

## Eldar Bonesingers

By Matt Plonski

### Elites

ELDAR BONESINGERS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Bonesinger	50	4	4	3	3	1	4	1	8	4+

**Squad:** 1-3 Bonesingers as a single Elites choice and/or as a 40-point upgrade to a Warlock in any Eldar army.

**Equipment:** Shuriken Pistol, Close Combat Weapon, and Haywire Grenades. A Bonesinger has a 4+ invulnerable save from Runic Armour.

**Options:** For +25 points a Bonesinger may ride an Eldar Jetbike. For +15 points a Bonesinger may replace his Close Combat Weapon with a Singing Spear, a Choral Amplifier, a Harp Blaster, or a set of Wraithpipes. All choices are two-handed weapons. Wraithpipes may be mounted on a Jetbike, replacing the twin-linked Shuriken Catapults and acting as a single handed weapon. Bonesingers do not take Warlock Powers.

**Independent:** Bonesingers purchased as an Elites choice operate independently. They are deployed as a single Elites choice but do not have to be placed together. For the purpose of mission objectives, independent Bonesingers cannot capture table quarters, claim objectives, or count as surviving units in a Meat Grinder mission. Independent Bonesingers cannot join units.

### Special Rule: Bonesinger

A Bonesinger is able to form a direct psychic connection with the living construction material called '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 within the Eldar force. If a Bonesinger ends his movement phase in contact with a damaged friendly Eldar vehicle, he may spend his entire shooting phase attempting a repair. Only one repair attempt may be made per vehicle per turn, with every additional Bonesinger in contact with the vehicle adding +1 to the repair roll. A single Immobilized or Weapon Destroyed damage result is repaired on a D6 roll of 6+. On a roll of 10 or more, all battlefield damage is repaired (Immobilized and Weapon Destroyed results). So in-tune may a Bonesinger be with a vehicle he is riding in, a vehicle transporting a Bonesinger that is destroyed due to suffering an Immobilized result instead makes an emergency landing on a D6 roll of 4+, slowly drifting to the ground below where it suffered the hit as if it had moved less than 6" in the previous turn. Bonesingers are considered psykers in the same manner as Eldar Warlocks, and any ability that affects Warlock Powers will affect a Bonesinger repair roll.

### Choral Amplifier

A Bonesinger has one of the most pleasant voices known to the eldar people; his songs able to comfort their very souls. The Choral Amplifier, a sophisticated vocal enhancement device, increases the Bonesinger's lyrical potency a hundred fold. Every model in a unit containing a Bonesinger with a Choral Amplifier counts as at least two models when determining outnumbering in close combat. When a Bonesinger using a Choral Amplifier attempts to make a repair roll, every Bonesinger within 6" and not in base contact with an enemy model assists and adds +1 to the roll. A Choral Amplifier can be discharged at close range in the shooting phase (as shooting a weapon) with the following profile: Range: Template, S4 AP5, Assault 1. Due to the massive energy built up in the circuits, a Choral Amplifier (or, more precisely, the control interface) may be used as a Power Weapon in close combat.

### Harp Blaster

Strung with filaments drawn from the webway itself, the Harp Blaster is both the most powerful and the most delicate instrument in the Bonesingers' arsenal. When the strings are plucked, they enhance the songs of all nearby. If not attempting to make a repair himself, a Bonesinger with a Harp Blaster may add +D3 to all other Bonesinger's repair rolls within 12" (roll once per turn). This will replace the normal +1

assistance modifier. When drawing all eyes towards him and attempting a repair himself, the Bonesinger's Harp Blaster adds +D6 to the repair roll. If the result of that D6 is a 6, all damage on the vehicle is repaired automatically and it may ignore the next Penetrating or Glancing hit that it suffers, but the Bonesinger's enthusiasm has damaged the Harp Blaster, and it is not able to be used for the rest of the game. A Harp Blaster may be used in the shooting phase in the same manner as a Warp Spider's Death Spinner.

### **Wraithpipes**

The Wraithpipes are psycho-acoustic musical devices used by some Bonesingers when attempting to enhance their empathic link with wraithbone. The Bonesinger is equipped with an array of buttons and switches around his torso that he can use to create intricate synthesized melodies which emanate from a series of pipes carried on his back or hard-wired into a jetbike; the sounds resonating deeper within the wraithbone structure than would normally be possible. A Bonesinger with Wraithpipes adds +2 to his repair rolls and as assistance to other Bonesingers, and may re-roll a failed result once per turn. If another Bonesinger is being assisted by one with Wraithpipes that repair roll may be re-rolled once. No repair may benefit from more than one re-roll, without regard to how many sets of Wraithpipes are being used. Only one re-roll is granted per turn per set of Wraithpipes. In close combat, a model with Wraithpipes can build up a tremendous amount of sonic energy and focus it into a devastating blow. Wraithpipes ignore armour saves in close combat, cause the bearer to attack at Initiative 1, double the bearer's strength, and add an additional dice for armour penetration (as an Eviscerator).