

SPACE WEIRDOS



Weird Millennium: A Fan Expansion

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Notes

This expansion is based upon ideas shared in the Space Weirdos & Friends Discord Community. It also contains extra bits Casey created for the game. Most of the ideas here have been play-tested by the community.

Feel free to pick and choose what you want for your games; this expansion is about giving players options. In keeping with Casey's succinct design philosophy, whenever the community had several similar ideas, the simplest to express was chosen.

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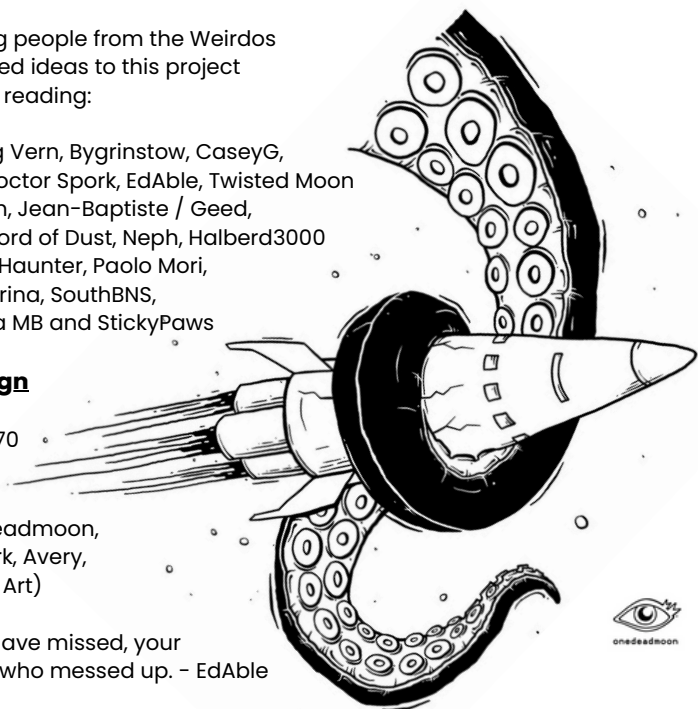
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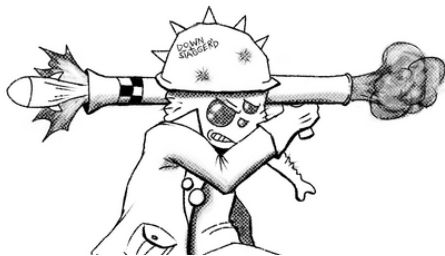
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If there is anyone we have missed, your help was valued, it is I who messed up. - EdAble



General Advice



Listen up, Weirdos. Here is some advice from the veterans of this game. They have seen things they can't un-see, gamed things they can't un-game, and now you get the benefit of their wisdom.

Add any house rules you like, as long as they are consistent. Any rule that works for you should also work for your opponent(s). Make a note of them by adding them to your rules as a "House Rules Addendum" (so that nobody forgets) and have fun. If your interpretation of the standard rules or your house rules increase your fun, more power to you.

In Space Weirdos, re-skinning is king. You can make all sorts of new weapons and gear by simply renaming an existing thing in the game. Mind Stab can become a Death Ray or a Sniper Rifle can become a Laser Cannon.

You do not have to play the game only at 75 points or 125 points. You can easily play a big game at 250 points or an even smaller game of 50 points per side and not break the game. You can also play asymmetric games, with a smaller points-value force valiantly fending off a larger aggressor or even sneaking past them in a commando raid.

Action economy is a powerful advantage in Space Weirdos. If you want a balanced game, it is recommended to have a similar model count. Lots of cheap models will usually beat a few expensive ones.

You can use your phone's camera or a small laser pointer to help check line of sight more easily.

When setting up game boards try and remember these points:

- Break up long sight lines, especially through the center.
- Add eye-catching terrain near the center to encourage interaction.
- Set up terrain to give models multiple ways to use it.
- Angle terrain diagonally instead of lining it up with the board edges.
- Place terrain where it feels natural—like in real life—not just for balance.

Keep it simple for intro games. For beginners, consider:

- Smaller forces
- Smaller play space
- Units with fewer special rules
- Fewer types of units
- Simple scenario objectives

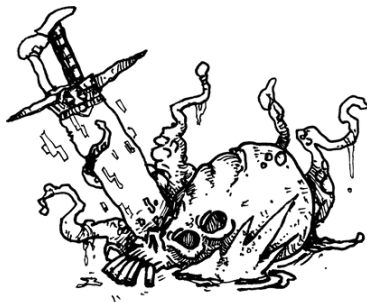
Try adding a gamemaster (GM) if you have an extra person. They can:

- Control neutral monsters.
- Trigger surprise events on specific turns.
- Introduce hidden rules or battlefield elements for players to discover.

A GM brings a strong RPG vibe and makes the game feel more story-driven and dynamic.

