

THE VISARCH - AELDARI - CRAFTWORLDS

90 PTS

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x The Visarch

Equipped with: ➤ Asu-var - duellist stance, ➤ Asu-var - mythic stance, ➤ Asu-var - quicksilver stance

KEYWORDS: The Visarch, Infantry, Epic Hero, Character, Aeldari, Leader

FACTION KEYWORDS: Ynnari

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Asu-var - duellist stance DEVASTATING WOUNDS, PRECISION	Melee	6	2+	5	-2	2
➤ Asu-var - mythic stance ANTI-EPIC HERO 2+, PRECISION	Melee	4	2+	3	-4	3
➤ Asu-var - quicksilver stance SUSTAINED HITS 2	Melee	8	2+	4	-1	1

ABILITIES

CORE - Leader

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.

Way of the Blade

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

Yvraine's Champion

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

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS
- YNNARI INCUBI
- 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.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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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.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Leader
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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.