



WYRD GATHERINGS

Using All-Wyrd Gangs in Necromunda

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To escape the witch-hunts of the Redemptionist Crusade, Wyrds have only a few stark choices. They can go into hiding, eking out an existence in the very depths of the Underhive or in the wasteland outside. Alternatively they can associate with gangs or outlaws, trading their usefulness for protection.

Occasionally however a charismatic Wyrd, a Mentor, forms a gathering of Wyrds who will work together and look out for one another. These Gatherings move from place to place in the wastes, hoping to stay one step ahead of Imperial Agents and Redemptionists that hunt them relentlessly. Inevitably they have to fight to survive, and in this respect they are the same as all the other Outlanders, despite their special powers.

OUTLANDERS. Wyrd Gatherings are Outlander gangs and as such all of the Outlander rules apply to them with the exceptions noted below. Wyrd Gatherings do not have a guild price and may never pay off their outlaw status.

TERRITORY. Wyrd Gatherings start with one piece of territory generated on the Outlaw Territory Table. This is the Gathering's camp in the wastes and they cannot hold more than a single piece of territory at a time. The Gathering must move their camp after every game in an attempt to keep ahead of the witch-hunters and Redemptionists, crossing the old territory off their roster at the end of the post-battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs may either be occupied by the Gathering in preference to randomly determining a new territory from the Outlaw Territory Table (the Gathering's old territory must still be abandoned as usual), or looted and destroyed by the Gathering as soon as it is captured (see the Outlaw rules for details of looting).

INCOME. Gatherings collect income from their one piece of territory, and can also forage for income just like an other Outlaw gang.

TRADING. Wyrds roll on the Outlaw Trading Chart.

HIRED GUNS. Wyrd Gatherings can make use of any Hired Guns that they can afford except for Bounty Hunters, the Arch Redwart or Brakar the Avenger. They can hire Wyrds to fight for them for 20 credits per game rather than the normal 25 (note that they are still worth 125 credits towards the Gathering's gang rating though).

STARVATION. Wyrds are subject to the effects of starvation just like other outlaws.

BOUNTY. The strange powers that they possess make Wyrds a source of great worry to the Guilders, so they are worth a bounty equal to their total cost, just like any other outlaw.

CAPTURE. Wyrds captured by Cawdor gangs or Redemptionist Crusades are automatically burned alive. The Gathering can mount a Rescue Mission in order to save their colleague before this happens. Note that Wyrd Gatherings will never ransom captive Cawdor gangers or Redemptionist Crusaders back to their gangs, though they may deal with their prisoners in any other way.

SCENARIOS

Wyrd roll on the Outlaw Scenario Table. If the Gathering can choose which scenario to play they can pick any of the ones from Necromunda or Outlanders. Note that Wyrd Gatherings may never defend on the caravan scenario, nor may they work for the Guilders in any other way.

RECRUITING THE WYRD GATHERING

Wyrd Gatherings are quite rare and it is suggested that only one be allowed to play in a campaign at any one time. The Wyrd Gathering is chosen in the same way as other gangs. You have 1000 credits with which to purchase Wyrd from the list below. The Gathering must include a mentor to lead it, and at least half of the Gathering must be made up of normal Wyrd. Once the Gathering has entered play however it is more difficult to recruit new Wyrd because of their inherent rareness. To represent this, only 1 new Wyrd or Awakening Wyrd may be recruited between each game that the Gathering plays.

1 MENTOR 165 Credits to recruit

Mentor is the term given to the founder and leader of a Wyrd Gathering. Mentors are very charismatic and wise in the ways of the Underhive: they make good leaders for Wyrd who otherwise tend to be solitary people. While they are normally no more powerful than most Wyrd, Mentors tend to have developed more a more precise control over their powers and are considered to be very dangerous. They are the hated enemies of the Redemptionist Crusade.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	8

WEAPONS: The Mentor may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons, plus the Grenades and Shotgun Shells section of the special Wyrd list.

LEADERSHIP: A Mentor is by nature an intelligent and charismatic leader, and other Wyrd feel heartened by his presence. This means that any Wyrd within 6" of the Mentor may use his Leadership characteristic when whenever they take leadership tests. A Mentor can always attempt to recover from being pinned even if their are no other friendly models within 2" of him.

PSYCHIC POWERS: A Mentor has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. He has one Minor Power randomly generated from the Wyrd Minor Power Table (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Mentor gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power. A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherhounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for the Mentor to gain skills due to experience. These skills may be chosen from any of the skill tables apart from Combat Skills.

EXPERIENCE: Mentors begin with D6+60 experience points.

ANY NUMBER OF WYRDS 95 Credits to recruit

Wyrd are fully awakened psychics who have developed control over the use of their mental powers. Fleeing from the authorities, they make themselves a hidden sanctuary in the Underhives or the wastes. They tend to be a highly strung and solitary people, forever trying to keep one step ahead of the witch-hunters. Joining a Wyrd gathering or becoming a Hired Gun gives purpose and protection to these unfortunates and they are then able to stand up to their persecutors and fight back.