For co-op play:

Each player builds a 50-point warband with its own leader, traits, and 1 command point. Then use the Space Weirdos Solo Rules—or Sword Weirdos Dungeon Crawl rules—to run enemies and NPCs.



Defence Guidelines for 40k models

2d10+1	Terminators, Custodes, Death Guard Chaos Marine
2d10	Space Marines in Tacticus/Power armour, Eldar Aspect Warriors
2d8+1	Space Marines in Phobos/Scout armour, Necron Warriors
2d8	Tempestus Scions, Ork Nobs, Squats, Eldar Guardians, Harlequins, Dark Eldar, Tyranids, Tau Fire Warriors, Skitarii
2d6+1	Ork Boyz
2d6	Imperial Guard, Grots, Chaos Cultists, 'Gaunts, Kroot



House Rules

Falling

A model that is forced to move off the edge of elevated terrain falls. It must make a Def roll vs. 2d6 for 1 level of elevation, +1DT for each additional level, as if it were the target of a Fight action. Treat any result on the Under Attack Table of less than 7 as *Down*.

Scatter Die

There are times where you may want to randomly scatter an element in the game, e.g. NPC movement, an AoE weapon that missed its target, or other battlefield interaction. Here are a couple of ways to create a scatter die.

Use a d10. The die's raised point indicates direction whilst the number indicates the distance scattered. E.g. 1-3 = half a stick, 4-6 = 1 stick, 7-9 = 2 sticks, 10 = 3 sticks.

An alternative is to use a d12. The result indicates direction on a clock face. Scatter from the target point. A d4 or d3 is then rolled to determine the distance in sticks or half sticks.

Popping Around Corners

When moving a model, you can place it on either side of the stick in its final finishing position. All other movement rules apply. The width of the stick should be universal amongst all players.

Stray Shots

If a shot is missed and another model is within LoS of the attacker and half a stick from the target, roll a d6. On a 1, the shot hits a nearby model. If there are multiple models that fulfill these criteria, roll to decide which model is hit. That model must then make a Def roll against the original attack roll.

Shooting Into Melee

If you decide to shoot into melee, you must roll to decide the target randomly. Once the roll to decide the target has been made, the shot must be taken.

Long Range Shots

On really large boards (e.g. 4ft by 4ft or larger) it is useful to have some range modifiers to reduce camping. For example, shoot actions targeting a model over 2ft from the attacker are -1DT, and shots over 3ft are -2DT.

Powerful Model

If all players agree, each Warband may include a single Powerful model, represented by a larger model, such as a mech, giant alien, demon, or other monster.

This model may cost up to 30 points but cannot be a leader.

The first time this model would be taken OoA, it instead immediately becomes ready again. The 2nd time it is taken OoA, remove it from the table.

Intoxicated

An optional condition. If a model becomes intoxicated, they must make all rolls at -1DT. This condition can stack. All levels of intoxication can be cleared by one use of a Medkit, Healing Power, the Healer Leader Trait, or at the end of the round by using a command point.

Gang Up Bonus

If more models from the attacker's Warband are base-to-base (BtB) with the target than models from the target's Warband, the attacker rolls with +1DT.

2d6 Firepower

For 1 point you may give a model 2d6 Firepower.

2d4 Defence

For -1 point a model may have 2d4 Defence. Models with this attribute will automatically 'roll' a result of 2 when at -1DT.

Booby-Trapped Objects

Some scenarios may require models to interact with objects, e.g. hack a terminal or drone. This will often require an Unopposed Willpower check. If the check is failed, a trap goes off causing either a Fight or Shoot action at 2d8. If the attack is successful, use the appropriate Under Fire or Attack table, treating any result under 5 as a 5.

Enter the Arena

No models start on the board. Each model enters on their board edge at the start of their first activation.

Minions

If you need numerous enemies for solo or GMed games, use minions. Minions are simplified enemies. When an attacking model overcomes a minion's defence, do not roll on the Under Fire or Under Attack tables. The minion is immediately removed from the game instead.

Falling into Water or Acid

If a model falls into water, make a Use Item action to get out. If the liquid is more dangerous, such as acid, make an attack roll (e.g. 2d8 or 2d10) before the use action. If a model is stunned whilst in the water, it is taken OoA.

Heavily Equipped

A model may take additional weapons or equipment at a cost of +1 point per extra weapon or piece of equipment taken above the normal permitted allowance.

Exploding Scenery

Pieces of scenery may be designated Explosive before the game. Such scenery can be attacked and has a 2d6 Defence. If the scenery loses, it is lit on fire. In subsequent Maintenance phases, it has a chance to explode. Roll a d6. On a 5-6 the piece of scenery explodes. If it does not explode, roll again in the next maintenance phase, adding +1 each time. The explosion is a Blast AoE, centred on the scenery with 2d6 Firepower.

Line AoE (Area of Effect)

A line from the base of the model ending at a point on either a piece of blocking terrain or the board edge. The line affects all models it touches.



