

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 forward relocate using speed 1 or 2 bank (↖ ↗) or straight (↑) templates.

Scoring: When you destroy an enemy ◆, score 30 points.



0 ◆ 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 * result, it gains 1 stress token.

2 4 1

REMOTE



0 ◆ 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 * result, it gains 1 stress token.

2 4 1

REMOTE



0 ◆ 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 * result, it gains 1 stress token.

2 4 1

REMOTE



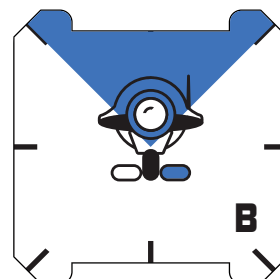
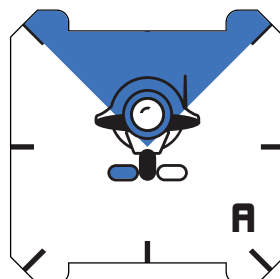
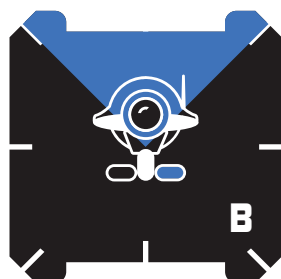
0 ◆ D10 (PROBE)

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 * result, it gains 1 stress token.

2 4 1

REMOTE



X-Wing Wild Space: Scenario Cards and Assets

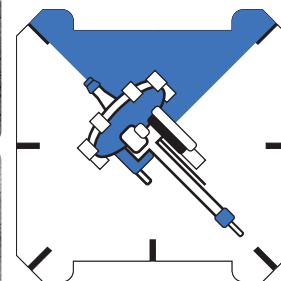
SABOTAGE SCENARIO

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.

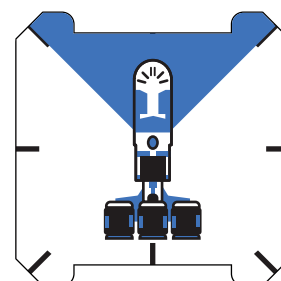
During the System Phase, if a friendly ship is at range 0-3, ◆ may relocate forward using the 4 ↑ or any speed 3 template.

◆ 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.



0

DEFENSIVE BATTERY (A)

◆

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

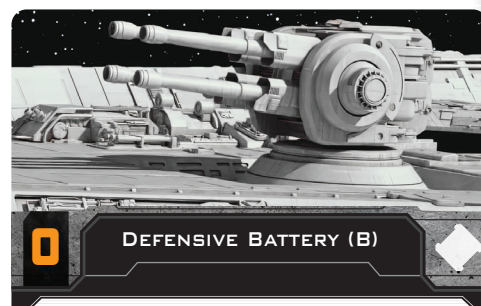
 3
→ 2-3

 3
→ 2-3

 0

 5

REMOTE



0

DEFENSIVE BATTERY (B)

◆

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

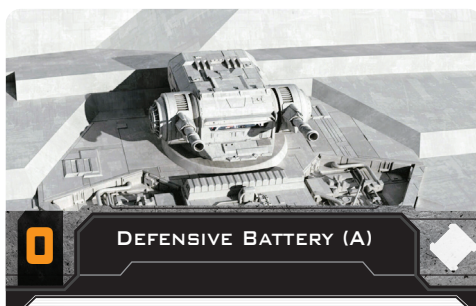
 3
→ 2-3

 3
→ 2-3

 0

 5

REMOTE



0

DEFENSIVE BATTERY (A)

◆

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

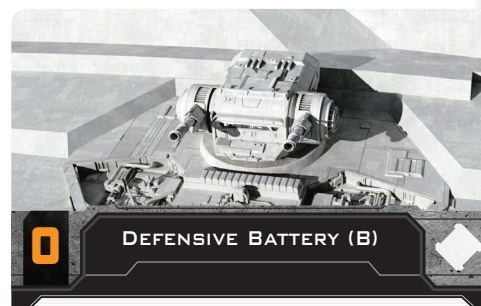
 3
→ 2-3

 3
→ 2-3

 0

 5

REMOTE



0

DEFENSIVE BATTERY (B)

