

# 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.



0 ◆DIO (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 \* result, it gains 1 stress token.

2 4 1

REMOTE



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2 4 1

REMOTE



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2 4 1

REMOTE



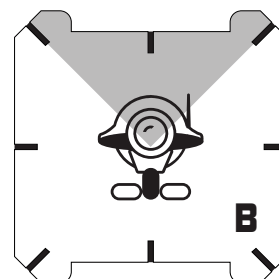
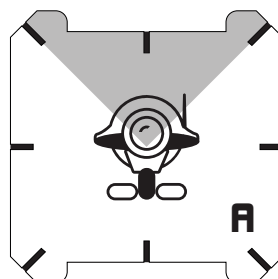
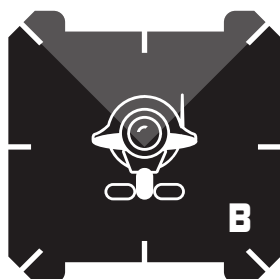
0 ◆DIO (PROBE) ◆

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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 \* result, it gains 1 stress token.

2 4 1

REMOTE



# 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.



## 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.

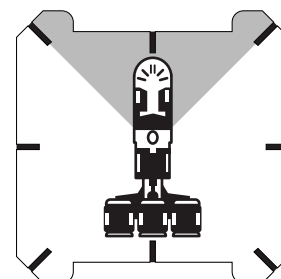
During the System Phase, if a friendly ship is at range 0-3, ◆ may relocate using the 4 ↑ or any speed 3 template.

◆ 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.



# X-Wing Wild Space: Scenario Cards and Assets

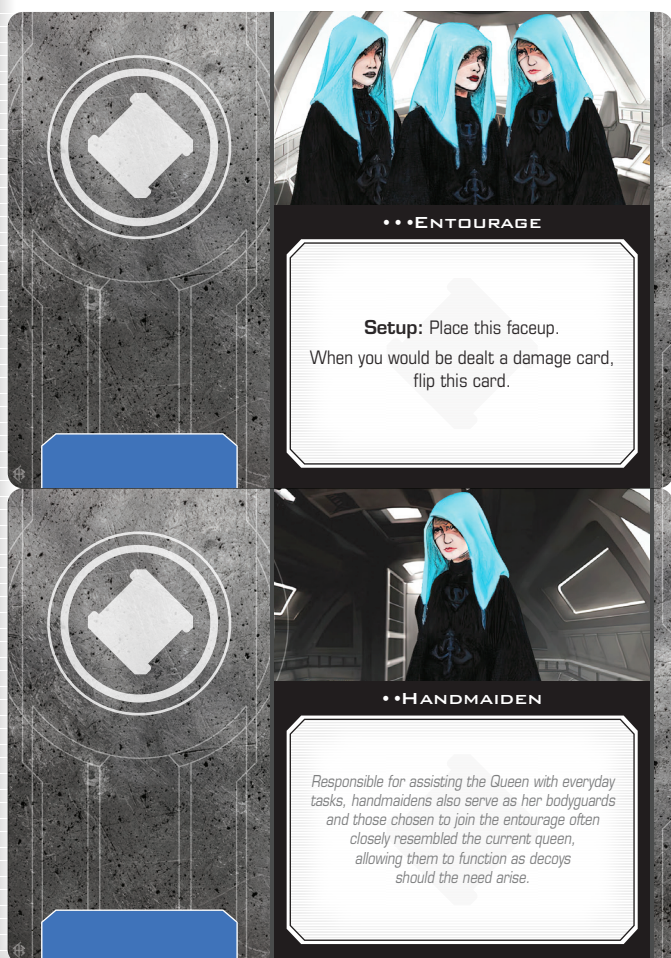
## VIP

### 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.



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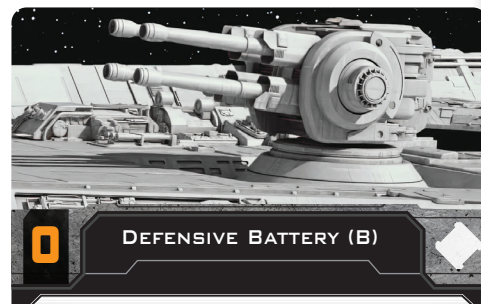
DEFENSIVE BATTERY (A)