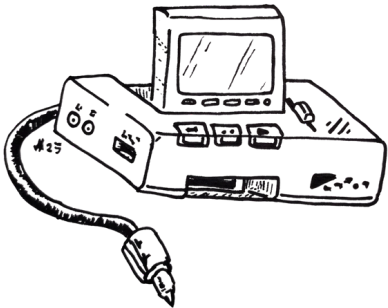
Random Events

Add more chaos to your games by rolling on a random event chart in the Maintenance phase.

Random Event Chart

2d6	Result
*2	The Clouds Clear. Any current weather effects are cancelled. Any staggered models may make a free Recover action.
*3	Poisonous Fog. A 1-stick AoE enters from the middle of a random table edge and moves 2 sticks towards the center of the board. At the beginning of each subsequent round, the template moves 1 stick in a random direction. Any model within the fog must make a Def test, becoming Intoxicated if it fails.
*4	Lightning Strikes. A randomly selected model from each Warband must make an Unopposed Def test or be Down & Staggered.
*5	Thick Fog. No visibility for ranged attacks. No Shoot actions are permitted.
6	Monster Attacks. At the beginning of the round a pre-generated 15 point monster ambushes a random model from a random Warband from the closest cover possible.
7	No Event
8	Earth Trembles. Each model must make an unopposed Will check. Any model that fails is Down. Models already Down <i>do not</i> stack their condition and <i>do not</i> need to roll.
*9	Rain. Visibility for ranged attacks is reduced. Shoot actions can only target models within a distance of 2 sticks.
10	Double the Loot. The next player to pick up a loot box draws twice as many loot cards. If loot boxes are not being used, No Event.
11	Building Collapse. Randomly select 1 building and mark it as collapsed. Any loot within is lost. Any model on, in, or under the building rolls Unopposed Willpower to exit the building. Failing puts the model Out of Action.
12	Deathly Song Sings Out. Each model makes an Unopposed Willpower check. Failure results in Staggered. Models already Staggered gain a second Staggered token.

*Only one weather effect can be in action at a time, e.g. rain replaces fog.



Loot Box Chart

Rather than running off with treasure tokens, you can fill your loot boxes with single-use items. Place one loot box on the board for each player plus one. When a model is in BtB with a loot box, it may make a Use Item action and draw a card from a prepared deck to see what they find.

	♥	♦	♣	♠
A	Jump Pack	Flamer	4 Victory Points	Bear Trap
K	Medkit	Shotgun (2 Shots)	3 Victory Points	Grenade Trap
Q	Grenade	Sniper Rifle	2 Victory Points	Random Teleport
J	Stimulant	Missile Launcher	1 Victory Point	Mind Stab Trap

Items found are immediately equipped by the model that opened the loot box, even if this takes them above the maximum number of weapons, equipment, or psychic powers they are allowed to take. Loot items are single-use unless otherwise stated.

Command Points

“Witness Me!” When a model is going to be taken Out of Action, it may first make a single Fight or Shoot action. After this action is resolved, remove the model as normal.

Wild Strike. A model using a melee weapon may make 1 extra Fight Action in addition to the weapon’s normal Max Actions (up to a limit of 3). This additional strike is at -1DT. Once per turn.

Take The Hit. -1 to the result of an Under Fire/Attack roll.

Hidden Commands

Before the game, each player receives a set of 6 Command Tokens. Two have 'Overwatch' written on the back, two have 'First Strike,' and the last two have 'Dodge'. At the start of each round, each player shuffles their six tokens and randomly draws three. To use the command point for 'Overwatch', 'Dodge', or 'First Strike', they must show and discard the corresponding token.

To perform the 'Hustle' and 'Power Up' actions, the player discards any token without needing to show it to the opponent. At the start of the next round, leftover tokens are shuffled back in with the others.

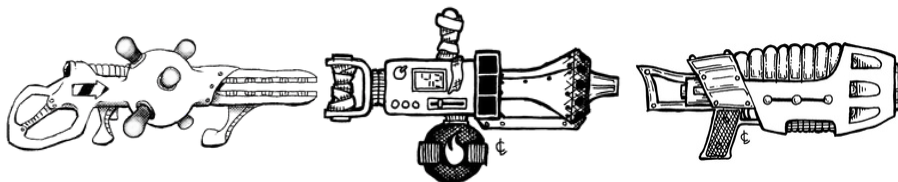
Additional Weapons, Equipment, Psychic Powers and Traits

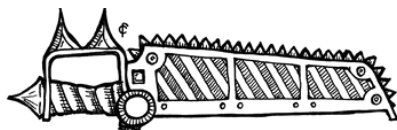
Below you will find charts detailing additional weapons and equipment available for players to choose from.



