



PRESS RELEASE

Second Self-Published Wargame from YouTubers Strands You in Outer Space

August 26, 2022 - *Space Station Zero* is the second miniatures-agnostic wargaming ruleset from Snarling Badger Studios. Released today, the game drops players into a massive, ancient space station that they must explore if they hope to survive. It's available as a PDF or print-on-demand perfect bound softcover from www.spacestationzerogame.com and fulfilled by Wargame Vault.

Using whatever sci-fi miniatures they like, players can build their crews of stranded shipmates and explore the depths of *Space Station Zero*. Going up against hideous mutants, haywire robots, and other pitfalls, players can engage in solo or co-op play with friends. Crews can also pit themselves against each other in adversarial skirmish mode.

There are 24 scenarios (or Challenges) in the branching narrative for the solo and co-op game and six different scenarios for adversarial skirmish play, giving *Space Station Zero* extended replayability. Crews gain experience and equipment through battle, making them more adept over time, but the game can be punishing as well. It's unlikely that crews will make it through the game with no losses.

For nearly a decade, Adam Loper (Tabletop Minions) and Vince Venturella (Warhammer Weekly) have been talking about miniature wargaming on their YouTube channels. They started Snarling Badger Studios in late 2020 and released their first game - *Reign in Hell* - in May of 2021. To date, *Reign in Hell* (and its expansion, *The Oculus Spear*) has been a bestseller on Wargame Vault, receiving an Adamantine sales badge and putting it in the top two games on the website, alongside Joseph A. McCullough's *Rangers of Shadow Deep*.

"*Space Station Zero* is something that I have been thinking about off and on for more than a decade," said Venturella. "This was a chance to bring this narrative sci-fi experience to life and allow the players to test their skills with a simple, easy to learn ruleset. I wanted players to be able to use any sci-fi miniatures in their collection and make an awesome crew to explore the depths of the mysterious space station - if they can survive."

"This concept interested me right away - right after Vince explained it, I was hooked," said Loper. "Being free to create your crews from literally whatever sci-fi models you'd like - and then progress through the branching narrative of the story to see how long those crews can survive - it was great fun and I immediately understood what kind of artwork and layout we needed."

The game is available at www.spacestationzerogame.com and through www.wargamevault.com - digitally in Adobe Portable Document Format (PDF) for \$13 USD, and as a print-on-demand softcover book for \$18 USD plus shipping. The game is 124 pages, nearly double the length of *Reign in Hell*.

Snarling Badger Studios is the company started by Loper and Venturella to publish tabletop games. The website address is www.snarlingbadger.com and they're also available at @snarlingbadgers on Twitter and Instagram.

Loper and Venturella can be reached for interviews, podcasts, and other inquiries at mail@snarlingbadger.com and media assets are available at www.snarlingbadger.com/media