

STAR WARS™ X-WING™ MINIATURES GAME

The **Hound's Tooth** expansion pack introduces the formidable YV-666 light freighter and a host of new options for **X-Wing**. The rules for each of these additions can be found in the "New Rules" section of this rulesheet. Additionally, this rulesheet includes a new mission that pits the notorious bounty hunter Bossk against the Rebel Alliance. Except for the rules specified below, all ships, cards, and tokens in this expansion pack follow the rules in the **X-Wing** rulebook and 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 *Hound's Tooth* Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 3 Ship Tokens
- 2 Maneuver Dials
- 1 Focus Token
- 1 Stress Token
- 6 Shield Tokens
- 4 Ion Tokens
- 2 Target Lock Tokens (OO, PP)
- 4 Damage Tokens
- 2 Reference Cards
- 5 Ship Cards, consisting of:
 - 1 Bossk
 - 1 Moralo Eval
 - 1 Latts Razzi
 - 1 Trandoshan Slaver
 - 1 Nashtah Pup Pilot
- 12 Upgrade Cards, consisting of:
 - 1 Crack Shot
 - 1 Lone Wolf
 - 1 Stay On Target

- 1 Heavy Laser Cannon
- 1 Bossk
- 1 K4 Security Droid
- 1 Outlaw Tech
- 1 Glitterstim
- 2 Ion Projector
- 1 Engine Upgrade
- 1 Maneuvering Fins
- 1 *Hound's Tooth*

NEW RULES

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

SCUM & VILLAINY



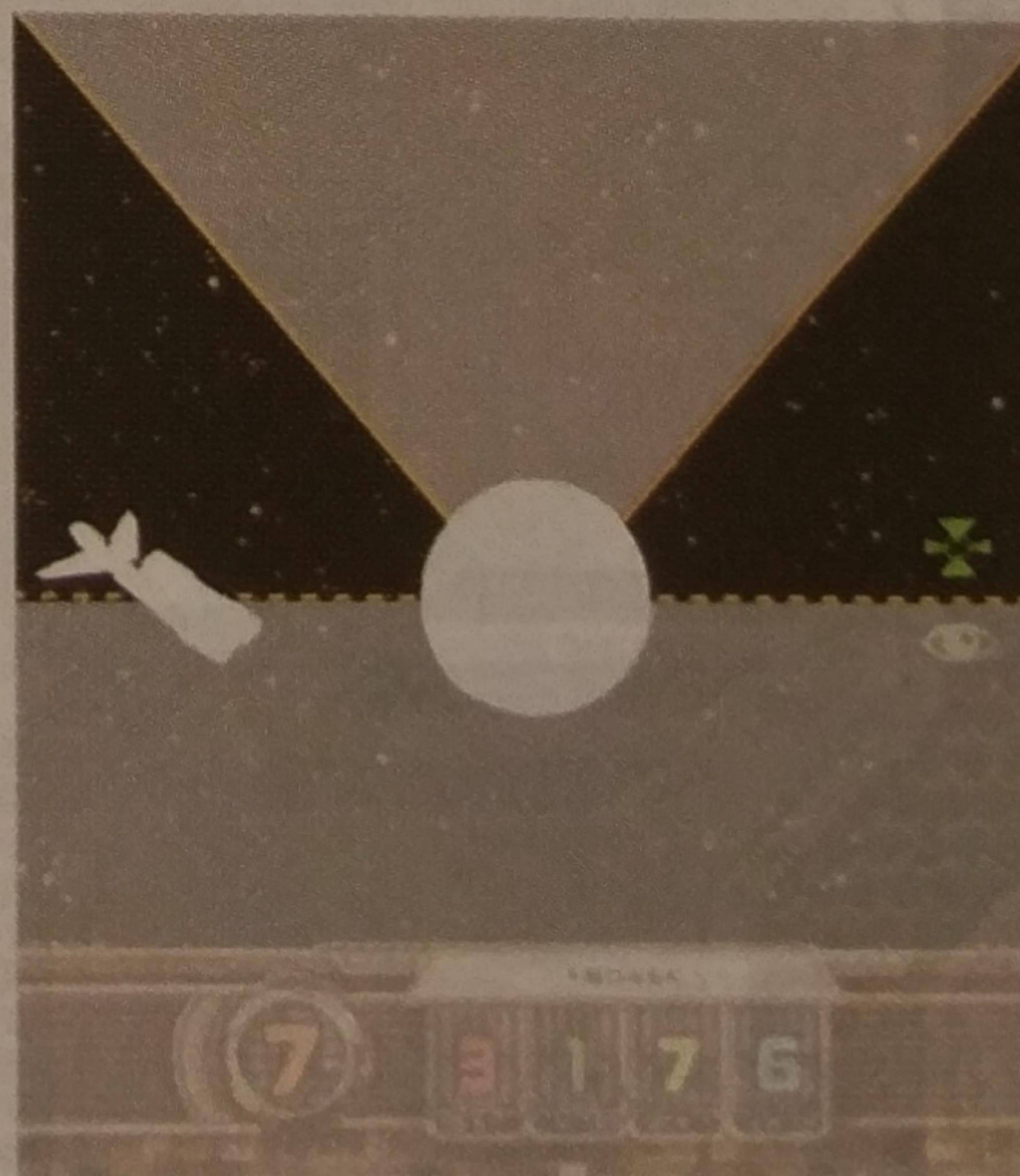
The Ship cards included in this expansion belong to neither the Rebel Alliance or the Galactic Empire. Instead, they represent a third faction, Scum & Villainy, pursuing their own agenda in the midst of the Galactic Civil War. Scum & Villainy squads cannot include Rebel or Imperial ships, and Scum &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

