



STAR WARS X-WING



WILD SPACE

VER. 1.2.7 - WAVE 1 & 2, WILD SPACE LIGHT

X2PO

Wild Space

Far beyond the decadent corruption of the core worlds, past the war-ravaged mid-rim and farther than the lawless Outer rim is a region simply known as "Wild Space". Few have explored this region and fewer know what is out there. The brave, or the foolish seek to survive out here so far from known civilization.

The reasons for each to make their way out here are as different as the characters themselves, but one unifying thread connects them. There is freedom in the wilderness....

SYNOPSIS

In this gamemode two players bring a set of 3 preselected Scenario, Environment and Wild cards each. Both players' cards are placed on the table face up in a 2x3 grid. One card from each category gets eliminated. Remaining cards create a unique X-Wing experience.

Head-to-Head Battle

Players build their squads according to the chosen set of rules:
2.0 (FFG/Legacy) or 2.5 (AMG)

Squad Limit (Per Player):

250 squad points (2.0)
or 20 squad points (2.5)

Introduction

Welcome to the X-Wing Wild Space presented by the X2PO Adaption Team. If you are reading this guide, there is a chance you have wandered far off the X-Wing hyperspace lanes and you are no stranger to the likes of homebrew, whether that be well-known projects like "Heroes of the Aturi Cluster" or more sanctioned modes like "Epic" or "Aces High". You are an individual that not just loves the core of the X-Wing the Miniatures Game, but loves to explore all the different ways to play it. You find value in not how many wins you can get or your ranking at an event like the Worlds, but in the fun you can have at your table.

Our mission is simply to provide you with yet another way to use your ships in this beloved game. Our goal is to act as a bridge for the new experience. If you are here you are most likely looking for something beyond what the official game offers and regardless of the preferences of your community, we hope to be a bridge between all players. While we prefer the Legacy system for list building, we also recognize the value in objective play.

We understand that most X-Wing players have almost never played at a Regional Event or an international league via online play, but instead enjoy the game on their own kitchen table among close friends. This is the mode we want to serve them.

With that out of the way, we are happy to present the outline for the Wild Space. And while few have ventured out this far, the stars shine just as bright. Put away your Navigation Charts and plot a jump into the unknown with us. Thank you for joining us on this venture, we welcome all feedback and value your support.

Game Setup

Play Area: 3' x 3'

Wild Space cards: Scenario, Environment and Wild card

Obstacles: according to chosen Environment card

Scenario resources: according to chosen Scenario card

Wilds: according to chosen Wild card

Players follow the Setup rules found in the chosen version of the Rules Reference (2.0 FFG/Legacy or 2.5 AMG), with the following exceptions:

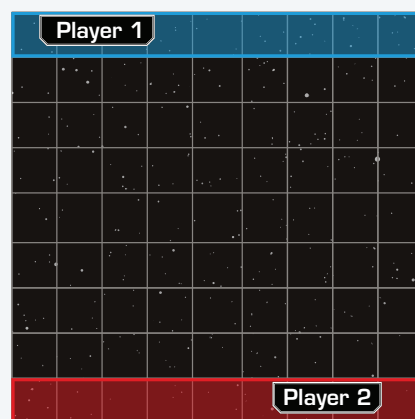
Open Draft: The first player selects one of the 3 Wild Space cards to be played discarding the other card in the same category. The second player then selects one of the cards from the two remaining categories discarding the other card in the same category. Finally, the First Player selects one of the cards from the 3rd category discarding the other card in this category. The cards selected are the Scenario, Environment, and Wild card for this game.

Place Obstacles: Starting with the Green Environment card and the Obstacle pool. Each player is expected to provide the needed Obstacles for their environment card; the other players' unused Obstacles are then set out of play before moving on. Many Environment cards change the number of and placement rules for obstacles.

Setup Scenario: After Obstacles are placed in accordance with the selected Environment card, Scenario setup begins, put any Scenario tokens into the play space and include the any corresponding resources if required on the Scenario card. Setting up of the objectives follows initiative order. The first player places all their objectives and then the second player.

Wild rule: Before placing forces, the Wild card is taken into consideration. These Red cards alter a rule of the game, but may impact setup so consider them before moving on to placement starting with the lowest Initiative as per the Core Rules.

Game length: During the game, it is suggested that a timer is set for 1 hour and 30 minutes and the game plays to total destruction or time, whichever may come first, *In the game of Wild Space*.



