

Even Wyrder

v1.0 by Anthony Case

'The Wyrd and the Wonderful' article featured rules for recruiting wyrd hired guns of four variants, but why stop there? The sheer amount of differing power types feasible in the outlandish Underhive setting is limited only by your imagination. A wide selection of psyker powers not only allows you to spice up your gangs with an oddball hired gun, but are also a useful tool for campaign Arbitrators to wield in a variety of overarching storylines, engaging characters, unique items and special one-off scenarios.

Perhaps an ancient archeotech hoard has been uncovered and nestled within is a powerful device that can mimic a random primary power. Or maybe bonkers van saar techies have created a peculiar weapon that has a selection of firing modes that imitate a whole primary power table. And of course specially selected powers are also a great way of adding extra depth to all manner of monsters and villains. This article features four new wyrd variants and two extra critters for beastmasters to control.

The Warhammer 40,000 Imperial Guard range has several psyker miniatures you can use though any suitably odd and mystical looking model will fit perfectly.



Empath Primary Power

(1) **Terrify:** The wyrd can attempt to use this power at any point during your opponent's turn. If the power works then the closest enemy gang member within 24" is wracked with terrifying mental illusions. The fighter automatically loses his nerve without need for a Leadership test. The model flees and must recover his nerve following the usual rules. Note an Empath does not need line of sight to use this power.

(2) **Exude Rage:** The wyrd can attempt to use this power at any point during either players' turns. If the power works then either place the gas cloud template over any member of your gang within 24" or the closest enemy gang member within 24". All models hit by the template are overcome with an intense rage for the enemy and suffer from uncontrollable *frenzy* (i.e. a Leadership test to control it cannot be taken). If the gang members are not within charge range of an enemy model or already in hand-to-hand combat then they must run towards the closest enemy gang member. The effects of this power last until the start of the model's following turn and the Empath does not need line of sight to use it.

(3) **Exude Calmness:** The wyrd can attempt to use this power at the start of your turn. If the power works then all members of your gang within 24" are filled with a sense of confidence and calmness. All affected models will automatically escape from pinning early and recover their nerve. Gang fighters that recover their nerve through this power can act normally that turn so do not have to wait until the recovery phase.

(4) **Bitter Jealousy:** The wyrd can attempt to use this power at any point during your opponent's turn. If the power works then the closest enemy gang member within 24" must take a Leadership test. If the test is passed then the gang fighter fights off the emotional assault but is pinned. If the test is failed then the gang fighter yells a bitter insult at the closest friendly gang member before shooting at him with one of his ranged weapons with the highest Strength. Note the Empath does not need line of sight to use this power.

(5) **Suicidal Depression:** The wyrd can attempt to use this power at any point during your opponent's turn. If the power works then the closest enemy gang member within 24" must take a Leadership test. If the test is passed then the gang fighter fights off the emotional assault but is pinned. If the test is failed then the gang fighter is overcome with suicidal thoughts. If the model is within running range of a ledge then he will run towards the closest ledge and jump off it suffering falling damage. If the model is not within running range of a ledge then he will attack himself suffering a hit from the weapon with the highest Strength. Note the Empath does not need line of sight to use this power.

(6) **Emotional Stupour:** The wyrd can attempt to use this power at any point during your opponent's turn. If the power works then the closest enemy gang member's mind is wracked with an emotional vortex. The affected model moves D6" in a random direction and cannot do anything else that turn. If the gang fighter touches a ledge then he stops and must take an Initiative test. Failing the test means he falls off the ledge suffering falling damage. If the affected model is involved in hand-to-hand combat then his Weapon Skill is reduced to 0. This power lasts until the start of your opponent's next turn and the Empath does not need line of sight to use this power.

