

# ULTHWÉ STRIKE FORCE

POINTS: 150 + MODELS

*At the end of the 41st Millennium the runic readings of the Farseers brimmed with dire portents. Eldrad Ulthran's worst suspicions were confirmed when Maugan Ra, Destroyer of Souls, strode through the Craftworld's main webway portal, accompanied by a massive bodyguard of Dark Reapers. The presence of the Phoenix Lord upon Ulthwé affirmed the fact that the Craftworld was in great peril. Before the hour was out, the Seer Council and Maugan Ra began a council of war.*

*Behind the closed doors of the Spirit Chambers, the Farseers vainly probed the skeins of probability for a safe path through the storm. The sheer scale of the coming conflict was terrifying; the forces of the Imperium and the minions of Chaos outnumbered the Eldar by millions to one. There was only one way Eldrad could feasibly alter the course of fate in so many disparate theatres of war – by forming the elite Ulthwé Strike Forces.*

*Whilst the Avatar of Ulthwé was awoken and the Spear of Khaine summoned to march with him to war, Eldrad fragmented his consciousness, storing a piece of his psyche in a hundred sacred Waystones. Maugan Ra assembled the infamous Black Guardians of Ulthwé, the standing army of the Craftworld, and picked the best of the best to serve under him. The Phoenix Lord then divided them into small strike forces capable of travelling the convoluted labyrinth of the Webway. With the leader of each detachment carrying a Waystone, Eldrad could disperse his consciousness across the entire sector, guiding the strike forces through the webway to the heart of each battle at exactly the right time and location to tip the balance in favour of the Eldar.*

*When the storm broke, Ulthwé was ready to strike like lightning.*

## FORMATION:

- 0-1 Spear of Khaine. The Spear of Khaine consists of the Avatar and 3-10 Warlocks armed with Singing Spears.
- 0-1 Maugan Ra. If Maugan Ra is chosen you must include a bodyguard of 2-10 units of Dark Reapers.
- 1-10 Black Guardian Defender squads.
- 1-10 Black Guardian Storm squads.\*
- 0-1 Aspect Warrior units.
- 0-5 Black Guardian Jetbike squadrons.
- 0-3 Black Guardian War Walker squads.
- 0-3 Black Guardian Vyper squadrons.
- 0-3 Black Guardian Support Weapon Batteries.
- 1+ Farseers. Each Farseer must have a Warlock bodyguard.

Note: Black Guardian squads are identical to their equivalents listed in Codex: Eldar.

\*Black Guardian Storm squads are identical to Guardian Storm squads apart from the fact they have a WS of 4.

## SPECIAL RULES

**Webway Strike:** One of the Farseers in the Ulthwé Strike Force is deployed at the beginning of the game as normal. The rest of the Ulthwé Strike Force is kept in Strategic Reserve. NB. For the purposes of deployment and strategic reserves, the Farseer counts as a separate formation, allowing him to be on the table while the Strike Force is still in reserve.

**Wraithgate:** A Wraithgate is a mobile portal that opens directly into the Webway, allowing the Strike Force stationed there to emerge into the material dimension with shocking speed. The Farseer deployed at the beginning of the game automatically carries a Wraithgate. When the remainder of the Strike Force becomes available, place a small blast template in contact with the Farseer (or a Vortex Grenade template if you have one) to represent the Wraithgate he has opened. The Strike Force will enter play from this point, and the Wraithgate is treated in all respects as if it were part of the Eldar player's board edge.

The Wraithgate cannot be destroyed and is treated as Impassable Terrain that does not block line of sight. Once the Wraithgate is opened it remains in that position and the Farseer that opened it is free to act as normal. If the Farseer is removed as a casualty before he deploys the Wraithgate it opens automatically in the spot where he was killed.



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THE SPEAR  
OF KHAINE



Khainad uhl Asuryec, the Spear of Khaine



MAUGAN  
RA



The Destroyer of Souls

DARK  
REAPERS



Ghuruel Lithris Rae, The Shrine of the Clawed Heart

DARK  
REAPERS



Uch'thre, The Shrine of the Hush of the Grave

STORM  
SQUAD



Biu'thressel, The Lingering Sword

DEFENDER  
SQUAD



Illirisanthral, The Aetherspear

DEFENDER  
SQUAD



Uis, The Blade that Pierces the Veil

FARSEER W/  
BODYGUARD



Imirelia, The Nightblackened