

ELDRAD ULTHRAN

M	T	SV	W	LD	OC	
7"	4	6+	5	6+	1	

AUFSTELLUNG

1x Eldrad Ulthran

Equipped with: Mind War, Shuriken Pistol, Staff of Ulthamar and witchblade

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mind War ANTI-CHARACTER 4+, PRECISION, PSYCHIC	18"	1	2+	5	-2	D6
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Ulthamar and witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	3	2+	5	-1	2

ABILITIES

CORE - Leader

RULES - Leader

Diviner of the Futures

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Doom (Psychic)

At the end of your Movement phase, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly Aeldari model makes an attack that targets that enemy unit, add 1 to the Wound roll



Leader

This model can be attached to the following units:

- GUARDIAN DEFENDERS
- STORM GUARDIANS
- WARLOCK CONCLAVE

If this model is not already attached to a unit, you can attach this model to a unit, even if one WARLOCKS unit has already been attached to it.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