AUXILIARY FIRING ARCS



The YV-666 has two **AUXILIARY FIRING ARCS** identified by dotted lines printed on its ship token. It also has a unique primary weapon icon printed on its Ship cards. When attacking with its primary weapon, a ship with this icon may attack an enemy ship that is at Range 1–3 and inside its **standard firing arc or auxiliary firing arcs**.

When attacking with a secondary weapon, the ship must still target an enemy ship inside its standard firing arc (unless otherwise specified on the Upgrade card).



Bossk's Auxiliary Firing Arcs

LARGE SHIPS

The *Hound's Tooth* has a ship base that is larger than those found in the **X-Wing** core set. Such ships are classified as **LARGE** ships and use the following rules:

ION TOKENS

Some card abilities may cause a ship to receive an ion token. A large ship is unaffected by a single ion token; the ion token simply remains assigned to the ship. When a large ship has two or more ion tokens assigned to it, it suffers the ion token effect as normal. Then the player removes **all** ion tokens from the ship at the end of the Activation phase.

OVERLAPPING

Large ships follow the standard rules for overlapping other ships. When a large ship would overlap another ship, simply move the large ship along the template as normal, being sure to use the center of the ship's base to estimate its correct position and orientation.

SETUP

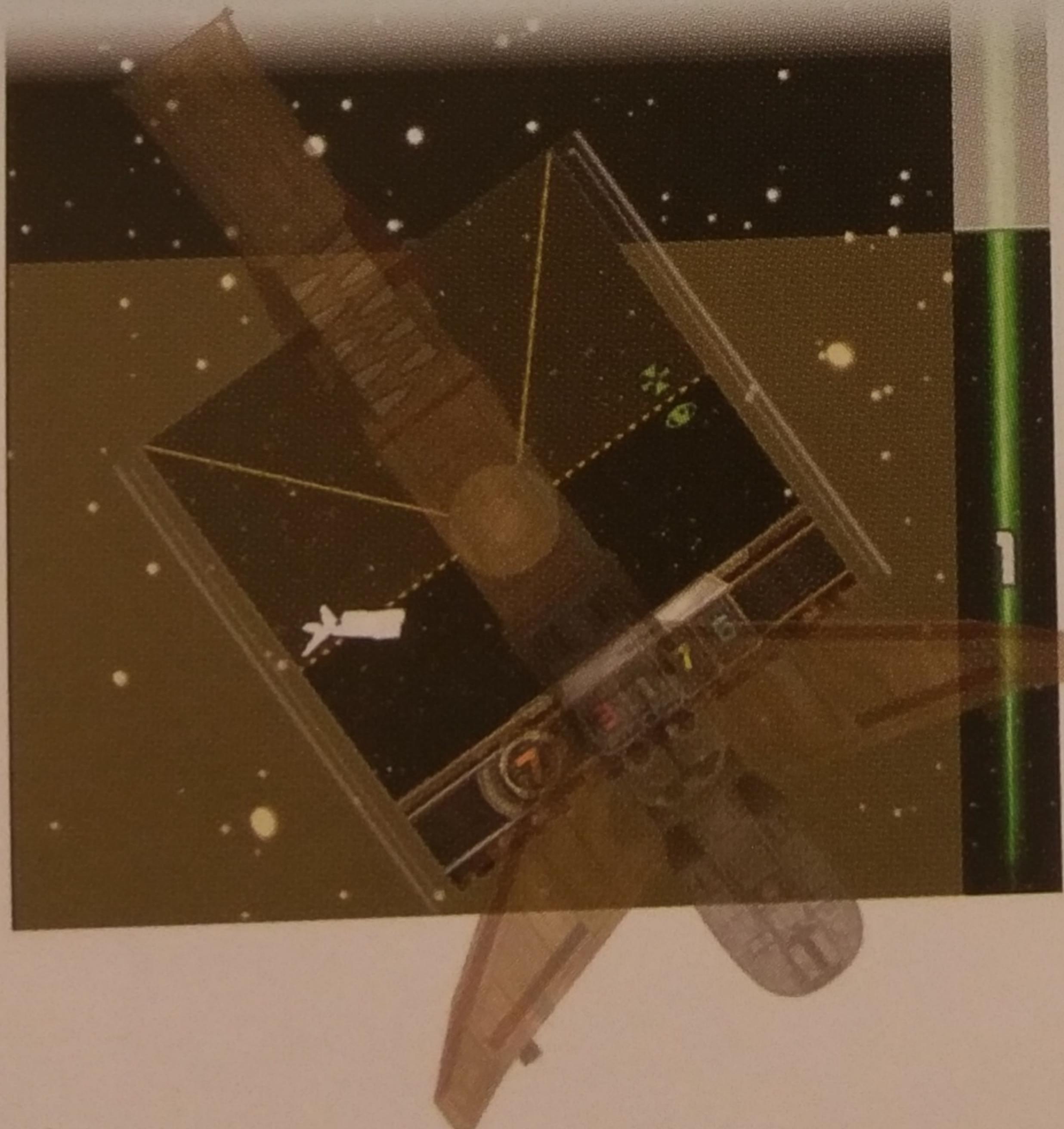
Large ships follow all standard setup rules. However, during setup a large ship's base may extend outside of Range 1 (or a mission's specified setup area) as long as it has filled the length of that area.

A large ship cannot be placed with any portion of its base outside the play area. The ship figure may extend outside the play area at any time as long as the base remains in the play area.

THE NASHTAH PUP

This expansion includes a special Ship card representing Bossk's heavily-modified Z-95 Headhunter *Nashtah Pup*, designed with folding wings that allowed it to dock within the *Hound's Tooth* custom hanger bay.

