X2PO WILD SPACE WAVE 1

Friends and family friendly PnP

OUTPOST
Wild Card

SETUP: After placing obstacles, each player places 1 outpost token (⊤) at range 0 of an obstacle. Obstacles may have 1 or fewer ⊤ at range 0.

COMBAT: While a ship defends within range 1 of an obstacle with a Claim Token, that ship may convert a 👁 to an ↯ result.

TRITIANIAM DEPOSITS
Wild Card

The range of detonating bombs is increased by 1.

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 was 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.

UNSTABLE FUEL
Wild Card

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

PROBING PROBLEM
Scenario

SETUP: 4 Objective Tokens, 4 matching Objective Cards. Each player places 2 objective tokens representing probes within range 2 of their player board edge and beyond range 3 of another probe.

SYSTEM PHASE: Each probe recovers 1 shield. Probes relocate using speed 1 or 2 bank (↰ ↱) or straight (↑) templates.

COMBAT: At initiative 0, probes may choose a ship within range 0-1. That ship gains a strain token and rolls 1 attack die. On a ✷ result, it gains 1 stress token.

PROBES: Each objective token is considered as a remote that can be targeted by primary weapon attacks after round 3. When a player destroys a probe, that player gains 30 points.
Probes have a hull value of 4, an agility value of 2 and a shield value of 1.

EMPLACEMENTS

SETUP: 4 Objective Tokens, 4 matching Objective Cards. After placing obstacles, starting with the second player, each player places 2 objective tokens representing defensive batteries. Defensive batteries must be placed within range 3 of the controlling player's board edge and beyond range 2 of another defensive battery.

COMBAT: Defensive batteries cannot modify their attack dice. While defending, defensive batteries are always considered to be reinforced.

SCORING: After calculating scores, each player gains 30 points for each defensive battery they destroyed.

DEFENSIVE BATTERIES: Each objective token is considered as a remote that can be targeted by attacks. Defensive batteries attack at initiative 0 and can fire at any ship within range 2-3.
Defensive batteries have a hull value of 5, an agility of 0 and a primary weapon value of 3. When attacking, range boni are not applied.

BLACK BOX

SETUP: 4 Objective Tokens.
After obstacles are placed, each player places 2 objective tokens within range 2 of their player board edge and and beyond range 3 of another objective token.

END PHASE: Ships within range 1 of an opponent's objective token remove the objective token unless there is an enemy ship within range 1 of that token.

SCORING: After calculating scores, each player gains 30 points for each objective token claimed.

VIP

SETUP: 3 Pairs of Objective Cards.
After placing forces, each player assigns each of their 3 objective cards (✏️ , 🏆 , ⚔️) face-down to one or more of their ships. Assign the associated objective tokens face-down to those ships as a reminder.

The Lightsaber (✏️) token must be assigned, its carrier may not be placed in reserves.

After a ship with an objective token is damaged, reveal its objective card. If the ✏️ objective card is revealed, place 2 evade tokens on it. While the ship with the ✏️ objective card attacks or defends, it may remove up to two evade tokens from that card to gain that many matching tokens.

SCORING: If the ship equipped with the ✏️ objective card is destroyed, the opposing player gains 50 points.

ASTEROID FIELD

OBSTACLES: 10 Asteroids.

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

CONJOINED

OBSTACLES: 8 Obstacles.

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

NEBULA

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 may be placed at range 2 of the neutral board edges.

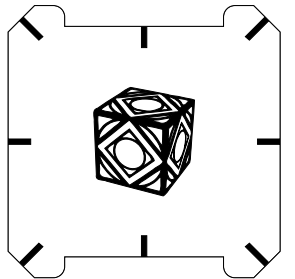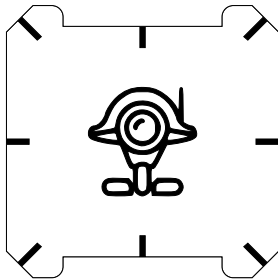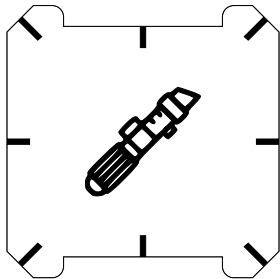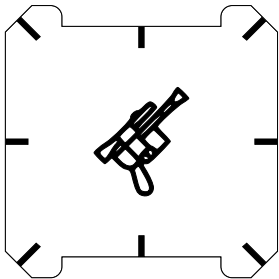## OLD WRECKAGE

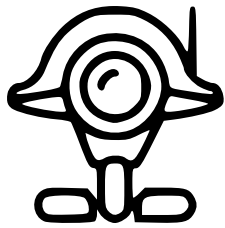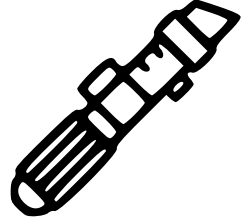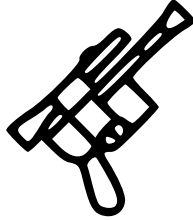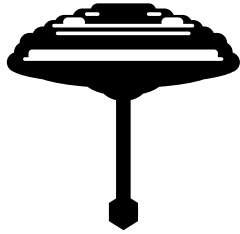**OBSTACLES:** 3 Asteroids, 5 Debris Clouds.

