

X-Wing Wild Space: Scenario Cards and Assets

PROBING PROBLEM

SCENARIO

Components: 4 Scenario Tokens, 4 Probe Cards

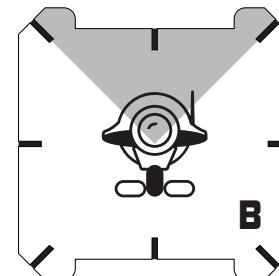
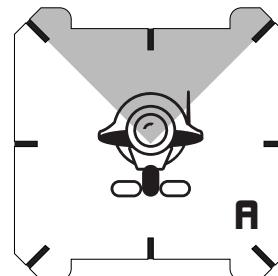
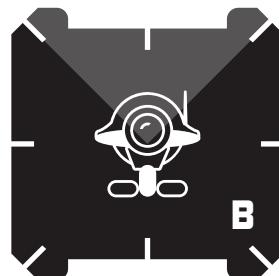
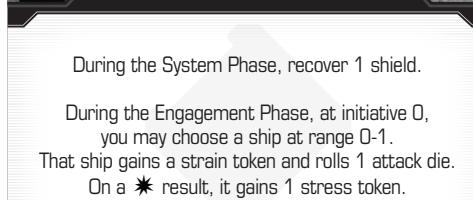
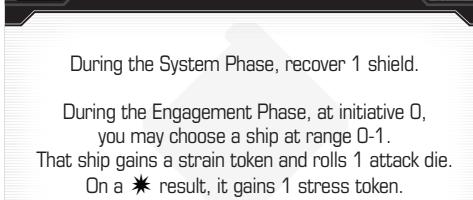
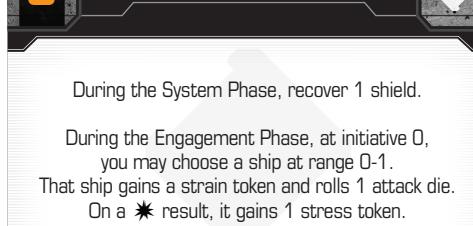
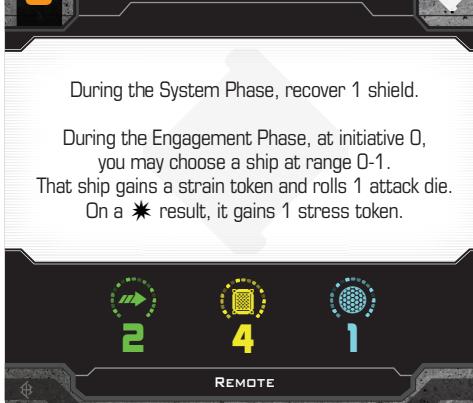
Setup: Each player places 2 scenario tokens representing **Probes** (◆) within range 2 of their player board edge and beyond range 3 of another ◆.

◆ can be targeted by primary weapon attacks after round 3.

◆ cannot be removed by ships, pilots or upgrades ability.

System Phase: Probes relocate using speed 1 or 2 bank (↖ ↗) or straight (↑↓) templates.

Scoring: When you destroy an enemy ◆, score 30 points.



X-Wing Wild Space: Scenario Cards and Assets

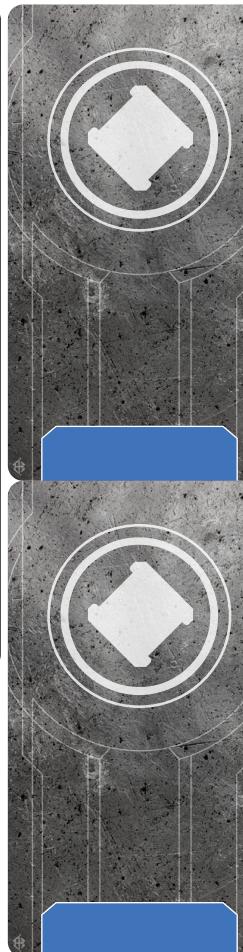
SABOTAGE SCENARIO

Components: 1 Scenario Token, 1 Station Card

Setup: Before placing forces, the defending player places a scenario token representing a **Station** (◆) beyond range 3 of their board edge, beyond range 1 of neutral edges and beyond range 0 of any obstacles.

◆ can be locked only by scenario action.

Scoring: At the end of the game, if ◆ is destroyed, the attacking player scores 50 points. If ◆ is **Operational**, the defending player scores 50 points.



