

SPACE WEIRDOS

A SKIRMISH HEARTBREAKER



GARSKIE
GAMES

Space Weirdos is my “Skirmish Heartbreaker.” In RPG terms, a heartbreaker is a “fixed” version of D&D published by an amateur. In my online circles a lot of old school D&D people are discovering or re-discovering miniatures wargaming and starting to write rules when they find the big name games too expensive and convoluted.

So here’s my heartbreaker. Some games might aspire to minimalism and totally get rid of anything that might require a token. Some games are more simulationist, with lots of modifiers and rules for all situations. Space Weirdos is sort of in the middle, leaning towards minimalism, but not totally embracing it. There are a couple tokens to use, there is measuring, but it’s easy with the sticks, and there are modifiers, but it’s fun because you get to use all your D&D dice.

More than anything, the goal of this game is to get your minis on the table and killing each other. Break out your oldhammer, your newhammer, your Blanchitsu and Inq28’s, your kitbashed Heroclix, the weird 90’s minis that you don’t remember what game they’re from anymore...whatever you got, and get Weird.

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Cover by Łukasz Kowalczyk, search “elkowalczyk” on social media for his art.

Game Materials

- ☐ 4+ miniatures for each warband
- ☐ One or more 5” measuring sticks
- ☐ 2 each of the usual dice d4-d12
- ☐ A 2’x2’ to 3’x3’ playing space
- ☐ Lots of terrain
- ☐ Tokens for movement & conditions

Dice Concepts

You will often have to increase or decrease the type of dice you are rolling. This is indicated in the rules by +1DT to go up a Die Type, or -1DT to go down a Die Type. These modifiers stack.

The order of die types is:

d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12

No roll can go lower than d4’s, or higher than d12’s no matter how many shifts may be indicated.

Other Modifiers

Some Equipment adds a +1 to various rolls. Simply add 1 to the total rolled, this isn’t a Die Type shift.

Rerolls

You can never reroll a die more than once. The new result must be accepted.

Opposed and Unopposed Rolls

There are two kinds of rolls in Space Weirdos, *opposed* and *unopposed*.

- When making an opposed roll, you are rolling versus the other player, such as Firepower vs. Defense when making a shooting attack.
- When making an unopposed roll, such as manifesting some psychic powers, you roll your dice and your opponent rolls 2d6. If you equal or exceed their roll, you succeed.

Measuring & Movement

- Distances are measured in “sticks,” a 5” long stick, marked in the middle.
- “Within 1 stick” means a stick placed between a model and another model or terrain feature touches both.
- Movement is always in a straight line.
- A model does not have to move the full distance of the stick.

Name	VELDA DARK		Points	IS
Speed	Defense	Firepower	Prowess	Willpower
3	2D6	2D8	2D8	2D6
Weapon	Actions	Notes		
AUTO PISTOL	3	-1DT PAST 1 STICK		
SAWSWORD	2	REROLL PROWESS ROLLS OF 1		
Equipment		Notes/Psychic Powers		
-		-		

Model Attributes

Each model has the following attributes which define its effectiveness and abilities in the game.

- **Speed (Spd):** Rated 1-3, is how many of the model's actions can be Move actions.
- **Defense (Def):** Rated with dice, such as "2d6." A measure of how hard the model is to wound.
- **Firepower (FP):** Rated with dice, such as "2d8." A measure of ranged combat expertise and weaponry.
- **Prowess (Prw):** Rated with dice, such as "2d8." A measure of close combat expertise and weaponry.
- **Willpower (Will):** Rated with dice, such as "2d6." A measure of mental strength and bravery.

Models also carry weapons and equipment or have psychic abilities, which may modify these rolls in some way.

The Warband

Your Warband consists of a *leader* and their troops, all individual models.

Sequence of Play

Each round of the game consists of 4 phases.

1. Command Phase
2. Initiative Phase
3. Activation Phase
4. Maintenance Phase

Command Phase

Replenish your pool of Command Points.

- You gain 3 Command Points per round for a 125 point game, and 2 Command Points for a 75 point game.
- Unused Command Points from the previous round are lost.
- If your leader is *out of action*, you gain 1 less Command Point.

