



# LEGENDS & RELICS REINFORCEMENTS PACK

## FAN-CREATED EXPANSION FOR X-WING MINIATURES

Effective Date: Sunday 26th April 2026

Watch your list building options grow with these powerful legends and amazing relics! This deck brings you eight unique pilots across all seven factions, including the force-sensitive Carnor Jax and the incredibly slippery Thweek. And keeping our list building fresh and exciting, this deck features 23 new upgrades including new astromechs, ordnance, tech, a new cannon and turret, and legendary crew!

### CREDITS

#### XWA PRODUCTION TEAM

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Infinite Arenas  
is a fan website  
<https://infinitearenas.com/shop/>



X-Wing Alliance  
is a volunteer community group  
<https://www.xwing.life/>



OPTiCALSiN  
is an Etsy store  
<https://www.etsy.com/shop/OPTiCALSiN>

# PILOTS

**5** • **CARNOR JAX**  
ROYAL GUARD

3  
3  
3  
1



While an enemy ship at range 0-1 in your ☹️ defends or performs an attack, before the Roll Attack Dice step, you may spend 1 ⚔️. If you do, that ship's dice cannot be modified.

**AUTOTHRUSTERS:**  
After you perform an action, you may perform a red ↻ or red ↷ action.

TIE-IN INTERCEPTOR

👁️ ↻ ↷ ↶ ↷

**4** • **TAMARA RYVORA**  
DT-533

2  
3  
3  
1



While a ship you are locking performs an attack, you may choose 1 attack die. If you do, the attacker rerolls that die.

TIE/FO FIGHTER

👁️ ↻ ✂️ ↷

**6** • **DIS-L9B2**  
CALCULATED RISK

3  
3  
3  
1



At the start of the Engagement Phase, if there is an enemy ship in your ☹️, you **must** spend 1 ⚡️. During the Engagement Phase, if your ⚡️ is active, treat your initiative value as 1.

**NETWORKED CALCULATIONS:** While you defend or perform an attack, you may spend 1 calculate token from a friendly ship at range 0-1 to change 1 👁️ result to an ↻ or ✨ result.

DROID TRI-FIGHTER

👁️ ↻ ✂️ ↷ ↶ ↷

**4** • **THWEEK**  
VERSATILE SPY

3  
3  
4  
1



During the System Phase, you may gain 1 tractor token. At the start of the Engagement Phase, you may gain 1 deplete token to remove 1 tractor token.

**MICROTHRUSTERS:**  
While you perform a barrel roll, you **must** use the [↻] or [↷] template instead of the [↑] template.

STARVIPER-CLASS ATTACK PLATFORM

👁️ ✂️ ↷ ↶ ↷

64mm x 89mm  
2.5 inches x 3.5 inches



# PILOTS

**4** • **QUINLAN VOS**  
DARKNESS WITHIN

3  
2  
3  
3  
2<sup>+</sup>



 After you perform a  or  action, you may acquire a lock on a ship in your .

**INTUITIVE CONTROLS:**  
During the System Phase, you may perform a purple  or purple  action.

 ETA-2 ACTIS     

**3** • **URSA WREN**  
COUNTESS OF CLAN WREN

3  
2  
2  
9  
2



 After you acquire a lock on an enemy ship, if there are no enemy ships at range 0-1 of you, you may gain 1 reinforce token.

 GAUNTLET FIGHTER    

**6** • **HERA SYNDULLA**  
NEW REPUBLIC GENERAL

4  
2  
10  
4



 After you fully execute a red maneuver, you may coordinate a friendly ship at range 1-3.

**TAIL GUN:** While you have a docked ship, you have a primary  weapon with an attack value equal to your docked ship's primary  attack value.

 VCX-100 LIGHT FREIGHTER   

**4** • **KAZUDA XIONO**  
RESISTANCE SPY

3  
2  
4  
3



 While you defend or perform an attack, if the enemy ship has more damage cards than you have, you may change 1  result to an  or  result.

