



### T-65 Standard R2

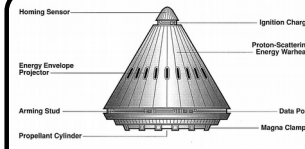
*X-Wing only.*

You cannot make Boost actions or equip Tech upgrades.

Astromech

-1

## ASTROMECH



### T-65 Standard Torpedo

4

*[T-65] X-Wing only.*

2-3

**Attack [Target Lock]**  
Spend your target lock and discard this card to perform this attack. You may change one Focus to Crit.

Torpedo

1

## TORPEDO



### S-Foil: Cruise

*[T-65] X-Wing only. Dual Card.*

When executing a maneuver you may treat it as +1-speed with the same bearing. Immediately after rolling attack dice, change one (if any) Crit to a Hit. You may flip this card before revealing your maneuver dial.

Title

0



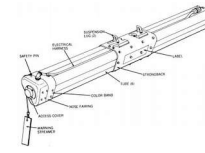
### S-Foil: Attack

*[T-65] X-Wing only. Dual Card.*

Immediately after rolling attack dice, if you rolled no Crits you may change one Hit to a Crit. 3 turns and 4 straight are red maneuvers. You may flip this card before revealing your maneuver dial.

Title

0



### Overdrive Pack

*X-Wing only. Dual Card.*

Action: Perform a free Boost Action. Then receive a focus token and a stress token, and discard this card.

Torpedo

1



### Overdrive Compressor

*X-Wing only. Dual Card.*

Action: Perform a free Boost Action. Then receive a focus token and a stress token.

Torpedo

4



### Rogue Squadron

*[T-65] X-Wing only. Dual Card. Pilot must have at least 4PS.*

When executing a K-turn you may treat it as a 3 or 5 speed K-turn. You may flip this card during the end phase.

Your pilot skill is 0.

Title

2



### Rogue Squadron

*[T-65] X-Wing only. Dual Card. Pilot must have at least 4 PS.*

When executing a K-turn you may treat it as a 3 or 5 speed K-turn. You may flip this card during the end phase.

Your pilot skill is 12.

Title

2

### Note

These cards are not meant to be combined with each other.