STONESINGER

M	T	SV	W	LD	OC
10"	5	4+	4	7+	2

AUFSTELLUNG

1x Stonesinger (75 x 42mm)

Equipped with: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1
Song of Waning ANTI-MONSTER/VEHICLE 3+, PSYCHIC	24"	3	3+	4	-2	3
Venomcrest Spit ANTI-NON-MONSTER/VEHICLE 3+, BLAST 1, TORRENT	12"	3	-	3	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Stone Stave ANTI-NON-MONSTER/VEHICLE 2+, PSYCHIC	Melee	3	3+	3	-1	2

ABILITIES

CORE - Support

RULES - Battle Focus, Support

Elemental Ensnarement
At the end of your Fight phase, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 1, this unit is battle-shocked.

- Select one visible enemy MONSTER/VEHICLE unit (excluding TITANIC units) within 18" of this unit. That enemy unit is ensnared until the start of your next turn:

- While a unit is ensnared, that unit has -2" M and cannot be pinned.

Leader
This model can be attached to the following unit:

- DRAGON KNIGHTS

KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Psyker, Support, Stonesinger, Ynnari

FACTION: Asuryani **55 PTS**

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+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.