LARGE SHIP SETUP EXAMPLE



The Scum & Villainy player chooses to diagonally place his YV-666 in the setup area. He ensures that a corner of the ship's base is touching his edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

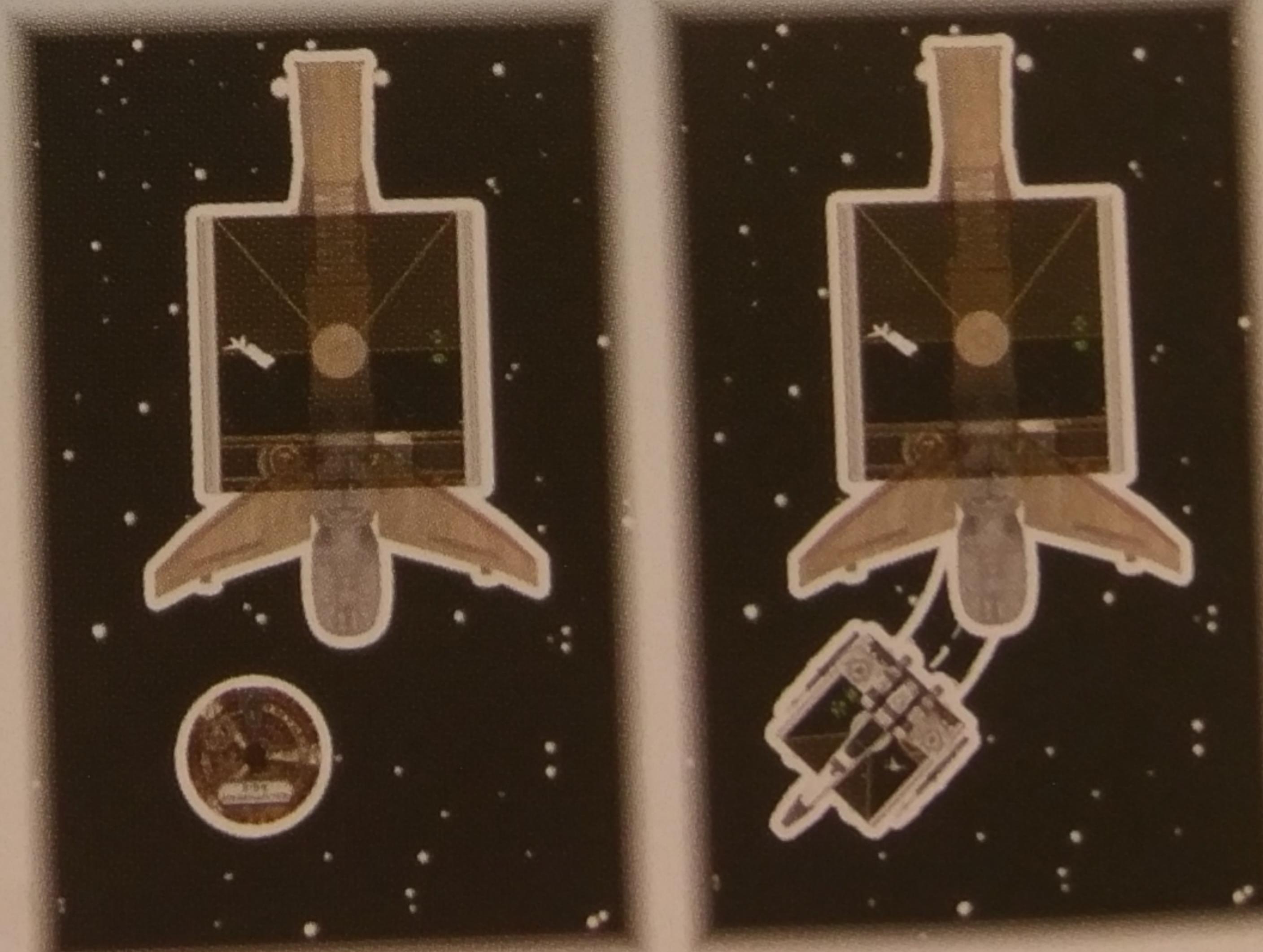
This ship cannot be fielded in a player's initial squad, and instead enters play via the *Hound's Tooth* Upgrade card. The *Nashtah Pup* does not have a squad point cost and is worth no points when destroyed. To use this ship, the player must also own a Z-95 Headhunter model (sold separately).

