AELDARI - CRAFTWORLDS

BONESINGER [LEGENDS]

45 PTS

M	T	SV	W	LD	OC
7"	3	6+	3	6+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Psytronome Shaper PSYCHIC	Melee	2	2+	3	0	D3

AUFSTELLUNG

1x Bonesinger [Legends]

Equipped with: Psytronome Shaper

ABILITIES

CORE - Leader

Bonesinger
While this model is within 3" of one or more friendly Wraith Construct or Asuryani Vehicle units, unless it is leading a unit, this model has the Lone Operative ability.

Psytronome Shaper
In your Command phase, you can select one friendly Wraith Construct or Asuryani Vehicle model within 3" of this model. That Wraith Construct or Asuryani Vehicle model regains up to D3 lost wounds.

Way of the Shaper (Psychic)
While this model is leading a unit, Wraith Construct models in that unit have the Feel No Pain 6+ ability.

Leader
This model can be attached to the following units:

- Wraithblades
- Wraithguard
- Wraithlord

WEAPON RULES

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).

CORE RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.