

CORSAIR VOIDSCARRED^{SKULL} STRATEGY PLOY

PLUNDERERS

Aeldari Corsairs prioritise profit over glory, moving swiftly towards their objective in the hope of seizing their prize before the foe can react.

Up to D3 friendly **CORSAIR VOIDSCARRED** operatives can immediately perform a free **Dash** action in an order of your choice. This turning point, each that does so cannot perform the **Dash** action during their activation. You cannot use this ploy during the first turning point.

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PIRATICAL PROFITEERS

Any foolish enough to attempt to contest a prize claimed by the Corsair Voidscarred will soon find themselves caught in a blizzard of shuriken fire and sword thrusts.

Whenever a friendly **CORSAIR VOIDSCARRED** operative is shooting, fighting or retaliating, if it or the enemy operative in that sequence contests an objective marker or one of your mission markers, that friendly operative's weapons have the Balanced weapon rule.

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MOBILE ENGAGEMENT

Aeldari Corsairs rely upon blistering speed to avoid heavy fire.

Whenever an operative is shooting a friendly **CORSAIR VOIDSCARRED[®]** operative that performed an action in which it moved during this turning point, you can re-roll one of your defence dice.

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OUTCASTS

Those who walk the Path of the Outcast are no strangers to solitude. Some even fight better alone.

Whenever a friendly **CORSAIR VOIDSCARRED** operative is more than 5" from other friendly operatives, its weapons have the Punishing weapon rule.