

CORSAIR VOIDREIVERS

Battle Focus Scouts 7"

M

7"

T

3

SV

4+

W

1

LD

7+

OC

2

65–110 PTS

Base 28.5mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

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+

4

ANGRIFF

5

NAHKAMPF

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+

VERTEIDIGUNG

Mistshield

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Reavers of the Void

Each 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+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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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).

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 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.