DEPLOYING THE *NASHTAH PUP*

When the YV-666 equipped with the *Hound's Tooth* Upgrade card is destroyed (but has **not** fled the battlefield), it may **deploy** the *Nashtah Pup* Pilot before it is removed from the play area. To deploy, follow these steps:

1. Declare either the front or rear guides of the *Hound's Tooth*.
2. Choose a maneuver on the Z-95 Headhunter maneuver dial.
3. Take the maneuver template that matches the chosen maneuver and slide the template between the declared guides on the *Hound's Tooth*.
4. Take the *Nashtah Pup* Pilot ship and place it at the opposite end of the template, sliding the rear guides of the ship into the opposite end of the template. This counts as a maneuver. If this maneuver causes *Nashtah Pup* Pilot to overlap an obstacle or another ship, it follows the normal rules for overlapping. If this causes a situation in which *Nashtah Pup* Pilot cannot be placed in the play area, *Nashtah Pup* Pilot is destroyed.
5. If *Nashtah Pup* Pilot has not overlapped an obstacle or another ship and is not stressed, it may perform one action. It cannot attack this round.

DEPLOYING EXAMPLE



1. *Hound's Tooth* has been destroyed. The Scum player chooses to deploy *Nashtah Pup* from the rear guides of *Hound's Tooth*. Then he chooses the $\nearrow 1$ maneuver on the Z-95 Headhunter dial.
2. The Scum player executes that maneuver, using the rear guides of *Hound's Tooth* as the maneuver's point of origin.

UNIQUE NAMES

This expansion pack includes Ship cards and Upgrade cards with unique names, as indicated by the bullet (•) to the left of the card's name. As with other cards that have unique names, a player cannot field two or more cards that share the same unique name, even if they are different types of cards.

NEW UPGRADE CARDS

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.



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 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."

MISSION 14: HUNTING THE HUNTER

The bounty hunter hisses as his ship is violently wrenched out of hyperspace. Klaxons blare and his scopes light up with a squadron of Rebel fighters, coming in fast and looking none too friendly. Too many to fight, but something had disabled his hyperdrive—there! Four gravity well projectors in an interdiction pattern. Well, well. It had been a while since he walked into a trap. Never mind; the Rebels were about to find out they snared a bigger fish than they bargained for...

MISSION SETUP

Rebel: 150 squad points; when the Rebel player builds his squad, he must build 2 groups of up to 75 squad points each.

Scum & Villainy: Bossk (Marksmanship, Outlaw Tech, Engine Upgrade, *Hound's Tooth*), 50 squad points. Alternatively, the Scum player may build a squad of up to 100 squad points that includes Bossk equipped with the *Hound's Tooth* Upgrade card.

The Rebel player places one satellite token from the core set within Range 1 of each corner.

Then place the six asteroids from the core set next to the play area. The Rebel player chooses one asteroid and places it in the play area. Then the Scum player chooses one of the remaining asteroids and places it in the play area. This sequence continues until all six asteroids have been placed.

Asteroids must be placed within Range 1–3 of the edge of the play area and cannot be placed at Range 1–2 of the any satellite or another asteroid.

Then the Rebel player chooses one of his squads and places those ships within Range 1 of either of the two Rebel edges. At least one ship must be placed in each setup area. Then the Scum player places his ships in the center of the play area, beyond Range 1–3 of any edge.

The Rebel player has initiative.

SPECIAL RULES

- Satellites:** Satellites are treated as obstacles that can be attacked, target-locked, damaged, and destroyed. Each satellite has a hull value of "4" and an agility value of "1." For each damage or critical damage a satellite suffers, place one damage token near that satellite. For each critical damage a satellite suffers from an attack by Bossk or Nashtah Pup Pilot, place two damage tokens near that satellite. When there are four or more damage tokens near a satellite, it is destroyed.



Damage Token

- Closing the Jaws:** At the end of the third round, the Rebel player places his other squad within Range 1 of either neutral edge. At least one ship must be placed near each edge.

