

SPACE WEIRDOS SOLO

Space Weirdos was born during the 2020 Covid-19 pandemic. It would be sad not to have a way to play it solo.

This supplement modifies the base rules to create a solo game that is more than just playing both sides of a battle.
—Casey G.

Good Guys & Bad Guys

In Solo Space Weirdos, you and your warband take the role of the Good Guys and the force opposing you are the Bad Guys.

Creating Good Guys

Your Good Guys models may all be up to 25 pts if you wish. Designate a leader as usual.

Creating Bad Guys

You create Bad Guys the same way as any other model, but you do not need to build them to a total point value the way you do a regular warband. The scenario will say how to deploy the Bad Guys the game starts with, and you will usually roll each round to see if reinforcements arrive.

You do not designate a leader, but you can give a leader trait to one of the Bad Guys you create for extra fun. There can only be one Bad Guy with a leader trait on the board at a time.

There are seven kinds of Bad Guys.

- **Mooks:** 12 point and under models with no FP score.
- **Goons:** 12 point and under models with an FP score.
- **Thugs:** 13-19 point models with no FP score.
- **Henchers:** 13-19 point models with an FP score.
- **Bigguys:** 20+ point models with no FP score.
- **Big Shooters:** 20+ point models with an FP score.
- **Psychics:** Any point value model with psychic powers.

Dice Concepts

Rolling Dice

In a solo game, you will be doing all the rolling for both sides. I use different colored sets and roll all the dice together.

The d20

For all rolls that determine the behavior of the Bad Guys and reinforcements, you will need a d20.

Sequence of Play

The Solo game consists of 3 phases, there is no Initiative Phase.

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

Command Phase

The Command Phase is unchanged, you gain Command Points usual.

Activation Phase

Activate models in this order.

1. Your Leader and all Good Guy models within 1 stick of your Leader.
2. All Bad Guy models. See below for how to determine Bad Guy behavior.
3. Your remaining Good Guys more than 1 stick from your leader.

Bad Guy Activation

Choose a Bad Guy model to activate and roll on the appropriate activation table and range column to determine its actions.

No table can cover all circumstances, so there will be times that results will need to be liberally interpreted, especially with psychics. This is fine. Just do whatever is most fun and don't worry about it.

Mooks

1d20	No LoS	Has LoS	Touching
1-3	Cower	Hide	Retreat
4-6	Cower	Move	Attack
7-9	Move	Engage	Attack
10-12	Engage	Engage	Attack
13-15	Engage	Engage	Attack
16-18	Engage	Rush	Attack
19-20	Rush	Blitz	Assault

Goons

1d20	No LoS	Has LoS	Touching
1-3	Cower	Hide	Retreat
4-6	Cower	Move	Disengage
7-9	Move	Engage	Disengage
10-12	Engage	Advance	Attack
13-15	Advance	Fire	Attack
16-18	Advance	Fire	Attack
19-20	Advance	Focus	Assault

Thugs

1d20	No LoS	Has LoS	Touching
1-3	Cower	Hide	Attack
4-6	Move	Engage	Attack
7-9	Engage	Engage	Attack
10-12	Engage	Engage	Attack
13-15	Engage	Rush	Attack
16-18	Rush	Rush	Assault
19-20	Blitz	Blitz	Assault

Henchers

1d20	No LoS	Has LoS	Touching
1-3	Cower	Hide	Disengage
4-6	Move	Engage	Disengage
7-9	Engage	Advance	Extricate
10-12	Advance	Fire	Attack
13-15	Advance	Fire	Attack
16-18	Advance	Fire	Assault
19-20	Focus	Focus	Assault

Bigguns

1d20	No LoS	Has LoS	Touching
1-3	Move	Engage	Attack
4-6	Engage	Engage	Attack
7-9	Engage	Engage	Attack
10-12	Engage	Rush	Attack
13-15	Rush	Rush	Assault
16-18	Rush	Blitz	Assault
19-20	Blitz	Blitz	Crush

Big Shooters

1d20	No LoS	Has LoS	Touching
1-3	Engage	Engage	Disengage
4-6	Rush	Blitz	Disengage
7-9	Blitz	Fire	Extricate
10-12	Advance	Fire	Extricate
13-15	Advance	Focus	Attack
16-18	Focus	Focus	Assault
19-20	Focus	Assassinate	Crush

Psychics

1d20	No LoS	Has LoS	Touching
1-3	Move	Cloud	Disengage
4-6	Cloud	Power	Force
7-9	Cloud	Power	Force
10-12	Power	Power	Power
13-15	Power	Power	Power
16-18	Power	Torrent	Torrent
19-20	Power	Torrent	Torrent

