

WyrdWars
Unofficial Extra Skills
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And the Borderlands Group

Combat Skills

Butcher

Warrior may re-roll all failed To Wound rolls with Axes and Great Axes the turn he charges.

Bellringer

Warrior's critical hits with Clubs, Hammers, Maces, Great Clubs, Great Hammers, and Great Maces also cause the target to lose one point of Weapon Skill until the end of your next turn (*this effect stacks and is in addition to normal critical hit effects*).

Magebane

Warrior has a 4+ Ward save against the effects of hostile spells as long as he is engaged in close combat with the Wizard casting that spell.

Duelist

Warrior receives +1 To Hit and may re-roll the first natural 1 To Wound each turn as long as he is wielding a hand weapon in one hand and nothing else in the other hand (*including another weapon or a shield*).

Shooting Skills

Strongarm

Warrior's shooting attacks with Javelins and Throwing Axes gain +3" range (*receiving -1 To Hit against targets further than 12" as normal*).

Sniper's Nest

As long as the warrior didn't move this turn, he may re-roll failed To Hit and To Wound rolls of 1 with missile weapons during the shooting phase.

Gunslinger

Warrior may shoot up to two pistols while engaged in close combat with an additional -1 To Hit, but can only target enemies within 1" of him. If he chooses to do so, he *cannot* strike in close combat that turn.

Assassin's Finesse

Warrior's shooting attacks with Throwing Knives, Throwing Stars, Short Bows, and Hand Crossbows gain Armor Piercing (1).

Headshot

Warrior's critical hits with shooting attacks ignore Ward saves granted by shields (*but not Ward saves from other sources*).

Academic Skills

Battle Tongue (Alternate)

Warrior gains the Leader (6") rule. If he already has it, his Leader range increases by 3" instead. This skill can be taken multiple times.

Addict

All Drugs carried by the warrior are no longer 'One use only'. However, any Drugs on his possession *cannot* be sold or swapped for any reason.

Studious

Warrior may re-roll a single dice when determining which spells or prayers he knows, but must keep the next legal result (*regardless of how many spells or prayers he knows and re-rolling duplicates*). This skill can *only* be taken by Wizards or Priests.

Loremaster

Warrior knows the Signature Spell from one of the Basic Spell Lores if warrior is a Wizard, *or* one of the Prayer Lores if warrior is a Priest, in addition to his normal spells or prayers (*chosen by the controller at the beginning of each battle*). Note that this does not allow him to generate spells or prayers from that lore unless he normally would be able to. This skill can *only* be taken by Wizards or Priests.

Strength Skills

Iron Fist

Warrior can re-roll the first failed To Wound roll each turn when fighting unarmed.

Backswing

Warrior ignores the 'Slow to Swing' rule and thus may use those weapons for Free Hack attempts.

Immovable Object

Ward saves granted by Shields that this warrior is using is improved to a 5+ against close combat attacks.

Indomitable

Warrior has Scaly Skin (6+) against close combat attacks while he is engaged in close combat with two or more enemies. This save does *not* prevent Wizards from casting spells.

Speed Skills

Fast Hands

At the beginning of each Close Combat phase (*also opponent's*), this warrior may take a Initiative test. If passed; this warrior can switch the weapons (*or shield*) that he is currently using.

Flurry of Blows

As long as this warrior is fighting in close combat with two weapons (*shields aren't weapons*), he gets +1 Initiative to strike order.

Disengage

Enemy warriors *cannot* attempt Free Hacks against this warrior when he *flees* or breaks from close combat.

Vigilant

Warrior adds +1" to the distance that he can intercept enemy warriors.

Feint

Whenever this warrior suffers a critical hit, enemies get -D3 (*to a minimum of 1*) to their result on the critical hit chart. This skill has no effect on warriors or weapons with the 'Deathblow' skill.