

CORSAIR VOIDSCARRED

Battle Focus Scouts 7"

M7"

T3

SV4+

W1

LD6+

QC1

70-140 PTS
Base 28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Corsair blaster

ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Corsair shredder

ASSAULT

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Executioner

ANTI-INFANTRY 2+

PSYCHIC

R	A	BS	S	AP	D
18"	3	3+	6	-2	D3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Fusion pistol

ASSAULT

MELTA 2

PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Long rifle

HEAVY

PRECISION

R	A	BS	S	AP	D
36"	1	3+	4	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Neuro disruptor

ANTI-INFANTRY 2+

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Shuriken Pistol

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Shuriken cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Shuriken pistol

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Shuriken rifle

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Wraithcannon

R	A	BS	S	AP	D
18"	1	3+	14	-4	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Paired Hekatarii blades

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	2+	3	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Power sword

R	A	WS	S	AP	D
Melee	3	3+	4	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Witch staff

ANTI-INFANTRY 2+

PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	D3

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

VERTEIDIGUNG

Mistshield

The bearer has a 4+ invulnerable save.

Piratical Raiders

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

IMMER / EINMALIG

Channeler stones

Once per turn, the first time a saving throw is failed for the bearer's unit, change the Damage characteristic of that attack to 0.

Faolchú

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

S6+

RETTUNGSWURF JE DS

DS 0

4+

3+

S4-5

DS -1

5+

4+

S3

DS -2

6+

5+

S2

DS -3

-

6+

S1

DS -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...

Scouts 7"

This ability always takes the form Scouts X".

ANTI

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

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

MELTA

This ability always takes the form [MELTA X].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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...

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

4x Shade Runner oder Soul Weaver oder Way Seeker

1x Voidscarred Felarch

Ausrüstung:

Corsair blaster, Corsair shredder, Executioner, Fusion pistol, Long rifle, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close combat weapon, Paired Hekatarii blades, Power sword, Witch staff

- Each Voidscarred with heavy weapon can replace its Shuriken cannon with Wraithcannon.
- Each Voidscarred with special weapon can replace its Corsair shredder with Corsair blaster.
- Each Voidscarred Felarch can be equipped with 1x Mistshield.
- Each Voidscarred Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

KEYWORDS Infantry, Anhrathe, Corsair Voidscarred, Grenades, Aeldari, Ynnari, Corsairs and Travelling Players · FRAKTION Asuryani