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 may be placed at range 1 of other Debris Clouds. They may be placed at range 2 of the neutral board edges.
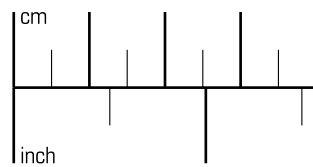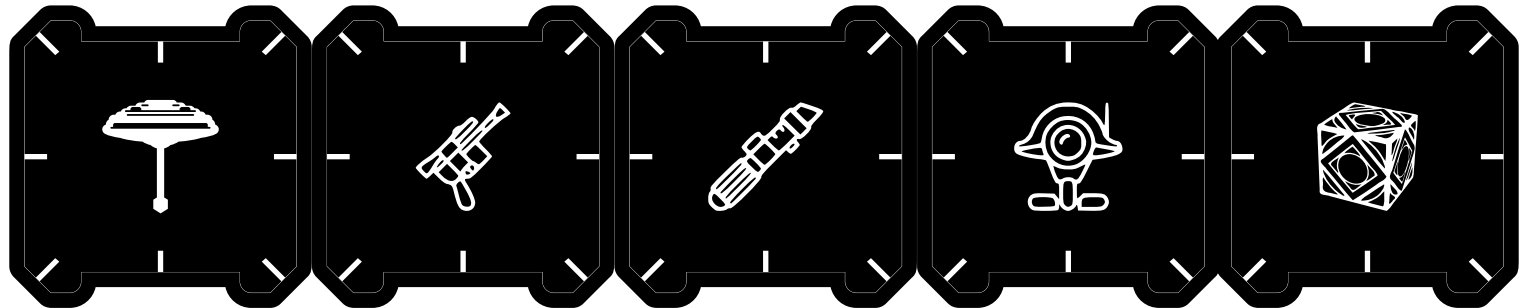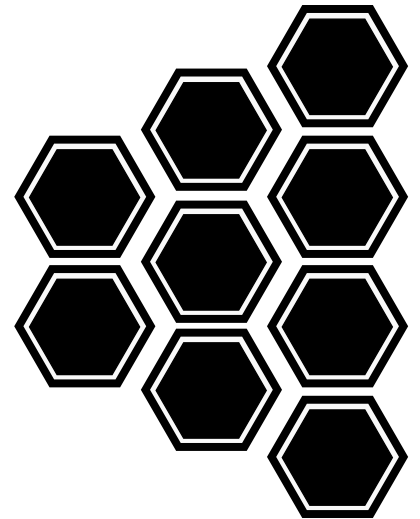