OBJECTIVES

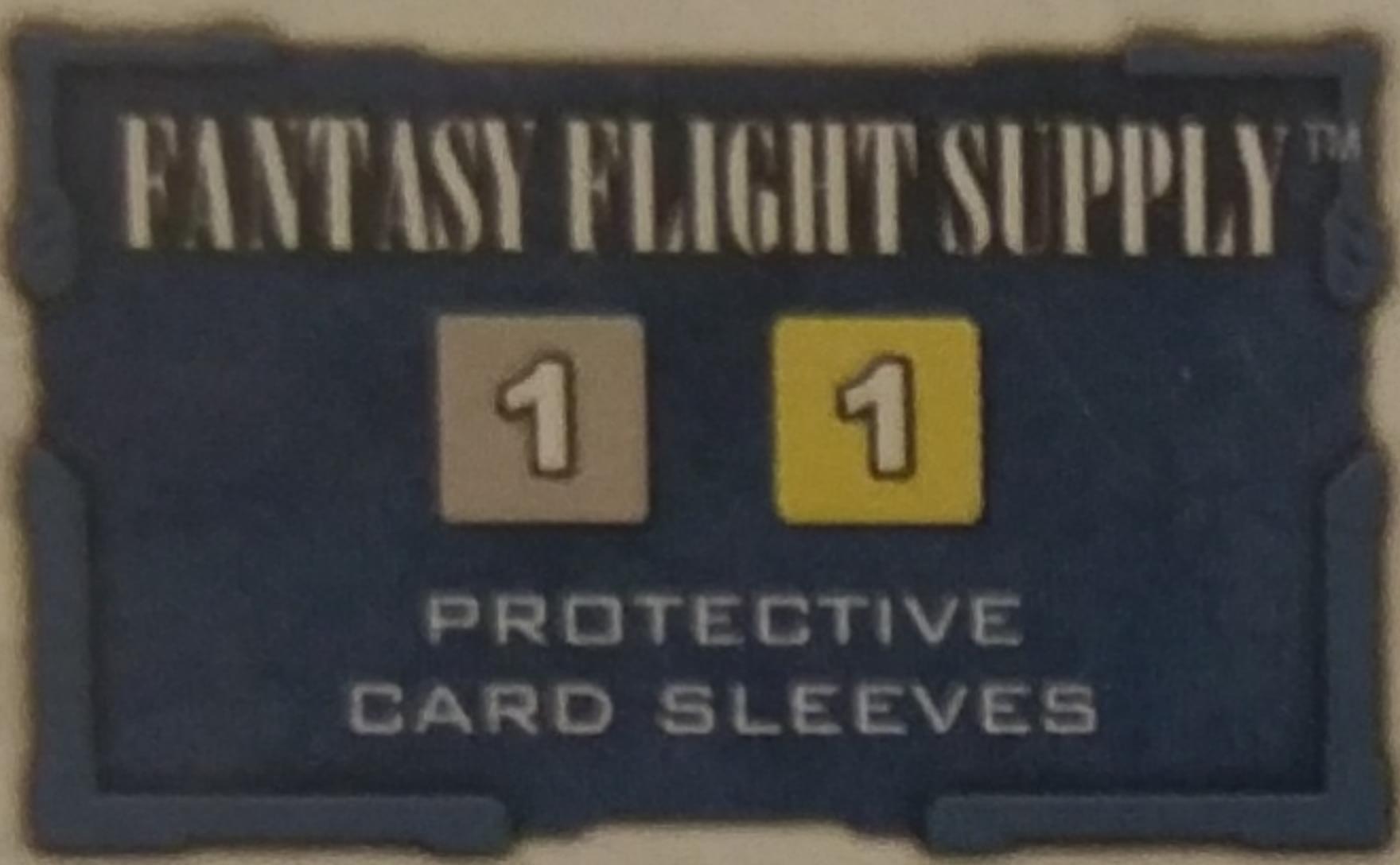