Initiative Phase

Each player rolls 2d6 to determine who has the Initiative for the round. The high roller chooses which player will activate a model first in the Activation Phase.

- A Warband with a *Tactician* leader rolls with +1DT.
- A *broken* Warband rolls with -1DT.
- A Warband that *regrouped* in the last Maintenance Phase rolls with +1DT.

Activation Phase

The player with the Initiative decides if they or their opponent will activate a model first. The players alternate activating models until all have been activated.

Each model can take 3 actions on its turn, in any order, chosen from the list below. Some options use more than one action. Resolve each action fully before moving to the next.

- **Move**
- **Aim**
- **Shoot**
- **Fight**
- **Disengage**
- **Psychic Power**
- **Recover**
- **Stand**
- **Use Item**

Move

- A model not touching an enemy may take *Move* actions up to its Speed attribute value.
- For each *Move* action, the model may move up to one stick in a straight line.
- A model may move over Obstacles (see pg. 11) at no penalty.
- Climbing a terrain piece as tall or slightly taller than the model generally costs one action. Use your judgement.
- A model that comes into contact with Difficult Terrain must stop.
- A model that comes into contact with an enemy must stop.
- Place a movement token next to the model after each *Move* action.
- You may place the model *down* at the end of its *Move* if you wish.

Aim

- A model may take 1 or 2 *Aim* actions with some ranged weapons, indicated in their entry (noted Aim1 or Aim2, see pg. 8.)
- Each *Aim* action adds +1DT to the model's next *Shoot* action if taken before their turn ends.



1 or no
move
actions

2 move
actions

3 move
actions

Shoot

- If a model is not touching an enemy and has a ranged weapon, they may take *Shoot* actions up to the max for their weapon as shown on the Ranged Weapons table.
- The shooting model's target must not be touching one of your warband's models.
- The attacker rolls their model's Firepower dice vs. their opponent rolling the target's Defense dice. Compare the two rolls:

Firepower roll is:	Result
≤ Def roll	Attack misses
> Def roll	Target rolls on Under Fire table
≥ double Def roll	Target rolls on Under Fire table +1
≥ triple Def roll	Target rolls on Under Fire table +2

Shoot Action Modifiers

Shooting Model

- The *Aim* action allows the shooting model to roll with +1DT for each *Aim* action taken.
- If the shooting model has 2 movement tokens, it rolls Firepower with -1DT.

Target Model

- If the target model has 2 movement tokens, it rolls Defense with +1DT.
- If the target model has 3 movement tokens, it rolls Defense with +2DT.
- If the target model is concealed by any amount of cover, it rolls Defense with +1DT.
- If the target is *staggered*, it rolls Defense with -1DT.

Under Fire Table

Modifiers to rolls on the Under Fire table from high Firepower rolls and weapon abilities are added to the roll.

2d6 + Mods	Effect
2-3	Return Fire - The defending model may immediately take a Shoot action against the attacker if able
4	Snap Shot - The defending model may immediately take a Shoot action against the attacker at -1DT if able
5	Run for Cover - The defending model must move 1 stick if able. This move must not bring it into contact with an enemy model.
6	Dive for Cover - The defending model must move 1 stick if able. This move must not bring it into contact with an enemy model. Place it <i>down</i> ¹ .
7	<i>Down</i> *
8	<i>Staggered</i> *
9	<i>Down and staggered</i> *
10+	<i>Out of action</i> *

*See *Conditions* page 6.

Fight

- A model touching an enemy may take *Fight* actions up to the max for their weapon as shown on the Close Combat Weapons table.
- The attacker rolls their model's Prowess dice vs. their opponent rolling the target's Defense dice. Compare the two rolls:

Prowess roll is:	Result
≤ Def roll	Attack misses
> Def roll	Target rolls on Under Attack table
≥ double Def roll	Target rolls on Under Attack table +1
≥ triple Def roll	Target rolls on Under Attack table +2

Fight Action Modifiers

Attacking Model

- If the attacking model began its turn more than one stick away from the target and has 2 movement tokens, it attacks with +1DT.