**WEAPON HARDPOINT:**  
You can equip 1 , , or  upgrade.

 T-70 X-WING   

64mm x 89mm  
2.5 inches x 3.5 inches



# UPGRADES CREW / GUNNER



**• AHSOKA TANO**  
Before you activate, you may spend 1 to ignore obstacles until the end of this phase. If you do, and you move through an obstacle, you may acquire a lock on an enemy ship in your at range 1.

REBEL



**• FENNEC SHAND**  
After you fully execute a maneuver or perform a or action, you may spend 1 . If you do, choose an enemy ship in your . That ship gains 1 strain token, and you may acquire a lock on it.

SCUM



**• THRAWN**  
While you perform a or action, you may spend 1 to increase the range requirement for that action by 1.  
After you perform a or action, you may spend 2 to perform a or action, treating it as red.

IMPERIAL



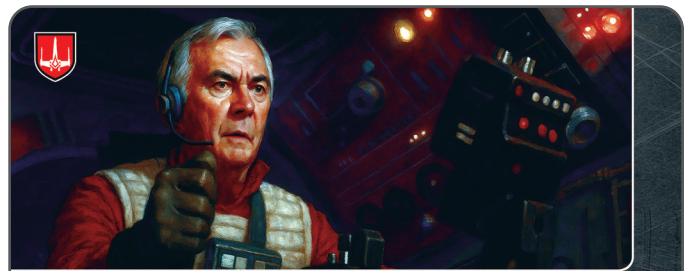
**• ZORII BLISS**  
After a jammed enemy ship at range 1-2 removes a green token, you may spend 1 to gain a matching token.

RESISTANCE



**• CAPTIVE**  
After you are declared the defender of an attack, you may spend 1 to assign the attacker 1 deplete token.

IMPERIAL,  
FIRST ORDER OR  
SEPARATISTS



**• WEDGE ANTILLES**  
While you perform a attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

RESISTANCE

64mm x 89mm  
2.5 inches x 3.5 inches



# UPGRADES ASTROMECH / CONFIG



⚡ 2



### FLIGHT-ASSIST ASTROMECH

While you perform a white ⚡ or white ⚡ action, you may spend 1☉. If you do, treat the action as red, and use a speed 2 template while performing the action.

SMALL SHIP



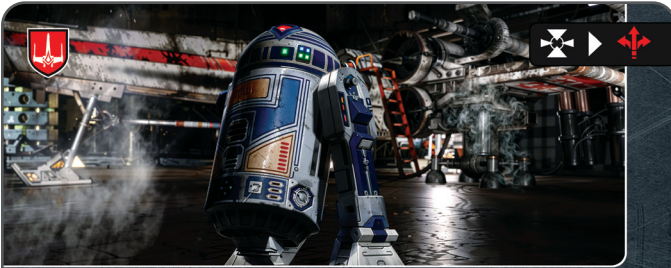
⚡ 1



### MODIFIED R4-P UNIT

Before you execute a red maneuver, you may spend 1☉. If you do, while you execute that maneuver, reduce its difficulty.

REBEL



⚡ 2



### • R7-T1

*R7-T1, nicknamed Artee, served as Luke Skywalker's in-flight astromech droid when the Jedi Master borrowed an E-wing escort starfighter from the New Republic Defense Force for a brief time during the Black Fleet Crisis.*

WHITE ⚡

SMALL SHIP

REBEL OR RESISTANCE



### UNHINGED ASTROMECH

Decrease the difficulty of your speed 3 basic maneuvers [⚡, ⚡, ⚡, ⚡, ⚡].



### GRAVITIC WELL

At the start of the Engagement Phase, if you are tractorred, each other small ship at range 0-1 gains 1 strain token.

Replace any instance of 'if the defender is tractorred' in your pilot ability with 'if you are tractorred'.



STANDARDIZED

NANTEX-CLASS STARFIGHTER



⚡ 2

### WINGED REVERSAL

After you reveal a turn [⚡ or ⚡] maneuver, you may spend 1☉, gain 1 strain token, and increase its difficulty. If you do, perform that maneuver as a Tallon Roll [⚡ or ⚡] maneuver in the same direction instead.



