

CORSAIR VOIDREAVERS

M	T	SV	W	LD	OC
7"	3	4+	1	7+	2

AUFSTELLUNG

4-9x Voidreaver with Heavy weapon oder Voidreaver with Shuriken rifle oder Voidreaver with sword and pistol (28.5mm)

1x Voidreaver Felarch (28.5mm)

Equipped with: Blaster, Corsair shredder, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close Combat Weapon, Power sword

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Corsair shredder ASSAULT, TORRENT	18"	D6	N/A	6	0	1
Neuro disruptor ANTI-INFANTRY 2+, ASSAULT, PISTOL	12"	1	3+	4	-2	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1

ABILITIES

RULES - Scouts 7"

Mistshield

The bearer has a 4+ invulnerable save.

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.



Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken rifle ASSAULT, RAPID FIRE 1	24"	1	3+	4	-1	1
Wraithcannon	18"	1	3+	14	-4	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	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).

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

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

