

DRENUSART PRINTED BY INFINITE ARENAS



• AUT-0 ALPHA REVUE

GOZANTI-CLASS
CRUISER



3

0

11

5

3

• TX-25

After a friendly ship at range 0-3 is destroyed, you may equip a Tactical Relay upgrade attached to that ship to this one.



ENDLESS HORDES



Before a friendly ship with the Contingency Protocol upgrade or a friendly Trade Federation Drone at range 0-3 would be removed from play, you may spend 1 to restore that ship, remove any Command upgrade from it, and dock it.



• ALPHA REVUE

Before the Neutralize Results step, while a friendly Vulture-class Droid Fighter at range 0-2 is attacking a defender in its , it may suffer 1 damage to cancel 1 result.



Docking Clamps: You can dock up to 4 small ships.



DRENIUS ART



KOKSHEN@SHENNIE881 PRINTED BY INFINITE ARENAS





• ASAJJ VENTRESS

TRIDENT

TRIDENT-CLASS
ASSAULT SHIP



• AQ-SERIES BATTLE DROIDS

After an enemy ship at range 0-2 becomes tractorred, assign it a jam token.



• TRACTOR TENTACLES

Bonus Attack: Spend 1
Bonus Attack: Spend 1
Bonus Attack: Spend 1



• DRILL BEAK

Bonus Attack: If the attack range is 0, change all * results to ✱ results.



• TRIDENT

While you defend, if the attacker does not have any green tokens, you may add 1 result.

Tractor Grasp: After you perform a Tractor Tentacles attack that hits, the defender gains 1 tractor token.

2X



KOKI SHEN @SHENWIE3811



WEZ SYNAT

SPECTRE OF NAYR

GOZANTI-CLASS
CRUISER

7

3

0

11

5

3

KOK SHEN @SHENNIE881



Docking Clamps: You can dock up to 4 small ships.

2X



- **CLONE COMMANDER CODY**
After you perform a attack that missed, if 1 or more / results were neutralized, the defender gains 1 strain token.



POINT DEFENSE BATTERY

- Bonus Attack: Spend 1 .
- Bonus Attack: Spend 1 .
- Bonus Attack: Spend 1 .
- Bonus Attack: Spend 1 .



02 1-2



- **SPECTRE OF NAYR**
After you perform an attack, if you have not targeted the defender in a previous attack this round and you are focused, you may recover 1 .





• RAYMUS ANTILLES TANTIVE IV

CR90 CORELLIAN
CORVETTE



BORN FOR THIS

While another friendly ship at range 0-2 defends, if you are not strained, it may spend your focus and evade tokens as if that ship has them. If it does, you gain 1 strain token.

• BAIL ORGANA

At the start of the Engagement Phase, you may remove a green token from this ship. If you do, up to three other friendly ships at range 0-3 gain that token.

SECRET PROVISIONS

During the End Phase, if you are at range 1-3 of the opponent's board edge, you may spend 1  to gain 2 .


TURBOLASER BATTERY

Bonus Attack :

Spend 3 . If this attack hits, add 3  results.

 3-5

• TANTIVE IV

While you defend, if you have no green tokens, you may change 1 result to an  result.

-  4
-  4
-  0
-  18
-  7
-  7

Broadside Batteries: You can acquire locks and perform primary attacks at range 1-4.

KOK SHEN @SHENNIE881





CERRA FELLIAN

MALEFACTOR

GOZANTI-CLASS
CRUISER

7

3

0

11

5

3



- **PETTY OFFICER THANISSON**
During the Activation or Engagement Phase, after an enemy ship in your ☉ at range 0-1 gains a red or orange token, if you are not stressed, you may gain 1 stress token. If you do, that ship gains 1 additional token of the type that it gained.



ION CANNON BATTERY

Bonus Attack: Spend 1 ☉. If this attack hits, the defender suffers 1 ⚡ damage, and all ⚡ / ⚡ results inflict ion tokens instead of damage.

04 2-4



- **MALEFACTOR**
While you defend, friendly ships docked with you may suffer damage instead of you.



KOK SHEN @SHERNIE3811



Docking Clamps: You can dock up to 4 small ships.

2X





GIDEON HASK

PRECURSOR

RAIDER-CLASS
CORVETTE



Concentrated Batteries: While you perform a primary, or attack, if the defender is in your or attack, roll 1 additional die.

2X



• AGENT TEREX

After an enemy ship is destroyed during an attack, if the attacker is at range 1-2 of you, assign a focus token to them.



• PROTECTORATE GLEB

While you defend or perform an attack, during the Modify Dice step, another friendly ship at range 0-2 to you may gain a strain or deplete token. If they do, you may transfer one focus token from that ship to you.



• JINATA SECURITY FORCES

While you defend or perform an attack, you may spend a focus token to change a blank result to a result or an result.



TWIN MISSILE LAUNCHER

Bonus Attack: Spend 1 .

Bonus Attack: Spend 1 .

3 2-3



• PRECURSOR

At the end of the Engagement step, you may spend 1 to recover 1 , or spend 1 to recover 1 .