◆

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

3  
2-33  
2-30  
5

REMOTE



0

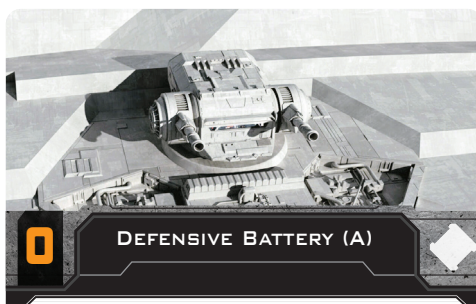
DEFENSIVE BATTERY (B)

◆

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

3  
2-33  
2-30  
5

REMOTE



0

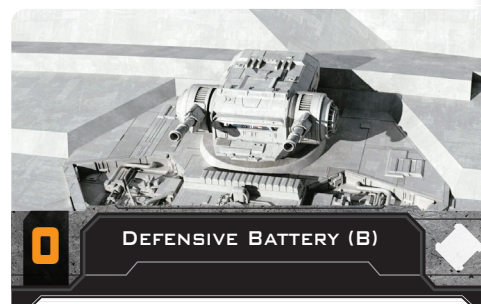
DEFENSIVE BATTERY (A)

◆

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

3  
2-33  
2-30  
5

REMOTE



0

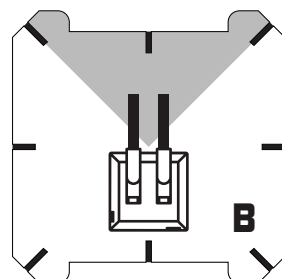
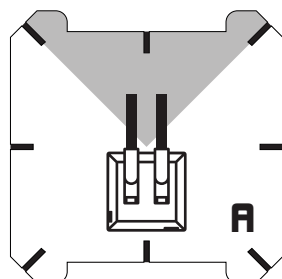
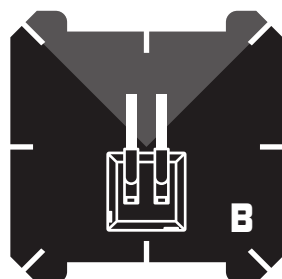
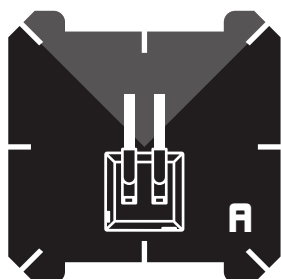
DEFENSIVE BATTERY (B)

◆

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

3  
2-33  
2-30  
5

REMOTE



# 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.

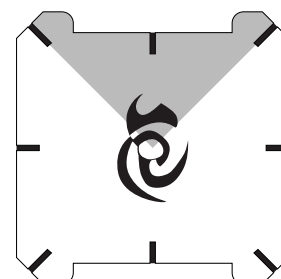
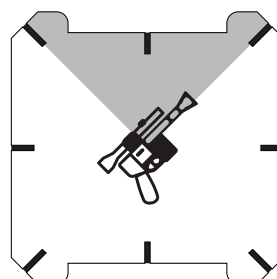
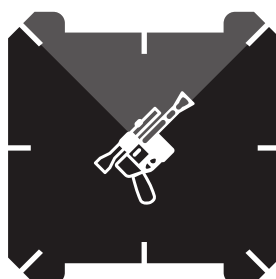
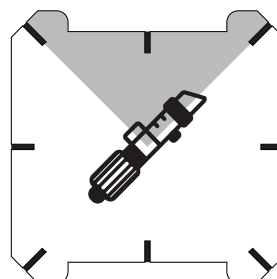
Before you engage, you may claim a ◆ in your firing arc at range 0-1 and place ◆ on the pilot card. Then skip the rest of your engagement.

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.

