

# SOLITAIRE

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

## AUFSTELLUNG

1x Solitaire

Equipped with: Solitaire Weapons

## ⌘ MELEE WEAPONS

| WEAPON                                        | RANGE | A | WS | S | AP | D |
|-----------------------------------------------|-------|---|----|---|----|---|
| Solitaire Weapons<br><small>PRECISION</small> | 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.



## WEAPON RULES

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### 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.

