















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																			
Weapons																Nb	Pts		
Eldritch Storm					24"	1	6	-2	D6+2	Psychic - Blast							1		
Shuriken pistol					12"	1	4	-1	1	Pistol - Assault - Bladestorm							1		
The Staff of Ulthamar					Melee	User	+2	-1	2	Melee - Psychic - Master-crafted - Anti-Infantry							1		
Witchblade					Melee	User	+1	-2	2	Melee - Psychic - Anti-Infantry - Armourbane - Fleshbane							1	11	
Faction Aptitudes																	Unit type		
Stands of Fate			Battle Focus			Ancient Doom			Shepherds of the Dead			Martial Grace			Defend at All Costs			Path of the Warrior	Infantry