AELDARI - DRUKHARI

SOLITAIRE

Fights First | Lone Operative | Stealth

M	T	SV	W	LD	OC	RW
12"	3	6+	4	6+	1	4+

105 PTS
Base 25mm

1 KOMMANDO

—

2 BEWEGUNG

Blitz

Once per battle, in your Movement phase, before this model makes a Normal move it can use this ability. If it does, until the end of
the turn, add 2D6" to this model's Move characteristic and add 3 to the
Attacks characteristic of this model's Solitaire weapons.

Blur of Movement

This model is eligible to declare a charge in a turn in which it Advanced.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

Solitaire Weapons — PRECISION

R	A	WS	S	AP	D
Melee	9	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

Fights First While every model in a unit has this ability, that unit is a Fights First unit.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

AUFSTELLUNG

1x Solitaire

Ausrüstung: Solitaire Weapons

KEYWORDS Solitaire, Character, Epic Hero, Infantry, Harlequin Allies, Aeldari, Corsairs and Travelling Players · **FRAKTION** Harlequins