

# BONESINGERS

*The primary construction material used by the Eldar is a living psychically-active crystal called wraithbone. The Eldar that manipulate the wraithbone do so by establishing a psychic link with it and speak with it, “persuading” it to grow into specific patterns and shapes. The more intricate the shape desired, the more involved the communication must be. Some elder have an affinity for wraithbone communication and can weave long and complicated patterns out of the wraithbone using sophisticated equipment, body gestures, and intricate psychic commands. To nearby eldar, this communication is perceived on both the psychic and physical levels as a beautiful, peaceful song. The Bonesingers, those that spend their lives communicating and constructing with wraithbone, are sometimes brought from deep within the craftworld’s core to sing their songs on the battlefield, making quick repairs or reinforcing nearby constructs’ armour. It is only with great trepidation that an Autarch would call upon a Bonesinger to act in such a way, since they are more dearly needed once the battle is over.*

	Points	WS	BS	S	T	W	I	A	Ld	Save
Bonesinger	65	4	4	3	3	1	4	1	8	4+ inv
Jetbike	85	4	4	3	4	1	4	1	8	3+/4+
Bonesinger										inv

**SQUAD:** A replacement for any Warlock in an Eldar Army, maximum one per 1000 points.

**EQUIPMENT:** Shuriken Pistol, Witchblade, and Haywire Grenades. A Bonesinger has a 4+ Invulnerable Save from Runic Armour.

**OPTIONS:** For +20 points a Bonesinger may ride an Eldar Jetbike, but only if every other model in the unit is riding an Eldar Jetbike. The Bonesinger may exchange the Witchblade for a Singing Spear for +3 points or a Power Weapon for free. Bonesingers do not take Warlock Powers.

## SPECIAL RULES:

**Bonesinger:** A Bonesinger is able to form a direct psychic connection with the living construction material wraithbone. By performing intricate rituals and beautiful telepathic songs, he or she is able to coerce the wraithbone into growing and forming into new shapes and, as such, is able to repair minor battlefield damage on the vehicles and units within the Eldar force. If a Bonesinger ends his movement phase within range of a friendly Eldar vehicle or unit, he may spend his entire shooting phase attempting a single repair song (called a Bonesong). Only one repair attempt may be made per vehicle/construct per turn. The Bonesinger must make a Psychic Test, and is able to re-roll a failed result if attached to the unit or in base contact with the model being sung to.

If successful, pick one of the following Bonesong options, based upon the target model/unit. (Only one Bonesong may be applied to a model in any single phase):

- **Modify Saves:** Make a normal save invulnerable OR improve a normal save to 2+. Eligible units: Wraithlord, Wraithguard, Jetbikes, Warlocks/Farseers/Bonesingers (rune armour improved to 3+). The effects last until the start of the Eldar player’s next movement phase.
- **Repair vehicle:** Repair a destroyed weapon OR re-mobilize an Immobile vehicle (Super Heavy Vehicle may repair D3” of lost movement).

**Psyker:** Bonesingers are considered Psykers, and the repair song is treated as a psychic power in all circumstances.