UT-60D U-WING OR GAUNTLET FIGHTER

64mm x 89mm  
2.5 inches x 3.5 inches



# UPGRADES

## MODIFICATIONS / SENSOR / TECH



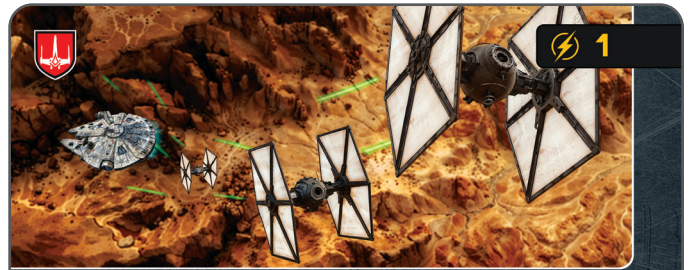
**AUTOMATED LOADERS**  
After you perform a primary attack, you may spend 1 ⚡ to perform a ♻️ action.



**BLINDSPOT TARGETER**  
While you perform a primary attack, if you are not in the defender's firing arc, you may change 1 👁️ result to a ✨ result.



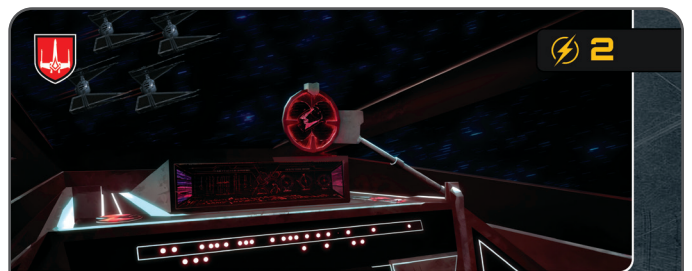
**RETROFITTED AUTOTHRUSTERS**  
After you fully execute a speed 3 turn [↶ or ↷], bank [↶ or ↷], Tallon Roll [↶ or ↷], or Segnor's Loop [↶ or ↷] maneuver, you may spend 1 ⚡ to perform a 🌀 action, even while stressed.



**T-SJ1A TARGETING COMPUTER**  
While you perform a primary attack, if the defender does not have any green tokens, you may spend 1 ⚡ and 1 ✨ result. If you do, add 2 ✨ results.



**TARGETING MATRIX**  
While attacking, at the end of the Neutralize Results step, you may spend 1 👁️ result. If you do, after the attack is resolved, the defender gains 1 strain token.



**TARGETING RELAY**  
After a friendly ship acquires a lock on an enemy ship at range 0-1 of you, you may spend 1 ⚡ and gain 1 stress token. If you do, that friendly ship may gain 1 calculate token.

64mm x 89mm  
2.5 inches x 3.5 inches



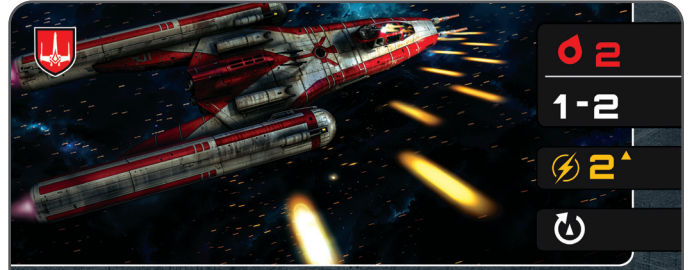
# UPGRADES

## ORDNANCE / FORCE / TALENT



3  
2-3  
4

**SEEKER MISSILES**  
**Attack** [X]: Spend 1. During the Modify Attack Dice step, you may spend up to 2 additional. Change 1 result to a \* result for each spent this way.



2  
1-2  
2  
1

**BURST LASER TURRET**  
**Attack:** Spend 1. You may spend 1 to roll 1 additional attack die to a maximum of 3.



2  
2-3

**PRECISION-TUNED CANNONS**  
**Attack:** If the defender is in your, add 1 result.



**ROILING ANGER**  
At the start of the Engagement Phase, if you are in an enemy ship's, you may gain 1 strain token to recover 1.

DARK SIDE



**PARTING GIFT**  
When you are destroyed, before you are removed, you may spend 1 on an equipped upgrade to drop or launch a bomb using a speed 1 straight or bank [r, t, r] template.

