

# VOIDSCARRED FELARCH



APL

▼ 2

MOVE

↗ 7"

SAVE

4+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Neuro disruptor	4	3+	4/5	Range 8", Piercing 1, Stun
Shuriken pistol	4	3+	3/4	Range 8", Rending
Shuriken rifle	4	3+	3/4	Rending
Power weapon	4	3+	4/6	Lethal 5+

**Veteran Raider:** This operative can perform a 1AP action for free during their activation as a result of the Aeldari Raiders rule (instead of the Dash action).

**One Step Ahead:** Once per battle, after an enemy operative performs an action, if this operative is ready, you can use this rule. If you do, roll one D6: if the result is higher than that enemy operative's APL stat, you can interrupt and immediately perform either a free Shoot or a free Fight action with this operative, but you cannot select any other enemy operative as a valid target or to fight against during that action (note that secondary targets from the Blast weapon rule can still be targeted). After you perform that action, subtract 1 from this operative's APL stat until the end of its next activation.

# VOIDSCARRED FATE DEALER

APL  
▼ 2MOVE  
► 7"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR	
☰ Ranger long rifle (mobile)	4	3+	3/4	-	
☰ Ranger long rifle (stationary)	4	2+	3/3	Devastating 3, Heavy, Silent	
☰ Shuriken pistol	4	3+	3/4	Range 8", Rending	
━ Fists	3	3+	2/3	-	

**Camo Cloak:** Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

# VOIDSCARRED GUNNER

APL  
▼ 2MOVE  
↗ 7"SAVE  
🛡 4+WOUNDS  
⚠ 8

NAME	ATK	HIT	DMG	WR
Blaster	4	3+	4/5	Piercing 2
Shredder	4	3+	4/5	Rending, Torrent 2"
Shuriken pistol	4	3+	3/4	Range 8", Rending
Fists	3	3+	2/3	-

# VOIDSCARRED HEAVY GUNNER

APL  
▼ 2MOVE  
↗ 7"SAVE  
🛡 4+WOUNDS  
⚠ 8

NAME	ATK	HIT	DMG	WR	
☰ Shuriken cannon (focused)	5	3+	4/5	Heavy (Dash only), Rending	
☰ Shuriken cannon (sweeping)	4	3+	4/5	Heavy (Dash only), Rending, Torrent 1"	
☰ Shuriken pistol	4	3+	3/4	Range 8", Rending	
☰ Wraithcannon	4	3+	6/3	Devastating 4, Heavy (Dash only), Piercing 2	
━ Fists	3	3+	2/3	-	

# VOIDSCARRED KURNATHI

APL  
▼ 2MOVE  
► 7"SAVE  
■ 4+WOUNDS  
▲ 8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Dual power weapons	4	3+	4/6	Ceaseless, Lethal 5+

**Blademaster:** This operative can perform the **Dash** action during an activation in which it performed the **Charge** action, but can only use any remaining move distance it had from that **Charge** action (to a maximum of 3").

**Bladed Stance:** Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

# VOIDSCARRED KURNITE HUNTER

APL  
▼ 2MOVE  
► 7"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
Faochú	4	3+	1/2	Rending, Saturate, Seek Light, Silent
Shuriken pistol	4	3+	3/4	Range 8", Rending
Power weapon	4	3+	4/6	Lethal 5+

**Faochú's Bond:** The first time during each turning point that this operative is retaliating, if it's ready, in the Resolve Attack Dice step of that sequence, you resolve the first attack dice (i.e. defender instead of attacker).

**Erudite Hunter: STRATEGIC GAMBIT.** Select one enemy operative within 9" of this operative. Once during this turning point, after that enemy operative performs an action in which it moves, you can interrupt to use this rule. If you do, this operative can immediately perform either a free **Reposition** action (it cannot end that move further away from that enemy operative), or a free **Charge** action (you can change its order to do so, and it must end that move within control range of that enemy operative). In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), ignore Wall terrain when determining further away.

# VOIDSCARRED SHADE RUNNER



APL

▼ 2

MOVE

7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Throwing blades	4	3+	2/4	Range 6", Silent
Hekatarii blades	4	3+	3/5	Ceaseless, Lethal 5+

**Blink Pack:** Whenever this operative performs the **Charge**, **Fall Back** or **Reposition** action, it can warp jump. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within 7" horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance can be measured through Wall terrain). It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative. This operative cannot warp jump during the same activation in which it performed the **Dash** action (or vice versa).