Weapons

Weapon	Max Actions	Notes	Pts
Web Pistol	2	-1DT range > 1 stick. Treat any result on the under fire table of 8+ as Down and Staggered. Cannot take model OoA. The Staggered condition can stack with this weapon.	1
Web Rifle	2	Aim 1. Treat any result on the under fire table of 8+ as Down and Staggered. Cannot take model OoA. The Staggered condition can stack with this weapon.	2
Plasma Pistol	2	-1DT range > 1 stick. Optional +1DT to FP. If this bonus is used, any roll of doubles causes the attacking model to take a 2d10 FP hit.	2
Submachine Gun (SMG)	3	-1DT range > 2 sticks, < 2 sticks +1 to Under Fire rolls	2
Plasma Rifle	2	Aim 1, Optional +1DT to FP. If this bonus is used, any roll of doubles causes the attacking model to take a 2d12 FP hit.	3
Disintegrator	1	Aim 2, -1 DT range > 1 stick, Reroll FP rolls of 1, +1 to Under Fire rolls	3
Laser Cannon	1	+2 to Under Fire rolls, Reroll FP rolls of 1	3
Psychic Weapon	2	When attacking with this weapon, use Will instead of Prw.	3





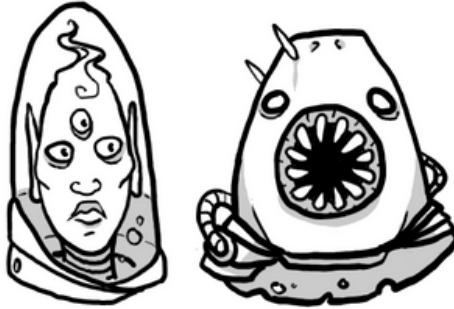
Equipment

Item	Type	Effect	Pts
Adrenaline Stim	P	If this model ends a Move action within a half stick of an enemy, it may move BtB.	1
Comms Unit	A	1 model in a Warband may be equipped with a Comms Unit. Any model in this model's Warband may immediately take a Move, Fight, or Shoot action.	1
Disguise	P	Until this model takes a Shoot, Fight, Psychic Power, or Use Item action or an opposing Warband's model moves within a half stick of this model, opposing Warband models may not use Shoot, Fight, Psychic Powers, or Use Item actions to affect this model.	1
Extra Limbs	P	Increase this model's Max Fight Actions for close combat weapons by 1, up to a maximum of 3.	1
Auto Grappling Hook	P	If ending a Move action touching a piece of terrain, this model may move to the top of the terrain for free.	1
Laser Sword	P	Model must have a Powered or Large Powered Weapon. This model may use the Return Fire and Snap Shot results from the Under Fire Table using their Prw instead of FP.	1
Loader	P	A friendly Model with a Max Shoot Actions of 1 may take a second Shoot action when within a half stick of this model.	1
Mount	P	+1 to Prw rolls vs. models that aren't mounted. Cannot climb terrain.	0
Psionic Dampener	P	No Psychic Power actions can be made or have an effect within half a stick of this model.	2
Smoke Grenade	A	Target a point up to 1 stick from attacker, Blast AoE, blocks line of sight until this model's next activation.	1
Space Monk Master Robes	P	Model must also be equipped with a Laser Sword. -1 on Under Fire rolls.	2

Rules Variation - Stealth Suit

Some find the stealth suit overpowered when the whole Warband takes them. Casey never assumed anyone would do that! It's a game of individuals, not cohesive units. Here are some options for the Stealth Suit if it's causing problems on the table but you still want to use it.

- **Rare:** Only 1 model per warband can be equipped with a stealth suit.
- **Spot action:** As an action, a model can make an Unopposed Willpower roll to spot a model with a Stealth Suit that would otherwise be in LoS. If successful, the spotting model can ignore the Stealth Suit for this activation.
- **Light troops:** A model with a stealth suit may not have a Def above 2d6 or, if a Leader, 2d8.



Psychic Powers

Power	Type	Effect	Pts
Blur	Effect	Target 1 friendly model within LoS. Until the psychic activates again, enemy models do not have LoS on this model unless they are within 1 stick of it.	1
Fearful Visage	Effect	Target 1 friendly model within LoS. Until the Psychic activates again, enemy models must win a Will roll vs this model to move BtB.	1
Force Lightning	Attack	Affects all models in Line AoE. Models > 1 stick away gain +1DT to their Will roll. Roll on Under Fire table for each model affected. Treat any result of less than 5 as 5.	2
Psychic Aura	Effect	Until the end of the round, the Psychic emits an aura that allows friendly models within 1 stick to reroll 1's.	1
Sleep	Attack	Target 1 enemy model under 20 pts and within 1 stick. That model is Staggered and Down.	2
Slow Mo	Attack	Target 1 enemy model within LoS. Until the Psychic's next activation, the target's Speed is reduced by 1, or by 2 if the Psychic's roll was $\geq$ double the target's, to a minimum of Speed 1.	1
Smoke Cloud	Effect	Target a point within LoS of the Psychic. Blast AOE, blocks line of sight until this model's next activation.	1

Rules Variation - Teleport

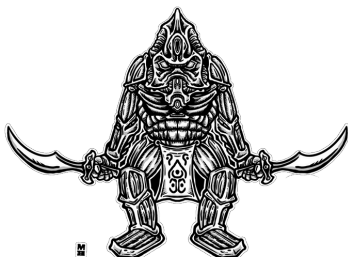
Some people find the Teleport Psychic power overpowered. Here are a couple of nerfs you could impose. Players should agree before the game if they are imposing either or both of these options.

