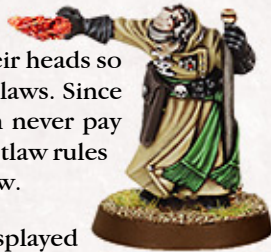


Wyrd Coven

v1.0 by Anthony Case

Hivers exhibiting dangerous psyker powers are feared and loathed in equal measure. In the Hive City wyrds lead paranoid and restless lives as they are ceaselessly hunted down by the Enforcement and Redemptionist followers, so the majority make the grim decision to venture down in to the Underhive wastelands to scratch out an existence away from the hive authorities and crazed witch hunters. Some hire themselves out to the warring gangs who see their strange mental powers as just another means for them to exert dominance over their rivals, but occasionally a group of wyrds will band together for protection and the shared regard they hold for their unique gifts.

Outlaws: All hivers exhibiting psyker powers have a statutory bounty on their heads so wyrd covens are always classed as outlaws. Since they don't have a guild price they can never pay off their outlaw status. All the usual outlaw rules apply with the exceptions noted below.



Wyrd Diversity: The wyrd powers displayed by wyrds are highly varied and it is extremely rare to find gatherings of wyrds with similar abilities. To reflect this, any wyrds that are recruited at the start of the campaign and all Awakening Wyrds have their primary power type randomised.

Wyrd Seclusion: Wyrds are tirelessly hunted down by the Enforcement, Redemptionists and bounty hunters so are naturally suspicious of all hivers that seek them out. Combined with the rarity of wyrds within the hive and the need for gatherings of wyrds to remain inconspicuous as best they can it makes it difficult for covens to find fresh recruits.

After the wyrd coven has initially been recruited, the only way to hire a new wyrd is to send members of the coven out to search for them. Only coven members that did not go out of action in the previous game can search for new recruits and is instead of performing another post game action (e.g. working a territory or foraging). If a wyrd searches in this way, roll a D6. On a roll of 6 the wyrd has found a promising lead. On any other roll the wyrd is unsuccessful. Additional wyrds can help in the search, each wyrd conferring a +1 modifier to the roll or alternatively you can roll an extra dice. If the wyrd finds a lead then roll a D6 to determine what type of wyrd has been found.

- 1: Wyrd - Beastmaster
- 2: Wyrd - Pyromaniac
- 3: Wyrd - Telekinetic
- 4: Wyrd - Telepath
- 5-6: Awakening Wyrd

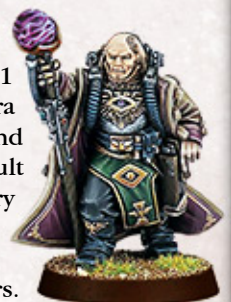
You can recruit the wyrd at the given cost, though you don't have to hire him, in which case he is left to his fate and the decision to recruit him cannot be changed. Note the exact powers the wyrd has are not rolled until he joins the coven.

Hired Guns: Wyrd covens can make use of any hired guns other than Bounty Hunters for obvious reasons.

Leadership: Wyrd covens follow all of the usual leadership rules, however, wyrds respect strong psyker abilities in their magus. To represent this, when working out if a wyrd challenges for leadership of the coven or takes over when the Magus dies, each minor power the wyrd has confers a +1 Leadership modifier while each primary power confers a +2 Leadership modifier.

If a roll of 1-4 is rolled on the Leadership Challenge table then the two wyrds engage in a psychic duel. During a psychic duel both wyrds are placed 12" apart with any Beastmaster pets being placed within 2" of their master. Wyrds cannot make any ranged shooting attacks other than when using a wyrd power but can use any weapons in hand-to-hand combat. The wyrd taken out of action first is declared the loser.

Experience: Wyrds follow all of the usual experience rules except that they use a modified maximum characteristic profile. In addition, when rolling on the Advance Table a score of 11 will result in the wyrd receiving an extra random minor power (re-roll any 11-16 and 61-66 results) while a score of 12 will result in the wyrd gaining an extra random primary power. Wyrds cannot gain powers from multiple power types and cannot gain more than 2 primary powers and 4 minor powers.



Wyrd Type	Starting Experience
Wyrd Magus	80 + D6
Wyrd	30 + D6
Awakening Wyrd	10

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	3	6	3	8

Wyrd Coven Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Wyrd Magus	x	x	-	-	x	x	-
Wyrd	x	-	-	-	-	x	-
Awakening Wyrd	-	-	-	-	-	x	-

Wyrd Magus

Cost to recruit: 160 credits

The magus is often the original founder of the coven who leads and nurtures the talents of the wyrds that follow him. Although their powers are usually no more destructive than other wyrds, they are better able to control their mental powers making them a feared and dangerous foe.

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

Weapons: A Wyrd Magus can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and Extras sections of the Wyrd Coven Weapons list.

Leadership: Any wyrds within 6" of the Wyrd Magus can use his Leadership value when taking Leadership tests. A Wyrd Magus can always attempt to recover from being pinned even if there are no wyrds within 2".

Wyrd: A Wyrd Magus starts with a random primary power and a random minor power (re-roll 61-66 results).

Wyrd

Cost to recruit: 80 credits

Wyrds are hivers with fully awakened psyker abilities. They commonly join the covens for protection, tutelage and for an opportunity to fight back against their persecutors.

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

Weapons: Wyrds can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and Extras sections of the Wyrd Coven Weapons list.

Wyrd: A Wyrd starts with a random primary power and a random minor power (re-roll 61-66 results).



All images in this article are copyright of Games Workshop.

Recruiting Your Coven

You have 1,000 credits to spend on recruiting and arming your coven within the following guidelines.

Magus: Your cult must include one.

Wyrd: At least 50% of the coven must be Wyrds. If the number falls below this then only Wyrds can be recruited.

Awakening Wyrd: Your coven can include any number.

Awakening Wyrd

Cost to recruit: 40 credits

Young hivers with emerging wyrd abilities often seek out and join covens to find shelter, guidance and to better learn how to control and enhance their manifesting mental powers.

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

Weapons: Awakening Wyrds can be given equipment chosen from the Hand-to-Hand Weapons, Pistols and Extras sections of the Wyrd Coven Weapons list.

Wyrd: Starts with a random minor power (re-roll 61-66).

Experience: Any Awakening Wyrds that reach 31 Experience points become a fully fledged Wyrd gaining the usual extra weapon and skill options as well as a random primary power.

Wyrd Coven Weapons

Weapon Type	Cost
Leader Only	
Chainsword	25
Hand Flamer	20
Bolt Shells	15
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Basic Weapons	
Autogun	20
Shotun (+ Solid and Scatter Shells)	20
Lasgun	25
Extras	
Dum-dum Bullets	5
Hotshot Shells	5
Manstopper Shells	5