

BONESINGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bonesinger	7"	3+	3+	3	3	4	1	7	6+

A Bonesinger is a single model armed with a psytronome shaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Psytronome shaper	Melee	Melee	User	0	D3	-

ABILITIES **Ancient Doom, Battle Focus** (see *Codex: Craftworlds*) *Points Values*
If you are playing a matched play game, or a game that uses a points limit, a Bonesinger (1 model per unit) costs 70 points (including wargear).

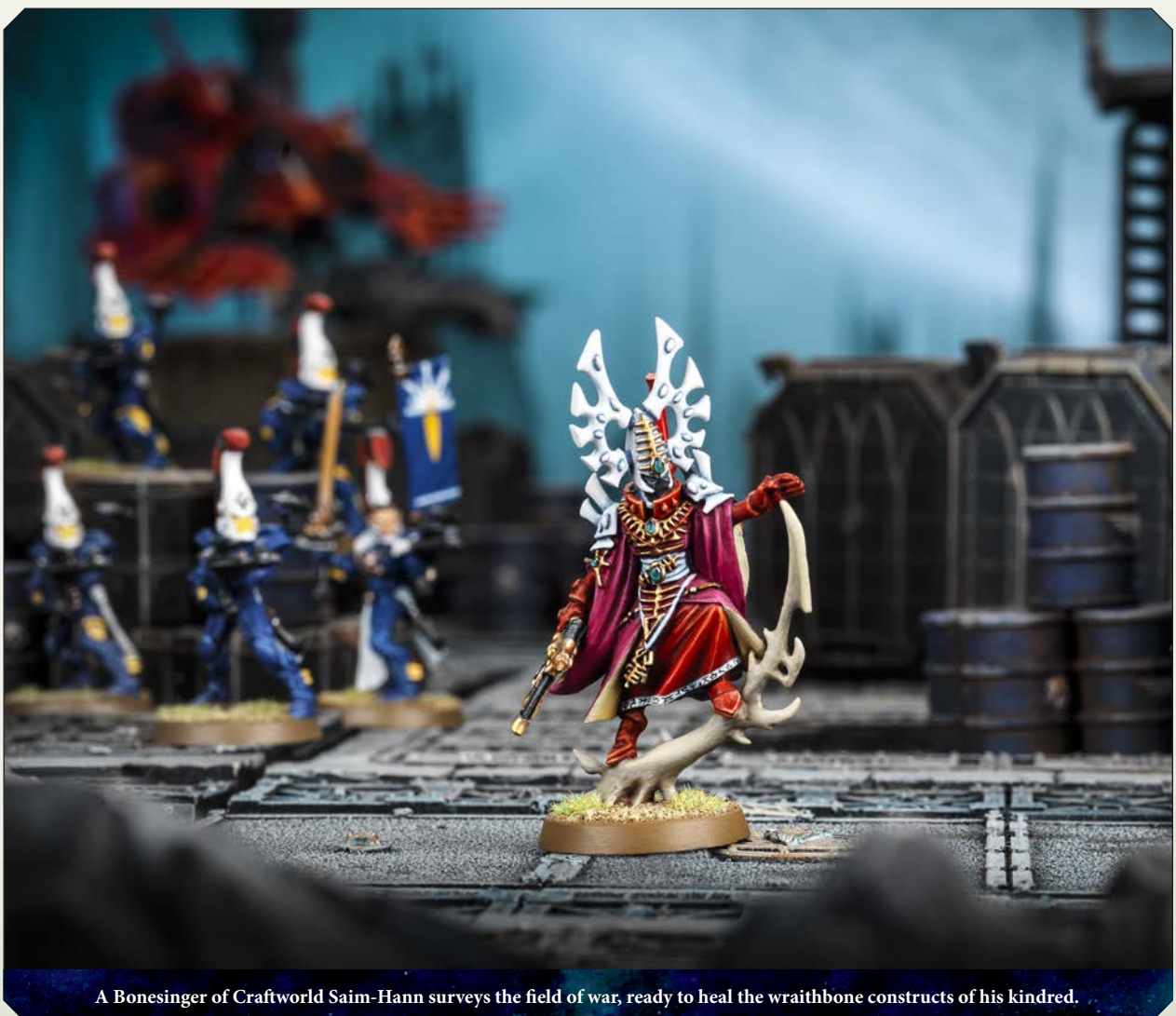
Path of the Shaper: In your Psychic phase, this model can reknit wraithbone instead of attempting to manifest any psychic powers. If it does so, select a single <CRAFTWORLD> VEHICLE or WRAITH CONSTRUCT model within 3". That model regains D3 lost wounds. A model can only be healed by this ability once per turn.

Rune Armour: This model has a 4+ invulnerable save.

PSYKER This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power.

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS CHARACTER, INFANTRY, PSYKER, BONESINGER



A Bonesinger of Craftworld Saim-Hann surveys the field of war, ready to heal the wraithbone constructs of his kindred.