SOLITAIRE

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

AUFSTELLUNG
1x Solitaire (25mm)
Equipped with: Solitaire Weapons

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solitaire Weapons PRECISION	Melee	9	2+	6	-2	2

ABILITIES

RULES - Fights First, Lone Operative, Stealth

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.

KEYWORDS: Solitaire, Character, Epic Hero, Infantry, Harlequin Allies, Aeldari, Corsairs and Travelling Players

WEAPON RULES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.