•OPERATIONAL STATION

Setup: Place this side faceup. During the End Phase remove all red tokens from the station.

Scenario Action: Transmit - an attacking player's ship may acquire a lock on the station at range 0-2.

Before an attacking player's ship engages, it may gain 1 disarm token to spend its lock on the station and roll 1 attack die. On a ♠ flip this card.

•SABOTAGED STATION

If there are no ♠ on this card, the station is destroyed and each ship at range 0-2 is dealt 1 faceup damage card. Then remove the station.

Scenario Action: Transmit - a defending player's ship may acquire a lock on the station at range 0-2.

Before a defending player's ship engages, it may gain 1 disarm token to spend its lock on the station to recover 1 ♠ or roll 1 attack die. On a ♠ flip this card.



ESCORT SCENARIO

Components: 1 Scenario Token, 1 CSS-1 Shuttle Card

Setup: Before placing forces, the defending player places a scenario token representing a **CSS-1 Shuttle** (◆) in need of escort at range 3 of their board edge.

During the System Phase, if a friendly ship is at range 0-3, ◆ may relocate using the 4 ↑ or any speed 3 template.

◆ may flee off the opponent's board edge.

◆ cannot be removed by ships, pilots or upgrades ability.

Scoring: If ◆ is destroyed, the attacking player gains 50 points.

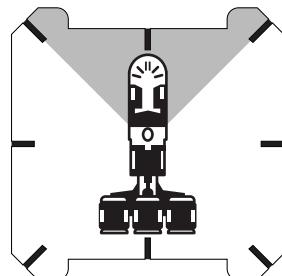
If the the ◆ flees off the opponent's board edge, the defending player gains 50 points.

•CSS-1 SHUTTLE

While defending, roll an additional defense die for each friendly ship in the attack arc.

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REMOTE



X-Wing Wild Space: Scenario Cards and Assets

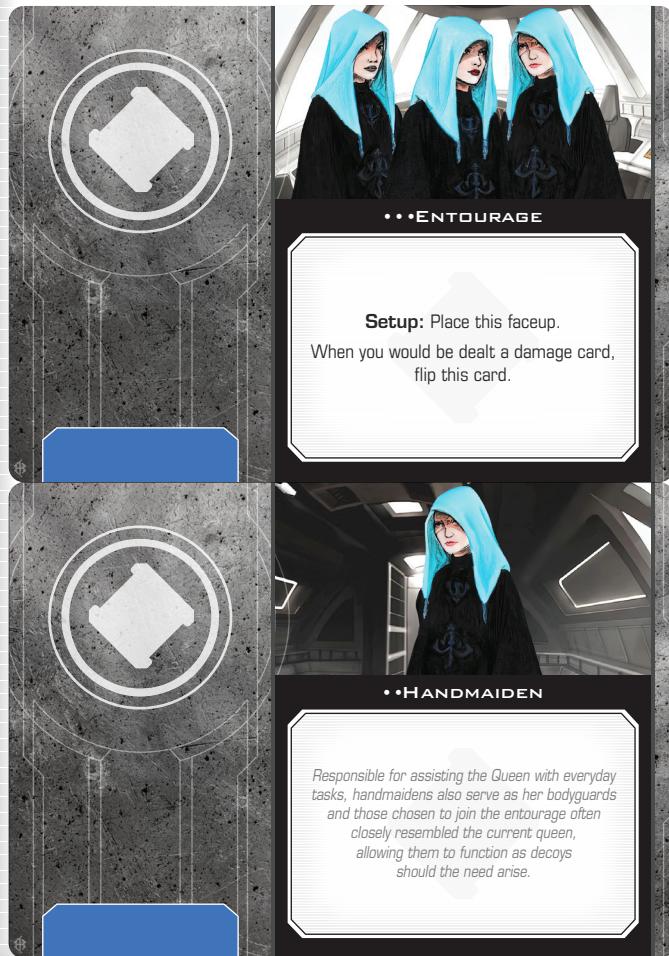
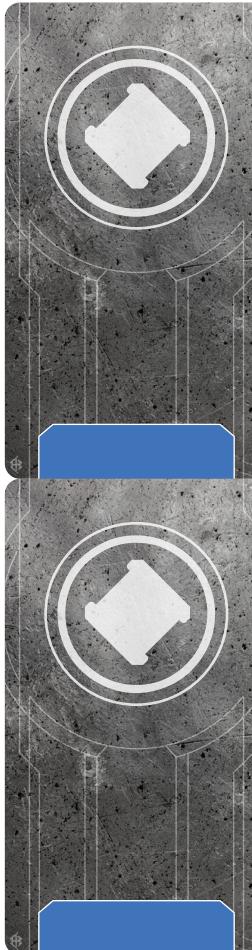
VIP