Target Model

- If the target model and the attacking model are on opposite sides of an obstacle, it rolls Defense with +1DT.
- If the target is *down*, it rolls Defense with -1DT.
- If the target is *staggered*, it rolls Defense with -1DT.

Under Attack Table

Modifiers to rolls on the Under Attack table from high Prowess rolls and weapon abilities are added to the roll.

2d6 + Mods	Effect
2-3	Riposte - The defending model may immediately take a Fight action against the attacker if able
4	Defensive Strike - The defending model may immediately take a Fight action against the attacker at -1DT if able
5	Break Away - The defending model may move 1 stick if able. This move must not bring it into contact with an enemy model.
6	Knockback - The defending model must move 1 stick. This move must not bring it into contact with an enemy model. Place it <i>down</i> ¹
7	<i>Down</i> *
8	<i>Staggered</i> *
9	<i>Down and staggered</i> *
10+	<i>Out of action</i> *

*See *Conditions* page 6.

Condition Progression

- A model that is *down* and receives another *down* condition is now *staggered* as well.
- A model that is *staggered* and receives another *staggered* condition is now *out of action*.

Disengage

- A model touching an enemy may use 2 actions to move one stick away from that model.
- This move must not bring them into contact with another enemy model.
- Place a movement token next to the model after the *Disengage*.

Psychic Power

- A model with Psychic Powers may use 2 actions to manifest 1 power.
- To manifest an Effect power, make an Unopposed Willpower roll. If the roll succeeds, it takes effect as described.
- Unless otherwise noted, Psychic Powers require Line of Sight.
- To manifest an Attack power, make opposed Willpower rolls. Compare the two rolls:

Attacker Willpower roll is:	Result
≤ half Defender's Will roll	The attacker is affected by their own power
≤ Defender's Will roll	The power fails, no effect
> Defender's Will roll	The power takes effect

Recover

- The model makes an unopposed Willpower roll.
- Remove the *staggered* token after a successful roll.

Stand

- A *down* model must take a *Stand* action to be placed upright.

Use Item

- For 2 actions, a model not touching an enemy model may use an item of Equipment. If it does so, it may not use *Shoot* or *Fight* actions after. Likewise, if the model has taken a *Shoot* or *Fight* action, it may not take a *Use Item* action.
- Some scenarios may have objectives where a *Use Item* action is needed.
- Some scenarios may require an unopposed roll to successfully complete the action.

Maintenance Phase

When all models have been activated, resolve the Maintenance Phase.

- **Check for Broken Warbands** - If at the end of this round your warband's leader is out of action or your warband has half or less of its starting number of models, you must check to see if it is *broken*. Make an unopposed Willpower roll for your leader, or, if your leader is out of action, the highest Willpower left in the warband. If you fail, your warband is *broken* and rolls Initiative with -1DT for the remainder of the game.
- Remove all movement tokens.
- For 1 Command Point, a player's warband can *regroup* and roll their next Initiative roll with +1DT.
- Resolve any scenario-based events.
- Return to the Command Phase.

Conditions

Every model has one of the following *conditions* as described below.

- **Ready:** A *ready* model has none of the below conditions.
- **Down:** A *down* model is laid on its side.
 - A *down* model must take a *Stand* action to become *ready*.
 - A *down* model is not considered to be touching the base of an enemy model in regards to Move or Shoot actions.
- **Staggered:** Place a token next to a *staggered* model to indicate its condition.
 - A *staggered* model cannot take any actions except *Recover*.
 - A *staggered* model is not considered to be touching the base of an enemy model in regards to Move or Shoot actions.
- **Out of Action (OoA):** An *out of action* model is removed from the play area.