- The psychic can teleport just to a place within LoS.
- The psychic cannot teleport into base-to-base with another model.



Warband Traits

Trait	Effect
Blue Collar	Models in this Warband may take a Use Item action for 1 action instead of 2.
Chaos Worshipers	Once per round, force your opponent to re-roll a single maximum die result.
Elites	Each model may cost 5 more points than normal.
Gunfighters	The Max Shoot Actions of Heavy Pistols and Heavy Rifles are raised to 3 for models in this Warband.
Imperial Numbers	Add 1 Trooper (<i>Space Weirdos</i> pg. 12) to your Warband.
Plucky Rebels	Each round, this Warband can re-roll a single die result of 1.
Undead (Updated)	Recover actions are automatically successful.
Violent	Once per round, this Warband can activate twice in a row for one Command Point.
Warriors Born	When attacked by a Fight action, members of this Warband may use their Prw instead of Def value when rolling to defend.



Leadership Traits

Trait	Power
Hero/Villain	Double the point value of this model. It can activate twice in a round, but not twice in a row. Remove movement tokens when you activate the 2nd time. It's best if both leaders have this ability. Talk to your opponent when building Warbands.
Mage Killer	+1DT to Attack rolls vs. models that can cast spells. +1DT to Will rolls vs. spells.
Mastermind	Any Shoot or Fight action targeting this Leader instead targets any other model in the Leader's Warband that is within 1/2 stick and costs less points than the Leader.
Psionic Abomination	All enemy models get -1DT to Will rolls when in LoS of this model.

Space Weirdos Homebrew Campaign Rules

These rules are designed to give a loose framework for players to create Weirdo Campaigns. The focus should be on crafting a narrative that explains in-game results and out of game choices.

The points value for each game should be agreed between the players in advance. These might be symmetrical or asymmetrical depending on the scenario being played and the overall narrative of the campaign so far.

Each game should have an agreed number of Primary Campaign Points up for grabs. For example in a loot box or objective game each box or objective might be worth 5 points. You can also have Secondary Campaign Points scoring, such as 1 point for each model your Warband takes OoA or 2 points for each model killed, e.g. rolling a Dead result on the Out of Action Table. The Campaign Points that are won by the players are accumulated throughout the campaign. The player with the highest total at the end of the series of games is the winner.

Rolling a natural 12 (rolling x2 6s on the dice) on the Under Fire/Under Attack tables during a battle kills a model immediately, as per the Dead result below.

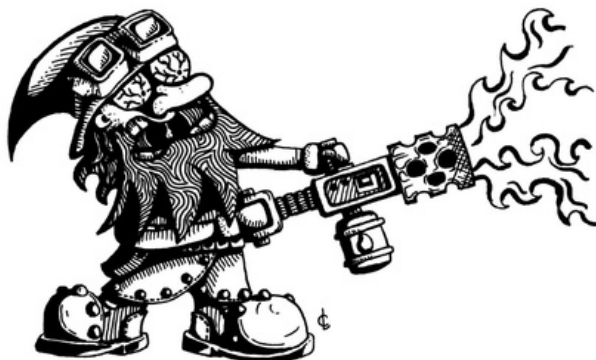
Any model that finishes the game OoA must roll 2d6 on the following Out of Action Table.

Out of Action Table

2d6	Result
2	Captured. The model is captured by an opposing Warband. The model is unavailable for the next two battles or play the Rescue Scenario to retrieve them sooner.
3-4	MIA. The model misses the next game. They return to the Warband after the next game with something of use. Gain +1 Campaign Point upon their return.
5-9	Unharmed. The model rejoins the Warband with no effect.
10-11	Injured. The model misses the next game and has an Attribute reduced by 1 for at least 1 game (within the normal limitations i.e. minimum 1 stick Movement or 2d6 for other Attributes). Roll a d6 to determine the Attribute: 1: Speed, 2: Defence, 3: Firepower, 4: Prowess, 5: Willpower, 6: Re-roll. This adjustment changes the points cost of the model. Re-roll if the Attribute is already at its minimum.
12	Dead. The model bled out on the battlefield and must be removed from the warband. The player should not use this model with the same configuration again in the campaign.

Changing Attributes

After a battle roll a d6 for each model not OoA. On a 5+ that model can choose to upgrade 1 Attribute. These cost the same as described in the rulebook. Attributes can only be upgraded, you only get Attribute downgrades from the relevant roll on the OoA table above. Models upgraded in this way can exceed the normal points limits (i.e. 1 model per Warband max 25 points and all others max 20 points).



