



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 during its activation, 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 that activation 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.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, LEADER, FELARCH

(28)

VOIDSCARRED FATE DEALER



APL ▼2 MOVE ↗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.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, FATE DEALER

(28)

VOIDSCARRED GUNNER



APL ▼2 MOVE ↗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	-

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, GUNNER

(28)

VOIDSCARRED HEAVY GUNNER



APL ▼2 MOVE ↗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	-

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, HEAVY GUNNER

(28)



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.

CORSAIR VOIDSCARRED®, AELDARI, ANHRATHÉ, KURNATHI

(28)

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 during its activation, you can interrupt that activation to use this rule. If you do, this operative can immediately perform either a free **Reposition** action (it cannot end that move further 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).

CORSAIR VOIDSCARRED®, AELDARI, ANHRATHÉ, KURNITE HUNTER

(28)

VOIDSCARRED SHADE RUNNER

APL
▼ 2MOVE
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 Killzone: Gallowdark, 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 ▶

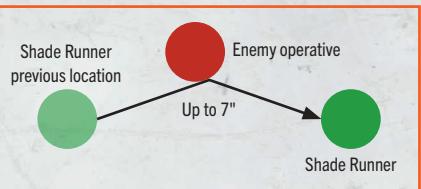
CORSAIR VOIDSCARRED®, AELDARI, ANHRATHÉ, SHADE RUNNER

(28)

VOIDSCARRED SHADE RUNNER

APL
▼ 2MOVE
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
▼ 2MOVE
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.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, PSYKER, MEDIC, SOUL WEAVER

(28)

VOIDSCARRED STARSTORM DUELLIST

APL
▼ 2MOVE
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).

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, STARSTORM DUELLIST

(28)

VOIDSCARRED WARRIOR

APL
▼ 2MOVE
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 fireflight ploys for OCP each if a friendly **WARRIOR** operative is the specified **CORSAIR VOIDSCARRED** operative.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, WARRIOR

(28)

VOIDSCARRED WAY SEEKER

APL
▼ 2MOVE
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 ▶

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, PSYKER, WAY SEEKER

(28)



VOIDSCARRED WAY SEEKER

APL
▼ 2MOVE
7"SAVE
4+WOUNDS
8

WARP FOLD 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.

WARDING SHIELD 1AP

► **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.

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CORSAIR VOIDSCARRED KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

1 CORSAIR VOIDSCARRED FELARCH

- operative with one of the following options:
- Shuriken rifle; shuriken pistol; power weapon
 - Neuro disruptor; power weapon

8 CORSAIR VOIDSCARRED-operatives selected from the following list:

- FATE DEALER
- GUNNER with one of the following options:
 - Blaster *; shuriken pistol; fists
 - Shredder; shuriken pistol; fists
- HEAVY GUNNER with one of the following options:
 - Shuriken cannon; shuriken pistol; fists
 - Shuriken pistol; wraithcannon *; fists
- KURNATHI
- KURNITE HUNTER
- SHADE RUNNER
- SOUL WEAVER

CONTINUES ON OTHER SIDE ►

STARSTORM DUELLIST

- WARRIOR with one of the following options:
 - Shuriken pistol; power weapon
 - Shuriken rifle; fists
- WAY SEEKER

Other than WARRIOR operatives, your kill team can only include each operative on this list once.

* Your kill team cannot include both a blaster and a wraithcannon.

CORSAIR VOIDSCARRED FACTION RULE

RIFLES

Whilst not all Aeldari outcasts have walked the Path of the Warrior, all are skilled in the use of rifles.

Whenever a friendly CORSAIR VOIDSCARRED-operative is shooting with a shuriken rifle or ranger long rifle during an activation in which it hasn't performed the Charge, Fall Back or Reposition action, that weapon has the Accurate 1 weapon rule. Note that operative isn't restricted from performing those actions after shooting.

CORSAIR VOIDSCARRED FACTION RULE

AELDARI RAIDERS

Aeldari are lithe, graceful and swift – qualities the Corsair Voidscarred utilise to outmanoeuvre their enemies.

Each friendly CORSAIR VOIDSCARRED-operative can perform a free Dash action during their activation.



CORSAIR VOIDSCARRED MARKER/TOKEN GUIDE



Erudite Hunter token



Faolchú's Bond token



Warding Shield token



One Step Ahead token



Mistfield token



Runes of Guidance token

CORSAIR VOIDSCARRED 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.

CORSAIR VOIDSCARRED STRATEGY PLOY

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.

CORSAIR VOIDSCARRED STRATEGY PLOY

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.



CORSAIR VOIDSCARRED[®] STRATEGY PLOY

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.

CORSAIR VOIDSCARRED[®] FIREFIGHT PLOY

OPPORTUNISTIC FIGHTERS

Should the foe show weakness, the Corsair Voidscarred will redouble their attack, seeking to slaughter the enemy before they can regroup.