SCENARIO

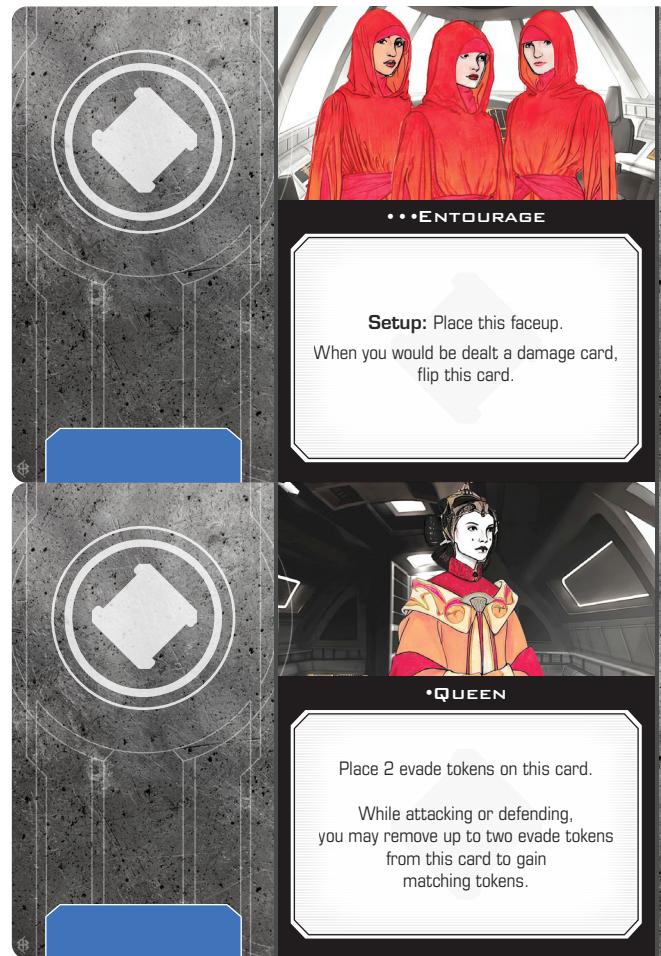
Components: 2 Triplets of Entourage Cards

Setup: After placing forces, each player assigns each of their three **Entourage** cards to one or more of their ships. The ship with the **Queen** cannot be placed in reserves.

Scoring: If the ship equipped with the **Queen** card is destroyed, the opposing player gains 50 points.



X-Wing Wild Space: Scenario Cards and Assets



X-Wing Wild Space: Scenario Cards and Assets

EMPLACEMENTS

SCENARIO

Components: 4 Scenario Tokens,
4 Defensive Battery Cards

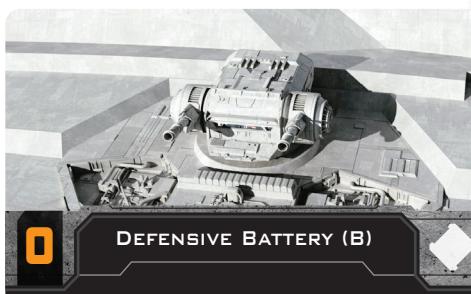
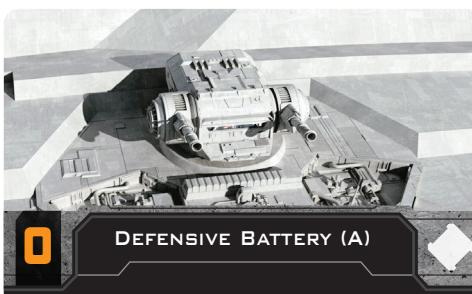
Setup: After placing obstacles, starting with the second player, each player places 2 scenario tokens representing **Defensive Batteries** (◆). ◆ must be placed within range 3 of the controlling player's board edge and beyond range 2 of another ◆.

◆ cannot be removed by ships, pilots or upgrades ability.