Death of a Leader

If your Leader is killed (not simply taken OoA) you will need a new one. Either purchase a new Leader or appoint one of your existing Warband as the new Leader. A new Leader Trait can be selected for the new Leader. (This does not allow you to change the Warband Trait, which should be the same throughout the campaign)

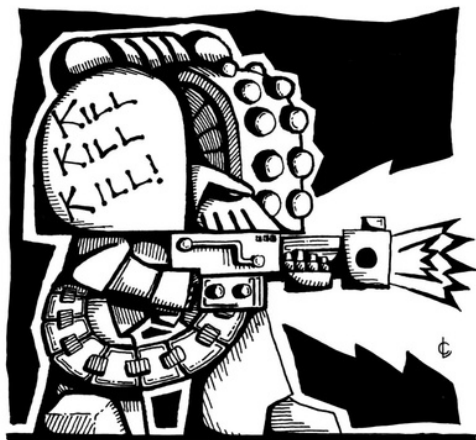
Changing Load-outs

You can sell weapons or equipment and reinvest those resources elsewhere. Simply remove the weapon, equipment or psychic power from a model, refund the points cost, and spend points on new weapons, equipment or psychic powers as desired. See the rulebook for points costs and limitations.

Adding New Warband Members

You can spend points on recruiting a new model for your Warband to replace a dead, captured, injured or missing model. These cost the same as recruiting any other model, as per the rulebook.

You must try and maintain some coherency to your Warband. Although you can, and sometimes have to, switch models in and out players should try to maintain the original core wherever possible. Where changes are made to models and the Warband the players should come up with narrative reasons for these changes.



*"When in doubt, shoot first and warp later."
— Anonymous Space Weirdo*

Scenarios

Bombing Scenario

Set the board up as usual, lots of terrain, no sight line crossing the board. Each player rolls 1d6. High roll chooses if they are the attacker or the defender. Place 1 objective token in the middle of the board. Each player then places 1 objective token within 1 stick of the centreline 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. Each of the attacker's models is armed with a bomb. To plant or disarm a bomb on an objective a model must make a use action.

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: At the end of the game the bombs explode. For each objective that is destroyed the attacker gets 5 points whilst the defender gets 5 points for saved objectives.

Bombing Scenario Variant – Spill the Tea

The objective markers are now crates of space tea. The attacker attempts to spill the tea by getting next to marker and take the use action. The defending player protects the tea. Once the tea is spilt the attacker gains 5 victory points. At the end of the game each crate of space tea that is un-spilt gets the defender 5 points.

Cops and Robbers Scenario

Each player rolls 1d6. High roll chooses if they are the Cops or the Robbers. The Robbers try to get the loot boxes as normal. The Cops must take the Bounty Hunter Leadership Trait and attempt to capture the thieves. Set the board up as usual, lots of terrain, no sight line crossing the board. Place 1 objective token in the middle of the board. Starting with the Robbers, each player then alternates placing 1 objective token within 1 stick of the centerline of the board, and more than 1 stick away from any other objective token until there are as many tokens as there are Robbers.

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: For each loot box captured the Robbers get 5 points. For each Robber captured the Cops get 5 points.

Death Cannon Scenario

Place a Death Cannon in the middle of the battlefield and then set the board up ensuring there are no medium pieces of terrain within half a stick or any large pieces of terrain within 1 stick of the Death Cannon. Otherwise treat as normal with lots of terrain, no sight line 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 controls the cannon at the end of the game wins. Firing the cannon takes an aim and a Use Item Action (i.e. a total of 3 actions) It fires using the grenade rules with +1DT, no maximum range.

Race to the Exit Scenario

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

Starting the game: Each player rolls 1d6. High roll chooses which corner to deploy from and then sets up their models within 1 stick of their corner. Low roll then chooses a corner to the left or right of the high roll and deploys their models within 1 stick of their corner.

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: Both players race their models to the end-zone, a 1 stick square box in the middle of the far edge of the board. The player with the most points worth of models in the end-zone at the end of the game wins.

Rescue Scenario

Set the board up with a base that is 1 stick square in the middle of the table. Otherwise set up as usual, lots of terrain, no sight line crossing the board.

Starting the game: Each player rolls 1d6. High roll chooses if they are the attacker or the defender. The then attacker sets up their models within 1 stick of the base along with 1

unarmed hostage model. Once placed the hostage model cannot move until rescued. Attacker then deploys their models within 1 stick of a side of their choosing.

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 attacker attempts to rescue the hostage whilst the defender tries to keep them safely captive. The hostage is rescued by getting next to them and taking the Use Item action. Once freed the defender has control of the hostage and must escape the base. If the defender gets a model into base contact with the hostage after it has been freed they can use the use action to take back control of the hostage. If the hostage finishes the game outside the base then player 2 wins. If the hostage is inside the base the defender wins. If the hostage is taken Out of Action whichever Warband causes the damage loses.

Rescue Scenario Variant – The Hit

The defender attempts to protect a model with a hit on their head whilst the attacker attempts to kill the model. The defender may now control the hostage although they are still unarmed. If the target model is taken out of action before the end of the game the attacker wins.

