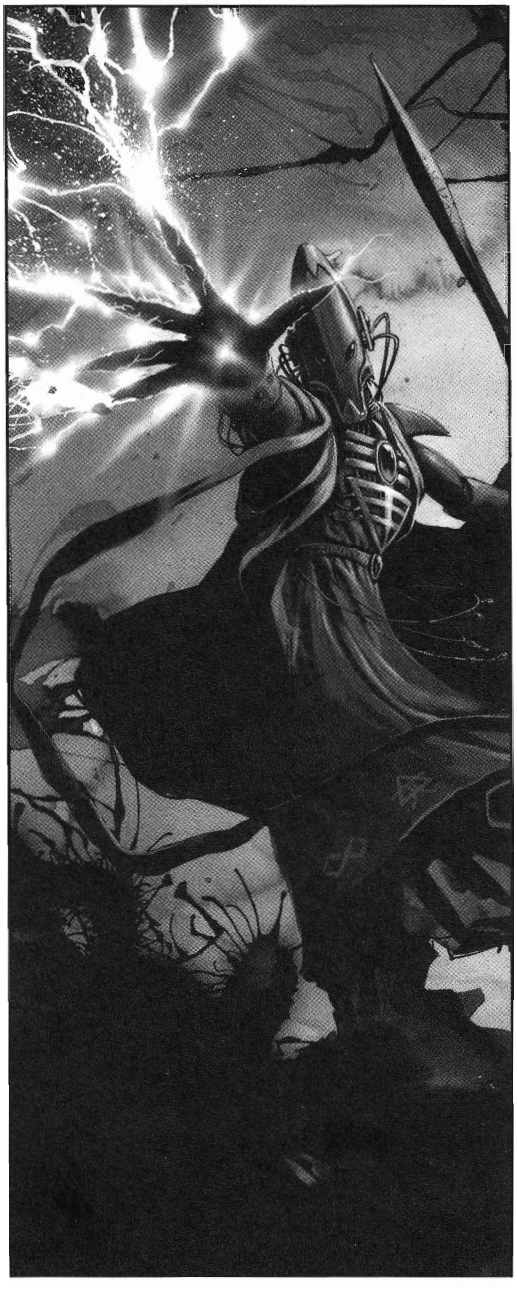
## SPECIAL CHARACTER

# FARSEER YRTHRIAN MARDAWN

### by Jervis Johnson



Farseer Yrthrian Mardawn hails from the Eldar Craftworld of Saim-Hann. The Eldar of this particular Craftworld have a unique social structure very similar to that followed by the Eldar Exodites. All Saim-Hann Eldar, including the seers, live in large extended 'families', each of which has a single hereditary leader. The leader's close kin comprise the ruling elite of the family. It is the leader of the family and his kinsmen who decide what the family will do in time of war or other crisis, and this sometimes leads to Saim-Hann families following their own agenda, with little regard for the consequences for Saim-Hann Craftworld as a whole. In some very rare cases this has even led to the families fighting each other, although most of these conflicts are settled in ritualistic form consisting of single combat between two chosen champions.

Some five years ago Yrthrian's family were drawn into just such a feud. To resolve the conflict it was decided that the battle of champions should take place in a mere decades time - the bat of an eye for the long-lived Eldar race! Yrthrian is a Farseer, and by his powers of divination he determined that the path that would lead to his family triumphing lay in the Underhive of Necromunda Primus. What Yrthrian had foreseen was that in this sump of depravity lay one whose skill with knife and blade was such that he could teach a combination of moves that would despatch the enemy champion. Who this person was Yrthrian did not know – but should he see them fight then he would know in an instant if they were the saviour that he sought.

Of course, no-one in the Underhive other than Yrthrian know any of this, and as far as most are concerned Yrthrian and his bodyguard are just another group of

**YRTHRIAN MARDAWN**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 3 | 4 | 3 | 5 | 1 | 10 |

WEAPONS: Shuriken pistol, staff (treat as club)

ARMOUR: Rune Armour (4+ save, ignores weapon save modifiers)

SKILLS: Jump Back, Sprint, Parry, Killer Reputation

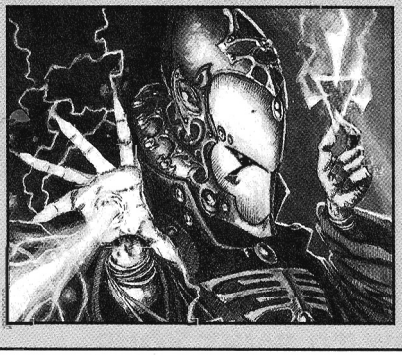
WARGEAR: Ghosthelm, Spirit Stone, Eldar Runes (see below)

PSYCHOLOGY: None

ALLEGIANCE: Any

RATING: Does not apply

BOUNTY: Does not apply



**FIRE DRAGON BODYGUARD**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 9 |

WEAPONS: Meltagun

ARMOUR: Aspect Armour (4+ save, save modifiers apply)