64mm x 89mm  
2.5 inches x 3.5 inches



# PILOTS

**5** • **CARNOR JAX**  
ROYAL GUARD

3  
 3  
 3  
 1

TIE/IN INTERCEPTOR

While an enemy ship at range 0-1 in your ☹️ defends or performs an attack, before the Roll Attack Dice step, you may spend 1 🎲. If you do, that ship's dice cannot be modified.

**AUTOTHRUSTERS:**  
After you perform an action, you may perform a red 🎯 or red 🎯 action.

**4** • **TAMARA RYVORA**  
DT-533

2  
 3  
 3  
 1

TIE/FO FIGHTER

While a ship you are locking performs an attack, you may choose 1 attack die. If you do, the attacker rerolls that die.

**6** • **DIS-L9B2**  
CALCULATED RISK

3  
 3  
 3  
 1

DROID TRI-FIGHTER

At the start of the Engagement Phase, if there is an enemy ship in your ☹️, you **must** spend 1 ⚡. During the Engagement Phase, if your ⚡ is active, treat your initiative value as 1.

**NETWORKED CALCULATIONS:** While you defend or perform an attack, you may spend 1 calculate token from a friendly ship at range 0-1 to change 1 🎯 result to an 🎯 or \* result.

**4** • **THWEEK**  
VERSATILE SPY

3  
 3  
 4  
 1

STARVIPER-CLASS ATTACK PLATFORM

During the System Phase, you may gain 1 tractor token. At the start of the Engagement Phase, you may gain 1 deplete token to remove 1 tractor token.

**MICROTHRUSTERS:**  
While you perform a barrel roll, you **must** use the [ 🎯 ] or [ 🎯 ] template instead of the [ 🎯 ] template.



64mm x 89mm  
2.5 inches x 3.5 inches



# PILOTS

**4** • **QUINLAN VOS**  
DARKNESS WITHIN

3  
2  
3  
3  
2<sup>^</sup>

ETA-2 ACTIS

After you perform a or action, you may acquire a lock on a ship in your .

**INTUITIVE CONTROLS:**  
During the System Phase, you may perform a purple or purple action.

**3** • **URSA WREN**  
COUNTESS OF CLAN WREN

3  
2  
2  
9  
2

GAUNTLET FIGHTER

After you acquire a lock on an enemy ship, if there are no enemy ships at range 0-1 of you, you may gain 1 reinforce token.

**6** • **HERA SYNDULLA**  
NEW REPUBLIC GENERAL

4  
2  
10  
4

VGX-100 LIGHT FREIGHTER

After you fully execute a red maneuver, you may coordinate a friendly ship at range 1-3.

**TAIL GUN:** While you have a docked ship, you have a primary weapon with an attack value equal to your docked ship's primary attack value.

**4** • **KAZUDA XIONO**  
RESISTANCE SPY

3  
2  
4  
3

T-70 X-WING

While you defend or perform an attack, if the enemy ship has more damage cards than you have, you may change 1 result to an or result.

**WEAPON HARDPOINT:**  
You can equip 1 , , or upgrade.








64mm x 89mm  
2.5 inches x 3.5 inches






# UPGRADES CREW / GUNNER











**• AHSOKA TANO**  
Before you activate, you may spend 1  to ignore obstacles until the end of this phase. If you do, and you move through an obstacle, you may acquire a lock on an enemy ship in your  at range 1.









REBEL





**• FENNEC SHAND**  
After you fully execute a maneuver or perform a  or  action, you may spend 1 . If you do, choose an enemy ship in your . That ship gains 1 strain token, and you may acquire a lock on it.


SCUM




**• THRAWN**  
While you perform a  or  action, you may spend 1  to increase the range requirement for that action by 1.  
After you perform a  or  action, you may spend 2  to perform a  or  action, treating it as red.


IMPERIAL




**• ZORII BLISS**  
After a jammed enemy ship at range 1-2 removes a green token, you may spend 1  to gain a matching token.


RESISTANCE

**• CAPTIVE**  
After you are declared the defender of an attack, you may spend 1  to assign the attacker 1 deplete token.

