

# STAR WARS™ X-WING™ MINIATURES GAME

The **Most Wanted** expansion pack puts a new spin on two of the galaxy's most venerable starfighters, adding a Scum & Villainy version of the sleek Z-95 Headhunter and the robust Y-wing to the **X-Wing Miniatures Game**. Additionally, this expansion includes new Scum ship cards, ship tokens, and maneuver dials for an additional Rebel Y-wing, a HWK-290, and a Firespray-31, allowing players to repurpose formidable Rebel and Imperial vessels and field them in Scum & Villainy squads. The rules for each of these additions can be found in the "New Rules" section of this rulesheet.

All ships, cards, and tokens in this expansion pack follow the rules in the **X-Wing** rulebook. Ships and cards in this expansion pack may be used in any combination with other ships and cards in the **X-Wing** product line following standard squad-building rules.

## COMPONENT LIST

- This Rulesheet
- 1 Y-wing Ship
- 2 Z-95 Headhunter Ships
- 3 Plastic Bases
- 6 Plastic Pegs
- 10 Ship Tokens
- 6 Maneuver Dials
- 1 Focus Token
- 2 Target Lock Tokens (KK, LL)
- 4 Stress Token
- 7 Shield Tokens
- 20 Ship Cards, consisting of:

- 1 N'dru Suhlak
- 1 Kaa'to Leeachos
- 2 Black Sun Soldier
- 2 Binayre Pirate
- 1 Kavil
- 1 Drea Renthal

- 2 Hired Gun
- 2 Syndicate Thug
- 1 Boba Fett
- 1 Kath Scarlet
- 1 Emon Azzameen
- 1 Mandalorian Mercenary
- 1 Dace Bonearm
- 1 Palob Godalhi
- 1 Torkil Mux
- 1 Spice Runner

- 19 Upgrade Cards, consisting of:

- 2 Autoblower Turret
- 2 Bomb Loadout
- 1 Greedo
- 1 K4 Security Droid
- 1 Outlaw Tech
- 1 "Genius"
- 2 R4 Agromech
- 1 R4-B11
- 2 Salvaged Astromech
- 2 Unhinged Astromech
- 1 "Hot Shot" Blaster
- 2 BTL-A4 Y-Wing
- 1 *Andrasta*

## NEW RULES

The following sections describe rules that players must use when playing with the components provided in this expansion pack.

### SCUM & VILLAINY

The Ship cards included in this expansion belong to neither the Rebel Alliance or the Galactic Empire. Instead, they represent a third faction, Scum & Villainy, pursuing their own agenda in the midst of the Galactic Civil War. Scum & Villainy squads cannot include Rebel or Imperial ships, and Scum & Villainy ships cannot be included in Rebel or Imperial squads.



### FACTION-RESTRICTED UPGRADES

Some Upgrade cards are labeled "*REBEL ONLY*," "*IMPERIAL ONLY*," or "*SCUM ONLY*." Cards with these labels can **only** be fielded in Rebel, Imperial, or Scum & Villainy squads respectively.

## LIMITED UPGRADES

Some of the Upgrade cards in this expansion pack are labeled "LIMITED." A ship cannot equip multiple copies of the same card if that card is labeled as "LIMITED."

## MODIFICATIONS AND TITLES

Modifications and titles are special upgrades that do not appear in any ship's upgrade bar. Any ship may equip a modification or title unless the card is restricted to a specific type of ship. Each ship is limited to one modification and one title.



## Z-95 HEADHUNTER AND Y-WING MANEUVERS

The tables below list all possible maneuvers that a Z-95 Headhunter and a Y-wing can execute. Players can reference these tables at any time.

Z-95 HEADHUNTER						
4	↑	↗	↖	↙	↘	↙ ↘
3	↖ ↗	↑	↗	↖	↘	
2	↖ ↗	↗	↑	↗	↘	
1	↗	↑	↗	↑	↗	

Y-WING						
4	↑	↗	↖	↙	↘	↙ ↘
3	↖ ↗	↑	↗	↖	↘	
2	↖ ↗	↗	↑	↗	↘	
1	↗	↑	↗	↑	↗	



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