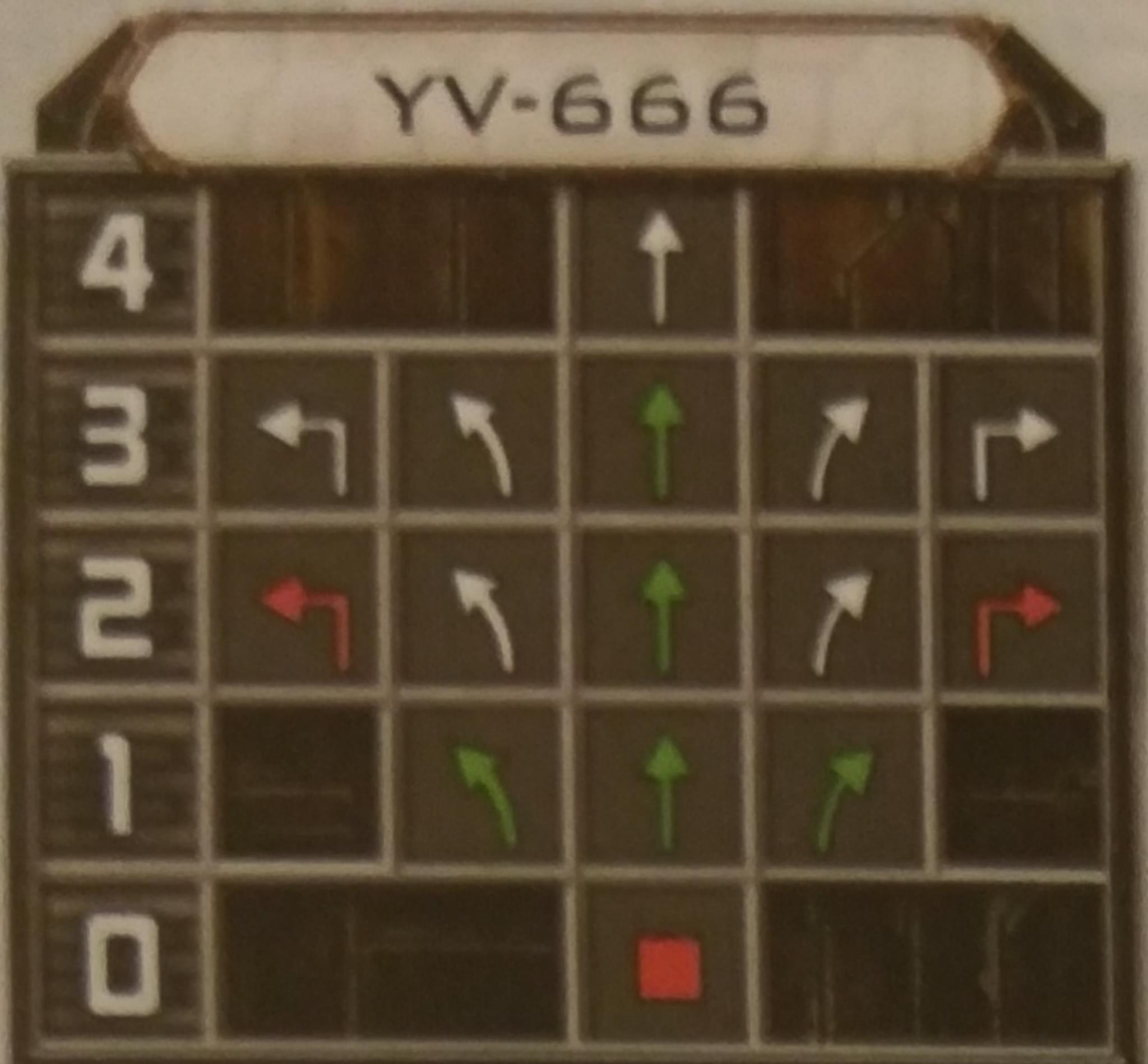
Rebel Victory: Destroy both Bossk and Nashtah Pup.

