



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 psytronom shaper.												
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Psytronom shaper	Melee	Melee		User	0	D3	-					
ABILITIES	Ancient Doom, Battle Focus (see Codex: Craftworlds) <i>Points Values</i> 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 <i>Smite</i> 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.