

# ELDAR EQUIPMENT DATABASE

WRAITHBONE RUNE TILES



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(1 point per tile)



Eldar Warlocks and Farseers never tap the warp directly when using Psychic powers. Instead, they channel their formidable minds through small runic tiles made of psychically sensitive Wraithbone.

These tiles have another purpose besides acting as Psychic fuses, however. Because of their sensitivity to the eddies and currents of the Warp, Eldar seers can use them to read the waves of probability that lead into the immediate and, in the case of the Farseer, far future.

For the purposes of the **40K** game, an Eldar Warlock or Farseer may purchase any number of Rune Tiles. They may use the runes in the following ways:

### 1. Cast The Runes (1 action per rune used)

The seer pulls the tiles from his bag and casts them into the air, watching their movements and conjunctions to perceive the threads of future probability.

Choose a number of rune tiles to use in the reading. For each rune used, throw a D6:

- 1 The Rune is overloaded by warp energy and destroyed.
- 2-4 Nothing pertinent is gained from this rune's movements.
- 5 Become Aware of 1 enemy model.
- 6 Negate the effects of one hit on a friendly model (before Location and Damage rolls).

### 2. Dispell Psychic Ability

A rune is used to dissipate the energy of a psychic attack. The Warlock or Farseer may make a Nullification attempt in this way that may be used against ANY model attempting to use a Psychic power and not just those targeting the Eldar psyker specifically. This destroys the Rune used, regardless of the result of the Nullification roll.