

AELDARI - CRAFTWORLDS

STONESINGER

55 PTS



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

 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

AUFSTELLUNG

1x Stonesinger (75 x 42mm)

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

ABILITIES

CORE - 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



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.

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.

◆ Support

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.

