

SOLITAIRE

115 PTS



M

12"

T

3

SV

6+

W

4

LD

6+

OC

1

4+

MELEE WEAPONS

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

AUFSTELLUNG

1x Solitaire

Equipped with: Solitaire Weapons

ABILITIES

- 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

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.

CORE RULES

- Fights First**

While every model in a unit has this ability, that unit is a Fights First unit. See the Resolve Fights First Combats step in the Fight phase (12.04).
- 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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- 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).