IMPERIAL,  
FIRST ORDER OR  
SEPARATISTS

**• WEDGE ANTILLES**  
While you perform a  attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

RESISTANCE

64mm x 89mm  
2.5 inches x 3.5 inches



# UPGRADES ASTROMECH / CONFIG



2

**FLIGHT-ASSIST ASTROMECH**

While you perform a white or white action, you may spend 1 . If you do, treat the action as red, and use a speed 2 template while performing the action.

SMALL SHIP

1

**MODIFIED R4-P UNIT**

Before you execute a red maneuver, you may spend 1 . If you do, while you execute that maneuver, reduce its difficulty.

REBEL

**R7-T1**

*R7-T1, nicknamed Artee, served as Luke Skywalker's in-flight astromech droid when the Jedi Master borrowed an E-wing escort starfighter from the New Republic Defense Force for a brief time during the Black Fleet Crisis.*

WHITE   
 SMALL SHIP  
  
 REBEL OR  
 RESISTANCE

**UNHINGED ASTROMECH**

Decrease the difficulty of your speed 3 basic maneuvers [, , , ].

**GRAVITIC WELL**

At the start of the Engagement Phase, if you are tracted, each other small ship at range 0-1 gains 1 strain token.

Replace any instance of 'if the defender is tracted' in your pilot ability with 'if you are tracted'.

STANDARDIZED

NANTEX-CLASS  
STARFIGHTER

2

**WINGED REVERSAL**

After you reveal a turn [ or ] maneuver, you may spend 1 , gain 1 strain token, and increase its difficulty. If you do, perform that maneuver as a Tallon Roll [ or ] maneuver in the same direction instead.

UT-600 U-WING  
OR GAUNTLET  
FIGHTER

64mm x 89mm  
2.5 inches x 3.5 inches



# UPGRADES

## MODIFICATIONS / SENSOR / TECH



**AUTOMATED LOADERS**

After you perform a primary attack, you may spend 1 ⚡ to perform a ⚙️ action.

**BLINDSPOT TARGETER**

While you perform a primary attack, if you are not in the defender's firing arc, you may change 1 👁️ result to 1 ✨ result.

**RETROFITTED AUTOTHRUSTERS**

After you fully execute a speed 3 turn [↶ or ↷], bank [↶ or ↷], Tallon Roll [↶ or ↷], or Segnor's Loop [↶ or ↷] maneuver, you may spend 1 ⚡ to perform a ⚙️ action, even while stressed.

SMALL SHIP

**T-SJ1A TARGETING COMPUTER**

While you perform a primary attack, if the defender does not have any green tokens, you may spend 1 ⚡ and 1 ✨ result. If you do, add 2 ✨ results.

FIRST ORDER

**TARGETING MATRIX**

While attacking, at the end of the Neutralize Results step, you may spend 1 👁️ result. If you do, after the attack is resolved, the defender gains 1 strain token.

**TARGETING RELAY**

After a friendly ship acquires a lock on an enemy ship at range 0-1 of you, you may spend 1 ⚡ and gain 1 stress token. If you do, that friendly ship may gain 1 calculate token.






64mm x 89mm  
2.5 inches x 3.5 inches









# UPGRADES

## ORDNANCE / FORCE / TALENT











**SEEKER MISSILES**  
**Attack** [X]: Spend 1 ☉. During the Modify Attack Dice step, you may spend up to 2 additional ☉. Change 1 👁 result to a ✱ result for each ☉ spent this way.



**BURST LASER TURRET**  
**Attack**: Spend 1 ☉. You may spend 1 ☉ to roll 1 additional attack die to a maximum of 3.





**PRECISION-TUNED CANNONS**  
**Attack**: If the defender is in your ⌚, add 1 👁 result.



**ROILING ANGER**  
At the start of the Engagement Phase, if you are in an enemy ship's ⌚, you may gain 1 strain token to recover 1 ♣.

DARK SIDE



**PARTING GIFT**  
When you are destroyed, before you are removed, you may spend 1 ☉ on an equipped ⌚ upgrade to drop or launch a bomb using a speed 1 straight or bank [↖, ↑, ↗] template.

64mm x 89mm  
2.5 inches x 3.5 inches

