

Wild Space by X2PO

Cards: Wave 1 & 2

PnP friendly:

page 1-4 - WS Cards
page 5 - WS Card Backs BW
page 6 - WS Card Backs WB
page 7 - Scenario Remotes
page 8 - Scenario Remote Backs
page 9 - Wild and Scenario Upgrades 1
page 10 - Wild and Scenario Upgrade Backs 1
page 11 - Wild and Scenario Upgrades 2
page 12 - Wild and Scenario Upgrade Backs 2
page 13 - Environment Maps
page 14 - Environment Map Backs
page 15 - Tokens

Please, mind the tream marks!

OUTPOST

WILD CARD

Components: 2 Wild Tokens

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

Combat: While a ship defends at range 1 of an obstacle with a 守住, that ship may convert 1 眼 to an 打 result.

TRITIANIUM DEPOSITS

WILD CARD

EMERGENCY REINFORCEMENTS

WILD CARD

FRACTURED SENSORS

WILD CARD

The range of detonating bombs is increased by 1.

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.

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

THEY EXPLODE NOW?!

WILD CARD

ION STORM

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.

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

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 * result gain 1 ion token.

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.

Y SALAMIRI
WILD CARD**Components:** 2 Wild Tokens, 2 Ysalamiri Cards

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

V ORNSKRS
WILD CARD**Components:** 2 Wild Tokens, 2 Vornskrs Cards

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

AGAMAR
WILD CARD**BLACK BOX**
SCENARIO**PROBING PROBLEM**
SCENARIO**Components:** 4 Objective Tokens**Components:** 4 Scenario Tokens, 4 Probe Cards**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.

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.

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.

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.

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.

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 ♦.

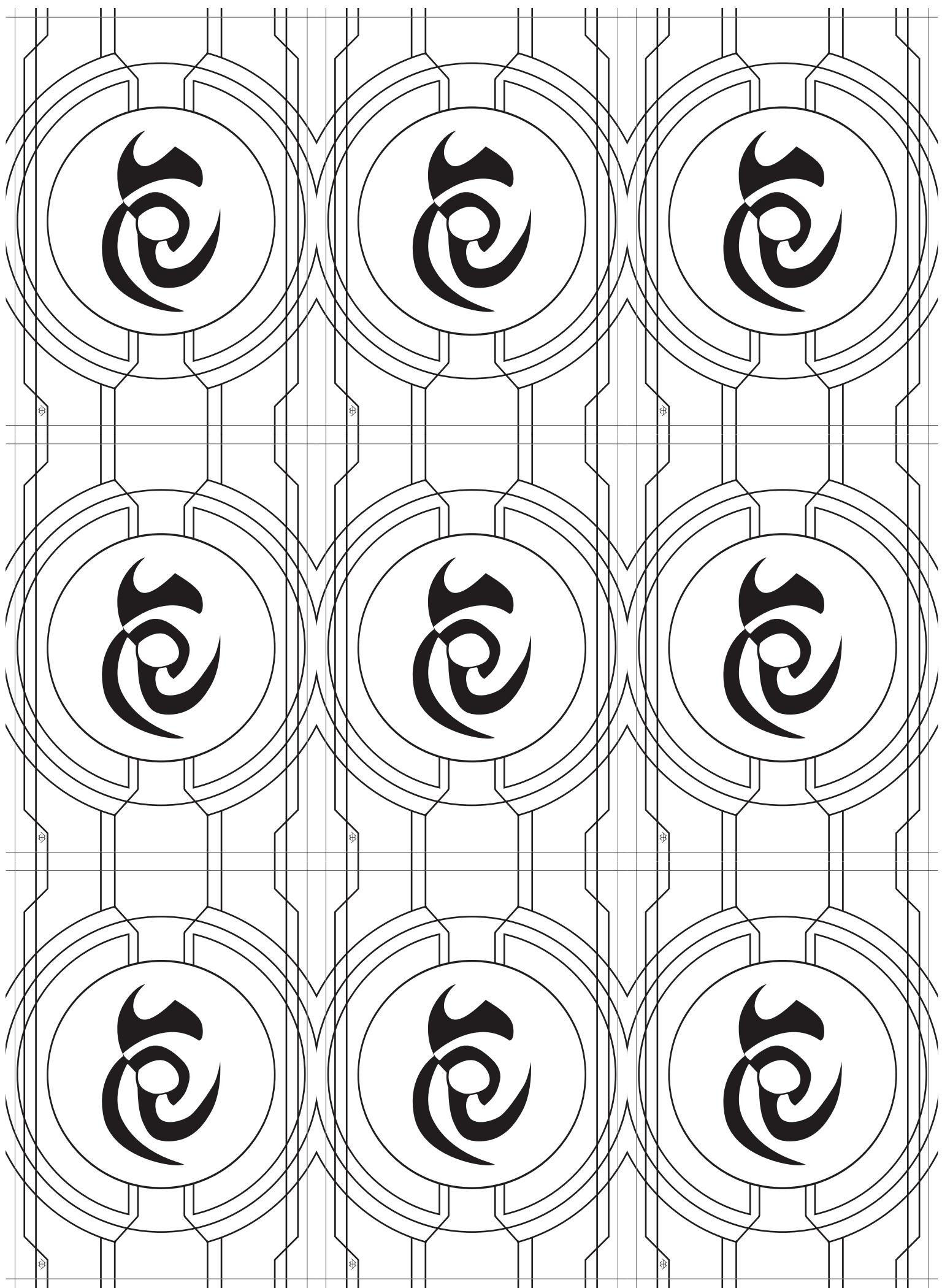
During the Activation Phase, if a ship with ♦ would flee from its player board edge, place it in reserve instead and remove ♦. During the End Phase, if a ship with ♦ is at range 1 of its player board edge, place that ship in reserve and remove ♦. During the next Planning Phase, that ship is deployed 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.