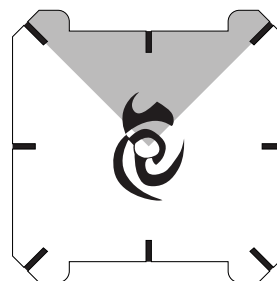
During the End Phase, if ◆ was **scanned**, the second player rolls 1 attack die and chooses an obstacle for ◆ relocation:

- 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.



## DANTOOINE 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.*



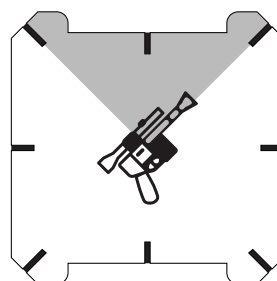
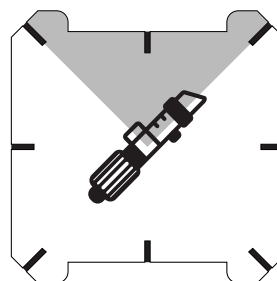
## BLACK BOX SCENARIO

**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

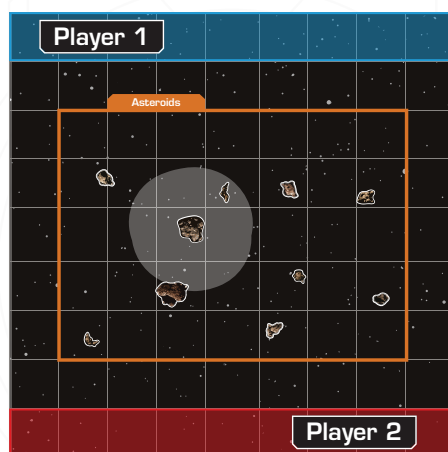
## ASTEROID FIELD ENVIRONMENT

**Obstacles:** 10 Asteroids

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

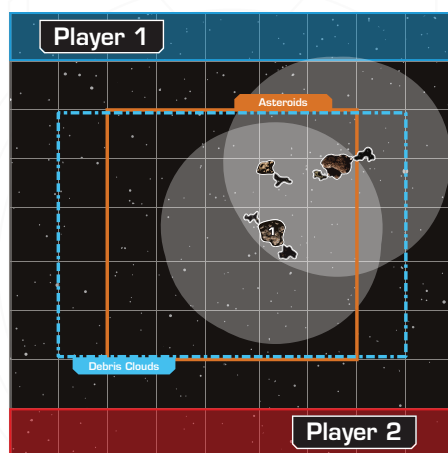
## ASTEROID FIELD ENVIRONMENT

**Obstacles:** 10 Asteroids



## OLD WRECKAGE ENVIRONMENT

**Obstacles:** 3 Asteroids, 5 Debris Clouds



## 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

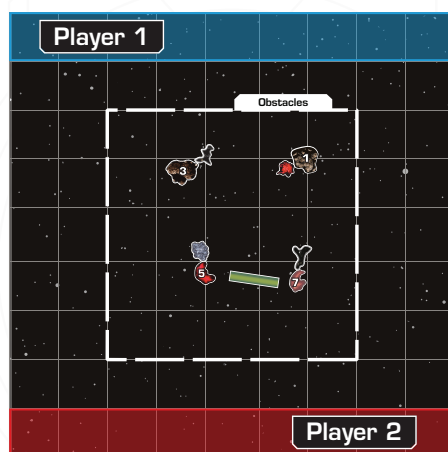
**Obstacles:** 9 Debris Clouds



# X-Wing Wild Space: Scenario Cards and Assets

## CONJOINED ENVIRONMENT

**Obstacles:** 8 Obstacles



## 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.

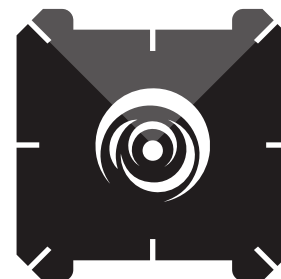
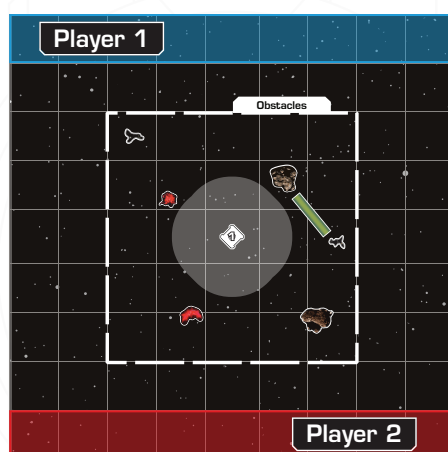
