

AELDARI - DRUKHARI

CORSAIR
VOIDREAVERS

Scouts 7"

M7"

T3

SV4+

W1

LD7+

OC2

65–110 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

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+

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	2	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Power sword

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

6VERTEIDIGUNG

MistshieldThe bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Reavers of the VoidEach time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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).

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.

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

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.

AUFSTELLUNG

4-9x Voidreaver with Heavy weapon oder Voidreaver with Shuriken rifle oder Voidreaver with sword and pistol
1x Voidreaver Felarch
Ausrüstung: Blaster, Corsair shredder, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close Combat Weapon, Power sword

- Each Voidreaver with Heavy weapon can replace its Shuriken cannon with Wraithcannon.
- Each Voidreaver Felarch can be equipped with 1x Mistshield.
- Each Voidreaver Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

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