◆

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

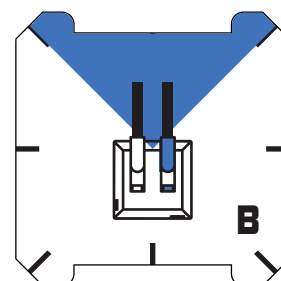
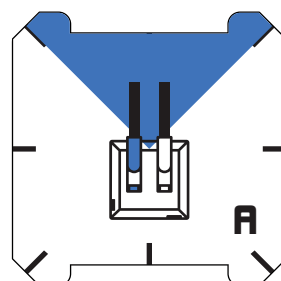
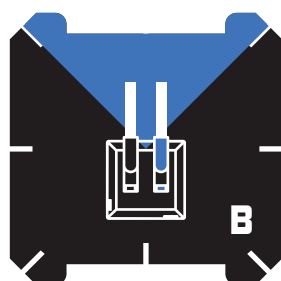
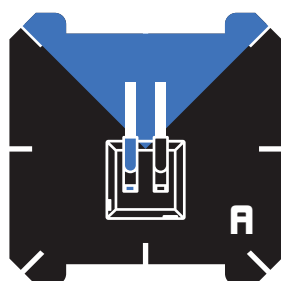
 3
→ 2-3

 3
→ 2-3

 0

 5

REMOTE



X-Wing Wild Space: Scenario Cards and Assets

HOLOCRON SCENARIO

Components: 1 Scenario Token, 2 Holocon Cards

Setup: Place a scenario token representing a Holocon (◆) in the center of the play area. Give each player a Holocon 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 holocon 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.

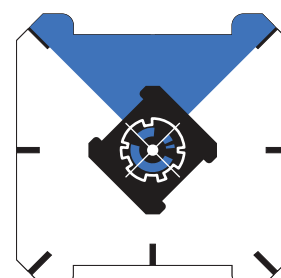
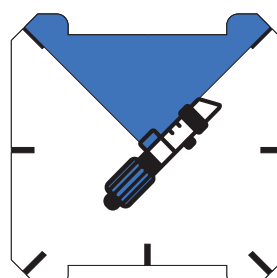
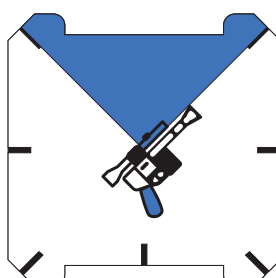
Before you engage, you may claim a ◆ in your firing arc at range 0-1 and place ◆ on the pilot card. Then skip the rest of your engagement.

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 1 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 3 of its current position.

The first player chooses ◆ position at range 0 of the chosen obstacle.

If ◆ cannot be relocated, ◆ stays in its place.

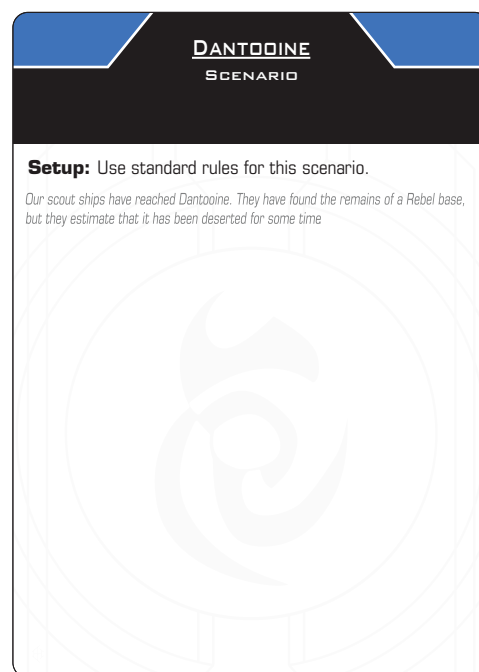
Scoring: At the end of the game, each player scores 10 points for each active ⚡ on their telemetry card.



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.