Hunting party

Before setting up the battlefield as normal, create a neutral 75 point Warband using the Space Weirdos Solo Rules. Set the board up as usual, lots of terrain, no sight line crossing the board. Set up the neutral Warband within 1 stick of the middle of the board, with players alternating placement of the neutral models.

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. The neutral warband always activates last in the round.

Game Duration: Once all the neutral Warband are killed the game ends. If there are still neutral Warband models on the board 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 takes Out of Action the highest number of neutral Warband points by the end of the game wins.

Example Warbands

Star Squabbles

Imperial Empire (Imperial Numbers)

Darn Father (25) *Leader, Political Officer*

S2, D2d8, Fn/a, P2d10, W2d8

Telekinesis, Mind Stab, Prescience, Fear
Powered Weapon, Laser Sword

Darn Sillious (19)

S2, D2d6, Fn/a, P2d8, W2d10

Unarmed, Psychic Focus

Telekinesis, Fear, Mind Stab, Prescience

Imperial Trooper (10)

S2, D2d6, F2d8, P2d6, W2d6

Auto Rifle

Imperial Scout (11)

S2, D2d6, F2d8, P2d6, W2d6

Sniper Rifle

Rebels (Plucky Rebels)

Princess Rebellia (18) *Leader, Tactician*

S2, D2d6, F2d8, P2d6, W2d10

Energy Pistol, Comms Unit, Psychic Focus
Prescience

Luke Starweirder (20)

S2, D2d8, Fn/a P2d8, W2d10

Power Weapon, Laser Sword

Telekinesis, Prescience

Chow-baka (24)

S2, D2d8, F2d10, P2d10, W2d8

Heavy Rifle, Claws & Teeth, Grenade

Han Loco (12)

S2, D2d6, F2d8, P2d6, W2d6

Energy Pistol, Targeting Reticule

Rebel Fighter (10)

S2, D2d6, F2d8, P2d6, W2d6

Heavy Pistol

Crime Lords (Mutants)

Big Pappa (17) *Leader, Monstrous*

S1, D2d10, Fn/a, P2d6, W2d10

Claws & Teeth, Heavy Armor, Comms Unit

Slave Driver (10)

S2, D2d6, F2d8, P2d6, W2d6

Heavy Pistol, Whip/Tail

Pigman (11)

S2, D2d6, F2d8, P2d6, W2d6

Energy Rifle, Claw & Teeth

Bounty Hunter (15)

S3, D2d8, F2d8, P2d6, W2d6

Energy Pistol, Jump Pack

Darkest Future

Xenos Cult (Fanatics)

Cult Father (21) *Leader, Majestic*

S2, D2d6, F2d8, P2d6, W2d10

Energy Pistol, Melee Weapon, Psychic Focus,
Prescience, Fear, Mind Control

Xenos (19)

S3, D2d8, Fn/a, P2d10, W2d6

Horrible Claws & Teeth, Cybernetics

Hybrid (15)

S2, D2d6, F2d8, P2d8, W2d6

Flamer, Claws & Teeth

Cultist (10)

S2, D2d6, F2d8, P2d6, W2d6

Auto Rifle

Sporks (Heavily Armed)

Big Bozz (19) *Leader, Monstrous*

S2, D2d8, F2d8, P2d8, W2d8

Heavy Pistol, Large Power Weapon, Heavy
Armor

Ladz (11)

S2, D2d6, F2d8, P2d6, W2d6

Heavy Pistol, Melee Weapon, Heavy Armor

Stormin Ladz (16)

S3, D2d6, F2d8, P2d8, W2d6

Heavy Pistol, Power Weapon, Jump Pack

Little Gitz (9)

S2, D2d6, F2d8, P2d6, W2d6

Auto Pistol

Stumpies (Blue Collar)

Karl (21) *Leader, Tactician*

S1, D2d8, F2d8, P2d8, W2d10

Energy Pistol, Powered Weapon, Cybernetics,
Heavy Armor.

Dwarf Trooper (11)

S1, D2d6, F2d8, P2d6, W2d8

Energy Rifle

Dwarf Demolisher (15)

S1, D2d6, F2d10, P2d6, W2d8

Rocket Launcher, Targeting Reticule

Bezerker (15)

S1, D2d6, F2d8, P2d8, W2d8

Energy Pistol, Melee Weapon, Grenade

Xenos Bugs (Mutants)

Big Bug (24) *Leader, Monstrous*

S2, D2d8, F2d8, P2d8, W2d10

Shotgun, Horrible Claws & Teeth, Heavy
Armor, Prescience, Mind Control

Flying Bug (18)

S3, D2d8, F2d8, P2d8, W2d6

Shotgun, Claws & Teeth, Jump Pack

Grunt Bug (13)

S2, D2d8, F2d8, P2d6, W2d6

Shotgun, Claws & Teeth

Little Bugs (10)

S1, D2d6, Fn/a, P2d6, W2d6

Horrible Claws & Teeth

Neon City

Purifying Flame (Fanatics)

Deacon Inferno (23) *Leader, Political Officer*

S2, D2d6, F2d10, P2d8, W2d10

Flamer, Melee Weapon, Grenade x2, Fear

Acolyte (12)

S2, D2d6, F2d8, P2d6, W2d6

Heavy Pistol, Melee Weapon, Grenade

Tech Bros (Cyborgs)

Tech Daddy (23) *Leader, Tactician*

S2, D2d8, F2d10, P2d6, W2d6

Sniper Rifle, Stealth Suit*, Targeting Reticule,

Comms Unit. Prescience.