ORAF DESYK





HOSNIAN LAMENT

GR-75 MEDIUM
TRANSPORT


• GA-75  2



Setup: Before placing forces, you may spend 2 . If you do, choose a friendly ship with a **Wing Leader** upgrade. Assign the **It's the Resistance** condition to it.

ADAPTIVE SHIELDS

While another friendly ship at range 0-1 defends, if it is a smaller size than you, you may spend 1  or 2  to cancel 1  or  result.

HOSNIAN LAMENT

While a friendly ship at range 0-2 is defending, if it suffers 2 or more damage during the attack, you may spend 1  to assign a strain token to the attacker.

Resupply Craft: After another friendly ship at range 0-1 performs an action, you may spend 1 . If you do, it removes 1 orange or red token, or recovers 1 .



7 

2 

0 

12 

3 

4 

KOK SHEN @SHENNIE881







8

LEIA ORGANA

TANTIVE IV

CR90 CORELLIAN CORVETTE



•NIEN NUNB



Bonus Attack: After performing a primary attack, you may spend 2 and 1 to perform a bonus primary attack against a different target.



4



4



0

18

7

7



•URCOS FURDAM

After you perform a blue maneuver, recover 1.



•TIBANNA RESERVES



Action: Spend 1 to recover 2.



•TURBOLASER BATTERY

Bonus Attack [X]:

Spend 3. If this attack hits, add 3 results.

03 3-5



•TANTIVE IV

While a friendly ship at range 0-2 defends or performs an attack, if it has only blank results and has two or more results, you may suffer 1 damage or spend 2. If you do, that ship may reroll all of its dice.

Broadside Batteries: You can acquire locks and perform primary attacks at range 1-4.



KOK SHEN @SHENWIE881




7 

• CIKATRO VIZAGO BROKEN HORN

G-ROC
CRUISER




• AZMORIGAN

After a friendly ship at range 0-3 is destroyed, before that ship is removed, you may equip an  upgrade attached to that ship to this one. Recover all charges on it.



ILLEGAL COUNTERMEASURES

While you or a ship you are locking at range 0-3 defends or performs an attack, you may spend 1  to prevent range bonuses from being applied.



MODIFIED DORSAL TURRET

Bonus Attack

02 1-3

KOKI SHEN @SHENWIE881

Overdrive Burners: While you defend, if your revealed maneuver is speed 3-5, roll 1 additional defense die.



2X





• SORC TORMO NAUTOLAN'S REVENGE

8 

TRIDENT-CLASS
ASSAULT SHIP



• CAIJ VANDA


While you defend, if the attacker is in your , add 1  result.



TRACTOR TENTACLES

Bonus Attack

Bonus Attack: Spend 1 .



Bonus Attack: Spend 1 .

Bonus Attack: Spend 1 .

 2  0-2






DRILL BEAK

Bonus Attack: If the attack range is 0, change all  results to  results.

 3  0-1



• NAUTOLAN'S REVENGE 1

After a tractorred enemy ship in your  suffers damage, you may spend 1 . If you do, that ship suffers 1 additional  damage.

Tractor Grasp: After you perform a Tractor Tentacles attack that hits, the defender gains 1 tractor token.

2X



KOKSHEN@SHENNIE881 PRINTED BY INFINITE ARENAS



RIK VIRGILIO

BLOOD CROW

GOZANTI-CLASS
CRUISER



7

1



3



0



11



5



3



• THROWN

1

Before an enemy ship at range 0-3 reveals its dial, you may spend 1 and choose a number. If the speed on the dial matches your choice, acquire a lock on that ship or recover 1.



HEAVY LASER CANNON TURRET

Bonus Attack: If the attack range is 3, roll 1 additional attack die.

03 2-3



• BLOOD CROW

While you defend or perform an attack, if the attack range is 1, you may spend 1 to add 1 result.

KOK SHEN @SHENNIE881



Docking Clamps: You can dock up to 4 small ships.

2X



KOKSHEN@SHENNIANG.COM PRINTED BY INFINITE ANIMAS



• IDEN VERSIO

CORVUS

RAIDER-CLASS
CORVETTE



RUTHLESS

While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship suffers 1★ damage and you may change 1 of your results to a ★ result.



FANATICAL

While you perform an attack, if you are not shielded, you may change 1☉ result to a ★ result.



• INFERNO SQUAD

While a friendly Gideon Hask, Del Meeko, or Seyn Marana ship at range 0-2 performs an attack, you may suffer 1★ damage. If you do, they may change 1 of their results to a ★ result.



TWIN MISSILE LAUNCHER

Bonus Attack: Spend 1☉.

Bonus Attack: Spend 1☉.

03 → 2-3



• CORVUS

Setup: Place this ship as if it were a standard ship with initiative 5.

Concentrated Batteries: While you perform a primary, ☉, or ☌ attack, if the defender is in your ☉, roll 1 additional die.



KOKSHEN@SHENNIE881 PRINTED BY INFINITE ARENAS



TREBOR ZEDNEM

BRIGHT HOPE

GR-75 MEDIUM
TRANSPORT

7

2

0

12

3

4

KOK SHEN @SHENNIE881

Resupply Craft: After another friendly ship at range 0-1 performs an action, you may spend 1. If you do, it removes 1 orange or red token, or recovers 1.