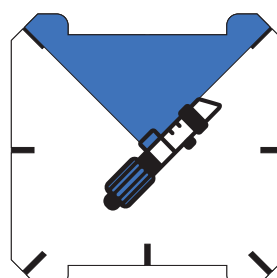
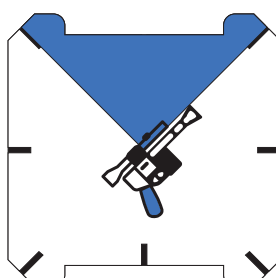
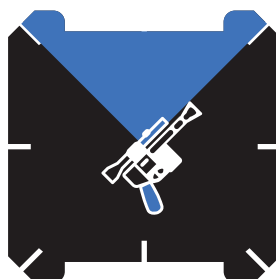
BLACK BOX SCENARIO

Components: 4 Scenario Tokens

Setup: After obstacles are placed, each player places 2 scenario tokens (◆) at range 2 of their board edge, beyond range 1 of neutral board edges 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.



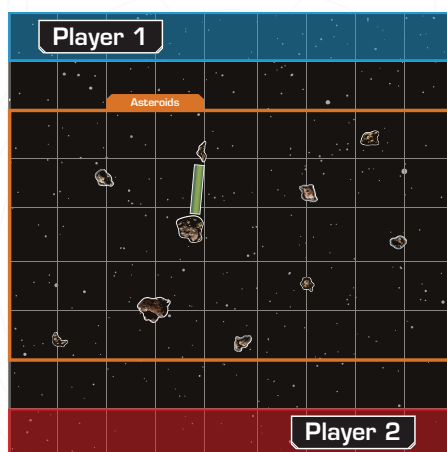
X-Wing Wild Space: Environment Cards and Assets

ASTEROID FIELD ENVIRONMENT

Obstacles: 10 Asteroids

Setup: Obstacles can be placed at range 1-2 of the neutral board edges.

Player 1

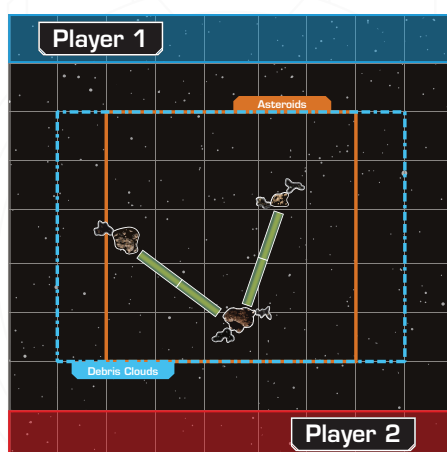


Player 2

OLD WRECKAGE ENVIRONMENT

Obstacles: 3 Asteroids, 5 Debris Clouds

Player 1



Player 2

OLD WRECKAGE ENVIRONMENT

Obstacles: 3 Asteroids, 5 Debris Clouds

Setup: Asteroids must be placed first.

All Asteroids after the first one must be placed beyond range 2 of another obstacle.

Debris Clouds must be placed touching an Asteroid that has 1 or fewer Debris Clouds touching the Asteroid. Debris Clouds can be placed at range 2 of the neutral board edges and at range 1 of other Debris Clouds.

JUNKYARD ENVIRONMENT

Obstacles: 9 Debris Clouds

Setup: Obstacles can be placed at range 1-2 of the neutral board edges.

Player 1

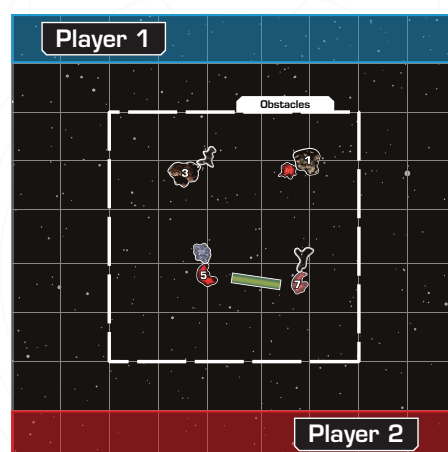


Player 2

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, place 1 Environment token representing the Maw (🌀) in the center of the play area. Other obstacles must be placed beyond range 2 of 🌀 and can be placed at range 1-2 of the neutral board edges.