ESCORT SCENARIO	HOLONAUT SCENARIO	SABOTAGE SCENARIO
<p>Components: 1 Scenario Token, 1 CSS-1 Shuttle Card</p> <p>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.</p> <p>During the System Phase, if a friendly ship is at range 0-3, ◆ may relocate using the 4 ↑ or any speed 3 template.</p> <ul style="list-style-type: none"> ◆ may flee off the opponent's board edge. ◆ cannot be removed by ships, pilots or upgrades ability. <p>Scoring: If ◆ is destroyed, the attacking player gains 50 points.</p> <p>If the the ◆ flees off the opponent's board edge, the defending player gains 50 points.</p>	<p>Components: 1 Scenario Token, 2 Holocron Cards</p> <p>Setup: Place a scenario token representing a Holocron (◆) in the center of the play area. Give each player a Holocron card.</p> <p>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.</p> <p>If a ship with ◆ suffers *, is ionized, destroyed or flees from a board edge, that ship must jettison its ◆.</p> <p>Scoring: At the end of the game, each player scores 10 points for each active ♦ on the their holocron card.</p>	<p>Components: 1 Scenario Token, 1 Station Card</p> <p>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.</p> <ul style="list-style-type: none"> ◆ can be locked only by scenario action. <p>Scoring: At the end of the game, if ◆ is destroyed, the attacking player scores 50 points.</p> <p>If ◆ is Operational, the defending player scores 50 points.</p>
HYPERSPACE TELEMETRY SCENARIO	DANTOINE SCENARIO	ASTEROID FIELD ENVIRONMENT
<p>Components: 1 Scenario Token, 2 Telemetry Cards</p> <p>Setup: Place a scenario token representing a Hyperspace Jump Point (◆) in the center of the play area. Give each player a Telemetry card.</p> <p>During the End Phase, if ◆ was scanned, the second player rolls 1 attack die and chooses an obstacle for ◆ relocation:</p> <ul style="list-style-type: none"> 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. <p>The first player chooses ◆ position at range 0 of the chosen obstacle.</p> <p>If ◆ cannot be relocated, ◆ stays in its place.</p> <p>Scoring: After calculating scores, each player gains 50 points for 5 ⚡ recovered.</p>	<p>Setup: Use standard rules for this scenario.</p> <p><i>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.</i></p>	<p>Setup: Obstacles may be placed within range 1 of each other and at range 2 of the neutral board edges.</p>
CONJOINED ENVIRONMENT	NEBULA ENVIRONMENT	OLD WRECKAGE ENVIRONMENT
<p>Obstacles: 8 Obstacles</p> <p>Setup: After a player places an obstacle, they must place a second obstacle touching that obstacle.</p>	<p>Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles</p> <p>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.</p> <p>Obstacles may be placed at range 2 of the neutral board edges.</p>	<p>Obstacles: 3 Asteroids, 5 Debris Clouds</p> <p>Setup: Asteroids must be placed first.</p> <p>All asteroids after the first one must be placed within range 1-2 of other Asteroids.</p> <p>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.</p>

