

NECROMUNDA

THE WYRD AND THE WONDERFUL

WYRDS IN NECROMUNDA,

by Jake Thornton with Andy Chambers, Rick Priestley and Jervis Johnson

Wyrds make their return to the Underhive with the following rules.

THE UNTUTORED PSYCHIC

Psychics and other mutants are an interesting part of the Necromunda background, and it's been a long time since these rules have been available. So, in order for you to put a respectable amount of psychic weirdness back into your games, here they are again, slightly revised, for you to add to your games. We don't have any new models planned for them yet, though I'm sure we'll get round to them at some point. However, the existing Necromunda range includes a selection of these deviants for your amusement so you've got no excuse to be all law-abiding. Ratskin Shaman will be dealt with in a future issue.

WYRDS

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be 'lucky' at cards, for example, or very good at 'guessing' what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said, it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman abilities. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch or warlock, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason many Wyrds choose to live in the Underhive, where, for the most part, mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.



The Wyrd Telepath uses the Invisibility power to hide from Ma and Pa Spyren...



Two Beastmasters give the Ratskins an opportunity to expand their wardrobe.



RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Enforcers, Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose the type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

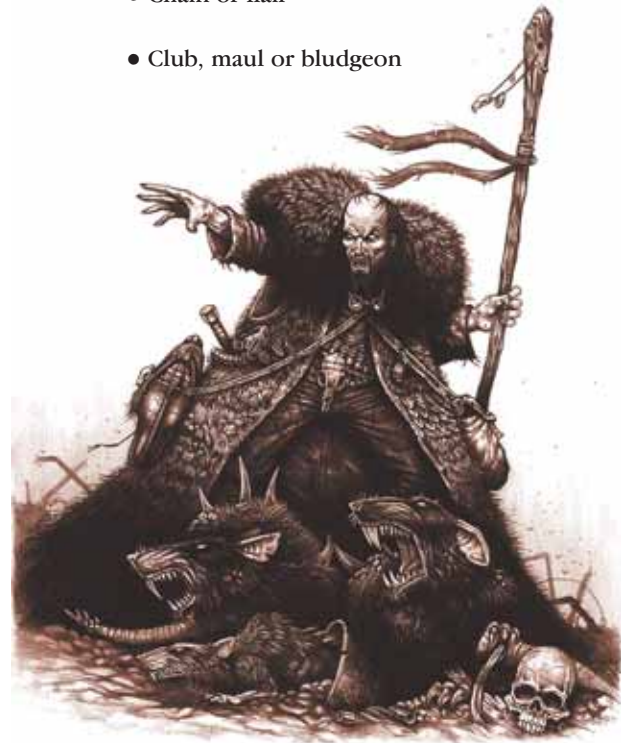
WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

- Stub gun with dum-dum bullets
- Autopistol
- Laspistol
- Sword
- Axe
- Chain or flail
- Club, maul or bludgeon



WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the tables below. The Primary Power table that is used depends on the Wyrd's type: Telepathic Wyrds roll on the Telepathic Primary Power table, Pyro's roll on the Pyromaniac Primary Power Table, and so on.

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, which is not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

PERILS OF THE WARP

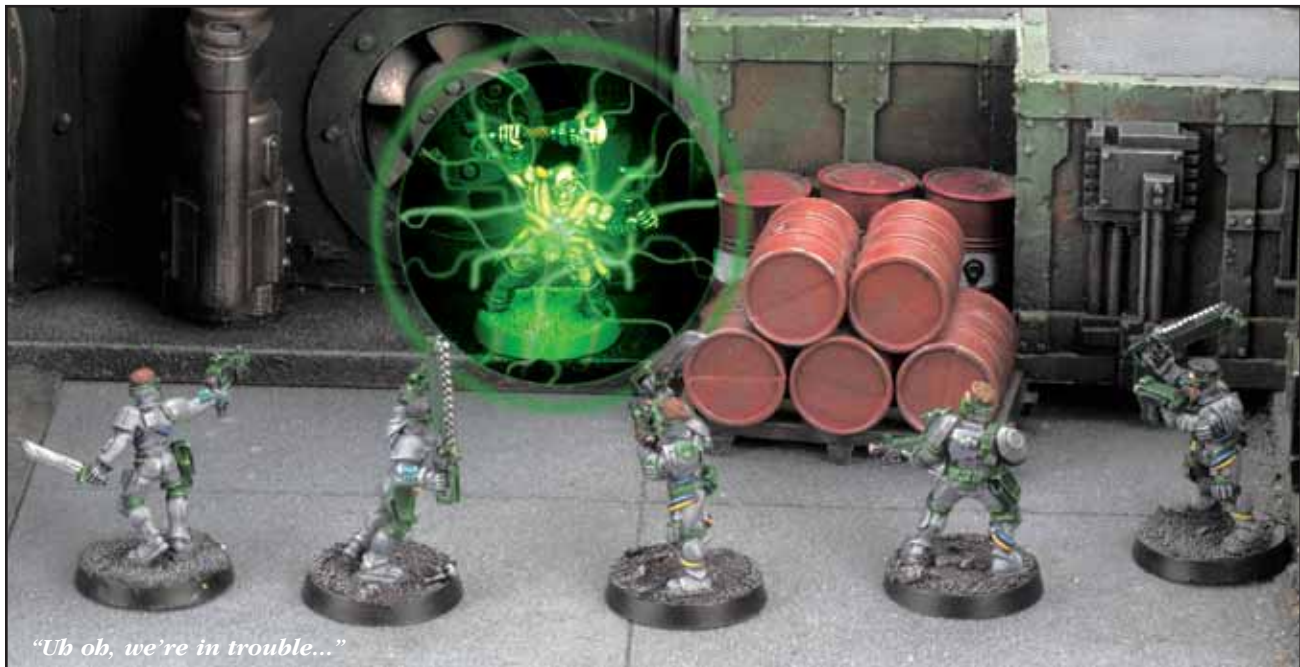
Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the Warp. This is a risky and very dangerous thing to do, for the Warp is inhabited by those strange and unearthly creatures that are known to Humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the Warp to use one of his mental powers it will often attack the Wyrd, attempt

