

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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4 • "DUTCH" VANDER 


BATTLE OF YAVIN





 **2**






 **1**

 **6**


 **2**






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 (-X): Spend 1 . Change 1  result to a  result.

 **5**
 **1**



 **1**

 **TARGETING ASTROMECH**

After you perform a  action, you may perform a red  action.

4 • IDEN VERSIO 

BATTLE OF YAVIN



 **3**

 **3**

 **3**

 **1**

 **2**

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.

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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.

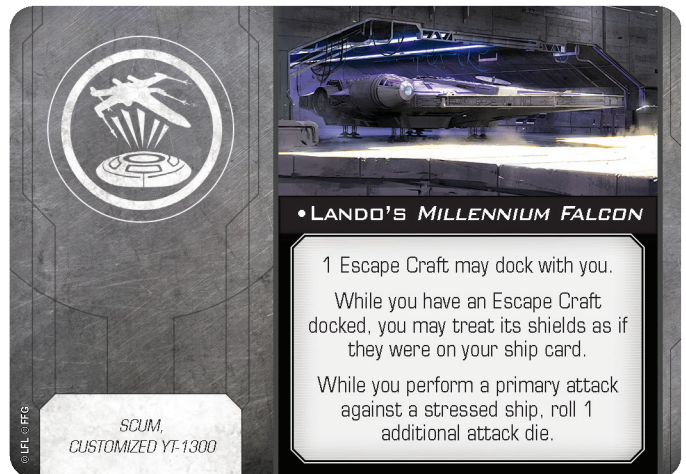
SEPARATIST OR SCUM, HUGE SHIP



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.





• **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



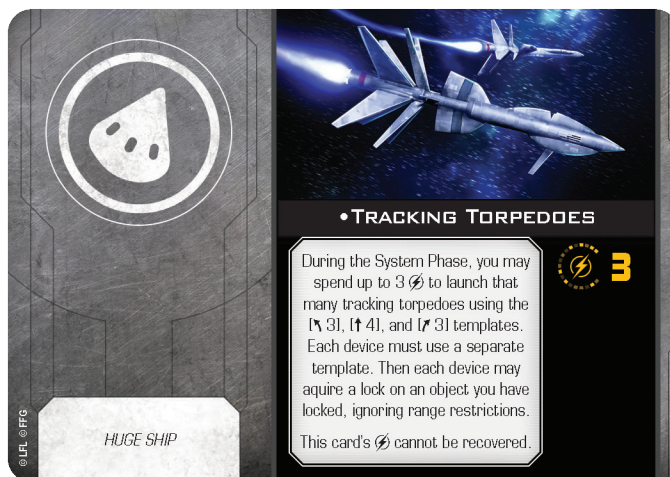
• **PROTECTORATE GLEE**

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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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.