PLANETARY RING ENVIRONMENT	BINARY SUNS ENVIRONMENT	JUNKYARD ENVIRONMENT
Obstacles: 8 Obstacles	Obstacles: 2 Asteroids, 6 Gas Clouds	Obstacles: 9 Debris Clouds
<p>Setup: Obstacles must be placed beyond range 3 of the player board edges and range 0 of the neutral board edges.</p>	<p>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.</p> <p>Gas clouds must be placed at range 1 of an asteroid and beyond range 1 of another gas cloud. Gas clouds may be placed at range 2 of the neutral board edges.</p>	<p>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.</p> <p>Obstacles may be placed at range 1 of the neutral board edges.</p>
Obstacles: 6 Obstacles, 1 Environment Token	Obstacles: 3 Asteroids, 2 Debris Clouds, 2 Gas Clouds	Obstacles: 6 Obstacles
<p>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 ◎.</p> <p>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.</p> <p>After executing a maneuver, if a ship is at range 1 of ◎, assign 3 tractor tokens to that ship. If a ship becomes tracted 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.</p> <p>If a ship overlaps or moves through ◎, that ship gains 1 strain token and 1 deplete token.</p> <p>During the Planning Phase, a ship at range 0 of ◎ must set its fastest straight blue maneuver.</p>	<p>Setup: Asteroids must be placed first, then debris clouds, then gas clouds.</p> <p>The first asteroid must be placed within range 3 of any players board edge and neutral board edge.</p> <p>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.</p> <p>Each additional debris cloud must be placed at range 1 of the asteroid, beyond range 1 of another debris cloud, and at range 5 of the players board edges.</p> <p>Each additional 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.</p>	<p>Setup: Use standard rules for the obstacle placement.</p> <p><i>The stars...! They're gone! W-we're beyond the galaxy... lost somewhere in the void!</i></p>





**•CSS-1 SHUTTLE**

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

**••D10 (PROBE)**

During the System Phase, recover 1 shield.

During the Engagement Phase, at initiative 0, you may choose a ship at range 0-1. That ship gains a strain token and rolls 1 attack die. On a \star result, it gains 1 stress token.

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During the Engagement Phase, at initiative 0, you may choose a ship at range 0-1. That ship gains a strain token and rolls 1 attack die. On a \star result, it gains 1 stress token.



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During the System Phase, recover 1 shield.

During the Engagement Phase, at initiative 0, you may choose a ship at range 0-1. That ship gains a strain token and rolls 1 attack die. On a \star result, it gains 1 stress token.

DEFENSIVE BATTERY (A)

While defending, if the attack would hit and there is more than one \star/\star result remaining, add one \spades result.



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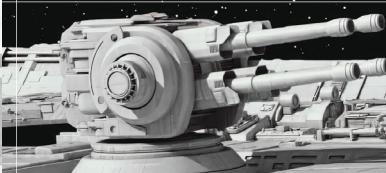
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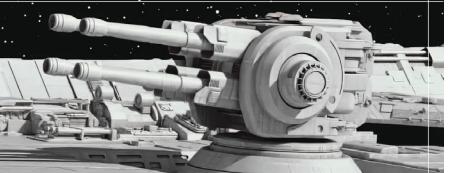
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DEFENSIVE BATTERY (B)

While defending, if the attack would hit and there is more than one \star/\star result remaining, add one \spades result.