Chronomancer Primary Power

- (1) **Bullet Time:** A wyrd with this power has his Ballistic Skill permanently increased by +D2 points. This is not a mental power, it simply reflects that the wyrd will have honed his shooting skills. The wyrd can attempt to use this power before declaring he is about to make a ranged attack. If the power works then the wyrd shifts into an alternate time stream giving him all of the time in the world to accurately aim and deliver each bullet. The wyrd's pistol gains 2 sustained fire dice.
- (2) **Clobbering Time:** A wyrd with this power has his Weapon Skill permanently increased by +D2 points. This is not a mental power, it simply reflects that the wyrd will have honed his hand-to-hand skills. The wyrd can attempt to use this power at the start of any hand-to-hand phase. If the power works then the wyrd stretches the very fabric of time so as to outsiders it looks like he has an inhumanly quick reaction speed. The wyrd's Weapon Skill, Initiative and Attacks are increased by +D3 each. The effects of this power last until the end of the turn.
- (3) **Stasis:** The wyrd can attempt to use this power at the start of your turn. If the power works then place the blast template over either any member of your gang within 12" or a targeted enemy gang member within 12". The affected models become trapped in a time-locked stasis field and cannot act in anyway. In addition, the fighters cannot be targeted by any attacks and cannot be injured or affected in anyway. The effect of the stasis lasts until the start of your next turn.
- (4) **Fracture Time:** The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then a targeted enemy gang member within 24" suffers D6 hits as the time streams merge and fracture around him. For each hit roll a D6. On a roll of 1 the gang fighter automatically suffers a wound with no armour or special saves allowed. On a roll of 4-6 the model is moved D3" in a random direction. If once all of the hits have been resolved the gang fighter is fully or partially over a ledge then he will automatically fall off the ledge suffering falling damage.
- (5) **Chrono Sight:** Unlike most wyrd powers this power can be used any number of times per turn. If the wyrd or a member of your gang within 2" suffers any damage then the wyrd can attempt to use this power to predict the future and warn the fighter about to be hit. If the power works then the model automatically dodges the hit and is not pinned either.
- (6) **Teleport:** This power can be used at the start of your turn. If the power works then the wyrd and all friendly gang members in base-to-base contact are able to move through time and space and reappear anywhere on the table but cannot do anything else that turn. The models will reappear in exactly the same position as they were before the teleport.

Biomancer Primary Power

- (1) **Tear Flesh:** The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then the targeted enemy gang member within 24" suffers D6 hits as his flesh is shredded apart. For each hit the model must take a Toughness test with each failure inflicting a flesh wound with no armour or special saves allowed.
- (2) **Rupture:** The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then the innards of a targeted enemy gang member within 12" are torn and ruptured. The model must take a Toughness test. If the test is failed then the model suffers D3 wounds with no armour or special saves allowed.
- (3) **Enfeeble:** The wyrd can attempt to use this power at any point during your opponent's turn. If the power works then the muscles of a targeted enemy gang member within 24" become enfeebled as he slumps lifelessly to the ground. The model cannot do anything for the duration of the turn and counts as down for the purposes of hand-to-hand combat. The effects of this power last until the start of the gang fighter's next turn.
- (4) **Heal Wounds:** The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then a member of your gang within 12" is suffused with life energy. The model regains all lost wounds, all flesh wounds are removed and if the fighter is down then he will automatically recover without suffering a flesh wound.
- (5) **Augment:** The wyrd can attempt to use this power at any point during your turn. If the power works then the body of a member of your gang within 6" is bolstered and fortified, his muscles strengthened and his mind sharpened. All of the model's characteristics except Wounds is increased by +1 point which can take them above their usual maximum characteristic profile. The effects of this power lasts until the start of your next turn.
- (6) **Drain Essence:** The wyrd can attempt to use this power instead of attacking normally during your shooting phase. If the power works then the targeted enemy gang member within 24" has part of his life force leached away and channeled into the body of a nearby fighter. One of the model's characteristics of your choosing is reduced by 1 which can be added to the characteristic profile of any member of your gang within 6". A gang fighter cannot increase his characteristic beyond his maximum profile and the effects of this power lasts for the duration of the game.

Electromaniac Primary Power

(1) Arc of Electricity: The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then electrical energy erupts from the wyrd's outstretched fingers. Direct the flamer template towards the targeted enemy fighter. Any models hit suffer a Strength 3 hit that inflicts D3 Damage with no armour saves allowed and counts as *high impact*. Any *robotic* models hit (e.g. cyber-mastiffs) suffer a Strength 6 hit that inflicts D6 Damage.