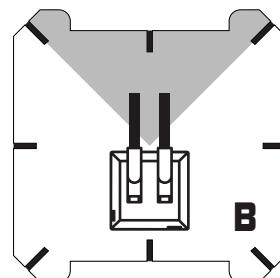
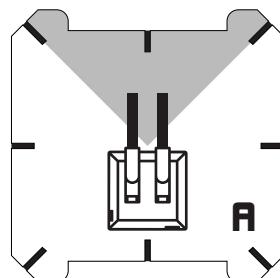
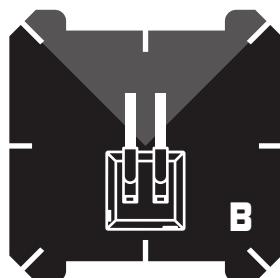
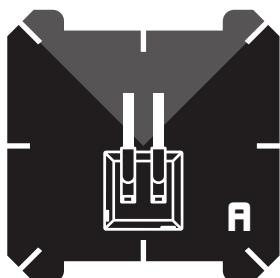
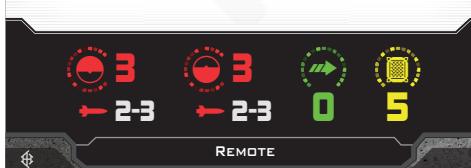
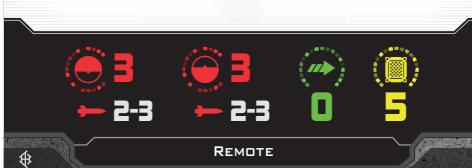
Scoring: After calculating scores, each player gains 30 points for each enemy ◆ destroyed.



While defending, if the attack would hit and there is more than one */* result remaining, add one ♦ result.



While defending, if the attack would hit and there is more than one */* result remaining, add one ♦ result.



X-Wing Wild Space: Scenario Cards and Assets

HOLOCRON SCENARIO

Components: 1 Scenario Token, 2 Holocron Cards

Setup: Place a scenario token representing a Holocron (◆) in the center of the play area. Give each player a Holocron card.

During the End Phase, a ship may claim ◆ in its ◉ at range 0-1, if it is not stressed, and place ◆ on its pilot card. Then that ship gains 1 stress token.

If a ship with ◆ suffers *, is ionized, destroyed or flees from a board edge, that ship must jettison its ◆.

Scoring: At the end of the game, each player scores 10 points for each active ◆ on their holocron card.



CONTRABAND SCENARIO

Components: 3 Scenario Tokens

Setup: After placing obstacles, starting with the second player, players place scenario tokens representing Contraband (◆). The first ◆ must be placed in the center of the play area. Other ◆ are placed beyond range 1 of each other and within range 5 of players board edges.

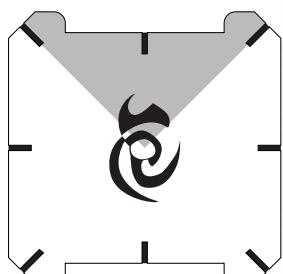
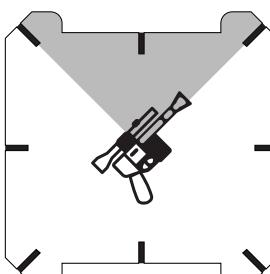
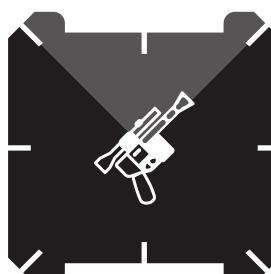
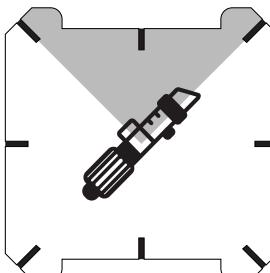
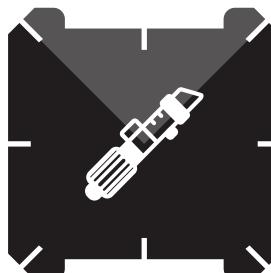
Before you engage, you may claim a ◆ in your firing arc at range 0-1 and place ◆ on the pilot card. Then skip the rest of your engagement.

A ship may only have 1 ◆ at any given time.

If a ship with ◆ suffers *, is ionized, destroyed or flees from a board edge other than its own player's, that ship must jettison its ◆.