Ready

Down



Staggered

Down &
Staggered

Command Points

Command Points are used to gain advantages during the round, sometimes interrupting the normal sequence of the game. You can spend Command Points in the following ways:

- **Hustle** - Increase a model's Spd by 1 (up to 3) for this activation.
- **Power Up** - Increase an Attribute roll by +1DT. You may only increase a roll once.
- **Dodge** - When a *Shoot* action is declared against one of your models, you may spend a Command Point to move 1 stick. This move must not bring it into contact with an enemy model. If the attacker still has line of sight (LoS), resolve the *Shoot* action. If the attacker does not have LoS, the action is lost. You may use Dodge once per round.
- **First Strike** - When a *Fight* action is declared against one of your models, spend a Command Point to attack first. Your model resolves a *Fight* action against their attacker. If the attacker survives and is not *down* or *staggered*, they may continue their *Fight* action and your defending model rolls Defense with -1DT. You may use First Strike once per round.
- **Overwatch** - If an enemy model uses a *Move* action and one of your models has LoS at any point in that move, you can spend a Command Point to take a single *Shoot* action. This interrupts the *Move* action. If the target ends up *down* or *staggered*, they do not complete that *Move*. You may use Overwatch once per round.
- **Regroup** - In the Maintenance Phase, you may spend 1 Command Point to roll your next Initiative roll with +1DT.

Command Point Order of Operations

- Attacker declares an enemy to target.
- Defender declares whether they are using First Strike or Dodge.
- Attacker declares whether they are using Power Up.
- Defender declares whether they are using Power up.

Building a Warband

Your warband of weirdos consists of your Leader and their troops. They might be an Imperial Witchfinder and her glorious retinue, a grizzled sergeant and his dirty squad of trench fighters, a cult leader and their mad band of mutants, or a mirrorshade street-samurai and her razorgirls.

- Choose a point value for your warband.
 - 75 points will give a small game suitable for a 2'x2' board.
 - 125 will be a larger game good for a 3'x3' board.
- One model in your warband may cost up to 25 points. This is usually your Leader, but does not need to be. Your other weirdos may cost up to 20 points.



125 point warbands

Attribute Costs

Purchase Attributes for your model.

Speed	
Level	Points Cost
1	0
2	1
3	3

Defense	
Level	Points Cost
2d6	2
2d8	4
2d10	8

Firepower	
Level	Points Cost
None	0
2d8	2
2d10	4

Prowess	
Level	Points Cost
2d6	2
2d8	4
2d10	6

Willpower	
Level	Points Cost
2d6	2
2d8	4
2d10	6

After purchasing Attributes, purchase weapons and equipment for your model.

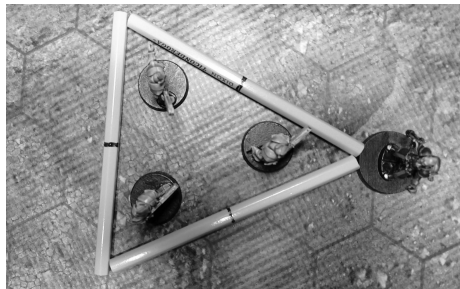
Ranged Weapons

If a model has a Firepower score, purchase a weapon from the below list.

Weapon	Max Shoot Actions	Notes	Pts.
Auto Pistol	3	-1DT range > 1 stick	0
Heavy Pistol	2	+1 to Under Fire rolls, -1DT past 1 stick	1
Energy Pistol	3	Reroll FP rolls of 1, -1DT range > 1 stick	2
Auto Rifle	3	Aim1	1
Heavy Rifle	2	Aim1, +1 to Under Fire rolls	2
Sniper Rifle	1	Aim2, cannot target enemies < 1 stick away, reroll FP rolls of 1, +1 to Under Fire rolls	3
Shotgun	2	Range ≤ 1 stick: +1 to Under Fire rolls Range > 1 stick: -1DT, reroll FP rolls of 1	2
Energy Rifle	2	Aim1, reroll FP rolls of 1	2
Flamer	1	Cone AoE	2
Rocket Launcher	1	Aim2, Cannot target enemies < 1 stick away, Blast AoE	3
Auto-cannon	3	Reroll FP rolls of 1 or 2	3

Cone AoE (Area of Effect)

Affects all models whose bases are touched by a triangle made of sticks, with 1 point of the triangle on the attacker's base.



The arsonist on the right shoots his flamer at the space elves attacking him.

Blast AoE (Area of Effect)

Affects all models whose bases are within a 1/2 stick of the center of the target's base.



Bottom left model is shooting a Blast weapon at the space worm. Both other models are within blast range.

Close Combat Weapons

All models must purchase a close combat weapon.