**DEFENSIVE BATTERY (A)**

While defending, if the attack would hit and there is more than one \star/\star result remaining, add one \spades result.

**DEFENSIVE BATTERY (B)**

While defending, if the attack would hit and there is more than one \star/\star result remaining, add one \spades result.



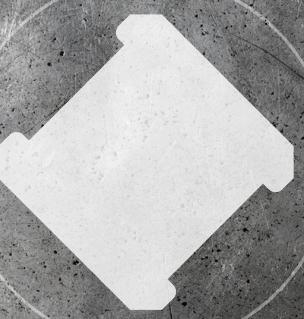
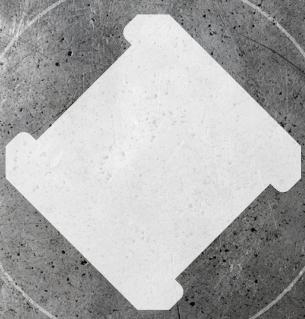
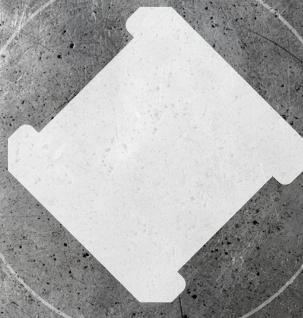
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	 •THERE IS ANOTHER  <p>It's an energy field created by all living things. It surrounds us and penetrates us; it binds the galaxy together.</p>		 •THERE IS ANOTHER  <p>It's an energy field created by all living things. It surrounds us and penetrates us; it binds the galaxy together.</p>		 •YSALAMIRI <p>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.</p> <p>When you would be dealt a damage card, remove this card.</p>
	 •YSALAMIRI <p>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.</p> <p>When you would be dealt a damage card, remove this card.</p>		 •VORNSKRS <p>While you perform an attack against a ship with ♦, you may reroll 1 attack die.</p> <p>When you would be dealt a damage card, remove this card.</p>		 •VORNSKRS <p>While you perform an attack against a ship with ♦, you may reroll 1 attack die.</p> <p>When you would be dealt a damage card, remove this card.</p>
	 HOLOCRON <p>Setup: Lose 5 ♦.</p> <p>At the Start of the Engagement Phase, if you have the holocron, recover 1 ♦ on this card.</p> <p>While you have the holocron, you may spend ♦ from this card as though your ship had spent that number of ♦.</p> 		 •OPERATIONAL STATION <p>Setup: Place this side faceup.</p> <p>During the End Phase remove all red tokens from the station.</p> <p>Scenario Action: Transmit - an attacking player's ship may acquire a lock on the station at range 0-2.</p> <p>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.</p> 		







ASTEROID FIELD
ENVIRONMENT

Obstacles: 10 Asteroids

CONJOINED
ENVIRONMENT

Obstacles: 8 Obstacles

NEBULA
ENVIRONMENT

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles

Player 1

Asteroids

Player 1

Obstacles

Player 1

1st-2d Obstacles

Player 2

Player 2

Player 2

OLD WRECKAGE
ENVIRONMENT

Obstacles: 3 Asteroids, 5 Debris Clouds

PLANETARY RING
ENVIRONMENT

Obstacles: 8 Obstacles

BINARY SUNS
ENVIRONMENT

Obstacles: 2 Asteroids, 6 Gas Clouds

Player 1

Asteroids

Player 1

Obstacles

Player 1

Gas Clouds

Player 2

Player 2

Player 2

JUNKYARD
ENVIRONMENT

Obstacles: 9 Debris Clouds

THE MAW
ENVIRONMENT

Obstacles: 6 Obstacles, 1 Environment Token

COMET
ENVIRONMENT

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

Player 1

Debris Clouds

Player 1

Obstacles

Player 1

Gas Clouds

Player 2

Player 2

Player 2

