

CORSAIR VOIDSCARRED[•] FACTION EQUIPMENT

DIUTURNAL MANTLES

The cloaks worn by Corsair Voidscarred operatives are woven from psychoactive material that hardens in response to explosions and fluctuations in temperature.

Whenever an operative is shooting a friendly **CORSAIR VOIDSCARRED[•]** operative, if the ranged weapon in that sequence has the Blast or Torrent weapon rule, you can re-roll one of your defence dice. In addition, friendly **CORSAIR VOIDSCARRED[•]** operatives aren't affected by the "x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

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MISTFIELD

A mistfield projects a field of thick moisture around the bearer that not only obscures their form, but also slows bullets, reducing their lethality.

Once per turning point, when an operative is shooting a friendly CORSAIR VOIDSCARRED[®] operative more than 3" from it, at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the x of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

CORSAIR VOIDSCARRED^{SKULL} FACTION EQUIPMENT

RUNES OF GUIDANCE

Corsair psykers wield warp powers with consummate precision, lending their foresight to distant allies.

Once per turning point, when a friendly **CORSAIR VOIDSCARRED^{SKULL} WAY SEEKER** or **CORSAIR VOIDSCARRED^{SKULL} SOUL WEAVER** operative is performing a **PSYCHIC** unique action (excluding **Warp Fold**), you can use this rule. If you do, until the end of that action, add 3" to its distance requirement. Note this has no effect on **PSYCHIC** weapons (e.g. the Devastating distance requirement of lightning strike).

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STAR CHARTS

The Corsair Voidscarred utilise their peerless knowledge of the void to outmanoeuvre their foes.

STRATEGIC GAMBIT. Roll one D3: if the result is higher than the number of the current turning point, you gain 1CP and cannot use this **STRATEGIC GAMBIT** for the rest of the battle.