(2) Lightning Bolt: The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then the targeted enemy gang member within 24" is struck by a focused bolt of electrical energy. The model and all gang fighters in base-to-base contact suffer a Strength 4 hit with no armour saves allowed and counts as *high impact*. Any *robotic* models hit (e.g. cyber-mastiffs) suffer a Strength 10 hit that inflicts D3 Damage.

(3) Electric Storm: The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then place the gas cloud template over the targeted enemy gang member within 12". Any fighters hit by the electrical storm suffer a Strength 3 hit that inflicts D3 Damage with no armour saves allowed and counts as *high impact*. Any *robotic* models hit (e.g. cyber-mastiffs) suffer a Strength 6 hit that inflicts D6 Damage.

(4) Static Fists: A wyrd with this power adds +1 to his Attacks and has his Weapon Skill permanently increased by +D3 points. This is not a mental power, it simply reflects that the wyrd will have honed his hand-to-hand skills. The wyrd can attempt to use this power at the start of any hand-to-hand phase. If the power works then his hands begin to violently pulse with electrical energy. The wyrd is treated as being armed with two close combat weapons that have Strength 4, inflict D3 Damage, ignore any armour saves and count as *high impact*. Any *robotic* models hit (e.g. cyber-mastiffs) suffer a Strength 8 hit that inflicts D6 Damage. Note if the wyrd power fails then he must still fight with his bare hands. The effects of this power last until the end of the hand-to-hand phase.

(5) Chain Lightning: The wyrd can attempt to use this power instead of attacking normally during the shooting phase. If the power works then the targeted enemy gang member within 12" is hit by arcing electric bolts. The model suffers a Strength 4 hit with no armour saves allowed and counts as *high impact*. If the attack wounds then the lightning is funnelled through into another enemy gang member within 4" who suffers the same hit but with -1 Strength. If that attack also wounds then the lightning can be repeatedly funnelled until either the attack fails to wound, is reduced to 0 Strength or there are no more models within range. Note a model can only suffer a single attack per chain. Any *robotic* models hit (e.g. cyber-mastiffs) suffer D6 Damage.

(6) Static Field: Unlike most wyrd powers this power can be used any number of times per turn. If the wyrd or a member of your gang within 2" suffers any damage then the wyrd can attempt to use this power. If the power works then the gang fighter is protected by the electrical field so does not suffer any damage and is not pinned either.

Giant Spider

From the airy vents of dome ceilings to the rubble-choked tunnels running beneath the floor giant spiders can be found nestled in the eternal darkness. They often wait for victims to wander into their funnels of web before slowly draining them of sustenance, but can also ambush and chase down prey to deliver a killing strike with their vicious oversized mandibles.

M	WS	BS	S	T	W	I	A	Ld
8	3	-	2	2	1	4	1	5

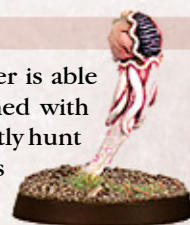
Venom: Any hits the Giant Spider inflicts in hand-to-hand combat is at double Strength (4). Note this only applies against living targets (e.g. not against cyber-mastiffs).

Climb: Giant Spiders can move up or down sloping or vertical surfaces as if it was open ground.

Abseil: A Giant Spider can use its webbing to drop down from a ledge without falling. Each 1" moved costs 1/2" of movement but the Spider must finish the turn on the ground.

Lashoater

By manipulating gas compounds the lashoater is able to effortlessly float through the air. Combined with their electrosensory perception they can silently hunt in pitch darkness using their lashing tentacles to aid movement and engulf their prey.



M	WS	BS	S	T	W	I	A	Ld
4	3	-	2	2	1	2	D3	3

Attacks: During hand-to-hand combat a Lashoater has D3 Attacks which is re-rolled at the start of each combat.

Venom: Any hits the Lashoater inflicts in hand-to-hand combat is at double Strength (4). Note this only applies against living targets (e.g. not against cyber-mastiffs).

Float: Lashoaters can move in any direction, though must land at the end of its move. Lashoaters also ignore the effects of difficult, very difficult and impassable terrain and are immune from falling.

Thanks to Goobahfish for additional ideas and/or feedback. All images in this article are copyright of Games Workshop.