

# SEER COUNCIL

0 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Lucid Eye

30 pts

Asuryani Psyker model only. In your Command phase, you can add 1 to or subtract 1 from the value of one Fate dice in your Fate dice pool.

### Runes of Warding

25 pts

Asuryani Psyker model only. Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds, Psychic Attacks and Critical Wounds caused by attacks with the [DEVASTATING WOUNDS] ability.

### Stone of Eldritch Fury

15 pts

Asuryani Psyker model only. Add 12" to the Range characteristic of ranged Psychic weapons equipped by the bearer.

### Torc of Morai-Heg

20 pts

Asuryani Psyker model only. Once per turn, when your opponent targets a unit from their army within 12" of the bearer with a Stratagem, the bearer can use this Enhancement. If it does, increase the CP cost of that usage of that Stratagem by 1CP.

## DETACHMENT RULE

At the start of the first battle round, you generate Fate dice by rolling a number of D6 based on the battle size, as shown below. Keep your Fate dice to one side - this is your Fate dice pool.

- Incursion - 3
- Strike Force - 6
- Onslaught - 9

Each time you use one of the detachment Stratagems, if your Fate dice pool contains one or more Fate dice showing the corresponding value in the table below, you can discard one of those corresponding Fate dice. If you do, reduce the CP cost of that usage of that Stratagem by 1CP.

- Presentiment of Dread - 1
- Forewarned - 2
- Unshrouded Truth - 3
- Fate Inescapable - 4
- Isha's Fury - 5
- Psychic Shield - 6