

Black Frost - New Wyrd Powers - Cryomancer



Ice features and flammers

Some of the powers, described below, leave a semi-permanent feature on the board. Such features are assumed to last for the duration of the game, unless removed by the action of a flamer.

Any ice feature hit by a flamer takes wounds automatically. Any ice feature with 0 wounds is removed. The feature partially nullifies the heat of the flamer to fighters beyond the feature. Any hits inflicted on a fighter who is protected by an ice feature is hit at a strength noted in the description of the power. for example, at strength -3 the following table applies:

Flamer type	Hit to a fighter behind an ice feature giving a protection of strength -3
Hand flamer	Hit is ignored
Flamer	Hit is S1
Heavy flamer	Because the heavy flamer does D3 damage, the first hit is S2, further hits are S5 as usual

Ice features and Out of Action

All ice features remain in play, even if the Cryomancer that created them goes Out of Action.

Cryomancer generic powers

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All Cryomancers have access to the following powers:

Ice Cloak

Instead of shooting in the shooting phase, the Cryomancer may attempt to make an ice cloak instead. If the power works, an ice cloak is created on the Cryomancer. The Ice Cloak gives a 6+ armour save (5+ vs. flamers) Can be increased by 1 point for +2 leadership test difficulty. Lasts the whole game, unless hit by a flamer.

Ice Sword

Instead of shooting in the shooting phase, the Cryomancer may attempt to make an ice sword instead. If the power works, an ice sword is created. The Ice sword is like a usual sword in every way. Ice swords only last a single game, as they are assumed to melt between games

Cryomancer primary powers

1) Ice Wire

Instead of shooting in the shooting phase, the Cryomancer may attempt to make a single patch of Ice wire instead. If the power works, a barrier made of many shards of ice, is created. The Ice wire has a 6" range, and forms a barrier around the Cryomancer, with the Cryomancer at the center (the barrier is curved). Any fighters that would be covered by the Ice Wire must pass an initiative test, or else be affected as if webbed (see ice bolt).

Any fighter wishing to cross the ice wire must take an initiative test to pass without harm.

Fighters failing the initiative test suffer a single hit. The strength of hit is equal to the amount by which the test was failed.

The ice wire is 6" long and 1" wide. For each additional 2" length the leadership test at -1.

Ice wire protects from flamers at strength -2.

2) Ice Wall

Instead of shooting in the shooting phase, the Cryomancer may attempt to create a wall, ramp, gantry or icy ground.

If the power works, the player a wall, ramp, gantry or icy ground is created (player chooses).

Wall, ramp or gantry size:

Each of these features is 2" tall and 4" wide. For each additional 1" width, the leadership test is taken at -1.

These features protect from flamers at strength -3, with 2 wounds. But only from flamer shots that would go through the feature.

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If a ramp or gantry is created, there is a risk of falling, because the ice is slippery. An initiative test for falling must be taken at 2" from the edge, instead of the usual 1".

Normal gangers must make an initiative test for falling once when starting to cross the ice, and again for every whole 3" movement on the ice. Wyrd Cryos and Wyrd Pyros are excluded from this test.

Icy ground

Icy ground is created on an existing terrain feature, to make it slippery. It is 2" wide and 8" long. An initiative test for falling must be taken per the rules for the ice ramp/gantry.

3) Snow Storm/Ice Storm

Instead of shooting in the shooting phase, the Cryomancer may attempt to create a Snow Storm or single Ice Storm.

The Snow Storm is like a smoke grenade.

- The Wyrd nominates a with Line of Sight within 24". If the power works a snow storm appears. Leave the frag grenade template in place, using all the rules for a normal smoke grenade.
- If a Snow Storm template is hit by a flamer, it is automatically dispersed.
- The Snow Storm template protects from flamers at strength -1

An Ice Storm is like a Frag Grenade.

- The Wyrd nominates a with Line of Sight within 24". If the power works, calculate a hit using all the rules for a normal frag grenade.

4) Ice Bolt

Instead of shooting in the shooting phase, the Cryomancer may attempt to create an Ice Bolt. If the power works, use the rules for a shot from a web gun.

In place of the web solvent, a bit of flamer fluid from a flamer may be used (assuming the flamer has ammo).

The Ice Bolt effect protects from flamers at strength -2.

5) Ice Breaker

Instead of shooting in the shooting phase, the Cryomancer may focus his ice power to break and crack most any material. If the power works, resolve a hit using all the rules for a melta bomb.

6) Frost Forest

Instead of shooting in the shooting phase, the Cryomancer may attempt to create a Frost Forest. If the power works, D3 Frost Trees are created.

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Frost trees are created at a point within 24" of the Cryomancer, within line of sight. each time the power is used, the trees must be within 6" of each other.

In addition to providing cover, like any other terrain, frost trees will attack any character in base to base contact (except for Cryomancers).

Frost trees have the following stat line M0, WS2, BS0, S3, T4, W3, I1, A3.

Frost trees are assumed to pass any leadership test they are required to make. Frost trees cannot be pinned, and do not suffer flesh wounds. When their wounds are reduced to zero, the tree shatters (remove from the board).