The Maw: This *Obstacle* that cannot be removed from play, cannot be chosen for the effects of devices, and cannot be placed elsewhere after initial placement.

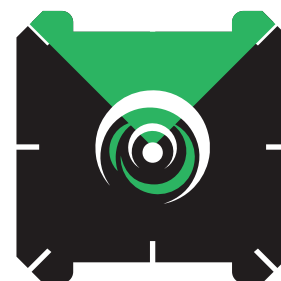
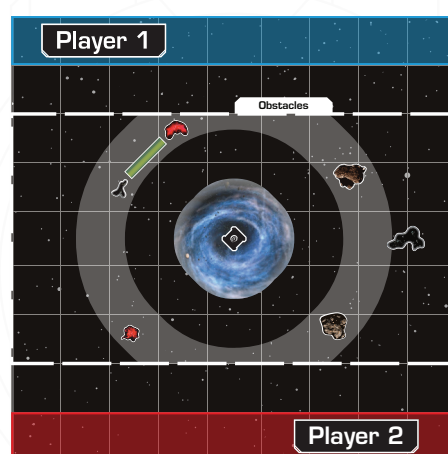
After executing a maneuver, if a ship is at range 1 of 🌀, assign 3 tractor tokens to that ship. If a ship becomes tractorred due to 🌀, instead of standard tractor effects, the controlling player must perform a barrel roll to the side corresponding to the bearing of the ship's executed 🌀, ⬆, ⬇, or ⬅ maneuver, 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: 5 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.

Obstacles can be placed at range 1-2 of the neutral board edges.



X-Wing Wild Space: Scenario Cards and Assets

COMET

ENVIRONMENT

Obstacles: 3 Asteroids, 1 Debris Clouds, 3 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 within range 2 of the first Asteroid and at range 3 of any board edge.

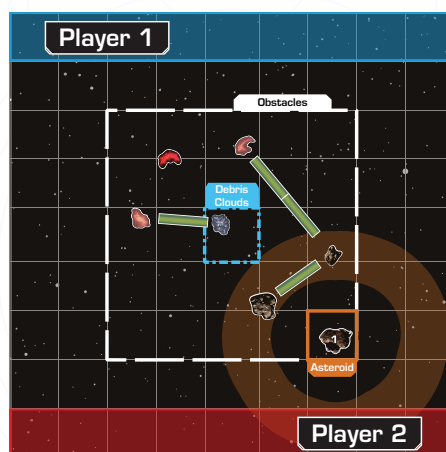
The Debris Cloud must be placed beyond range 4 of all board edges.

Each Gas Cloud must be placed at range 2 of the Debris Cloud and beyond range 2 of all Asteroids.

COMET

ENVIRONMENT

Obstacles: 3 Asteroids, 1 Debris Clouds, 3 Gas Clouds



NEBULA

ENVIRONMENT

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles

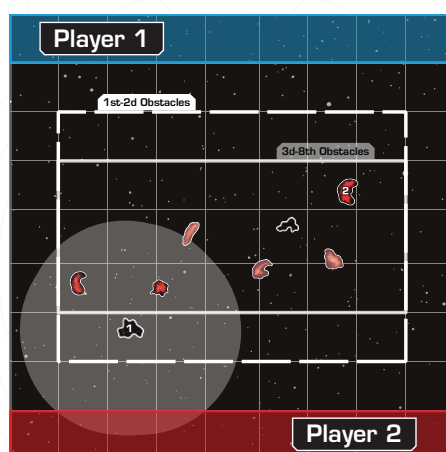
Setup: After the second obstacle is placed, any additional obstacles must be placed within range 1-2 of another obstacle and beyond range 3 of the player board edges.

Obstacles can be placed at range 2 of the neutral board edges.