During the Activation Phase, if a ship with ◆ would flee from its player board edge, place it in reserve instead and remove ◆. During the End Phase, if a ship with ◆ is at range 1 of its player board edge, place that ship in reserve and remove ◆. During the next Planning Phase, that ship is deployed within range 1 of its player board edge and beyond range 3 (2, 1) of all enemy ships, if able.

Scoring: After calculating scores, each player scores 30 points for each ◆ they removed.



X-Wing Wild Space: Scenario Cards and Assets

HYPERSPACE TELEMETRY SCENARIO

Components: 1 Scenario Token, 2 Telemetry Cards

Setup: Place a scenario token representing a Hyperspace Jump Point (◆) in the center of the play area. Give each player a Telemetry card.

During the End Phase, if ◆ was **scanned**, the second player rolls 1 attack die and chooses an obstacle for ◆ relocation:

- on a blank or a ☺, ◆ must relocate to an obstacle at range 3 of its current position,
- on a *, ◆ must relocate to an obstacle at range 2 of its current position,
- on a **, ◆ must relocate to an obstacle at range 1 of its current position.

The first player chooses ◆ position at range 0 of the chosen obstacle.

If ◆ cannot be relocated, ◆ stays in its place.

Scoring: After calculating scores, each player gains 50 points for 5 ⚡ recovered.

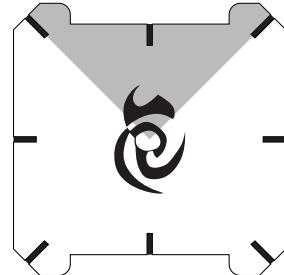


TELEMETRY

Setup: Lose 5 ⚡.

Scenario Action: Scan - when a ship performs a scan action, choose a ◆ at range 0-1. Then recover 1 ☺ on this card and gain one ☺.

Only 1 ☺ on this card can be recovered per round.



TELEMETRY

Setup: Lose 5 ⚡.

Scenario Action: Scan - when a ship performs a scan action, choose a ◆ at range 0-1. Then recover 1 ☺ on this card and gain one ☺.

Only 1 ☺ on this card can be recovered per round.

DANTOINE SCENARIO

Setup: Use standard rules for this scenario.

Our scout ships have reached Dantooine. They have found the remains of a Rebel base, but they estimate that it has been deserted for some time.

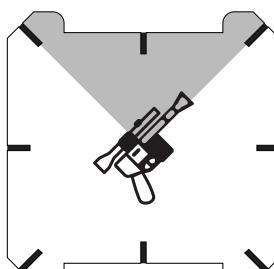
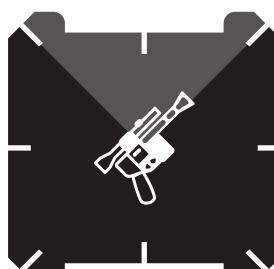
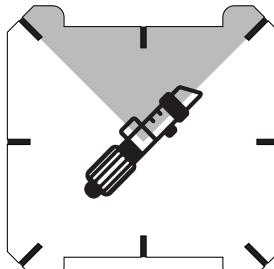
BLACK BOX SCENARIO

Components: 4 Scenario Tokens

Setup: After obstacles are placed, each player places 2 scenario tokens (◆) within range 2 of their player board edge and beyond range 3 of another ◆.

End Phase: During the End Phase, ships at range 1 of an opponent's ◆ may remove that ◆ unless there is an enemy ship at range 1 of that token.

Scoring: After calculating scores, each player gains 30 points for each opponent's ◆ removed.



X-Wing Wild Space: Environment Cards and Assets

ASTEROID FIELD ENVIRONMENT

Obstacles: 10 Asteroids

Setup: Obstacles can be placed within range 1 of each other and at range 2 of the neutral board edges.

ASTEROID FIELD ENVIRONMENT

Obstacles: 10 Asteroids

Player 1

Asteroids

Player 2

OLD WRECKAGE ENVIRONMENT

Obstacles: 3 Asteroids, 5 Debris Clouds

Player 1

Asteroids

Player 2

OLD WRECKAGE ENVIRONMENT

Obstacles: 3 Asteroids, 5 Debris Clouds

Setup: Asteroids must be placed first.

All asteroids after the first one must be placed within range 1-2 of other Asteroids.

Debris Clouds must be placed touching an Asteroid and can be placed at range 1 of other Debris Clouds. They can be placed at range 2 of the neutral board edges.

