



# Sly Marbo



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sly Marbo	6"	2+	2+	3	3	4	4	7	5+

Sly Marbo is a single model. He is armed with a ripper pistol, frag grenades and an envenomed blade. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ripper pistol	12"	Pistol 3	5	0	1	This weapon wounds INFANTRY units on a roll of 2+.
Envenomed blade	Melee	Melee	+1	0	1	This weapon wounds INFANTRY units on a roll of 2+.
Frag grenade	6"	Grenade D6	3	0	1	-

ABILITIES	<p><b>Loner:</b> Officers cannot issue orders to Sly Marbo. Sly Marbo can never have a <a href="#">Warlord Trait</a>.</p> <p><b>One With his Surroundings:</b> If Sly Marbo receives the benefit of cover, add 2 to his saving throws instead of 1.</p> <p><b>Like Fighting a Shadow:</b> Once per battle, at the start of any of your <a href="#">Movement phases</a>, Sly Marbo can disappear so long as there are no enemy models within 6" of him. If he does, remove him from the battlefield. At the end of your next Movement phase he reappears using the <a href="#">Lethal Ambush</a> ability.</p>	<p><b>Lethal Ambush:</b> During deployment, you can set up Sly Marbo in ambush instead of placing him on the battlefield. At the end of any of your <a href="#">Movement phases</a> he can emerge from hiding and attack - set him up anywhere on the battlefield that is more than 9" away from any enemy models. Sly Marbo can then do one of the following:</p> <ul style="list-style-type: none"> <li><b>Stalk with Blade:</b> Sly Marbo can immediately move up to D6" in any direction. In addition, until the start of your next turn, add 2 to Sly Marbos Attacks characteristic.</li> <li><b>Snipe with Pistol:</b> Sly Marbo can immediately shoot his ripper pistol as if it were the <a href="#">Shooting phase</a> (doing so does not prevent him from shooting in the Shooting phase of this turn). In addition, until the start of your next turn, Sly Marbo can target enemy <a href="#">CHARACTERS</a> when he shoots his ripper pistol even if another enemy unit is closer.</li> <li><b>Detonate Concealed Explosives:</b> Pick an enemy unit on the battlefield and roll a D6. Subtract 1 from the result if the unit is a CHARACTER, but add 1 if the unit contains 10 or more models. On a 4+ that unit suffers D3 mortal wounds, but on a 7+ it suffers D6 mortal wounds.</li> </ul>
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## FACTION KEYWORDS

[IMPERIUM](#), [ASTRA MILITARUM](#), [CATACHAN](#)

## KEYWORDS

[CHARACTER](#), [INFANTRY](#), [SLY MARBO](#)