After executing a maneuver, if a ship is at range 1 of ☉, assign 3 tractor tokens to that ship. If a ship becomes tracted due to ☉, instead of standard tractor effects, the controlling player must perform a barrel roll to the side corresponding to the bearing of the ship's executed ♠, ♣, ♠, or ♣ maneuver, or must perform a ♠ boost if the ship's executed maneuver was straight or advanced.

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.

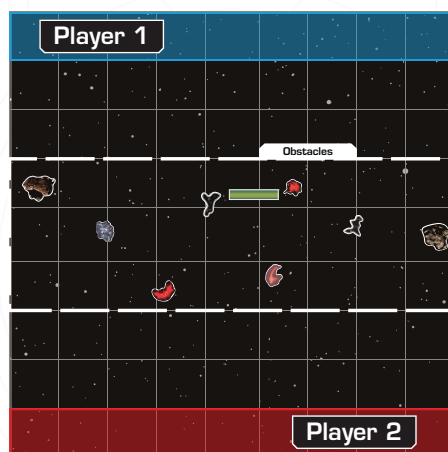
## THE MAW ENVIRONMENT

**Obstacles:** 6 Obstacles, 1 Environment Token



## PLANETARY RING ENVIRONMENT

**Obstacles:** 8 Obstacles



## 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.

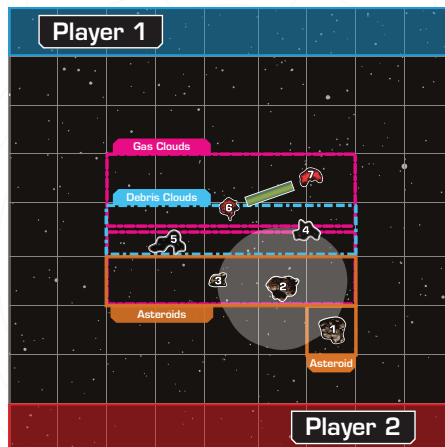
Each gas cloud must be placed at range 1 of any debris cloud, beyond range 1 of another gas cloud, and at range 4 of the players board edges.

## COMET

### ENVIRONMENT

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

Player 1



Player 2

## 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.

## NEBULA

### ENVIRONMENT

**Obstacles:** 5 Gas Clouds, 3 Non-Asteroid Obstacles

Player 1



Player 2

## INTERGALACTIC VOID

### ENVIRONMENT

**Obstacles:** 6 Obstacles

**Setup:** Use standard rules for the obstacle placement.

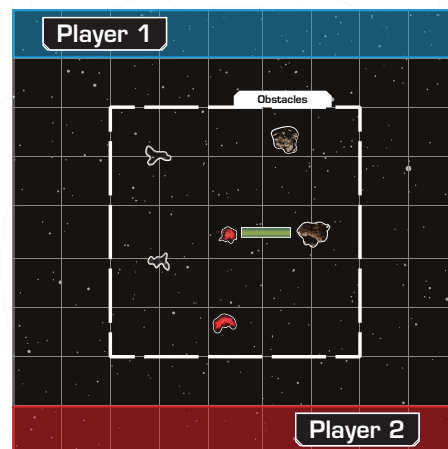
*The stars...! They're gone! We're beyond the galaxy... lost somewhere in the void!*

