

AELDARI
Craftworld - Biel-Tan

ELDRAD ULTHRAN - Eldrad Ulthran, High Farseer of Ulthwe

211 Pts

1



7"

 2_+ 2_+

3

4

4

3

5

6+

1

6+

 $3_{++}/3_{++}$

Unit Aptitudes

Diviner of Futures

At the start of the battle, when making your first Strands of Fate roll, roll an additional three D6.

Runes of the Farseer

Once in each **Psychic** phase, a model with this special rule can re-roll any number of dice used in a single **Deny the Witch** test or **Psychic** test (potentially negating **Perils of the Warp** in the process).

Ghosthelm

Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of the psyker suffering **Perils of the Warp**. On a 5+ that wound is ignored.

Spiritlink

Whenever you pass a **Psychic** test for this model, you can add 1 to the next **Psychic** test you take for him until the end of the phase.

Unit Special Rules

Independent Character / Fleet / Psyker (4)

Psychic Domains

Divination - Runes of Fate - Telepathy - Dæmonology Sanctic