NEBULA

ENVIRONMENT

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles



INTERGALACTIC VOID

ENVIRONMENT

Obstacles: 6 Obstacles

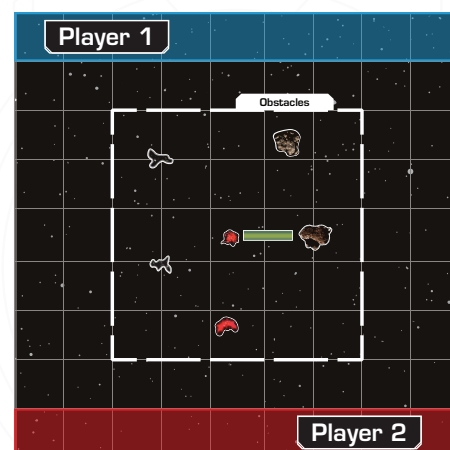
Setup: Use standard rules for the obstacle placement.

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

INTERGALACTIC VOID

ENVIRONMENT

Obstacles: 6 Obstacles



BINARY SUNS

ENVIRONMENT

Obstacles: 2 Asteroids, 6 Gas Clouds

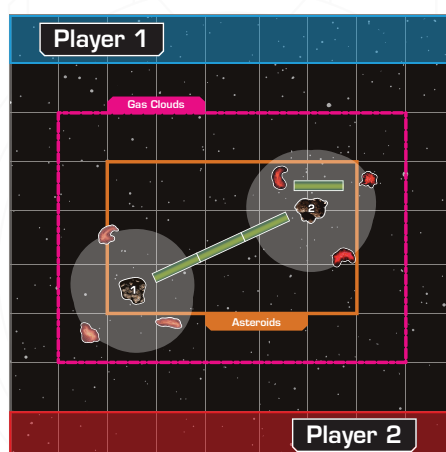
Setup: Asteroids must be placed first. Asteroids must be placed beyond range 3 of each other and beyond range 3 of the players board edge.

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



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.

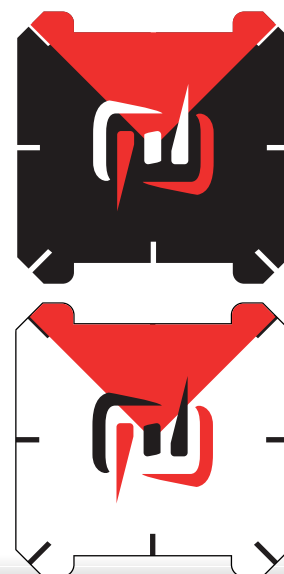
OUTPOST

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.

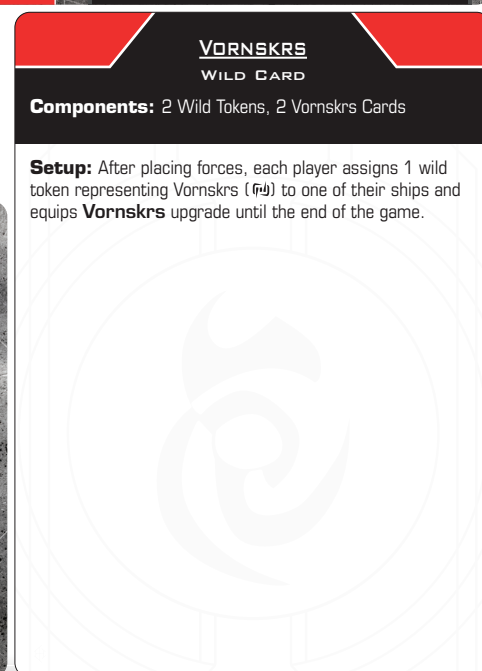
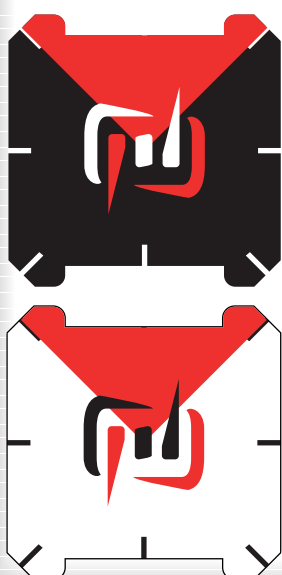
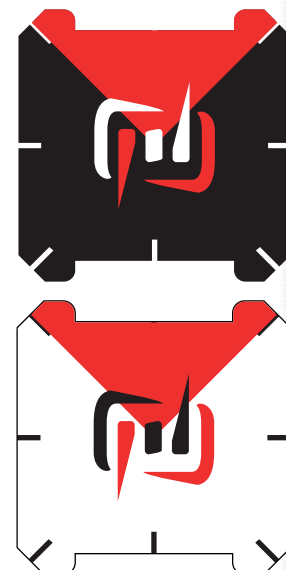


