

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.