

AELDARI - CRAFTWORLDS

CORSAIR  
VOIDSCARRED

Battle Focus

Scouts 7"

M7"

T3

SV4+

W1

LD6+

OC1

70–140 PTS

Base 28.5mm



3 BESCHUSS

Corsair blaster

ASSAULT

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Corsair shredder

ASSAULT

TORRENT

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Executioner

ANTI-INFANTRY 2+

PSYCHIC

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Fusion pistol

ASSAULT

MELTA 2

PISTOL

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Long rifle

HEAVY

PRECISION

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Neuro disruptor

ANTI-INFANTRY 2+

ASSAULT

PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Shuriken Pistol

ASSAULT

PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Shuriken cannon

LETHAL HITS

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Shuriken pistol

ASSAULT

PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Shuriken rifle

ASSAULT

RAPID FIRE 1

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Wraithcannon

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

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Paired Hekatarii blades

TWIN-LINKED

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Power sword

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Witch staff

ANTI-INFANTRY 2+

PSYCHIC

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

|                    |            |             |             |            |            |
|--------------------|------------|-------------|-------------|------------|------------|
|                    | 2+<br>S6+  | 3+<br>S4-5  | 4+<br>S3    | 5+<br>S2   | 6+<br>S1   |
| RETTUNGSWURF JE DS | DS 0<br>4+ | DS -1<br>5+ | DS -2<br>6+ | DS -3<br>- | DS -4<br>- |

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

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.

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 roll...

**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 Hekatarri 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