Use this firefight ploy when an enemy operative performs the Fall Back action. Before it moves, inflict 2D3 damage on that operative for each friendly CORSAIR VOIDSCARRED[®] operative within its control range.

CORSAIR VOIDSCARRED[®] FIREFIGHT PLOY

LIGHT FINGERS

The pursuit of riches drives all Corsairs. These lithe raiders may pluck a prize from under the nose of a foe and disappear before a blow can be landed in return.

Use this firefight ploy during a friendly CORSAIR VOIDSCARRED[®] operative's activation. Until the end of that activation, having an enemy operative within its control range doesn't prevent that friendly operative from performing the Pick Up Marker or mission actions.

CORSAIR VOIDSCARRED[®] FIREFIGHT PLOY

CAPRICIOUS FLIGHT

Always outnumbered and often outgunned, the Corsair Voidscarred utilise feints and trickery to strike before melting away into shadow.

Use this firefight ploy during a friendly CORSAIR VOIDSCARRED[®] operative's activation, before or after it performs an action. During that activation, that operative can perform the Fall Back action for 1 less AP.



CORSAIR VOIDSCARRED[•] FIREFIGHT PLOY

CONTEMPTUOUS ADVENTURER

The Corsair Voidscarred possess a fearless arrogance that is often justified by their superior skill at arms.

Use this firefight ploy when the first friendly **CORSAIR VOIDSCARRED[•]** operative is activated during the turning point, if it's more than 5" from other friendly operatives. The first time that operative performs either the **Shoot** or **Fight** action during that activation, its weapons have the Relentless weapon rule. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).

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.

CORSAIR VOIDSCARRED[•] FACTION EQUIPMENT

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[•] 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[•]** **WAY SEEKER** or **CORSAIR VOIDSCARRED[•]** **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).



CORSAIR VOIDSCARRED FACTION EQUIPMENT

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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.



UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

Heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
_frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
_krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYNN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

**SMOKE GRENADE****1AP**

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:**NOTES:****NOTES:**



CORSAIR VOIDSCARRED: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FIREFIGHT PLOYS, CAPRICIOUS FLIGHT

First sentence changed to read:

'Use this firefight ploy during a friendly **CORSAIR VOIDSCARRED** operative's activation, before or after it performs an action.'

KURNITE HUNTER OPERATIVE, FAOLCHÚ'S BOND RULE

Relevant part changed to read:

'The first time during each turning point that this operative is retaliating, if it's ready it hasn't used its Faolchú ranged weapon during this turning point, in the Resolve Attack Dice step of that sequence, [...]'

STARSTORM DUELLIST OPERATIVE, PISTOL BARRAGE ACTION

Condition changed to read:

'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).'

This section provides clarification on ambiguous and complex rules interactions.

Q: If a **STARSTORM DUELLIST** is on guard and I interrupt an activation to perform a **Shoot** action against an enemy operative within its control range, can I use its Quick on the Trigger rule to perform the **Shoot** action normally, or must it be a point-blank shot?

A: The former – you can perform the **Shoot** action normally.

UPDATE 1.2

SHADE RUNNER OPERATIVE, BLINK PACK RULE

Additional text added to end of paragraph:

'This operative cannot warp jump during the same activation in which it performed the **Dash** action (or vice-versa).'

SHADE RUNNER OPERATIVE, SLICING ATTACK RULE

Additional text added between fourth and fifth sentence:

'You cannot inflict damage on an enemy operative that was not visible to this operative at the start of that action.'

WAY SEEKER OPERATIVE, WARDING SHIELD ACTION

Relevant part of last sentence of effect changed to read:

'[...] the first time an attack dice inflicts **Normal Dmg** on that friendly operative, ignore that inflicted damage.'

PREVIOUS ERRATAS

PREVIOUS RULES COMMENTARIES

CORSAIR VOIDSCARRED OPERATIVES

2

Corsairs are avaricious raiders grouped together by charismatic commanders who draw their members from both craftworlds and the Dark City. The most experienced of Corsairs are the Voidscarred, each of whom possesses their own unique combat skills and have been hardened by several lifetimes of voidfaring and piracy.

VOIDSCARRED FELARCH

Felarchs are veteran Corsairs, with centuries or even millennia of experience reaving the stars. They have fought countless different races and mastered numerous weapons, making them deadly enemies for any who face them.

VOIDSCARRED WARRIOR

Corsairs are lithe and nimble warriors, skilled marksmen and bladesmen both. Swift fighters, they make up for lack of physical strength with sheer agility.

VOIDSCARRED GUNNER

Corsairs utilise weapons hailing from every Aeldari society. Shredders unleash an expanding mesh of monofilament, entangling foes in a net and slicing them apart, while blasters use mysterious darklight technology, lethal even to the most armoured foe.

