

THE SEER COUNCIL OF ULTHWÉ

POINTS: 100 + MODELS

The true strength of Ulthwé is ultimately its Seer Council. During times of major conflict, the Seer Council takes a far more active role on the battlefield, divining the most influential warzone in which to add the might of their Craftworld.

Led by the legendary Eldrad Ulthran, the Seer Council of Ulthwé has altered the course of history to better suit their needs on countless occasions. They follow the tangled skeins of fate, searching out the paths that would best benefit Ulthwé and her sister Craftworlds and guiding the present towards their chosen future. Sometimes their intervention will be as slight as an anonymous communiqué or the snuffing of a single life, but on occasion they will mobilise their warriors and intervene directly in the theatre of war.

The motions and commands of the Seer Council can often seem arbitrary or meaningless to those less versed in the arts of prophecy, but each is a considered act that binds

fate to their will. Untold catastrophes and cataclysms have been prevented by the actions of the Seer Council since its inception. With Eldrad Ulthran at their head, the Seers of Ulthwé have the power to alter reality on a galactic level.

On the field of battle, this potent alliance of psykers is a force to be reckoned with. Each Farseer wields the power to crush an enemy's mind with a gesture or fling a battle tank into the air with a pulse of thought. Each Warlock has forged his will into a powerful weapon, bolstering his comrades or searing the souls of the enemy with blasts of raw emotion. All members of the Seer Council are armed with psychically resonant spears and blades, the crystal helix at their core enabling their wielders to strike down their foes with pulses of psychic force. But perhaps the most potent of all the weapons in the Seer Council's arsenal is the ability to predict where the enemy's next blow will land, enabling them to flow around terrible destructive energies and avoid incoming bullets with hypnotising grace.

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Farseer Eldrad Ulthran



Farseer Aluhrial Juriane



Warlock Miliadh I'khehaq



Warlock Khe Loc



Warlock Thriadc Kisc Hriu



Farseer Korhes'lie Turca



Farseer Illisq Thruandil



Warlock Tasraq Laconfir



Warlock Usre Esclatei



Warlock Y'morfeneth

FORMATION:

Eldrad Ulthran

3+ Farseers

5+ Warlocks

SPECIAL RULES

Augment: Warlocks of the Seer Council may be given the Augment psychic power instead of one of the psychic powers listed in Codex: Eldar at a cost of +10 points. Augment is used when a Farseer in the Seer Council successfully uses a psychic power. Unlike Warlock powers, the Warlock must pass a Psychic test to use Augment. If the test is successful, the range of the Farseer's power is doubled. A Warlock can only Augment one psychic power once per turn and a power can only be successfully Augmented once, you cannot double the range and then further double it with another casting of Augment.

Masters of Fate: An army that includes the Seer Council of Ulthwé has the following stratagems in addition to its usual allocation: Careful Planning, Strategic Redeployment, and Ambush.