to possess him or draw him into the Warp to be dealt with at the daemon's leisure. Under such circumstances the Wyrd has to quickly cut his mental link with the Warp or suffer a fate far worse than death...

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp table.

PERILS OF THE WARP TABLE

D6	Result
1	Drawn into the Warp. Unless the Wyrd can roll equal to or under his Initiative he is drawn into the Warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the Warp as well.
2-3	Possessed. The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's Leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he rolls over his Leadership he has been possessed by the daemon. See the rules for Possession, below.
4-6	Attacked. The daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no Armour Save allowed.



DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemonic Warp entity. The ferocious energy of the creature will quickly burn up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.

If the Wyrd is not engaged in close combat he will unleash a bolt of Warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no Armour Save allowed, normal To Hit modifiers for cover, etc, apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks!).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds' and 'down' results on the Injury table. If a player takes him out of action, roll immediately on the Serious Injuries chart. Only a 'Dead' result will banish the daemon back to the Warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus 20 Experience Points. If the fighter is a Redemptionist this is doubled to 40 Experience Points.



Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the Warp. Remove the Wyrd's model from the battlefield – all that is left is a charred skeleton amidst a pile of ashes!

Finally, a possessed Wyrd makes all other models test for *fear* – and quite right too!

BEASTMASTER PRIMARY POWER TABLE

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list:

- Giant Rats
- Milliasaurs
- Ripper Jacks

RATING

Each beastie type has been given a 'rating'. This is a rule of thumb value to help Arbitrators determine how tough the creatures are in comparison to a Necromundan ganger, how much it will cost in credits if it's bought for a specific scenario, or how much their pelts might be worth, etc. The rating is ignored when hiring Beastmasters, but is a useful guide for Arbitrators coming up with their scenarios for their own campaigns.

The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.



BEASTMASTER PET TABLE

GIANT RATS

Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on TD6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an Armour Saving throw.

Giant Rats in Games. Beastmaster Wyrds can use Giant Rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant Rats will rove around in packs and attack anything they can pull down between them.

MILLIASAUR

Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour Saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury table, instead roll on the table below.

D6 Roll Result

1-2 No Effect. The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.

3-6 Out of Action. The victim is paralysed and severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further today. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrds can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

RIPPER JACKS

Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the Hand-to-Hand Combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the Hand-to-Hand Combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the Hand-to-Hand Combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the Recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no Armour Save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the Recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries table, instead roll on the Ripper Jack Injury table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrds can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.



The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a Movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

Author

Jake is head of system for Necromunda and is gradually getting all the Outlanders rules back in circulation

Further Information

The Necromunda: Underhive rulebook is available from Games Workshop stores. The Necromunda Living Rulebook can be downloaded free from the website.

Website

www.Necromunda.com



PYROMANIAC PRIMARY POWER TABLE

Roll 1D6

1 Molten Man

The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp.

The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by meltaguns, multi-meltas and melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ Saving throw.

2 Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up!

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no Armour Save allowed.

3 Fireball

The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the Shooting phase. If the power works the fireball should be represented by the Blast template. Any model fully under the template is hit automatically, while those partially under the template are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer.

4 Wall of Flame

The Pyro can generate a barrier of flame several metres long.

The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by a template placed on the tabletop so

that the entire length is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The wall of flame template must always be placed on ground level – it can't be balanced precariously halfway up a building!

You'll need to make your own wall of flame template. It needs to be straight, 18" long and 1/2" wide. You can use a GW plastic range ruler, a card template, a piece of string or anything else that fits the measurements.

Any models crossed over by the template must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the wall of flame remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the wall of flame can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5 Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the Flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.

