



## SOLOVAR

### SIMIAN INSPIRATION

If all Order Markers for a round are placed on Simian Army Cards, and at least one Order Marker is placed on this card, then all other Simians you control become inspired. Inspired Simians add 1 to their Move number and add 1 extra defense die for the rest of the round or until Solovar receives one or more wounds.

### NEGOTIATION

Before moving, you may choose one Unique Hero adjacent to Solovar and remove one unrevealed Order Marker at random from the chosen figure's Army Card. Negotiation cannot be used against figures with the Insane personality and can only be used once per round. Solovar cannot attack the chosen figure on the same turn that he uses Negotiation.

### TELEPATHIC SOLIDARITY

Solovar has the class of Telepath in addition to the class listed on this card. When rolling defense dice against a figure that is not a Telepath, Solovar always adds one automatic shield to whatever is rolled.



SIMIAN

UNIQUE HERO

KING

DIPLOMATIC

MEDIUM

5



MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

260

POINTS