2X



TORYN FARR

After you coordinate a friendly ship, it may acquire a lock on a ship you are locking, ignoring range restrictions.



PLANETARY ION BOMBARDMENT

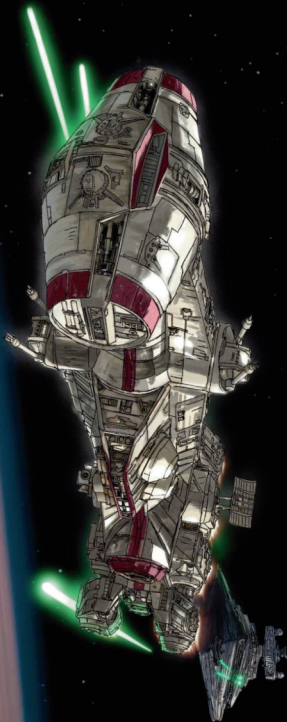
Bonus Attack [X]: Attack 1 medium, large, or huge ship. If this attack hits, all */* results inflict ion tokens instead of damage.

5 → 1-3



BRIGHT HOPE

You can only reinforce your. While you defend, if you are reinforced and the attacker is in your, you may roll 1 additional defense dice.





RAYMUS ANTILLES


CR90 CORELLIAN CORVETTE





• LEIA ORGANA

After a friendly ship at range 0-3 is destroyed, choose another friendly ship at range 0-3. That ship may perform a  or  action.

• C-3PO

While you defend, you may gain 1 strain token. If you do, change 1 of your results to an  result.

• R2-D2

At the end of the Engagement Phase, if you are not shielded, you may roll 1 attack die to recover 1 . If you do, on a  result, deal 1 facedown damage card to this ship.


TURBOLASER BATTERY

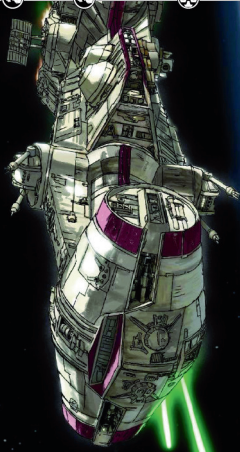
Bonus Attack []:

Spend 3 . If this attack hits, add 3  results.

 **3-5**

• TANTIVE IV

While you defend, if the attacker is in your , you may roll 1 additional defense die.



Broadside Batteries: You can acquire locks and perform primary attacks at range 1-4.

2X



CREDITS

XWA Production Team

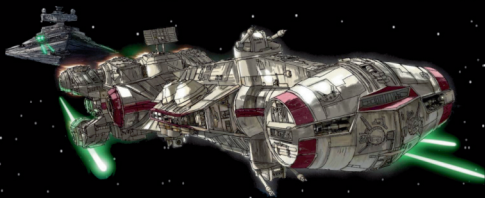
Card Design: Paul Heaver, Ryan Staniszewski,
Roberto Mendez

Graphic Design: Martin Loo

Publishing: JimBob (Infinite Arenas)

Artwork: Kok Shen, Drenus Art

Special Thanks: Daniel "Isophane" Lim, Stephen Kim,
Louis Leong, Filippo Bosi, X-Wing Epic 2.5 Discord
Community



Infinite Arenas is a fan website with no affiliation with Lucasfilm or Asmodee and has freely made this deck available to the community.



X-Wing Alliance is a volunteer community group. This group does not claim ownership or affiliation in any capacity with Lucasfilm or Asmodee.

EPIC REINFORCEMENTS



Fan-created expansion for
X-Wing Miniatures

Introducing the first ever original game content from the
X-Wing Alliance, **Epic Reinforcements!**

This pack brings fourteen new huge ship Standard Loadouts to the table. From Raymus Antilles captaining the Galactic Republic's *Tantive IV* to Iden Versio at the helm of the menacing First Order Raider *Corvus*, you can now field huge ships as Standard Loadouts for all seven factions.

If you'd like help getting a professionally printed set of these cards, go to infinitearenas.com/shop.

Crack this pack open and explore the new and familiar characters, and delve into the new technologies equipped to the most devastating ships in the game!

NEW Standard Loadout ship cards:



- Raymus Antilles (CR90 Corellian Corvette)
- Trebor Zednem (GR-75 Medium Transport)



- Iden Versio (*Raider*-class Corvette)
- Rik Virgilio (*Gozanti*-class Cruiser)



- Sorc Tormo (*Trident*-class Assault Ship)
- Cikatro Vizago (C-ROC Cruiser)



- Leia Organa (CR90 Corellian Corvette)
- Oraf Desyk (GR-75 Medium Transport)



- Gideon Hask (*Raider*-class Corvette)
- Cerra Fellian (*Gozanti*-class Cruiser)



- Raymus Antilles (CR90 Corellian Corvette)
- Wez Synat (*Gozanti*-class Cruiser)



- Asajj Ventress (*Trident*-class Assault Ship)
- Aut-O (*Gozanti*-class Cruiser)