

CORSAIR
VOIDSCARRED

Scouts 7"

M

7"

T

3

SV

4+

W

1

LD

6+

OC

1

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

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

- 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 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.