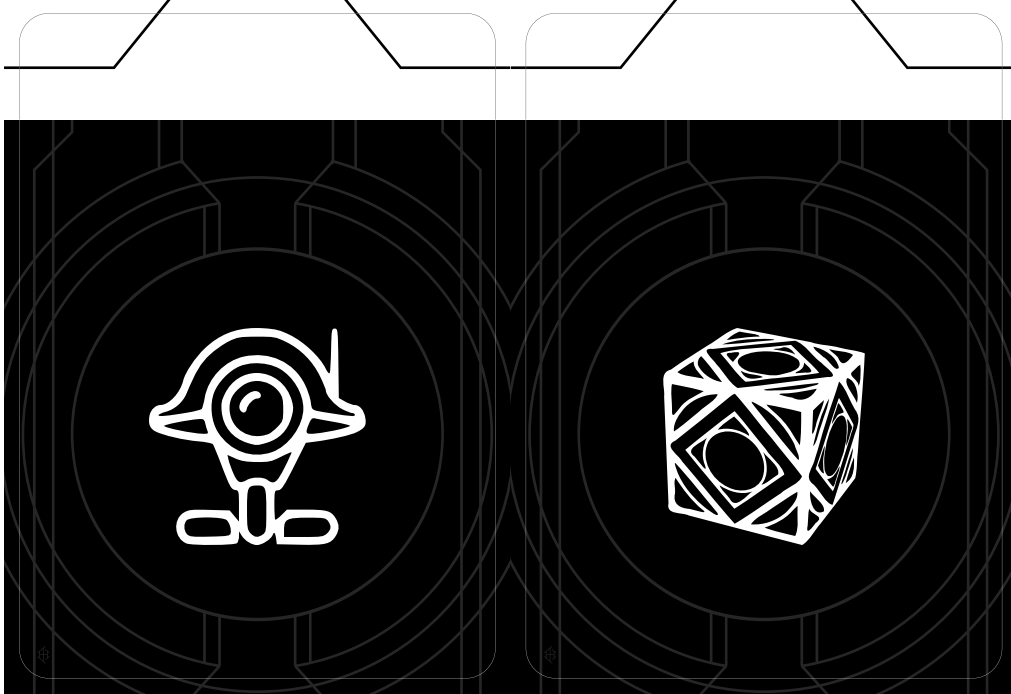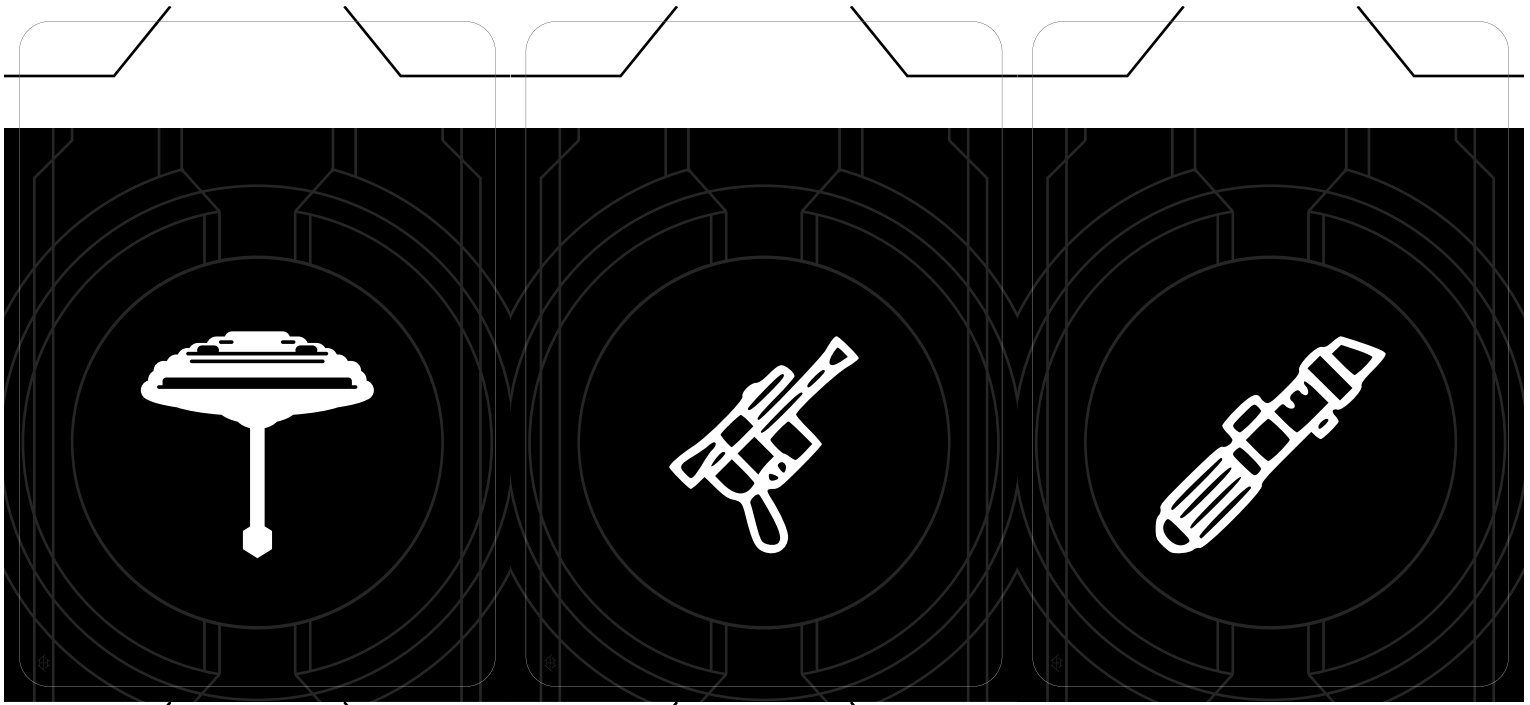

PLANETARY RING

OBSTACLES: 8 Obstacles.

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

PRINT SCALE

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inch

PRINT SCALE

cm

inch