Weapon	Max Fight Actions	Notes	Pts.
Unarmed	3	-1DT to Prw rolls	0
Claws & Teeth	3	-	2
Horrible Claws & Teeth	3	+1 to Under Attack rolls	3
Melee Weapon	2	-	1
Powered Weapon	2	Reroll Prw rolls of 1	2
Large Melee Weapon	1	+1 to Under Attack rolls	1
Large Powered Weapon	1	Reroll Prw rolls of 1, +1 to Under Attack rolls	3
Whip/Tail	2	Can target enemies up to 1 stick away	2

Equipment

Each model may purchase one piece of equipment described below. Leaders may purchase 2. Some equipment is passive (P), simply adding a bonus to a roll, and some require a Use Item action (A).

Item	Type	Effect	Pts.
Cybernetics	P	+1 to Prw rolls	1
Grenade*	A	Targets point up to 1 stick from attacker, Blast AOE, 2d10 FP, +1 to Under Fire rolls	1
Heavy Armor	P	+1 to Def rolls	1
Jump Pack	P	The model can ignore terrain and other models when taking Move actions	1
Medkit*	A	1 model touching this model becomes <i>ready</i>	1
Psychic Focus	P	+1 to Will rolls	1
Stealth Suit	P	If this model's base touches a piece of terrain, enemy models do not have LoS unless they are within 1 stick of the stealthy model	2
Targeting Reticule	P	+1 to FP rolls	1

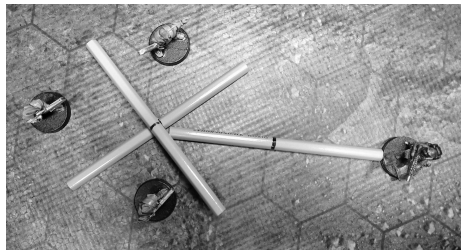
*May only be used once per game.



Psychic Powers

Psychic powers are purchased for a model like weapons and equipment. Any number of Powers may be purchased.

Power	Type	Effect	Pts.
Fear	Attack	Each enemy model within 1 stick who loses its opposed Will roll must move 1 stick away from the psychic.	1
Healing	Effect	1 model within 1 stick of this model and in LoS becomes <i>ready</i> .	1
Meat Puppet	Effect	Return 1 OoA model to the table and place within 1 stick of the psychic. The returned model's Spd is reduced by 1 (min 1), and rolls with -1DT for all rolls. A model can only be returned to the table once.	2
Mind Control	Attack	Targeted enemy takes one action of the psychic's choice.	2
Mind Stab	Attack	Target 1 enemy model within 1 stick. Roll on Under Fire table +3.	3
Prescience	Effect	Choose any model on the table to either gain +1DT or -1DT for all their actions this round.	1
Telekinesis	Either	Effect: move 1 obstacle or ally up to 1 stick. Attack: move an enemy 1 stick.	1
Teleport	Effect	Place the psychic anywhere on the board.	1



Grenade maximum distance and AoE.



A sniper with a stealth suit searches for their next target.

Optional Traits

Leader and Warband Traits can add thematic elements and variety to your army, but are not necessary for play.

Leader Traits

Choose one of the following traits for your leader. If your Leader is *out of action*, the effect goes away. This ability does not cost points.

Trait	Power
Bounty Hunter	Once per round, when a model from your warband is touching a <i>down</i> or <i>staggered</i> enemy, it can take a <i>Use Item</i> action to make the enemy model <i>out of action</i> .
Healer	During the Initiative Phase, one of your models within one stick of your leader may make a free Stand or Recover action with +1DT.
Majestic	Any time one of your warband has to make a Willpower roll, that model may use the Leader's Willpower instead.
Monstrous	Non-Leader models must win a Willpower roll vs. your leader to move into contact.
Political Officer	During the Initiative Phase, before rolling, take one of your Warband within LOS of your leader <i>out of action</i> to make all other models in the Warband <i>ready</i> , remove the <i>broken</i> condition from your warband, and gain +1DT to this Initiative roll.
Sorcerer	Psychic Powers actions cost 1 action instead of 2, but may still only use 1 per turn.
Tactician	+1DT to Initiative rolls.