JUNKYARD ENVIRONMENT

Obstacles: 9 Debris Clouds

Setup: After the first obstacle is placed, all other obstacles must be placed at range 2 of at least one obstacle and beyond range 1 of any other obstacle.

Obstacles can be placed at range 1 of the neutral board edges.

JUNKYARD ENVIRONMENT

Obstacles: 9 Debris Clouds

Player 1

Debris Clouds

Player 2

X-Wing Wild Space: Scenario Cards and Assets

CONJOINED ENVIRONMENT

Obstacles: 8 Obstacles

Player 1



CONJOINED ENVIRONMENT

Obstacles: 8 Obstacles

Setup: After a player places an obstacle, they must place a second obstacle touching that obstacle.

THE MAW ENVIRONMENT

Obstacles: 6 Obstacles, 1 Environment Token

Setup: Before placing obstacles, the first player must place 1 environment token representing the **Maw** (◎) in the center of the play area. Other obstacles must be placed beyond range 1 of ◎.

The Maw: This environment token is an **obstacle** that cannot be removed from play, cannot be chosen for the effects of devices, and cannot be placed elsewhere after initial placement.

After executing a maneuver, if a ship is at range 1 of ◎, assign 3 tractor tokens to that ship. If a ship becomes tractored due to ◎, instead of standard tractor effects, the controlling player must perform a barrel roll to the side corresponding to the bearing of the ship's executed ↗, ↙, ↛, or ↜ maneuver, or must perform a ↑ boost if the ship's executed maneuver was straight or advanced.

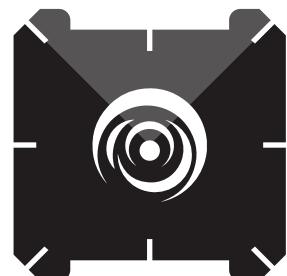
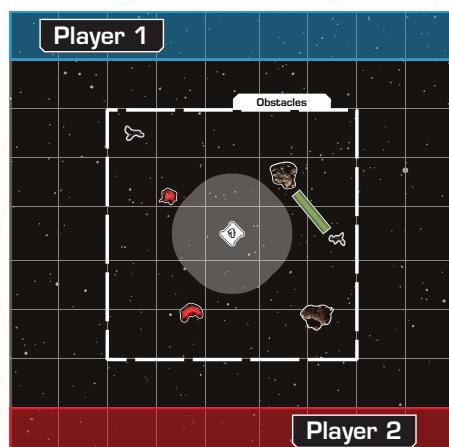
If a ship overlaps or moves through ◎, that ship gains 1 strain token and 1 deplete token.

During the Planning Phase, a ship at range 0 of ◎ must set its fastest straight blue maneuver.

THE MAW ENVIRONMENT

Obstacles: 6 Obstacles, 1 Environment Token

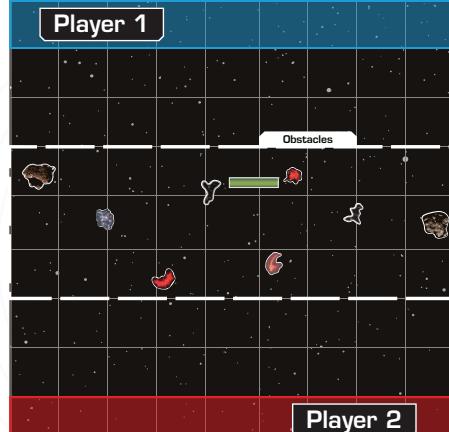
Player 1



PLANETARY RING ENVIRONMENT

Obstacles: 8 Obstacles

Player 1



PLANETARY RING ENVIRONMENT

Obstacles: 8 Obstacles

Setup: Obstacles must be placed beyond range 3 of the player board edges and range 0 of the neutral board edges.

X-Wing Wild Space: Scenario Cards and Assets

COMET ENVIRONMENT

Obstacles: 3 Asteroids, 2 Debris Clouds, 2 Gas Clouds

Setup: Asteroids must be placed first, then debris clouds, then gas clouds.

The first asteroid must be placed within range 3 of any players board edge and neutral board edge.

Each additional asteroid must be placed at range 1 of the previous asteroid, beyond range 1 of other asteroids, and within range 4 of the players board edges.

Each debris cloud must be placed at range 1 of any asteroid, beyond range 1 of another debris cloud, and at range 5 of the players board edges.