SKILLS: Killer Reputation, Hip Shooting, Marksman

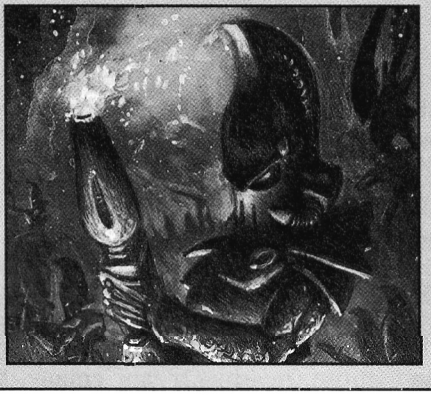
WARGEAR: None

PSYCHOLOGY: None

ALLEGIANCE: Any

RATING: Does not apply

BOUNTY: Does not apply



strangely-clad, pointy-head off-worlders. This lack of interest suits Yrthrian well, for if his presence in the Underhive were ever drawn to the authorities attention then it would become increasingly difficult for him to complete his quest. For this reason he travels the underhive with a small entourage consisting of two bodyguards. Alone, cut off from their Craftworld, these three search the sumps and pits of the underhive looking for the one person that can save their family for centuries of shame and dishonour. So far they have not found the person they seek...

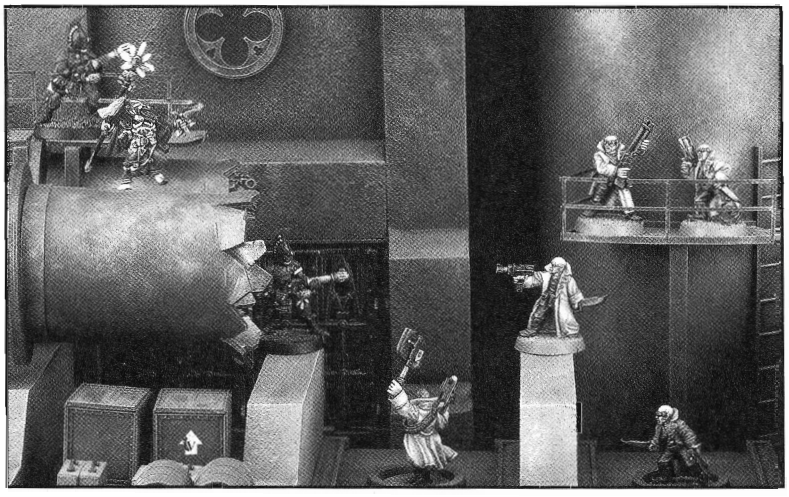
## SPECIAL RULES

### Call Us And We Shall Come!

Yrthrian is searching for the one person that can lead his family to victory in their feud. Because of this none of the normal rules for finding and paying a special character apply to Yrthrian. Instead, if you have painted Yrthrian and his two bodyguards, then you can choose to use them in any game. Roll 2D6; on a double Yrthrian does not appear, on any other roll he and his two bodyguards mysteriously arrive and join your gang for this one battle. They do not add to your gang rating, and do not have to be paid, and there is no bounty on their heads. However, once you have used Yrthrian once, or tried to use him and he has not appeared, then you cannot use him again until after a member of your gang has gained a new combat skill and used it in a game.

### We Seek The Chosen One

If Yrthrian is present in a battle, and one of the models in your gang or the opposing gang uses a combat skill, then roll 3D6. If you roll an '18', then the model that used the skill is the one being looked for by Yrthrian. If the model belongs to the other gang then Yrthrian will immediately change



masks their spirit protecting them from the myriad perils of the warp. If the Farseer is forced to roll on the Perils Of The Warp table, then they may ignore the need to roll on the table if they first roll a 4+ on 1D6.

**Spirit Stone**

Every Craftworld Eldar wears a waystone, to trap their soul when they die and stop it being consumed by the Chaos god Slaanesh. Waystones containing a soul are called Spirit Stones, and can be put to number of uses. An Eldar psyker can use the power of a Spirit Stone to charge themselves with energy. To represent this an Eldar with a Spirit Stone may use two Wyrd Powers in a player turn instead of one. However, these must be different powers, and Leadership test must be used for each one.

sides. If the chosen model is slain, then in his rage Yrthrian will unleash a psychic storm of awesome proportions. The storm ends the game immediately, and all models on both sides suffer a single S6 hit with a –3 saving throw modifier! If the model survives then Yrthrian takes him back to Saim-Hann with him, and neither the chosen model or Yrthrian and his bodyguard may be used again by any players in your campaign!

**Eldar Runes**

A Farseer can use runes to divine when an enemy Wyrd is using his powers and to throw up a psychic shield to protect himself and those nearby. If an enemy Wyrd attempts to use a Wyrd power and Wyrd or the target are within 6" of the Farseer, then the enemy must take the Leadership test to use the power on 3D6 and discard the lowest roll. Wyrds who do not have to take a test for any reason will be unaffected by the runes.

**Ghosthelm**

A Farseer's Ghosthelm incorporates intricate crystalline psychic circuitry that

**Wyrd Power**

Yrthrian has the Mental Assault and Fireball Wyrd powers.

## HOW TO PAINT YOUR HIRED GUNS by Tammy Haye

Necromunda is not a happy place. If you're not careful, someone will shoot you in the back just to steal your boots. To give your Necromunda models this same 'feel' and help enhance the atmosphere of your games with them the best thing to do is use gritty, dulled down colours and avoid really bright ones. Our models were painted