

# STAR WARS X-WING

These printouts are intended to be used as a reference for the errata during gameplay and are not tournament legal without the original card.



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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 .

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.

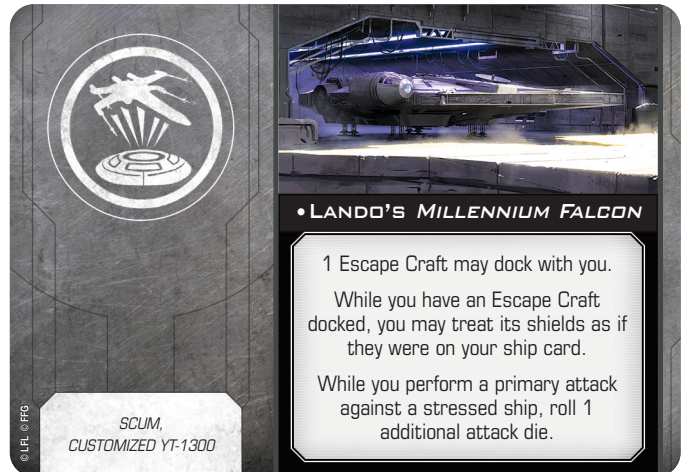
SEPARATIST OR SCUM, HUGE SHIP



**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.

IMPERIAL



• **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 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



• **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.

HUGE SHIP

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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.