Definitions

- **Advance:** the model takes Move actions until it has LoS to a Good Guy, then takes Shoot actions with its remaining actions.
- **Assassinate:** as Attack, but all Shoot actions have +1DT.
- **Assault:** as Attack, but the first Fight action is +1DT.
- **Attack:** the model takes Fight actions up to the maximum for its weapon.
- **Blitz:** as Rush, but any Fight actions have +1DT.
- **Cloud:** as a Psychic Power action, the model floods the battlefield with psychic noise. The psychic and the Good Guy leader make opposed Willpower rolls. If the psychic wins, the Good Guys lose a Command Point.
- **Cower:** the model does nothing this round.
- **Crush:** as Attack, but all Fight actions have +1DT.
- **Disengage:** the model takes a Disengage action and then a single Shoot action.
- **Engage:** the model takes move actions up to its maximum towards the closest Good Guy. If it has actions remaining when they touch bases, it takes a Fight action.
- **Extricate:** the model takes a Disengage action and then a Shoot action with +1DT.
- **Fire:** the model takes Shoot actions up to the maximum for its weapon.
- **Focus:** as Fire, but the first Shoot action is +1DT.
- **Force:** as an action, the psychic moves each Good Guy touching it a ½ stick directly away. The psychic then uses a Psychic Power action.
- **Hide:** the model uses Move actions up to its max until it is out of LoS of any Good Guys.
- **Move:** the model takes Move actions up to its maximum, not moving into LoS of a Good Guy.
- **Power:** the model takes a Psychic Power action and another action in any order.
- **Retreat:** the model takes a Disengage action, then a Move action that cannot bring it into contact with a Good Guy.
- **Rush:** the models Move score is increased by 1, up to 3 max. The model then takes Move actions until it is touching the closest Good Guy model. If it has actions remaining, it takes Fight actions.
- **Torrent:** as Power, but the psychic's Willpower roll is +1DT.

Activation Guidelines

- A Bad Guy must be *ready* to roll on its activation table. If it is *staggered* or *down* it must take appropriate *Recover* or *Stand* actions before rolling on the activation table.
- If a model rolls an action that allows attacks, but it cannot attack, it may take Move actions instead.
- Bad Guys generally attack the closest Good Guy, but will attack Good Guys without cover in preference to a closer model in cover.
- Bad Guys will move into cover if available.
- Bad Guys will use the Aim action against Good Guys with Defense scores of 2d10.
- In scenarios with objectives, Bad Guys may move towards those instead of Good Guys.

Maintenance Phase

Do not check for Broken Warbands.
The *regroup* option is not used.

Reinforcements

If the scenario calls for it, roll for reinforcements. The reinforcements enter the board within 1 stick of a random side.

1d20	Reinforcements
1-5	None
6-8	1 Mook or Goon
9-11	1d3 Mooks/ Goons
12-14	1 Thug or Hencher
15-17	1d3 Thugs/Henchers
18-19	1 Biggun, Big Shooter, or Psychic
20+	2 Bigguns/Big Shooters/Psychics

Solo Scenarios

Kill ‘em All - Solo

The Good Guys and Bad Guys start with an equal number of points of models.
There are no reinforcements.

Objectively Normal Scenario - Solo

The Bad Guys start with 2 mooks/goons within ½ stick of each objective, and a biggun, big shooter, or high point psychic 1 stick from the opposite side of the board from the Good Guys.
Roll for reinforcements each round.

Search and Destroy

Set up the board as usual, lots of terrain, no sight lines crossing the board.
Place three objective tokens on the board: the first in the center, the second one stick from the board’s center line towards the Good Guys’ side of the board, and the 3rd 1 stick away from the opposite side of the board.
Roll twice on the Reinforcements Table with a +2 modifier for each objective and place those models within 1 stick of each objective token.

When a Good Guy model is touching an objective, it may take a Use Item action to destroy it.
If the Good Guys destroy all objective tokens, they win.
Roll for reinforcements with each round.

The Beast

Set up the board as usual.
Place a large model, such as a tank, giant robot, demon, or monster within 1 stick of the board side opposite the Good Guys. This is the Beast. It must be destroyed. The Beast cannot be harmed by attacks or psychic powers. It counts as *monstrous* with a Will of 2d8.
Roll 3 times on the Reinforcements Table +5 and place each result within 1 stick of the board centerline on the Bad Guy side. The Beast activates first during the Bad Guys’ activation phase. Roll on the below table to determine the Beast’s actions.

1d6	Beast Behavior
1	Moves 1 stick towards the Good Guys’ side.
2	Moves 1 stick towards the Good Guys side, then 1 stick left or right (random.)
3	Destroys the closest Obstacle or Blocking terrain. Remove the terrain from the board.
4	Moves 1 stick towards the Good Guys’ side and destroys the closest Obstacle or Blocking terrain.
5	2d10 <i>blast</i> FP attack against closest Good Guy, if no Good Guy is in LoS, roll again.
6	Moves 1 stick towards the Good Guys’ side and 2d8 FP attack against every model within 1 stick.

Any piece of terrain the Beast contacts while moving is removed from the board. Any model that touches the Beast immediately takes a 2d10 Prw attack and is moved a ½ stick away if the Beast was making a move when the contact occurred.
To destroy the Beast, a Good Guy must make a Use Item action while touching the Beast to plant a bomb on it. The Good Guys lose if the Beast exits their side of the board.
Roll for reinforcements each round.