Monstrous and Tactician leaders

Warband Traits

Choose one of the following abilities for your Warband. It applies to all models in your Warband. This ability does not cost points.

Trait	Effect
Cyborgs	All members of the Warband can purchase 1 additional piece of equipment.
Fanatics	Roll Willpower with +1DT for all rolls except Psychic Powers.
Living Weapons	Unarmed attacks do not have -1DT to Prowess rolls.
Heavily Armed	All Ranged weapons cost 1 point less.
Mutants	Speed, Claws & Teeth, Horrible Claws & Teeth, and Whip/Tail cost 1 less point.
Soldiers	Grenades, Heavy Armor, and Medkits may be purchased for free. They still use a model's equipment slots.
Undead	A second <i>staggered</i> condition does not take models in this Warband <i>out of action</i> .



Heavily Armed



Fanatics



Undead

Setting up the Board

Space Weirdos games should take place on small boards crowded with terrain. Since firearms can shoot any distance, it's important that there are no unobstructed lines of sight across the entire board.



Terrain

There is little need in Space Weirdos to define several types of terrain, but there are some that bear description.

- **Blocking Terrain** - Larger pieces of terrain such as buildings, ruins, or walls capable of blocking line of sight.
- **Obstacles** - small pieces of terrain such as rocks, barriers, barrels, etc. that are not attached to the ground. Obstacles provide cover but are moved over freely.
- **Difficult Terrain** - areas of ground that would slow down movement like water, rubble, or more exotic terrain. A model entering an area of difficult terrain must stop when it's base is fully within that area. It may then move again.
- **Elevated Terrain** - You and your opponent should decide before the game if terrain can be climbed. Gaps between pieces of elevated terrain can be jumped if the players want to allow it. Any gap of a ½ stick or less can be jumped as a part of a Move action if the model has enough movement for it's base to be fully on the other side.

Line of Sight

Space Weirdos uses true line of sight...mostly. Look over the shoulder of your models to determine if they can see targets or if the target has cover.

- If the shoulders/torso/midsection portion of the target model is visible, it is within line of sight. Heads, arms, tentacles, weapons, etc, do not count. Use your discretion and sense of fair play.
- If any portion of the target model is obscured, including by other models, the target model has cover.
- Line of sight cannot be drawn to a *down* model that is behind an obstacle.



Blocking Terrain



Obstacles



This model has entered difficult terrain and must stop.

Example Warbands

Here are 3 settings with warbands (and some extra undead) ready to go, including warband and leader traits.

Alien X-Terminators

X-Terminators (soldiers)

Rookie (10)

S2, D2d6, F2d8, P2d6, W2d6

Auto Rifle, Grenade

Ranger (19)

S3, D2d8, F2d8, P2d8, W2d6

Shotgun, Powered Weapon, Grenade

Heavy (17)

S2, D2d8+1, F2d8, P2d8, W2d6

Rocket Launcher, Lg. Melee Weapon,
Heavy Armor

Sniper (16)

S2, D2d6, F2d10, P2d6, W2d6

Sniper Rifle, Stealth Suit

Psychic Trooper (19) *leader, tactician*

S2, D2d8+1, F2d8, P2d6, W2d10

Heavy Rifle, Heavy Armor
Prescience, Telekinesis

Aliens (mutants)

MIB (12)

S3, D2d6, F2d8, P2d6, W2d6

Energy Pistol

Grey (15)

S2, D2d6, F2d8, P2d6, W2d8

Energy Pistol
Fear, Mind Control

Ophidian (17)

S3, D2d8, F2d8, P2d8, W2d6

Energy Rifle, Tail

Brute (18)

S2, D2d10, Fn/a, P2d10, W2d6

Horrible Claws & Teeth

Astral (18) *leader, sorcerer*

S2, D2d8, Fn/a, P2d6, W2d10

Psychic Focus
Mind Stab, Teleport

Darkest Future

Imperials or Forces of Chaos (fanatics)

Trooper or **Traitor Trooper** (10)

S2, D2d6, F2d8, P2d6, W2d6

Auto Rifle

Veteran Trooper or **Traitor Veteran** (14)

