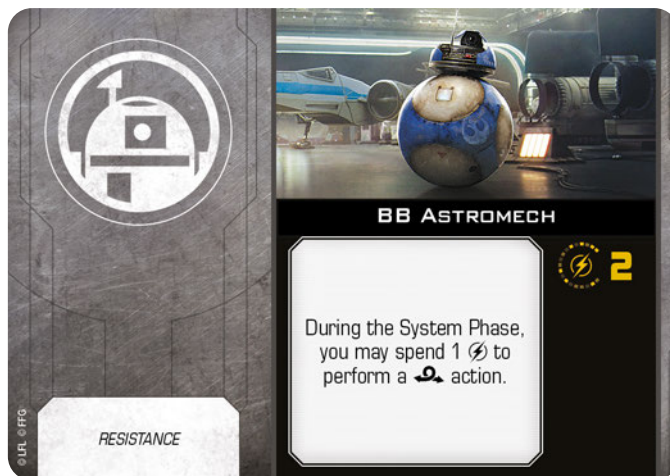
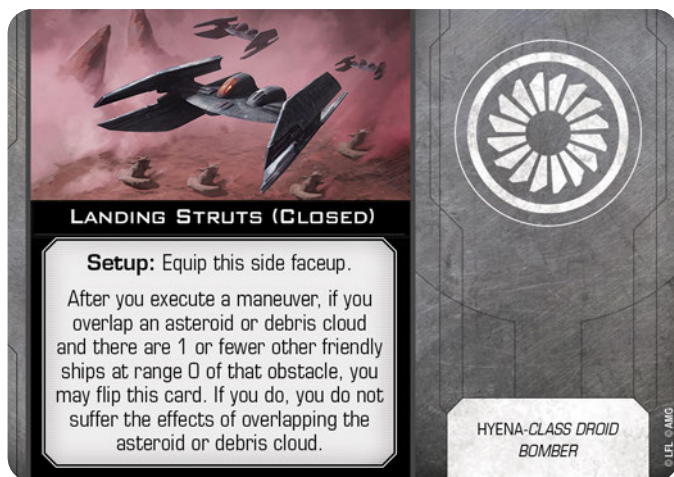
While you perform an attack at attack range 0, you may spend focus tokens for their default effect to modify results. While defending at attack range 0, the attacker may spend focus tokens for their default effect to modify results.

REBEL



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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.

