

THE VISARCH

Support Battle Focus Disparate Paths

M8"

T3

SV2+

W5

LD6+

OC1

RW4+

80 PTS  
Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5 NAHKAMPF

Asu-var - duellist stance

DEVASTATING WOUNDS

PRECISION

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 6 | 2+ | 5 | -2 | 2 |

VERWUNDET

|            |            |          |            |            |
|------------|------------|----------|------------|------------|
| 2+<br>T1-2 | 3+<br>T3-4 | 4+<br>T5 | 5+<br>T6-9 | 6+<br>T10+ |
|------------|------------|----------|------------|------------|

Asu-var - mythic stance

ANTI-EPIC HERO 2+

PRECISION

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 2+ | 3 | -4 | 3 |

VERWUNDET

|          |          |          |            |           |
|----------|----------|----------|------------|-----------|
| 2+<br>T1 | 3+<br>T2 | 4+<br>T3 | 5+<br>T4-5 | 6+<br>T6+ |
|----------|----------|----------|------------|-----------|

Asu-var - quicksilver stance

SUSTAINED HITS 2

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 8 | 2+ | 4 | -1 | 1 |

VERWUNDET

|            |          |          |            |           |
|------------|----------|----------|------------|-----------|
| 2+<br>T1-2 | 3+<br>T3 | 4+<br>T4 | 5+<br>T5-7 | 6+<br>T8+ |
|------------|----------|----------|------------|-----------|

Way of the Blade

While this model is leading a unit, models in that unit have the Fights First ability.

VERTEIDIGUNG

Yvraine's Champion

While this model is leading a unit, other Character models attached to that unit have the Feel No Pain 4+ ability.

IMMER / EINMALIG

Servant of the Whispering God

If your army includes The Visarch, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Visarch.

GEGEN DIESE EINHEIT

W3 - RW 2+ - 4++ - 5 LP je Modell

WIRD VERWUNDET MIT

|           |            |          |          |          |
|-----------|------------|----------|----------|----------|
| 2+<br>S6+ | 3+<br>S4-5 | 4+<br>S3 | 5+<br>S2 | 6+<br>S1 |
|-----------|------------|----------|----------|----------|

RETTUNGSWURF JE DS

|            |             |             |              |              |
|------------|-------------|-------------|--------------|--------------|
| DS 0<br>2+ | DS -1<br>3+ | DS -2<br>4+ | DS -3<br>4++ | DS -4<br>4++ |
|------------|-------------|-------------|--------------|--------------|

REGELN & KEYWORDS KURZ

Battle Focus If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below: ■ Incursion - 2...

Disparate Paths When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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 m...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x The Visarch

Ausrüstung: ► Asu-var - duellist stance, ► Asu-var - mythic stance, ► Asu-var - quicksilver stance

Anführer

This model can be attached to the following units:

- CORSAIR REAVER BAND

- CORSAIR VOIDREAVERS

- CORSAIR VOIDSCARRED

- GUARDIAN DEFENDERS

- STORM GUARDIANS

- YNNARI KABALITE WARRIORS

- YNNARI WYCHES

You can attach this unit to one of the above units, even if Yvraine has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.