














| 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 | |