

WYRD POWERS

CARD PACK



By Stiletto

MIND LOCK

Telepathy - Mind Lock (Basic):

Nominate an enemy fighter anywhere within 18" of this Psyker that has not already activated this round.

For the remainder of this Round, that fighter cannot activate and may not take part in a group activation.

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SCOURING

Pyromancy – Scouring (Basic):

Coruscating balefire erupts from the Witch’s eyes or outstretched hands, engulfing the enemy.

For as long as this Wyrd Power is maintained, the Cult Witch counts as being armed with the following weapon:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Scouring	-	T	-	-	2	-	1	-	Blaze, Template

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MIND CONTROL

Telepathy - Mind Control (Basic):

Twitching and spasming under the control of the Psyker, an enemy fighter is forced to slowly raise their weapon and take aim upon one of their friends.

Select an enemy fighter that is within 9" of the Psyker. That fighter immediately makes a Shoot (Basic) action, even if they have already activated this round, targeting an eligible fighter from their gang, chosen by the Psyker's player.

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PREMONITION

Telepathy - Premonition (Simple)
Continuous Effect:

The ability to read the thoughts of others possessed by this Psyker enables it to dodge and evade all but the most unexpected of attacks.

This Wyrd Power grants the Psyker a 4+ save roll, which cannot be modified by a weapon’s Armour Piercing characteristic.

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MADDENING VISIONS

Telepathy - Maddening Visions (Basic):

Nearby enemies find themselves struck by nightmarish apparitions as the Psyker becomes a conduit for unfettered warp energy.

Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Psyker. If the check is failed, the fighter is driven temporarily insane and becomes subject to the Insane Condition. Whilst subject to the Insane Condition, fighters activate as described on page 60 of the *Necromunda Rulebook*.

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PSYCHIC SCREAM

Telepathy - Psychic Scream (Basic):

Any enemy fighters within 3" of this Psyker must immediately pass a Nerve test, subtracting 1 from the result.

Any enemy fighter that fails this test is immediately Broken and runs for cover.

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PSYCHIC ASSAULT

Telepathy - Psychic Assault (Basic):

Nominate an enemy fighter anywhere within 18" of this Psyker.

The nominated fighter must immediately take a Willpower check. If the check is passed, the fighter is Pinned. If the test is failed, the fighter loses 1 Wound and is Pinned. If this reduces the fighter to 0 Wounds, roll one Injury dice and apply the result.

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HYPNOSIS

Telepathy - Hypnosis (Basic):

With little more than a piercing stare, the Wyrd can dominate the minds of the weaker-willed.

Select an enemy fighter that is both within 9" and line of sight of the Wyrd, and that has not been activated this turn. If the Willpower check to perform this action is successful, that fighter may only perform a single **Move (Simple) action** when activated this round.

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UNBREAKABLE WILL

Telepathy - Unbreakable Will (Basic) Continuous Effect:

The Wyrd exerts their mind to control nearby allies.

Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of this Psyker, use this Psyker's characteristic value.

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FORCE BLAST

Telekinesis – Force Blast (Basic):

Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away.

If this movement would push a fighter from a platform or into a pitfall, stop them at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

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LEVITATION

Telekinesis - Levitation (Basic) Continuous Effect:

The Psyker rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy.

For as long as this Wyrd Power is maintained, the Psyker's Movement is increased by 3" and they ignore all terrain, may move freely between levels without restriction, and can never fall. They may not however ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base. Furthermore, they cannot be Pinned. As the Psyker is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

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ASSAIL

Telekinesis - Assail (Basic):

The Psyker uses the force of Their will to push enemies and objects from their path.

Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

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PSYCHIC SHOCKWAVE

Psychic Shockwave (Basic):

The Psyker lets loose their barely suppressed psychic potential, a wave of raw force engulfing friend and foe alike, shattering bone and rupturing organs.

For as long as this Wyrd Power is maintained, the Psyker counts as being armed with the following weapon:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Psychic Shockwave	12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless

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HAMMERHAND

Biomancy - Hammerhand (Basic):

Focussing the raw power of the Warp, the Psyker augments their strength to a point that a single blow can crush bone.

For as long as this Wyrd Power is maintained, the Psyker counts as being armed with the following weapon:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Hammerhand	-	E	-	-	S+2	-1	2	-	Melee, Pulverise

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