

ELDAR SOLITAIRE

300 points

“There is only one Solitaire, and his soul is death.” This is a saying common amongst the Eldar when they speak of the Harlequins. Does it mean to speak of the Solitaire’s lack of a soul stone, such that he is tempting Slaanesh to devour his life? Does it make an effort to catalogue the Solitaire’s near-divine battlefield prowess? Astute scholars make note of the first part of the sentence and have spent centuries attempting to document all known Harlequin troupe appearances to determine if there ever was a case where there were more than one Solitaire being observed at the same time, even across the galaxy. The full truth of the saying may never be known but, as usual with the Eldar, it hides more than it reveals.

ELDAR SOLITAIRE										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Solitaire	300	10	7	3	3	3	9	4	10	2+ Inv



Unit Type: The Eldar Solitaire is a Beast unit type. He is also Jump Infantry/Jetpack (see Costume of the Solitaire below).

Weapons/Equipment: Neural Shredder, Costume of the Solitaire, Flip Belt (ignore terrain), Harlequin’s Kiss, Plasma Grenades, Haywire Grenades

Options: May exchange the Neural Shredder for a Shuriken Pistol, Shuriken Catapult, Shuriken Cannon, Fusion Pistol, Fusion Gun, Firepike, Death Spinner, or Spinneret Rifle for free. May exchange the Harlequin’s Kiss for an Anointed Weapon (power weapon, wounds Daemons on 4+), a Null Rod (power weapon, no Psychic abilities work against the bearer), a Dire Sword, or an Executioner for free. May take Forearm Blades (+1 attack). All options must be modeled.

Special Rules:

Furious Charge, Hit & Run, Eternal Warrior, Stubborn, Infiltrate, Scout

Soulless (Culexus Assassin): All units within 12” are at Leadership 7 unless normally lower.

Neural Shredder (Callidus Assassin): Range: Template, S:X, AP1, Assault 1. Strength is 8, but use opponent’s Leadership instead of Toughness.

Costume of the Solitaire: The Solitaire often appears as little more than smoke and will often be revealed to be meters away from where he was thought to be. The costume he wears incorporates highly sophisticated holographic and teleportation technology from the height of the Eldar civilization. The Solitaire has a 2+ invulnerable save and a Jetpack. He may choose whether to move as a Beast or as a Jetpack during any phase.

Psychic Bolts: Any shuriken or monofilament weapon carried by the Solitaire ignores invulnerable saves. Cover saves may be taken as normal. A Harlequin’s Kiss is a monofilament weapon.

Danse Macabre: In close combat the Solitaire performs one of three dances. *The Dance of Death* causes all successful hits to automatically wound while *The Misdirection* grants the Solitaire +2D6 attacks. Against vehicles the Solitaire may dance *Vaul’s Trick*, which gives him one attack with a Haywire Grenade per normal attack instead of the usual single grenade attack. Choose which dance to perform at the start of each close combat phase.

She Who Thirsts: The Solitaire dances on the edge of oblivion, for if he falters for one instant, his soul is forfeit. Slaanesh, the Great Enemy, is ever vigilant and will send a powerful servant to collect the prize. When the Solitaire is killed, replace the model with a Keeper of Secrets (from Codex: Chaos Daemons) under the control of the opponent for the rest of the game. At the start of the Eldar player’s next movement phase the Solitaire is re-deployed via Deep Strike onto the battlefield with all wounds restored. The Solitaire may move as normal after arriving. This can happen as long as there are models available for new Keepers of Secrets. The death was a trick played on the Prince of Chaos by the Solitaire, the eternal tormentor, which frustrates the daemon god even more.

KEEPER OF SECRETS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Keeper of Secrets	-	8	4	6	6	4	10	6	10	4+ Inv

Special Rules: Monstrous Creature, Daemon, Fleet, Aura of Acquiescence (offensive and defensive grenades)