

# DEADEYES 'WEIRDOMUNDA' RULES

This is a rip off of various skirmish campaign rules using Space Weirdos. This is pure homebrew and house rules.

Your gang of space weirdos are scrabbling to survive and dominate in some horrible place. They start out nearly useless, but may become competent if they survive. They likely won't, though.

Each player starts with a 4 player gang. Name them.

Build the gang as per usual Space Weirdos point buy rules. These are your OGs. Any Warband Traits you choose apply ONLY to these OG's, and cannot be passed on to new Recruits.

All Recruits, wretched scum that they are, start with 2d4 for all stats, and 1 speed. All

Recruits show up unarmed. Either ignore WYSIWYG or build models as needed.

## **WEIRDO PROGRESSION.**

Each Weirdo that survives a battle may make a contested roll on each of their stats. If the Weirdo beats the roll, that Stat progresses to the next DT. Each surviving Weirdo automatically increases their move by 1, to a max of 3.

If your Leader dies, choose a new Leader from one of your surviving Weirdos. Choose or roll for a Leader Trait.

## **WEIRDO REPLENISHMENT**

All gangs control a shared home turf that can provide 1 new Recruit per downtime. This

recruitment persists despite turnover in the gang, until your gang experiences a TPK.

Certain Resources Weirdos may own can also provide Recruits.

If a Resource gives you a Weirdo, they start at min stats. You can equip them as you wish from any equipment you currently hold/buy. Gangs can also purchase a Recruit for 10 points in downtime.

Decide on a gang cap that works for your gaming group.

## RESOURCES

Players control one Resource per Weirdo. Weirdos are naturally suspicious creatures, so they keep their Resources secret from everyone else. These Resources are tied to SPECIFIC Weirdos, so if that Weirdo dies, you

lose access to that Resource.

Roll on Resource table for each one of your starting Weirdos, then for each Recruit as they appear.

This Resource is a group, business, stash, scam, etc, that provides Equipment, Recruits, or money ( in the form of points) to the Weirdo that controls it. Add the Resource name to that Weirdos sheet.

After each battle, players can collect from their Resources . The manpower, cash or equipment collected can be added to the gang as the player sees fit for the next game. Equipment, points, and Recruits can be held in reserve or fielded for a game as the player wishes, however Recruits and Weirdos only level up skills after battles they participated in.

**WEAPONS/EQUIPMENT**

**Weapons and equipment can be obtained in several different ways. Purchased with points earned from Resources, produced directly by a Resource, or looted from dead enemies.**

**-To purchase, simply choose the weapon you want from the Space Weirdos rulebook, deduct the points from your treasury and equip it to a Weirdo. You can also SELL any weapon or Equipment you do not want. ALL Resupply WEAPONS AND EQUIP COST DOUBLE AS LISTED IN BOOK. The 0 pt pistol costs 2, for this purpose. Unarmed is always free.**

**- To receive from a Resource, simply follow the instructions of that resource during the relevant downtime.**

**- To Loot, bring a Weirdo base-to-base with an Out of Action Enemy during a battle and perform a Use Item move. The Weirdo may pick ONE weapon or piece of equipment to gank from that corpse. Make a contested roll**

to see if it is usable, or was destroyed in the fight. The Gang only gets to keep that Loot if the Looter survives the fight.

## RESOURCE TABLE

- 1) Tribal Loyalties ( you look or sound similar to a large mutually supporting community, who provide you with cannon fodder, for some reason. +1 Recruit)
- 2) BIG Family ( you have an inexhaustible supply of expendable cousins. +1 Recruit)
- 3) Clone Vats( You have access to a vault of forgotten Clone vats, and decant the suckers as needed. +1 Recruit)
- 4) Hypnotist. ( You have a talent for manipulating people. +1 Recruit.)
- 5) Shanghai joint. ( Club, rope, drug den trapdoor... +1 Recruit)
- 6) Recruiting Office( You sign on Recruits the old fashioned way; propaganda, lies, and a fancy uniform. +1 Recruit.

- 7) Chem Lab ( chems that make the scum forget their misery are a hot commodity 1d6 points)
- 8) Booze Den ( Getting losers shitass drunk is a time honored tradition . +1d4 points)
- 9) Brothel ( imagine how revolting a dystopian sewer brothel is. Dudes will still pay. +1d6)
- 10) Prospector ( you pan the sewage pipes for lost valuables from the upper levels. +1d4 points)
- 11) Water tap( You found a hidden source of clean water, and its a sellers market. +1d4 points)
- 12) Fungi cave.( You control a location of presumably edible plant matter. +1d4 points)
- 13) Mystery Meat butcher. (don't ask what's in it, but it sells. +1d4)
- 14) Gambling Den ( Anyone unlucky enough to be born into this scummy nightmare shouldn't gamble, but they still do. 1d6)
- 15) Gunsmith: A friend of yours slips you

some ordnance every now and again( roll 1d12 on ranged weapon table, 1=nothing, 2-12 = weapon as per list

15) Bladesmith ( Amazing how well you can sharpen garbage. roll 1d6 on melee weapon table, excluding unarmed/teeth, 1= nothing g, 2-6 = weapon)

17) Bunker scrounge ( You know the location of a ruined Mil bunker that hasnt been picked completely clean. Receive ONE Grenade, Armor, Medkit)

18) Tech Lab Scrounge( You found a collapsed Technorium outpost full of sick science loot) ONE Cybernetics, Jump Pack, Stealth Suit, Targeting Reticule)

19) Cult Temple( They might be mumbo jumbo devil worshippers, but they say they're your friends... Weordo starts with ONE Psychic power. Gang has the ability to purchase Psy powers, psychic focus)

20) Underground BioLab (The local doc will pay for muscle with black market



'enhancement' for you and your friends. Open Wide! Roll 1d4 1=Claws, 2= Horrible, 3= Whiptail, 4=Died on the table)

## SCENARIOS

**Press Gang.** Winner gets 1d4 free recruits. Loser gets 1/2 of any recruits they would normally have gotten from their Resources.

**Bonanza!** Winner gets the attributes/ equipment of ONE Warband Trait to all their surviving Weirdos. This Trait is not passed onto any new recruits. Flavour this however you wish.

**Expansion.** Winner gains control of a Gang Resource. This Resource produces as if it were owned by a single Weirdo, but persists under gang control until gang TPK.

**Loot and Scoot.** Scatter counters on the

**table. These counters correspond to randomly determined Equipment, Weapons, etc. Players must get to a counter and get to their escape route alive.**