Scum Victory: Destroy the four satellite tokens. Alternatively, destroy all Rebel ships.



YV-666 MANEUVERS

The table below lists all possible maneuvers that a YV-666 can execute. Players can reference this table at any time.



© & TM Lucasfilm Ltd. No part of this product may be used without specific written permission. Fantasy Flight Supply is a trademark of Fantasy Flight Publishing, Inc. Fantasy Flight Games and the FFG logo are registered trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

For additional material,
support, and information, visit:
www.FantasyFlightGames.com



CREDITS

Expansion Design & Development: Alex Davy and Frank Brooks

Core Game Design: Jay Little

Cover Art: Timothy Ben Zweifel

Interior Art: Andrius Anezin, Jacob Atienza, Matt Bradbury, Mariusz Gandzel, Joel Hustak, Jeff Lee Johnson, Jason Juta, Mark Molnar, and Ryan Valle

3D Ship Modeling: Jason Beaudoin

Graphic Design Manager: Brian Schomburg

Expansion Graphic Design: Shaun Boyke with Christopher Hosch

Core Game Graphic Design: Dallas Mehlhoff, with Chris Beck, Shaun Boyke, Michael Silsby, and Evan Simonet

FFG Licensing Coordinator: Amanda Greenhart

Managing Art Director: Andy Christensen

Art Direction: John Taillon

Production Manager: Eric Knight

Production Coordination: John Britton, Megan Duehn, Simone Elliott, Jason Glawe, and Johanna Whiting

Lead Game Producer: Steven Kimball

Executive Game Designer: Corey Konieczka

Publisher: Christian T. Petersen

Playtesters: Bob Adams, Chris Adams, Neil Amswych, Shiu Yik Au, Mathew Babiash, Matt Baxter, Jeff Berling, Eric Berling, Hunter Bienvenu, Nathan Bier, Jim Blakley, Aaron Bonar, Nickie Bonar, Thierry Boursin, Adam Brillhart, Joel Brygger, Dominic Cairo, Duncan Callander, Audrey Carstensen, Daniel Casslasy, Rémy Chouffot, Evan Claassen, Marv Cole, Thomas Curtis, Rob Davis, Adrien Dawson, Sean Dawson, Cameron Dawson, Josh Derksen, Renaud Desrey, Tim Dolgos, Sean Dorcy, Aaron Dorcy, Jeffrey Dunford, Leighton Eash, Amber Edwards, Ben Edwards, James Elhardt, Trenden Flanigan, Zara Fox, Brian Francis, Benjamin François, Benjamin Frick, Neil Gilsdorf, Michael Hale, Iain Hamp, Lyle Hayhurst, Matt Holland, Julian Horvath, Daniel Howell, Harvie Jarriell, Chris Jenkins, Wayne Johnson, Jörg Klöckner, Dmitry Kolyada, Jim Lafferty, Shayn Lavender, Brooks Flugaur-Leavitt, Carl McCowen, Robert McCowen, Patrick McDonald, Jason McMahon, Darryl McMillon, Chris Miller, Casey Nedry, Gavin Norman, Matt Olsen, Frank Omilian, Ben Oosting, Landon Otis, Dallas Parker, Dallin Pear, Axel Péju, Jake Pichelmeyer, Mark Plumley, David Pontier, Dustin Poskochil, Mike Ptak, Jonathan Reinig, Etienne Ritaly, Tony Roberto, Geordan Rosario, Gianni Rossi, Anthony Rossi, Mike Russell, Trevor Ryan, Mark Salzer, Chris Saman, Brant Seymour, Brian Siela, Kyle Sparks, Jim Spurrier, Jason Summers, Tristan Telson, Ryan Toone, Edward Toone, Kyle Turley, Henry VanBlake, Shaun VanConett, Sean Vayda, Ryan Voigt, Chris Weinstein, Chris Wheeler, Patrick Wilcox, Jeff Wilder, Damon Williams, Josh Wilson, Scott Wilson, Joseph Woodworth, Keoki Young, Kelly Yuhas, and David Yun

Lucasfilm Approvals: Chris Gollaher