## INTERGALACTIC VOID

### ENVIRONMENT

**Obstacles:** 6 Obstacles

Player 1



Player 2

## 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.

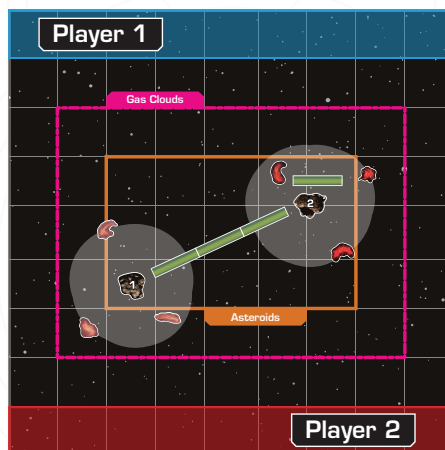
Gas clouds must be placed at range 1 of an asteroid and beyond range 1 of another gas cloud. Gas clouds can be placed at range 2 of the neutral board edges.

## 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  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  result, each ship and remote at range 0-1 of that obstacle is dealt 1 facedown damage card. Then remove that obstacle.



## TRITANIUM 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  result, the ship suffers one  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.*

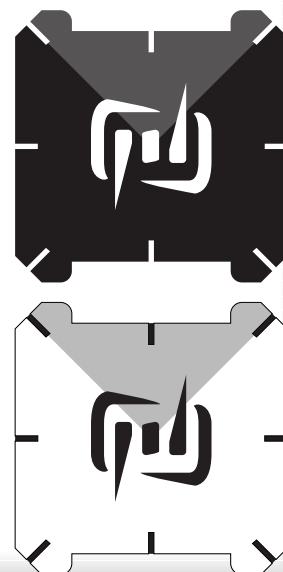
## OUTPOST

### WILD CARD

**Components:** 2 Wild Tokens

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

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

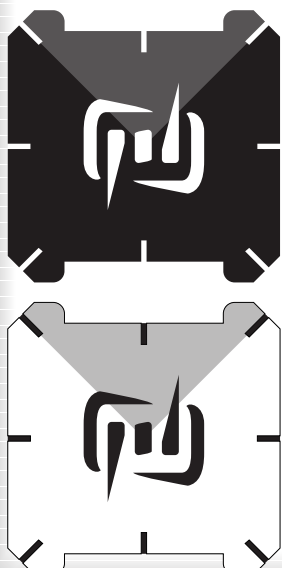
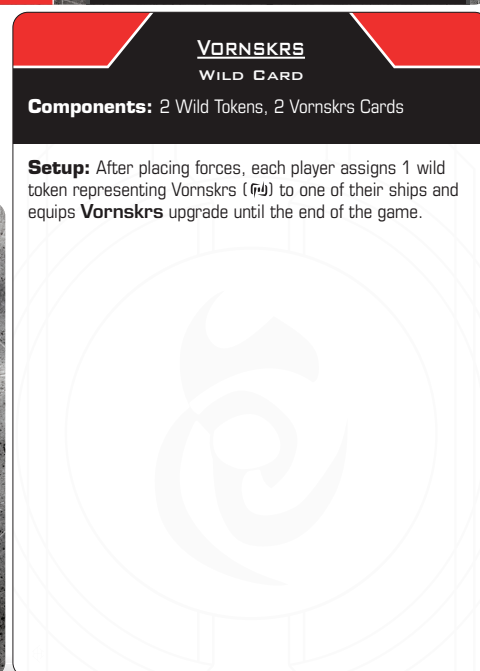
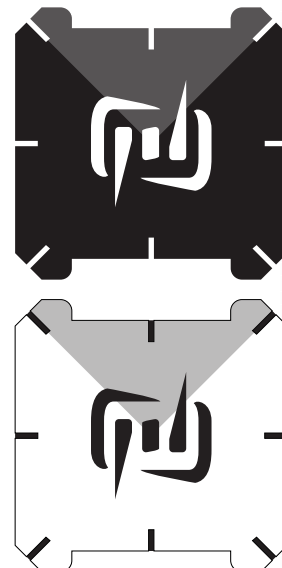


# X-Wing Wild Space: Wild Cards and Assets

## YSALAMIRI WILD CARD

**Components:** 2 Wild Tokens, 2 Ysalamiri Cards

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



# 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 build 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>