

CORSAIR SKYREAVERS

M	T	SV	W	LD	OC
12"	3	5+	1	7+	1

AUFSTELLUNG

1x Skyreaver Felarch (28.5mm)
4x Skyreaver w/ pistol and blade (28.5mm)

Equipped with: Blast Pistol, Corsair blaster, Flamer, Fusion gun, Neuro disruptor, Shredder, Shuriken Pistol, Shuriken pistol, Close combat weapon, Corsair Blade

Wargear Options:

- Each Skyreaver Felarch can replace its Shuriken pistol with Neuro disruptor or Blast Pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol ASSAULT, PISTOL	6"	1	3+	8	-3	D3
Corsair blaster ASSAULT	18"	1	3+	8	-4	D6+1
Flamer ASSAULT, IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT, MELTA 2	12"	1	3+	8	-4	D6
Neuro disruptor ANTI-INFANTRY 2+, ASSAULT, PISTOL	12"	1	3+	4	-2	1
Shredder ASSAULT, TORRENT	18"	D6	N/A	6	0	1

ABILITIES

RULES - Battle Focus, Deep Strike, Scouts 7"

Raid and Run

At the end of the Fight phase, if this unit was eligible to fight this phase, and is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3". Otherwise, if this unit was eligible to fight this phase, this unit can make a Fall Back move of up to D3+3".



Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1
Corsair Blade	Melee	3	3+	4	-2	1

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.