VOIDSCARRED HEAVY GUNNER

With rapid volleys of shuriken fire, Corsairs can shred enemy infantry and provide cover for their coterie. Some Corsairs wield wraithcannons. These weapons tear rifts between warp and realspace, ripping apart targets caught in the vortex.

VOIDSCARRED STARSTORM DUELLIST

Brash and arrogant, Starstorm Duellists are expert pistol wielders who dive through the fray to deliver salvos of pinpoint fire at close range.

VOIDSCARRED KURNITE HUNTER

Those Corsairs known as Kurnite Hunters are followers of Kurnous, Aeldari god of the hunt. Their bond with creatures of the hunt, such as the Faolchú, is often stronger than that with their fellow Corsairs.

VOIDSCARRED SHADE RUNNER

Shade Runners are experts at the surprise attack. Utilising their blink packs – which function in a similar manner to the warp jump generators used by Warp Spiders of the Asuryani – they flank their enemies, striking with the swift, savage blows of their Hekatarii blades.





VOIDSCARRED KURNATHI

The Kurnathi are true blademasters. Assassins all, they have learned their bloody trade in Asuryani Aspect Shrines, in the arenas of Commorragh or even alongside the Harlequins. Now they put their skills to work however they see fit.

VOIDSCARRED FATE DEALER

Once a Fate Dealer has an enemy in their sights, it is the mark of the unfortunate soul's death. Expert infiltrators, they hide in positions with greatest oversight of the whole battlefield, and are rendered all but invisible by camo cloaks.

VOIDSCARRED WAY SEEKER

It is the role of the Way Seekers to guide and steer smaller Corsair ships on their travels. They are also powerful battlefield psykers who work closely with Fate Dealers and Kurnathi, identifying targets for these assassins as they would identify obstacles to their craft.

VOIDSCARRED SOUL WEAVER

Spiritual mystics, Soul Weavers utilise the power and knowledge of the Aeldari souls in the spirit stones they carry. With this energy they can enhance warriors' abilities in combat or heal the wounded.

'THE VOID IS WEALTH. THE VOID IS FREEDOM. I REJECT THE TIGHTLY BOUND CHORDS OF THE PATH. I REJECT THE PETTINESS OF COMMORITE POLITICS. I REJECT THE PLAIN FRUGALITY OF THE EXODITES. I REJECT THE MASKS OF THE CLOWN AND THE MIME. I MOST CERTAINLY REJECT DEATH. THE STARS BELONGED TO MY ANCESTORS. THUS THEY BELONG TO ME. THUS I GO WHERE I WILL, TAKE WHAT I WILL AND KILL WHOM I WILL.'

- Lady Hale'drithea of the Black Suns

CORSAIR VOIDSCARRED KILL TEAM



Below you will find a list of the operatives that make up a **CORSAIR VOIDSCARRED** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

✓ 1 **CORSAIR VOIDSCARRED** FELARCH operative with one of the following options:

- Shuriken rifle; shuriken pistol; power weapon
- Neuro disruptor; power weapon

✓ 8 **CORSAIR VOIDSCARRED** operatives selected from the following list:

- **FATE DEALER**
- **GUNNER** with one of the following options:
 - Blaster*; shuriken pistol; fists
 - Shredder; shuriken pistol; fists
- **HEAVY GUNNER** with one of the following options:
 - Shuriken cannon; shuriken pistol; fists
 - Shuriken pistol; wraithcannon*; fists
- **KURNATHI**
- **KURNITE HUNTER**
- **SHADE RUNNER**
- **SOUL WEAVER**
- **STARSTORM DUELLIST**
- **WARRIOR** with one of the following options:
 - Shuriken pistol; power weapon
 - Shuriken rifle; fists
- **WAY SEEKER**

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

* Your kill team cannot include both a blaster and a wraithcannon.

ARCHETYPES



INFILTRATION



RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

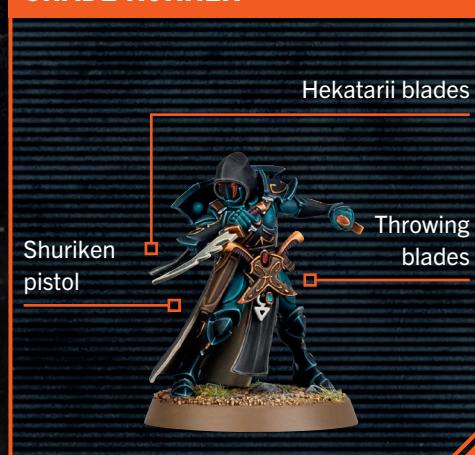
FELARCH



FATE DEALER



SHADE RUNNER



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



WARRIOR



GUNNER



KURNITE HUNTER



KURNATHI



SOUL WEAVER



STARSTORM DUELLIST



HEAVY GUNNER



WAY SEEKER

