

You play wizmos, a mob of impish scrap robots aboard the **Starship Gettin'**, an intrepid vessel searching the cosmos for profit or friendship or something. Today, you've noticed an impending **Disaster** threatening to destroy the whole ship, which nobody on the crew seems to have noticed. Work together and cause enough havoc to save the ship, while avoiding the dastardly **thwirrel!**

## PLAYERS:

### MAKE YOUR WIZMO

Pick or roll for a name and special trait for your wizmo. Dream up a description, if you're so inclined!

d6	Trait	d6	Name
1	<b>Fast.</b> You start with 4 d6s.	1	Beepyboop
2	<b>Strong.</b> You start with 1d20.	2	Chipchirp
3	<b>Greedy.</b> Ignore the first time the thwirrel would steal your dice.	3	Megamicro
4	<b>Maniacal.</b> Upgrade a Havoc! result by one tier once.	4	Stan
5	<b>Clever.</b> Reroll one die each time you roll dice.	5	Statickzz
6	<b>Helpful.</b> You can add a d6 to another player's roll without spending it.	6	Zzap

## PLAYERS: DICE POOL

You have a pool of dice, starting with 3 d6s, which you can roll to cause havoc or escape the Thwirrel. Once you roll a die, set it aside until the beginning of your next turn. You can have any number of dice in your pool.

## PLAYER: ACTIONS

On your turn, you can use Scrap! or Havoc!

**Scrap!** Break a machine, and take something useful. Take one of the dice from the center pile. The die can be up to one size higher than your biggest die.

**Havoc!** Declare something you want to do, and roll as many of your dice as you want. Other players can also roll unused dice and add them to the total. Check the Havoc table to determine how crazy (and effective) the results are. The GM decides what level of Havoc is needed for something to succeed, and what happens if you don't succeed. Wizmos are resourceful, magical little robots, so if they intend to do something, they can make it happen with a good enough roll.

# WIZMO, WIZMO HAVOC

## GM: SETUP

Whoever owns the most dice upends their dice bag and makes a pile in the middle of the table. Each player takes 3 d6s, and you take 2 d20s.

## GM: RUNNING THE GAME

As the GM, you invent the scenario and complications faced by the players as they navigate the various rooms of their starship. You set the difficulty of Havoc! rolls, but not the solutions themselves. Let the players use their creativity and roll Havoc! dice to solve problems. As a rule, creative solutions call for lower rolls. Successful or not, however, every Havoc! roll evolves the situation and pushes it forward. If a wizmo fails a roll badly, you can steal one of their dice as punishment.

You also control the unwitting crew members, who view the wizmos as little more than a nuisance, and the thwirrel, which is actively seeking to eat them!

## GM: TURNS

Everyone takes turns, going clockwise around the table. If crew members or the thwirrel are present, you have them act on your turn.

## HAVOC!

Total	Result
5	<b>Hijinks.</b> Minor jokes, pranks, and distractions.
10	<b>Trouble.</b> Trip someone on a banana peel, light a firecracker, or hide in a cabinet.
20	<b>Shenanigans.</b> Hack a computer, rebuild a microwave, invent something useful.
40	<b>Mayhem.</b> Electrocute someone, light fires, rig something to explode.
60	<b>Chaos.</b> Build a crazy invention, do a huge explosion, or launch someone into space.
100	<b>MAXIMUM HAVOC.</b> The players succeed. Insanity ensues.

## GM: CREATE A DISASTER

Pick or roll for an impending disaster and a general solution. The two need not match!

d6	Disaster	d6	Solution
1	The ship is about to fly into a black hole!	1	Whack the ship's computer with a hammer!
2	The Dark Matter engine is going critical!	2	Fix it with vent tape! All the tape!
3	The captain has been replaced with an android!	3	Explode the captain!
4	An evil space wizard has infiltrated the ship!	4	Vent the atmosphere from the ship for like a minute!
5	Everyone looks really bored!	5	Pull the greatest prank!
6	There's a rival gang of wizmos!	6	Build a crazy invention!

## GM: THWIRREL

The thwirrel is a machine-eating rodent, invisible to most people, and enemy of the wizmos. On your turn, when the thwirrel is in the scene, you can have it attempt to steal any die from a player's dice pool. The players can all roll dice to try to stop the thwirrel. Once they have finished rolling dice, you roll 2d20. If you beat their total, you steal the die and return it to the pile.

## GM: CREW MEMBERS

You can make up whatever crew members you want, or use the following silly examples:

**Captain Obvious (captain).** Stalwart, but hopelessly oblivious.

**Angie Neer (engineer).** Clever, inquisitive, and blind without her glasses.

**Dwarfly McBeardface (mechanic).** Short, stocky, obsessed with rocks.

**Orkus McDorkus (pilot).** Built like a truck, flies the ship like a truck.