S2, D2d6, F2d8, P2d6, W2d8

Heavy Rifle, Targeting Reticule

Supersoldier/Battle Nun

or **Xaos Supersoldier** (20)

S2, D2d8, F2d10, P2d8, W2d8

Heavy Rifle or Flamer, Melee Weapon

Adjudicator *leader, bounty hunter* or

Fallen Adjudicator (25) *leader, sorcerer*

S2, D2d8, F2d10, P2d8, W2d10

Heavy Rifle or Flamer, Powered Weapon
Fear & Healing or *Meat Puppet*

Neon City

Razor Girls (cyborgs)

Razor Girl (14)

S3, D2d6, F2d8+1, P2d6+1, W2d6

Auto Pistol, Melee Weapon, Cybernetics,
Targeting Reticule

Razor Queen (23) *leader, monstrous*

S3, D2d8+1, Fn/a, P2d10+1, W2d8

Horrible Claws & Teeth, Cybernetics,
Heavy Armor, Jump Pack

Steroid Boys (living weapons)

Steroid Boy (14)

S2, D2d8, F2d8, P2d8, W2d6

Auto Rifle

Steroid King (25) *leader, healer*

S2, D2d10+1, F2d8, P2d10, W2d8

Auto-cannon, Heavy Armor

Undead (*undead, duh*)

Zombie (10)

S1, D2d6, Fn/a, P2d8, W2d6

Claws & Teeth

Vampire (24) *leader, monstrous*

S3, D2d8, Fn/a, P2d10, W2d8

Horrible Claws & Teeth, Jump Pack
Meat puppet, mind control

Scenarios

Thank goodness this is a zine and I don't have enough room to be forced to include more than a few scenarios.

Kill 'em All

Set the board up as usual, lots of terrain, no sight lines crossing the board.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of their side.

Game Duration: At the end of the 4th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round.

Victory Conditions: The player who has killed the most points worth of their opponent when the game ends wins.

Objectively Normal Scenario

Set the board up as usual, lots of terrain, no sight lines crossing the board. Place 1 objective token in the middle of the board. Each player then places 1 objective token within 1 stick of the centerline of the board, and more than 1 stick away from any other objective token.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of their side.

Game Duration: At the end of the 4th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round.

Victory Conditions: The player controlling the most objectives when the game ends is the winner. To control an objective, a player must have more models within a ½ stick of an objective than their opponent.

Loot Boxes

Set the board up as usual, lots of terrain, no sight lines crossing the board. Place 1 treasure token in the middle of the board. The players then alternate placing 2 more treasure tokens each more than 1 stick from the edges of the board, and more than 1 stick away from any other treasure token.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of their side.

Game Duration: At the end of the 4th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round. The game also ends if all treasure tokens have been moved off the board.

Treasure Tokens

- To pick up a treasure token, a model must be touching it, and take a Use Item action.
- Treasure tokens move with the model carrying them.
- A model carrying a token has its Spd. reduced by 1, to a minimum of 1.
- A model may only carry 1 token.
- If a model carrying a token is taken *Out of Action*, the token remains on the board.
- A model with a token may move off any side of the board to score a victory point. That model is removed from the game, but is not *Out of Action*.

Victory Conditions: The player that has moved the most treasure tokens off the board when the game ends is the winner.

FAQ

Explain the +1DT, -1DT stuff again.

That's not a question. Velda Dark has a Firepower of 2d8. If she gets a +1DT from some source, she will roll 2d10 instead. If she gets a -1DT, she would roll 2d6. These stack, so it's possible she could get -1DT to Firepower from moving twice, and then spend a Command Point to get a +1DT and roll at her original 2d8.

When you reroll something, do you reroll both dice?

Only if both dice meet the criteria for a reroll. Like, an energy pistol allows rerolls of 1's. If you rolled a 1 and an 8, you'd only reroll the 1. If you rolled snake-eyes, you'd reroll both.

If my model has 2 Speed and an Auto Pistol can it move twice and shoot 3 times?

No, each model gets 3 actions. Your model could move twice and shoot once, or move, shoot, and move again, or shoot 3 times, etc. Any combo of three actions, up to the maxes for your speed and weapons.