Tech Bro (14)

S2, D2d6, F2d8, P2d6, W2d6

Energy Rifle, Targeting Reticule, Stealth Suit*

Miners Guild (Blue Collar)

Foreman (19) *Leader, Healer*

S2, D2d6, F2d10, P2d6, W2d8

Autocannon, Melee Weapon, Heavy Armor,

Targeting Reticule

Crew (12)

S2, D2d6, F2d8, P2d8, W2d6

Auto Pistol, Melee Weapon

**Use a Stealth Suit nerf*

Fan-made Resources and Online Links

Discord Link

Space Weirdos and Friends - <https://discord.gg/fzJCMxzY4Z>

Blog Posts

Dashing-Blade - Tom — Incident on Luthca IV

Here is a link to Tom's blog on how he ran a 6 player game of Space Weirdos, where all the players had secret objectives.

<https://dndatwork.com/uncertainty-a-wargame-experience/>

New Scenario linked to the above

<https://dndatwork.com/echoes-of-xenos-an-event-focused-on-emergent-narrative/>

Chicago Wargamers

Blog post on the shifting dice mechanics of the game system.

<https://www.chicagoskirmishwargames.com/blog/2023/02/space-weirdos-review-and-number-crunching/>

3d printing

Tokens by Mach1na

<https://www.myminifactory.com/object/3d-print-game-token-project-space-weirdos-tokens-and-tools-244239>

<https://www.printables.com/model/228052-space-weirdos-tokens>

3d printed scenery STLs by Doctor Spork

<https://cults3d.com/en/users/Doctor-Spork/3d-models>

Paper Minis

Mr Mussi

<https://printableheroes.com/>

Nohcelf

<https://www.patreon.com/hmnpnrsn/posts>

T-shirts

<https://www.redbubble.com/i/t-shirt/Space-Weirdos-by-hexxenhammer/80294455.WFLAH>

Battle Reports

Skirmish Wargames (Formerly Oldhammered)

<https://www.youtube.com/oldhammered>

ULC Battle Reports

<https://www.youtube.com/@ulcbattlereports7388>

French Translation by Nohcelf

There is a French translation available by joining the Discord and contacting Nohcelf. Proof of purchase of English Edition required.

<https://drive.onemoremini.fr/#games>

Quick Reference Sheet

Random Events

Add more chaos to your games by rolling on a random event chart in the Maintenance phase.

Random Event Chart

2d6	Result
*2	The Clouds Clear. Any current weather effects are cancelled. Any staggered models may make a free Recover action.
*3	Poisonous Fog. A 1-stick AoE enters from the middle of a random table edge and moves 2 sticks towards the center of the board. At the beginning of each subsequent round, the template moves 1 stick in a random direction. Any model within the fog must make a Def test, becoming Intoxicated if it fails.
*4	Lightning Strikes. A randomly selected model from each Warband must make an Unopposed Def test or be Down & Staggered.
*5	Thick Fog. No visibility for ranged attacks. No Shoot actions are permitted.
6	Monster Attacks. At the beginning of the round a pre-generated 15 point monster ambushes a random model from a random Warband from the closest cover possible.
7	No Event
8	Earth Trembles. Each model must make an unopposed Will check. Any model that fails is Down. Models already Down <i>do not</i> stack their condition and <i>do not</i> need to roll.
*9	Rain. Visibility for ranged attacks is reduced. Shoot actions can only target models within a distance of 2 sticks.
10	Double the Loot. The next player to pick up a loot box draws twice as many loot cards. If loot boxes are not being used, No Event.
11	Building Collapse. Randomly select 1 building and mark it as collapsed. Any loot within is lost. Any model on, in, or under the building rolls Unopposed Willpower to exit the building. Failing puts the model Out of Action.
12	Deathly Song Sings Out. Each model makes an Unopposed Willpower check. Failure results in Staggered. Models already Staggered gain a second Staggered token.

* Only one weather effect can be in action at a time, e.g. rain replaces fog.

Command Points

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.

"Witness Me!" When a model is going to be taken Out of Action, it may first make a single Fight or Shoot action. After this action is resolved, remove the model as normal.

Wild Strike. A model using a melee weapon may make 1 extra Fight Action in addition to the weapon's normal Max Actions (up to a limit of 3). This additional strike is at -1DT. Once per turn.

Take The Hit. -1 to the result of an Under Fire/Attack roll.