RULES CONTINUE ON OTHER SIDE ►

# VOIDSCARRED SHADE RUNNER



APL

▼ 2

MOVE

7"

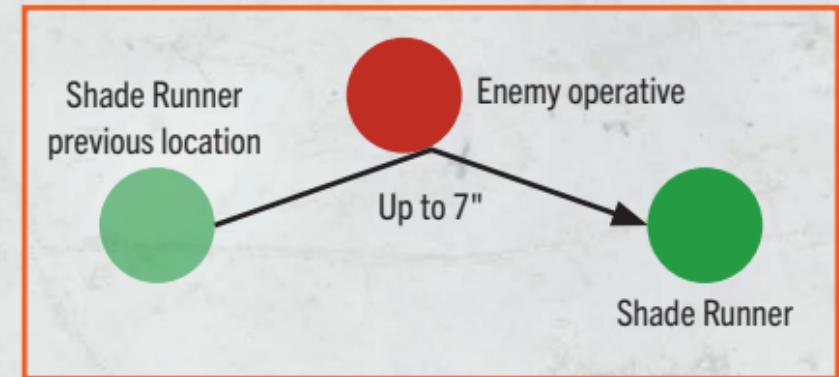
SAVE

4+

WOUNDS

8

**Slicing Attack:** Whenever this operative performs the **Reposition** action with a warp jump (see other side of card), you can use this rule. If you do, after it moves, draw an imaginary line 1mm in diameter and up to 7" long between it and its previous location. Note this doesn't have to be a straight line. Inflict D3+2 damage on one enemy operative that line crosses. You cannot inflict damage on an enemy operative that was not visible to this operative at the start of that action. A 28mm round marker can be temporarily placed underneath this operative before it moves to help determine this.



# VOIDSCARRED SOUL WEAVER



APL

▼ 2

MOVE

► 7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Power weapon	4	3+	4/6	Lethal 5+

## SOUL CHANNEL

1AP

- **PSYCHIC.** Select one other friendly **CORSAIR** **VOIDSCARRED** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

## SOUL HEAL

1AP

- **PSYCHIC.** Select one friendly **CORSAIR** **VOIDSCARRED** operative visible to and within 6" of this operative. That operative regains up to 2D3 lost wounds.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

# VOIDSCARRED STARSTORM DUELLIST



APL

▼ 2

MOVE

► 7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR	
Fusion pistol	4	3+	5/3	Range 3", Devastating 3, Piercing 2	
Shuriken pistol	4	3+	3/4	Range 8", Rending	
Fists	3	3+	2/3	-	

**Quick on the Trigger:** This operative can perform the **Shoot** action while within control range of an enemy operative. If it does, when selecting a valid target, you can only select an enemy operative within this operative's control range, and can do so even if other friendly operatives are within that enemy operative's control range.

## PISTOL BARRAGE

1AP

- ▶ Perform two free **Shoot** actions with this operative (this takes precedence over action restrictions). You must select its fusion pistol for one action and its shuriken pistol for the other (in any order).
- ◆ This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed the **Shoot** action (or vice versa).

# VOIDSCARRED WARRIOR



APL

▼ 2

MOVE

7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Shuriken rifle	4	3+	3/4	Rending
Power weapon	4	3+	4/6	Lethal 5+
Fists	3	3+	2/3	-

**Prowling Raiders:** You can use the Capricious Flight and Light Fingers firefight ploys for OCP each if a friendly **WARRIOR** operative is the specified **CORSAIR** **VOIDSCARRED** operative.

# VOIDSCARRED WAY SEEKER



APL

▼ 2

MOVE

7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Freezing grasp	4	3+	1/2	PSYCHIC, Severe, Silent, Stun
Lightning strike	4	3+	4/3	PSYCHIC, 2" Devastating 2
Shuriken pistol	4	3+	3/4	Range 8", Rending
Witch staff	4	3+	3/5	PSYCHIC, Shock

RULES CONTINUE ON OTHER SIDE ►

# VOIDSCARRED WAY SEEKER



APL

▼ 2

MOVE

7"

SAVE

4+

WOUNDS

8

WARP FOLD

1AP

WARDING SHIELD

1AP

► **PSYCHIC.** Select two friendly **CORSAIR**

**VOIDSCARRED** operatives visible to and within 5" of this operative. Remove them both from the killzone and set them back up in each other's previous locations (in other words, swap their positions). If one of them performed the **Charge**, **Fall Back** or **Reposition** action during this turning point and the other is ready, the other cannot perform any of those actions in its activation during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

► **PSYCHIC.** Select one friendly **CORSAIR**

**VOIDSCARRED** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), the first time an attack dice inflicts Normal Dmg on that friendly operative, ignore that inflicted damage.

◆ This operative cannot perform this action while within control range of an enemy operative.