If my model is staggered can I try to Recover again if I fail?

Yes, you still get 3 actions even if you're *staggered*. If your model is *down* and *staggered*, you can Recover, and if successful, Stand, then take another action, or end up using all its actions to try to Recover.

Do I add a movement token to my model if they are forced to move from Diving for Cover, Fear, etc?

No, only add movement tokens when the rules tell you to.

If you make an Area of Effect attack do you roll an attack for each enemy it affects?

No, the attacker rolls once, and each target rolls defense individually.

If my model is staggered or down can it do any of these things on the Under Fire and Under Attack tables like Return Fire and Riposte?

No. The rules about what a *staggered* or *down* model can do are still in effect.

What happens then?

Nothing. The exception is the Knockback result where the model *must* move and is then *down*. The Condition Progression effect will probably then come into play.

Why is the first Psychic Power result, "≤ half Defender's Will roll," so convoluted?

Getting everything to work in the same format in a table is hard. It's a confusing way of saying, "If the defender doubles the Psychic's roll, the Psychic is hit by their own power."

When you spend a Command Point to make an Overwatch shot does the targeted model stop in the middle of their move?

Yes, it's useful to leave the measuring stick on the table so you don't lose track of where the targeted model was in it's move.

How accurate is your points system?

As accurate as any game, which is to say, it's a loose guideline. Don't think about it too much, just give your minis some numbers and play.

Your definition of a heartbreaker is incorrect.

That's not a question and please burn this zine and/or delete this pdf.

SPACE WEIRDOS

Sequence of Play

1. Command Phase
2. Initiative Phase
3. Activation Phase
4. Maintenance Phase

Actions

- **Move:** up to 1 per Spd
- **Aim:** up to weapon's max
- **Shoot:** up to weapon's max
- **Fight:** up to weapon's max
- **Disengage:** 2 actions
- **Psychic Power:** 2 actions
- **Recover:** removes *staggered*
- **Stand:** removes *down*
- **Use Item:** 2 actions

Shoot Action

Firepower roll is:	Result
$\leq$ Def roll	Attack misses
$>$ Def roll	Target rolls on Under Fire table
$\geq$ double Def roll	Target rolls on Under Fire table +1
$\geq$ triple Def roll	Target rolls on Under Fire table +2

Fight Action

Prowess roll is:	Result
$\leq$ Def roll	Attack misses
$>$ Def roll	Target rolls on Under Attack table
$\geq$ double Def roll	Target rolls on Under Attack table +1
$\geq$ triple Def roll	Target rolls on Under Attack table +2

Psychic Power Action

Attacker Willpower roll is:	Result
$\leq$ half Defender's Will roll	The attacker is affected by their own power
$\leq$ Defender's Will roll	The power fails, no effect
$>$ Defender's Will roll	The power takes effect

Under Fire Table

2d6+ Mods	Effect
2-3	Return Fire - The defending model may immediately take a Shoot action against the attacker if able
4	Snap Shot - The defending model may immediately take a Shoot action against the attacker at -1DT if able
5	Run for Cover - The defending model must move 1 stick if able. This move must not bring it into contact with an enemy model.
6	Dive for Cover - The defending model must move 1 stick if able. This move must not bring it into contact with an enemy model. Place it <i>down</i> ¹ .
7	<i>Down</i>
8	<i>Staggered</i>
9	<i>Down and staggered</i>
10+	<i>Out of action</i>

Under Attack Table

2d6+ Mods	Effect
2-3	Riposte - The defending model may immediately take a Fight action against the attacker if able
4	Defensive Strike - The defending model may immediately take a Fight action against the attacker at -1DT if able
5	Break Away - The defending model may move 1 stick if able. This move must not bring it into contact with an enemy model.
6	Knockback - The defending model must move 1 stick. This move must not bring it into contact with an enemy model. Place it <i>down</i>
7	<i>Down</i>
8	<i>Staggered</i>
9	<i>Down and staggered</i>
10+	<i>Out of Action</i>

Condition Progression

- A model that is *down* and receives another *down* condition is now *staggered* as well.
- A model that is *staggered* and receives another *staggered* condition is now *out of action*.