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

WEAPONS: Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

RANK-AND-FILE: Wyrds always make up the majority of a Gathering. As such Wyrds must make up at least half of all the models in a Gathering. Should the number of Wyrds ever drop below half the total number of models in the Gathering, you must recruit more Wyrds as soon as possible.

PSYCHIC POWERS: Each Wyrd has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. They also have one Minor Power randomly generated from the Wyrd Minor Power Table each (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Wyrd gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power.

A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherhounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for Wyrds to gain skills due to experience. All Wyrds may choose skills from the Agility and Stealth skill charts. In addition Beastmaster Wyrds may choose Ferocity skills, Pyromaniac Wyrds may choose Shooting skills, Telekinetic Wyrds may choose Muscle skills and Telepathic Wyrds may choose Techno skills.

EXPERIENCE: Wyrds start with D6+20 experience points.

ANY NUMBER OF AWAKENING WYRDS 40 Credits to recruit

Awakening Wyrds are young people whose Wyrd powers are just beginning to manifest. Normally these individuals would have to cope with their new powers by themselves, but at the time of a Wyrd Gathering they can find shelter with the Mentor and his followers.

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

WEAPONS: Awakening Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

PSYCHIC POWERS: Each awakening Wyrd has one Minor Power randomly determined from the Wyrd Minor Power Table (ignore and re-roll results of None, Multiple Minor Powers and Extra Primary Power).

When an Awakening Wyrd gains a Primary Power you must randomly determine which discipline (Beastmaster, Pyromaniac, Telekinetic or Telepathic) the power comes from. Once the discipline is determined all further Primary Powers gained by the Wyrd will be from this same discipline.

When an Awakening Wyrd that has not already gained a Primary Power earns 21 or more experience points and becomes a full Wyrd, do not roll on the Advance Roll Table as normal, but instead assume that the Wyrd rolled a 12 and thus gained a Primary Power. When the Awakening Wyrd reaches this stage, you must immediately change his cost on your gang sheet from 40 to 95. This is unlike other gangs where the cost of a Juve is not altered when he becomes a gangster.

SKILLS: Awakening Wyrds with sufficient experience may choose either Agility or Stealth skills

EXPERIENCE: Awakening Wyrds start with no experience.

WYRD GATHERING WEAPONS LIST

Close Combat Weapons

Knife (N.B 1 Knife is free)	5 credits
Sword.....	10 credits
Club, Maul or Bludgeon.....	10 credits

Pistol Weapons

Autopistol	15 credits
Laspistol.....	15 credits

Basic Weapons

Stub Gun.....	10 credits
Autogun	20 credits
Shotgun	20 credits
Lasgun.....	25 credits

Grenades and Shotgun shells

Dum-dum Bullet.....	15 credits
Man-Stopper Rounds.....	5 credits
Frag Grenades.....	30 credits

WYRD EXPERIENCE SYSTEM

GAINING EXPERIENCE

Experience Points	Title
0-5	Awakening Wyrd (Starting level for Awakening Wyrds)
6-10	Awakening Wyrd
11-20	Awakening Wyrd
21-30	Wyrd (starting level for Wyrds)
31-40	Wyrd
41-50	Wyrd
51-60	Wyrd
61-80	Wyrd Champion (Starting level for Mentors)
81-100	Wyrd Champion
101-120	Wyrd Champion
121-140	Wyrd Champion
141-160	Wyrd Champion
161-180	Wyrd Champion
181-200	Wyrd Champion
201-240	Master Wyrd
241-280	Master Wyrd
281-320	Master Wyrd
321-360	Master Wyrd
361-400	Master Wyrd
401+	Wyrd Lord (<i>Anyone who reaches this level may not improve any further</i>)

ADVANCE ROLL TABLE

2D6	Result
2	New Skill
3-4	New Skill
5	Characteristic Increase roll again - 1-3 +1 Strength 4-6 +1 Attacks
6	Characteristic Increase roll again - 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
7	Characteristic Increase roll again - 1-3 +1 Initiative 4-6 +1 Leadership
8	Characteristic Increase 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
9	Characteristic Increase 1-3 +1 Wounds 4-6 +1 Toughness
10	New Skill
11	New Wyrd Minor Power (ignore and re-roll None, multiple Minor and Extra Primary Power)
12	New Wyrd Primary Power

STARTING EXPERIENCE

Type	Starting Exp. Points
Awakening Wyrd	0
Wyrd	20 + D6
Mentor	60 + D6

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

WYRD SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Awakening Wyrds	Y	-	-	-	-	Y	-
Beastmasters	Y	-	Y	-	-	Y	-
Telekinetics	Y	-	-	Y	-	Y	-
Mentors	Y	-	Y	Y	Y	Y	Y