

Celestials

an
Unofficial WyrdWars Warband
by red5711

In memory of Sethan Sprague; the man who got us into WyrdWars and countless of other games.

Celestials v.1.1

Warband Special Rules

Light of Purity

This warrior automatically pass fear tests caused by Undead and Daemons.

Divine Purpose

Warriors with this may choose any one skill from the Combat or Strength lists when hired.

Stubborn

This warrior may re-roll failed fear and panic tests.

Repentant (12") (Fallen)

A Fallen must always be within 12" of the Centurion or a Paladin in the warband. If there is not, the Fallen is immediately taken *out of action*.

Fly (8")

Warriors with this rule may *fly* 8" instead of moving. They may use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed or discarded as normal.

Vengeance Casting

Warrior gets +1 to spellcasting rolls when targeting enemy Wizards, Undead, or Daemons.

Warband Special Equipment

Sprague's Armour 25g

Suit of Heavy Armor: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 5+

Initiative Penalty: -1

Divine Protection: Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound.

Warband Special Equipment

Sunblade 10g

Close Combat Weapon: Sword: Is affected by anything that would normally affect a Sword, but is a separate proficiency from normal Swords.

Blinding Flash: Whenever the wielder rolls a natural 6 To Hit with this weapon, any close combat attacks directed at him get an additional -1 To Hit for the rest of the turn. This is in addition to a Critical Hit as normal.

Initiative Bonus: +2 I in all rounds of combat.

Sacred Decree 5g

Special Equipment: Use when an enemy Wizard attempts to cast a spell, but before he rolls the spellcasting roll. That Wizard gets a -2 modifier to that spellcasting roll. A warband can bring a maximum of one Sacred Decree to a battle. One use only.

Exalted Special Skills

Weapons of Light

Warrior may re-roll To Wound rolls of 1 against Undead, Daemons, and enemies that have one or more Mutations.

Meteoric Descent

+2 Strength when charging. Warrior must have the Fly rule to choose this skill.

Immortal's Grace

When this warrior rolls 'Dead' on the Campaign Injury chart, treat it as "Multiple Injuries" instead and this skill is forfeit. (*This skill can only be taken once and so cannot be taken again, even if it is forfeit.*)

Heaven's Fury

During the first round of combat, this warrior gets +1 Initiative and +1 To Hit.

Solar Wrath

This warrior's ranged and close combat attacks are *flaming*. Additionally, this warrior gets a 5+ ward save against *flaming* attacks.

Celestial Skill Table

	Combat	Shooting	Academic	Strength	Speed	Exalted
Centurion	V		V	V	V	V
Highguard	V	V		V	V	V
Paladin	V		V	V		V
Diviner	(+10gc)		V		V	
Seraph	V	(+10gc)	(+10gc)	V	V	(+10gc)

Celestial Equipment List

Centurions, Highguard, Archangels, and Seraphs

Close Combat

Hand Weapon
Great Weapon
Halberd
Sunblade

Shooting

Crossbow
Javelin

Armour

Light Armour
Heavy Armour
Shield

Paladins

Close Combat

Hand Weapon
Great Weapon
Morning Star

Shooting

Javelin

Armour

Light Armour
Heavy Armour
Shield

Wardens

Close Combat

Hand Weapon
Great Weapon
Morning Star

Shooting

Sling
Javelin

Armour

Light Armour
Shield

Sunguard

Close Combat

Hand Weapon

Shooting

Bow
Long Bow
Crossbow
Javelin

Armour

Light Armour

Fallen

Close Combat

Great Weapon
Flail
Fighting Claws

Shooting

Net

Armour

Light Armour

Diviner

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Heroes

0-1 Centurion

60gc to hire

Starting Experience: 21

Race: Human

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

SPECIAL RULES

Leader (6"), Light of Purity, Divine Purpose

0-1 Highguard

55gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Fly (8"), Light of Purity, Divine Purpose

0-2 Paladin

40gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Light of Purity, Stubborn

0-1 Diviner

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Vengeance Casting, Wizard (Light, Heavens, Life): Start with 1 spell

0-3 Seraph

15gc to hire

Starting Experience: 0

Race: Human

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

SPECIAL RULES

Light of Purity

Henchmen

Warden

30gc to hire

Starting Experience: 8

Race: Human

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

SPECIAL RULES

Light of Purity

0-3 Sunguard

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Solar Wrath

0-2 Fallen

40gc to hire

Starting Experience: 14

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	4	1	7

SPECIAL RULES

Cause Fear, Immune to Fear and Panic, Repentant (12"), No Promotion, Cannot Capture Scenario Objectives

0-2 Archangel

55gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Fly (8"), Light of Purity, Heaven's Fury, Heirloom: Sunblade

0-3 Falcon

25gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	-	1	2	3	5	2	7

SPECIAL RULES

Fly (8"), Dodge: Close, Dodge: Ranged, Animals (*Cannot Climb, Cannot Hide, Flee 3D6*), *Cannot Use Leader's Ld, Cannot Capture Scenario Objectives, Fight Unarmed, No Promotion*)