

BONESINGER [LEGENDS]

45 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 3 | 6+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

✕ MELEE WEAPONS

| WEAPON                              | RANGE | A | WS | S | AP | D  |
|-------------------------------------|-------|---|----|---|----|----|
| Psytronome Shaper<br><b>PSYCHIC</b> | Melee | 2 | 2+ | 3 | 0  | D3 |

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 ABILITIES

**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

**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.



AUFSTELLUNG

1x Bonesinger [Legends]  
**Equipped with:** Psytronome Shaper



**KEYWORDS:** Character, Infantry, Psyker, Aeldari, Bonesinger, Leader  
**FACTION KEYWORDS:** Asuryani