Each gas cloud must be placed at range 1 of any debris cloud, beyond range 1 of another gas cloud, and at range 4 of the players board edges.

NEBULA ENVIRONMENT

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles

Setup: After the second obstacle is placed, any additional obstacles must be placed within range 1-2 of another obstacle and beyond range 3 of the player board edges.

Obstacles can be placed at range 2 of the neutral board edges.

BINARY SUNS ENVIRONMENT

Obstacles: 2 Asteroids, 6 Gas Clouds

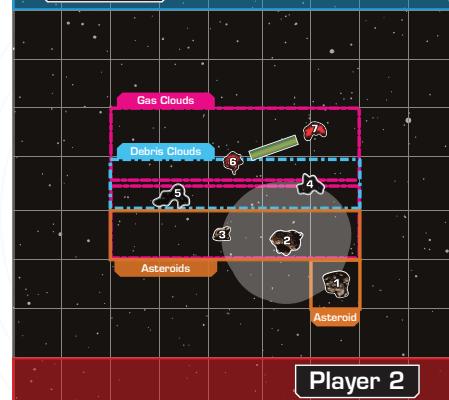
Setup: Asteroids must be placed first. Asteroids must be placed beyond range 3 of each other and beyond range 3 of the players board edge.

Gas clouds must be placed at range 1 of an asteroid and beyond range 1 of another gas cloud. Gas clouds can be placed at range 2 of the neutral board edges.

COMET ENVIRONMENT

Obstacles: 3 Asteroids, 2 Debris Clouds, 2 Gas Clouds

Player 1



Player 2

INTERGALACTIC VOID ENVIRONMENT

Obstacles: 6 Obstacles

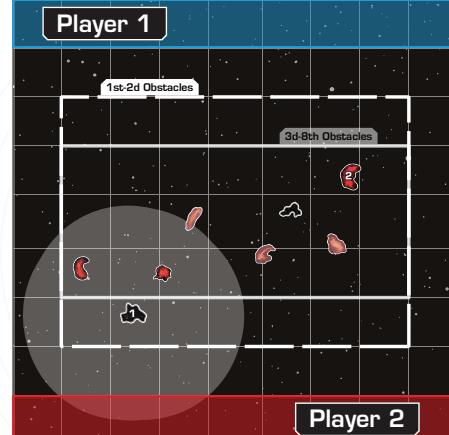
Setup: Use standard rules for the obstacle placement.

The stars...! They're gone! W-we're beyond the galaxy... lost somewhere in the void!

NEBULA ENVIRONMENT

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles

Player 1



Player 2

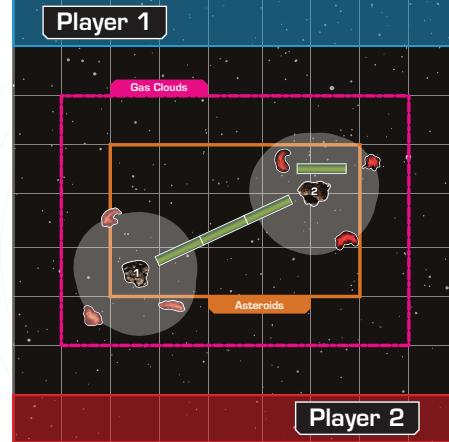
INTERGALACTIC VOID ENVIRONMENT

Obstacles: 6 Obstacles

BINARY SUNS ENVIRONMENT

Obstacles: 2 Asteroids, 6 Gas Clouds

Player 1



Player 2

X-Wing Wild Space: Wild Cards and Assets

EMERGENCY REINFORCEMENTS WILD CARD

Setup: Before placing forces, each player chooses 1 small or medium ship and places it in reserve.

After a friendly ship is dealt a damage card, you may place a ship from your reserve within range 1 of any board edge and beyond range 3 of any enemy ship.

FRACTURED SENSORS WILD CARD

When a ship locks, it cannot acquire locks on ships obstructed by obstacles.

When a ship moves through or overlaps a gas cloud, it must break all of its locks and all locks on it.

ION STORM WILD CARD

When a ship rolls an attack die due to moving through or overlapping a standard obstacle, roll a defence die and resolve the following (in addition to the normal effects):

- on an \blacktriangleleft result gain 1 ion token.