6 Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a meltagun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and Misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a Misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.

TELEPATH PRIMARY POWER TABLE

Roll 1D6

1 Mind Control

The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.

If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players – if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!

2 Terrify

The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership-roll is taken) and must flee 2D6" to cover as described in the Leadership section in the Necromunda rulebook. The model must recover its nerve using the normal rules.

3 Invisibility

The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.



4 Mental Assault

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's Leadership it suffers a single wound with no Armour Saving throw allowed.

5 Hallucinations

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place the Blast template over the nearest enemy model within 24" even if they are out of sight. Any models fully under the template are affected exactly as if they had inhaled gas from a Hallucinogen grenade, while models partially under the template will be affected on a roll of 4+. Roll immediately on the Hallucination table printed on page 46 of the Necromunda: Underhive rulebook to see how any affected models behave for the rest of the turn. Note that the Blast template is removed after the attack has been made – it is not left in play like a template for a Hallucinogen gas grenade.

6 Mental Strength

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.

The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, and then return to normal.

TELEKENETIC PRIMARY POWER TABLE

Roll 1D6
1

Assail

The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto Blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.

2 **Hail Storm**

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal, and then hurl them against an opponent.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. Roll the Strength for each hit caused by the attack separately.

Short Range	Long Range	To Hit	Str	Dam	Mod.	Save AP
12	24	Always Hits	D6	1	-1	NA

Special: Sustained fire – 1 dice

3 **Crush**

The Wyrd is able to use his telekinetic powers to crush the life out of a victim.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour Saves may be taken as normal.

4 **Force Field**

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of Armour Saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that Armour Save modifiers do not apply.

5 **Displacement**

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.

The Wyrd can attempt to use this power in his own Movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.



6 **Fists of Fury**

The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.

A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any Hand-to-Hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristics shown below. If he fails then he must use his normal Strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands – he is not allowed to use any hand-to-hand combat weapons he may be armed with.

Short Range	Long Range	To Hit	Str	Dam	Mod.	Save AP
Close combat only			8	1	-5	NA

Special: Close combat

WYRD MINOR POWER TABLE

Roll	1D66		
11-16	None		
	The Wyrd does not have a minor power at all and must rely only on his primary power.		
21	"You can fly..."		
	The Wyrd may attempt to use this power instead of attacking normally in the Shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge! Sadly, their delusion is short-lived as they plummet to the ground, suffering damage for falling as described in the Necromunda: Underhive rulebook.		
22	Float		
	The Wyrd is allowed to attempt to use this power at any time during his Movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a grav-chute (see page 52 of the Necromunda: Underhive rulebook).		
23	Weapon Jinx		
	The Wyrd can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit. The Wyrd may try to use this once against each ranged attack targeted at him.		
24	Fearful Aura		
	The Wyrd causes <i>fear</i> as described in the Necromunda: Underhive rulebook. This power always works – the Wyrd does not have to take a Leadership test to create the aura.		
25	Freeze Time		
	The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!		
26	Nullify Power		
	The Wyrd can attempt to use this power if an enemy Wyrd that is in sight and within 24" succeeds in making a Leadership test to use a power. If Nullify Power works then the enemy Wyrd's power is negated and cannot be used this turn.		
31	Banshee Howl		
	The Wyrd can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.		
32	Jog Trigger Finger		
	The Wyrd may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a To Hit roll anyway in case an Ammo roll is required.		
33	Trip Up		
	The Wyrd can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd, and is treated as being pinned at that point.		
34	Sense Presence		
	The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works – the Wyrd does not have to take a Leadership test to sense an opponent's presence. This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a Raid scenario he will always spot enemy models that are within 12" in his turn.		
35	Spider Man		
	The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.		
36	Zen Shootist		
	The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no To Hit roll is needed you should still make one in case an Ammo roll is required.		
41	Walk Through Walls		
	The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt.		

- 42 Chameleon**
The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to Chameleon so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.
- 43 Mirror Image**
The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.
- 44 Throw Voice**
The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".
- 45 Bang-Flash**
The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an attack exactly as if he were throwing a photon flash flare (see page 47 of the Necromunda: Underhive rules).
- 46 Lucky Aura**
The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll! This power always works – the Wyrd does not have to take a Leadership test to create the aura.
- 51 Healing Hands**
The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the Recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.
- 52 Remove Pain**
A Wyrd with this power can attempt to use it on any gang fighters who will miss the battle because of an old war wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!
- 53 Cause Pain**
A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old war wounds then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.
- 54 Stop Bleeding**
The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the Recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic Skill.
- 55 Precognition**
The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works – the Wyrd does not have to take a Leadership test to use this power.
- 56 Cannot Be Possessed**
This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp table as having no effect. This power always works – the Wyrd does not have to take a Leadership test to use it.
- 61-65 Multiple Minor Powers**
The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-65.
- 66 Extra Primary Power**
The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a battle.