

CORSAIR SKYREAVERS

Battle Focus Deep Strike Scouts 7"

M

12"

T

3

SV

5+

W

1

LD

7+

OC

1

75-140 PTS
Base 28.5mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Blast Pistol

ASSAULT

PISTOL

R

A

BS

S

AP

D

6"

1

3+

8

-3

D3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Corsair blaster

ASSAULT

TORRENT

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+

Flamer

ASSAULT

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Fusion gun

ASSAULT

MELTA 2

R

A

BS

S

AP

D

12"

1

3+

8

-4

D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

4

ANGRIFF

—

5

NAHKAMPF

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+

Corsair Blade

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+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 - RW 5+ - 1 LP je Modell

WIRD VERWUNDET MIT

2+

S6+

DS 0

5+

3+

S4-5

DS -1

6+

4+

S3

DS -2

-

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+
Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...
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).
IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
MELTA This ability always takes the form [MELTA X].
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Skyreaver Felarch
4x Skyreaver w/ pistol and blade
Ausrüstung: Blast Pistol, Corsair blaster, Flamer, Fusion gun, Neuro disruptor, Shredder, Shuriken Pistol, Shuriken pistol, Close combat weapon, Corsair Blade
• Each Skyreaver Felarch can replace its Shuriken pistol with Neuro disruptor or Blast Pistol.