Wild Space Light

Journey beyond the bustling core worlds, past the conflict-ridden mid-rim, and even beyond the chaotic Outer Rim into the uncharted "Wild Space." This game mode offers a lighter, more accessible version of the mod. In Wild Space Light, adventurers of all kinds — brave, curious, or just looking for a new experience — can enjoy the thrill of exploration and the freedom of the wilderness without the intense challenges. Whether you're here for the excitement or the discovery, one thing is certain: the light-hearted fun of Wild Space Light awaits you!

SYNOPSIS

In this gamemode two players bring a set of 2 any preselected Scenario, Environment and Wild cards. Both players' cards are shuffled and one is drawn. This card creates a unique X-Wing experience.

Head-to-Head Battle

Players build their squads according to the chosen set of rules:
2.0 (FFG/Legacy) or 2.5 (AMG)

Squad Limit (Per Player):

200 squad points (2.0)
or 20 squad points (2.5)

Game Setup

Play Area: 3' x 3'

Wild Space cards: Scenario, Environment and Wild card

Obstacles: standard or according to chosen Environment card, if drawn

Scenario resources: according to chosen Scenario card, if drawn

Wilds: according to chosen Wild card, if drawn

Players follow the Setup rules found in the chosen version of the Rules Reference (2.0 FFG/Legacy or 2.5 AMG), with the following exceptions:

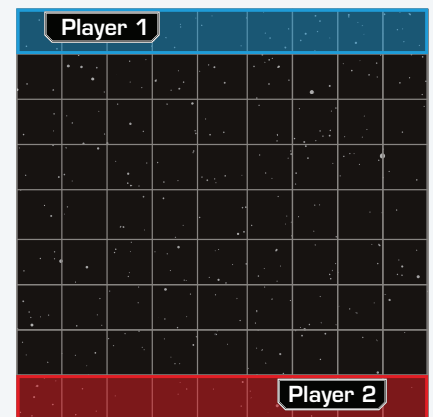
Discover Your Adventure: Both players combine their Wild Space cards, shuffle and draw one card.

Place Obstacles: If the Green Environment card was drawn, players proceed placing obstacles according to the card. Each player is expected to provide the needed Obstacles for any Environment card they bring; the other players' unused Obstacles are then set out of play before moving on. Many Environment cards change the number of and placement rules for the number of and placement rules for obstacles. If the Green Environment card was not drawn, proceed with standard obstacle placement.

Setup Scenario: After Obstacles are placed, if the Blue Scenario card was drawn, players put any Scenario tokens into the play area and include the additional corresponding resources if required by the Scenario card. Setting up of the objectives follows initiative order. The first player places all their objectives and then the second player.

Wild rule: Before placing forces, the Wild card is taken into consideration, if it was drawn. This Red card alters a rule of the game, but may impact setup so consider them before moving on to placement starting with the lowest Initiative as per the Core Rules.

Game length: During the game, it is suggested that a timer is set for 1 hour and 15 minutes and the game plays to total destruction or time, whichever may come first, *In the game of Wild Space Light*.



Rules

The Golden Rule: Fly Casual

Term: Fly Casual, verb. A player mindset focused on the game of X-Wing and its enjoyment by all players at the table.

While this game mode was created with competitive fun in mind, ambiguity between card interactions may arise, in the event of a rules conflict between effects, players should do their best to resolve the rule in a manner that works for both players, resorting to the core rules reference in cases of disagreement on resolution.

Wild Space tokens (◆ Scenario, ◎ Environment and 𐄂 Wild tokens): these components share the same size and shape as standard ■ objective markers.

Bracket Conditional Shorthand: when an effect would dictate a specific gameplay element such as a range requirement, the effect outside the bracket is checked first. If the effect can not be resolved, the effect is checked again, starting with the first gameplay element in the bracket. This continues until the effect is successfully resolved or fails entirely.

- **R3 (2, 1):** if an object cannot be placed at range 3, then range 2 is checked for legal placement, if it cannot be placed at range 2 then range 1 checked for legal placement.

Jettison: when a ship must jettison its ■, it must drop ■ using a speed ↑ 1 template. ■ cannot be placed outside of the play area. If ■ cannot be jettisoned, the opponent places ■ at range 1 of that ship. If a ship flees from a non scoring edge, it must jettison its ■ before executing the maneuver.