X-Wing Wild Space: Wild Cards and Assets

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.



VORNSKRS 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.

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.



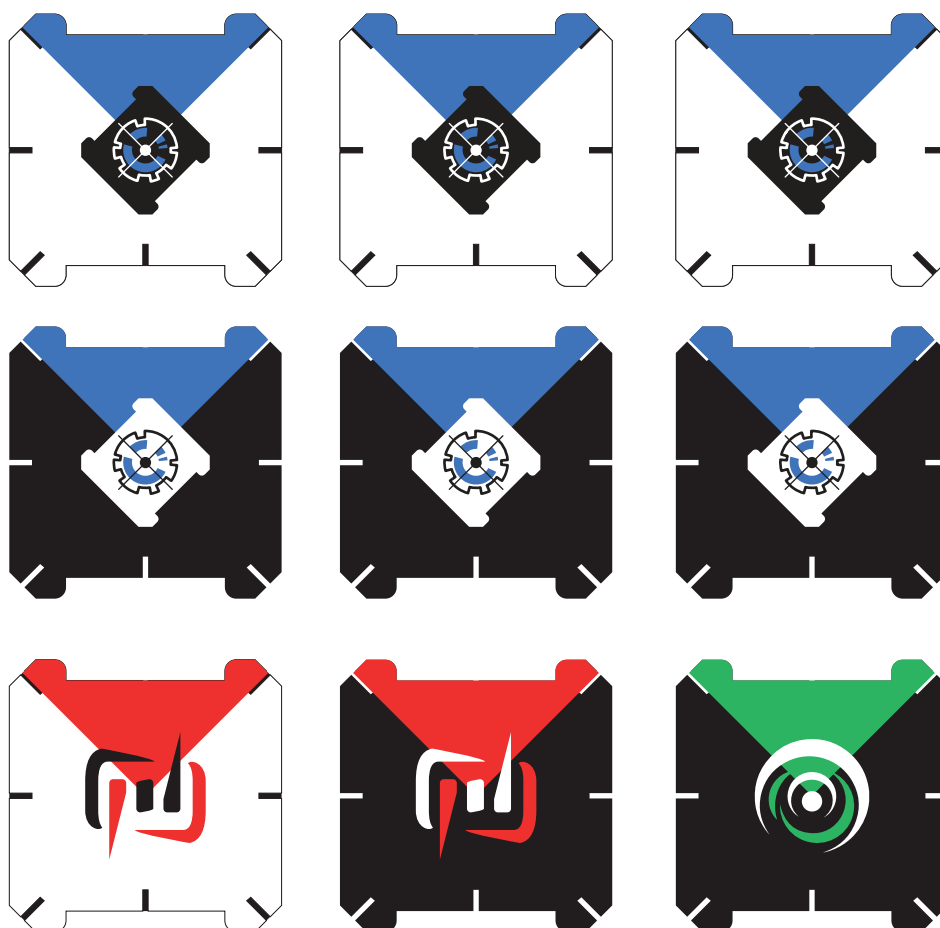
X-Wing Wild Space: Wild Cards and Assets

Wild Space Tokens Explained

Wild Space Tokens are the same size as standard Objective tokens or markers. Their color indicates the type of Wild Space Card they represent:

- Blue – Scenario
- Green – Environment
- Red – Wild

The icons on the tokens are purely thematic and optional—you can play any combination of Wild Space Tokens with these basic designs:



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>