THEY EXPLODE Now?! WILD CARD

At the start of the Planning Phase, roll 1 attack die for each standard obstacle. On a \ast result, each ship and remote at range 0–1 of that obstacle is dealt 1 facedown damage card. Then remove that obstacle.

TRITIANIUM DEPOSITS WILD CARD

The range of detonating bombs is increased by 1.

UNSTABLE FUEL WILD CARD

After a ship is destroyed, every ship at range 0–1 rolls 1 attack die. On a \ast result, the ship suffers one \ast damage.

AGAMAR WILD CARD

Setup: Use standard rules.

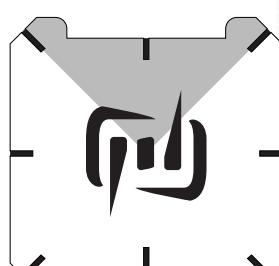
As something of a backwater planet, Agamar was not a well-known world. Among those who had heard of the planet, Agamarians were stereotyped as dumb hicks.

OUTPOST WILD CARD

Components: 2 Wild Tokens

Setup: After placing obstacles, each player places 1 wild token representing an Outpost (WO) at range 0 of an obstacle. Obstacles may have 1 or fewer WO at range 0.

Combat: While a ship defends at range 1 of an obstacle with a WO , that ship may convert 1 E to an \blacktriangleleft result.

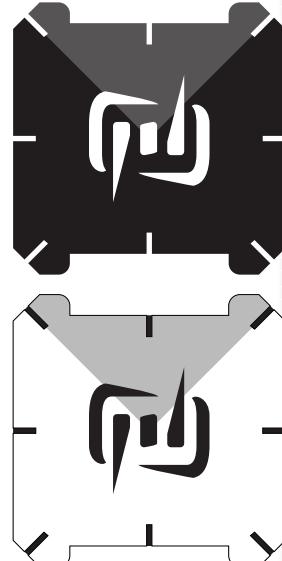


X-Wing Wild Space: Wild Cards and Assets

Y SALAMIRI
WILD CARD

Components: 2 Wild Tokens, 2 Ysalamiri Cards

Setup: After placing forces, each player assigns 1 wild token representing Ysalamiri (FLY) to one of their ships and equips **Ysalamiri** upgrade until the end of the game.



Each ship at range 0-1 cannot spend, lose or recover ♦. The attacker cannot spend ♦ to perform attacks or modify their attack dice. The attacker cannot spend ♦ to modify your attack or defence dice.

When you would be dealt a damage card, remove this card.



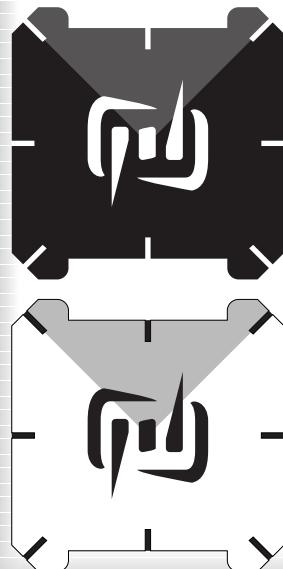
While you perform an attack against a ship with ♦, you may reroll 1 attack die.

When you would be dealt a damage card, remove this card.

VORNSKRS
WILD CARD

Components: 2 Wild Tokens, 2 Vornskrs Cards

Setup: After placing forces, each player assigns 1 wild token representing Vornskrs (FLY) to one of their ships and equips **Vornskrs** upgrade until the end of the game.



While you perform an attack against a ship with ♦, you may reroll 1 attack die.

When you would be dealt a damage card, remove this card.

X-Wing Wild Space: Wild Cards and Assets

THERE IS ANOTHER WILD CARD

Components: 2 There Is Another Cards

If a ship does not have a Force capacity, before rolling defense dice you may roll 1 attack die. This die cannot be modified.

On a * result, that ship equips **There Is Another** upgrade until the end of the game.



Rules

Can be found at <https://x2po.org/wild-space>

Builder

Can be found at <https://xwing-legacy.com/>

Use Wild Space tab to buil lists. Use Choose Obstacles / Wild Space Card button to select Wild Space Cards

TTS Mod

Can be found at <https://steamcommunity.com/sharedfiles/filedetails/?id=3021756594>

Use it as Additive Load to the TTS: X-Wing Unified 2.0 / 2.5 mod at <https://steamcommunity.com/sharedfiles/filedetails/?id=2486128992>