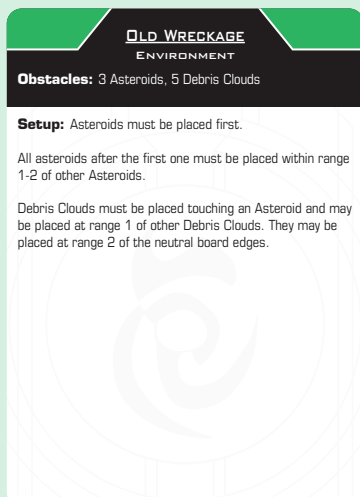
Standard obstacles: Asteroids, Debris Clouds or Gas Clouds can be found in the components of the X-Wing miniature game expansions.

Attacking player: attacking player is the first player determined by the Determine First Player step of setup.

Defending player: defending player is the second player determined by the Determine First Player step of setup.

Wild Space cards

Environment Cards (Green): Environment cards inform the players what type of obstacles will be needed for this game as well as any additional effects those obstacles may have. "Standard" rules for setup should be followed unless otherwise stated by the environment card.



Scenario Cards (Blue): The Blue Scenario cards should be kept on hand during the game for players to reference, these cards add additional scoring goals to the game and state the rules for any Scenario cards and tokens needed.

Scenario tokens are Scenario features unless otherwise stated, such as remote, obstacle, structure, or device. See the Rules Reference for definitions of Each. Many Scenarios replace the rules of Scenario tokens, either by giving them stats or by making them destructible.

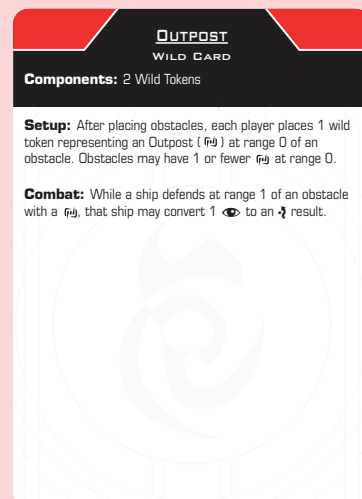
Activation for moving and attacking unless stated otherwise happens at the start of the corresponding phase. For moving, either the front or rear guides of the objective tokens may be used. Moving the objective is done by the appropriate player.

Scoring for 2.5 rulest (AMG): Divide scored scenario points by 10 (simply drop the zero).



Wild Cards (Red): Wild cards, as the name suggests, change a rule of the game, this may be for action or other triggers or events such as placement or destruction. Any rule for abilities should be read with the Wild card superseding core rules unless an Environment card or Scenario card conflicts with it, in which case the Wild card takes lower priority.

In the event, if a Wild card makes a Pilot ability or Upgrade unusable the Wild card should be ignored and the Core Rules supersede the Wild card.



Resources

Our first goal was to make this mode as accessible as possible for players of all levels and supplies. We have tried to limit the resources needed to just what is in the Core Set as well. We would also suggest to get some be additional obstacles: asteroids, debris and gas cloud tokens; a way to measure up to range 5 and standard objective tokens.

While all the above are accessible at your friendly local game store or online, to facilitate this mode we have some print-and-play components we suggest printing. We recommend to visit <https://infinitearenas.com> for all things print and play or use one of our friends&family friendly PDFs at <https://x2po.org/wild-space>

While the Scenario, Environment and Wild cards can be printed out on the Infinite Arenas page under <https://infinitearenas.com>, list building cards can also be chosen and then printed out along with squadron sheets to facilitate the elimination process. Some way of marking which of the players cards have been chosen is recommended if using a squadron printout.

- Environment cards (Green, Standard sized)
- Scenario cards (Blue, Standard sized)
- Wild cards (Red, Standard sized)
- Remote cards (Standard sized)
- Upgrade cards (Standard sized)

We encourage you to check out Tabletop Simulator on Steam for online games:

https://store.steampowered.com/app/286160/Tabletop_Simulator

TTS X-Wing Unified 2.0 / 2.5 by Flippster:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2486128992>

We also recommend you to check out the dedicated Wild Space mod for TTS X-Wing which includes all the necessary resources to play Wild Space:

<https://steamcommunity.com/sharedfiles/filedetails/?id=3021756594>

The Wild Space **tokens** are sized to the standard **objective** markers found in AMG Starter Boxes, FFG Epic Battles Multiplayer Expansion and etc. One side is White and the other side is Black.

Some Wild Space cards may require the use of thematic remote or upgrade cards. Those cards can be found alongside Wild Space cards. Some of those cards can be double-sided.



Credits

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