

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 Wildspace 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 are 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

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:

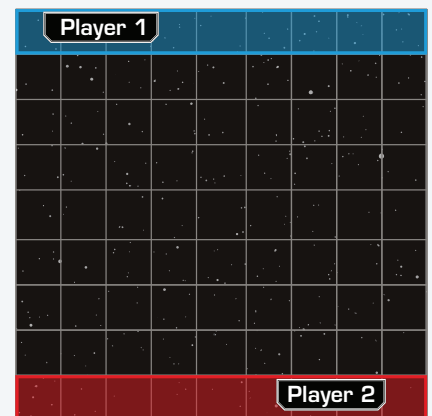
Open Draft: The first player selects one of the 3 Wild Space Cards to be played discarding the other card in the same category. The second player then selects one of the cards from the two remaining categories discarding the other card in the same category. Finally, the First Player selects one of the 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 Objective Tokens into the play space and include the corresponding Objective Cards 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.*



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. Below is a Q&A of likely conflicts and how we the Adaptation Team would choose to resolve the discrepancy.

Reserves and Objective Cards: Objective cards can not be assigned to a ship that is also in reserve.

Objective Card charge tokens: If an objective card could take any charge tokens then they act as normal where spending or rules apply.

Marking player control: Control Markers (Black or White) can be used to designate ownership of Obstacles, Objective Cards/Tokens, or scenario features.

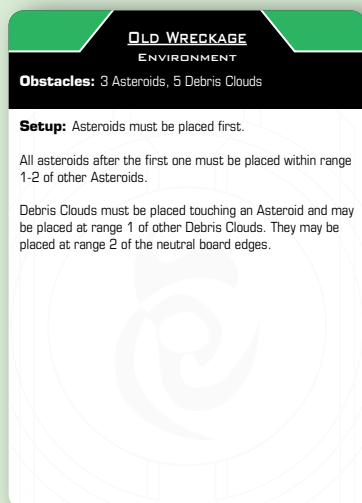
An Objective Token is considered Neutral unless otherwise stated in the Scenario setup card and a Control Marker denotes control of that objective regardless of the color of the token.

Symbols are non-descriptions unless stated otherwise, each of the 5 Objective symbols is there to show ownership and link to the Objective Card. As such the symbols have no meaning or effect other than distinguishing one token from another.

Objective Ownership is determined by the color of the player's claim marker, or the color of the token to the player's color, otherwise, all objective tokens are considered neutral.

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.

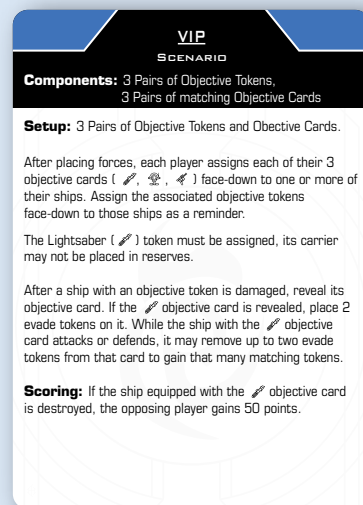


Scenario Cards (Blue): The Blue Scenario cards should be kept on hand during the game for players to reference, these cards add additional scoring goals to the game and state the rules for any Objective Cards and Tokens needed.

Objective 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 Objective Tokens, either by giving them stats, as shown or by making them destructible. Objective Cards can hold tokens, but can not be dealt damage cards.

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 player with the appropriate color.

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.



