

CORSAIR VOIDSCARRED

STRATEGY PLOYS

MOBILE ENGAGEMENTS

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 dice.

OUTCASTS

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

PIRATICAL PROFITEERS

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 operative's weapons have the Balanced weapon rule.

PLUNDERERS

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.

FIREFIGHT PLOYS

CAPRICIOUS FLIGHT

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.

CONTEMPTUOUS ADVENTURER

Use this firefight ploy when you activate your first friendly **CORSAIR VOIDSCARRED** operative 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).

LIGHT FINGERS

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.

OPPORTUNISTIC FIGHTERS

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.

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

1 **CORSAIR VOIDSCARRED FELARCH** operative equipped 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 a shuriken pistol, fists and one of:
 - Blaster* or shredder
- **HEAVY GUNNER** with a shuriken pistol, fists and one of:
 - Shuriken cannon or wraithcannon*
- **KURNITE HUNTER**
- **SHADE RUNNER**
- **KURNATHI**
- **SHADE RUNNER**
- **SOUL WEAVER**
- **STARSTORM DUELLIST**
- **WARRIOR** with one of the following options:
 - Shuriken pistol; power weapon
 - Shuriken rifle; shuriken pistol; fists
- **WAY SEEKER**

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

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

FACTION RULES

ALDARI RAIDERS

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

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 operative has the Accurate 1 weapon rule. Not that operative isn't restricted from performing those actions after shooting.

FACTION EQUIPMENT

DIUTURNAL MANTLES

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.

MISTFIELD

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.

RUNES OF GUIDANCE

Once per turning point, whenever 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).

STAR CHARTS

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

OPERATIVES

WARRIOR	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
⊕ Shuriken rifle	4	3+	3/4	Rending
X Power weapon	4	3+	4/6	Lethal 5+
X Fists	3	3+	2/3	-

Prowling Raiders: You can use the Capricious Flight and Light Fingers firefight plays for 0CP each if a friendly **WARRIOR** is the specified **CORSAIR VOIDSCARRED** operative.

CORSAIR VOIDSCARRED

FELARCH	APL 2	MV 7"	SV 4+	W 9
A HT D WR				
⊕ Neuro disruptor	4	3+ 4/5	Rng 8", Piercing 1, Stun	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
⊕ Shuriken rifle	4	3+ 3/4	Rending	
X 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 so, 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 other enemy operatives cannot be selected 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.

FATE DEALER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Ranger long rifle				
- Mobile	4	3+ 3/4	-	
- Stationary	4	2+ 3/3	Devastating 3, Heavy, Silent	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X 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.

GUNNER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Blaster	4	3+ 4/5	Piercing 2	
⊕ Shredder	4	3+ 4/5	Rending, Torrent 2"	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X Fists	3	3+ 2/3	-	

HEAVY GUNNER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken cannon				
- Focused	5	3+ 4/5	Heavy (Dash only), Rending	
- Sweeping	4	3+ 4/5	Heavy (Dash only), Rending, Torrent 1"	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
⊕ Wraithcannon	4	3+ 6/3	Devastating 4, Heavy (Dash only), Piercing 2	
X Fists	3	3+ 2/3	-	

KURNATHI	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X Dual power weapons	4	3+ 4/6	Ceaseless, Lethal 5+	

Blademaster: This operative can perform the **Dash** action during an activation in which it's 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/retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

KURNITE HUNTER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Faolchu	4	3+ 1/2	Rending, Saturate, Seek Light, Silent	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X Power weapon	4	3+ 4/6	Lethal 5+	

Faolchu'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, during that enemy operative's activation, after it performs an action in which it moves, you can interrupt and perform either a free **Reposition** action with this operative (it cannot end that move further from that enemy operative) or a free **Charge** action with this operative (you can change its order to do so, and it must end that move within control range of that enemy operative).

SHADE RUNNER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
⊕ Throwing blades	4	3+ 2/4	Rng 6", Silent	
X Hekatarri 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" of its original location, measuring the horizontal distance only (in Killzone: Gallowdark, this distance can be measured through walls). 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).

Slicing Attack: Whenever this operative performs the **Reposition** action with a warp jump (see Blink Pack), 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.

SOUL WEAVER	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X 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 2D3 lost Wounds.
- This operative cannot perform this action while within control range of an enemy operative.

STARSTORM DUELIST	APL 2	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Fusion pistol	4	3+ 5/3	Rng 3", Devastating 3, Piercing 2	
⊕ Shuriken pistol	4	3+ 3/4	Rng 8", Rending	
X 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 (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).

WAYSEEKER	APL 2	MV 7"	SV 4+	W 8
A HT D 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	Rng 8", Rending	
X Witch staff	4	3+ 3/5	PSYCHIC, Shock	

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 locations. If one of them performed a **Charge**, **Fall Back** or **Reposition** option 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 damage on that friendly operative, ignore that inflicted damage.
- This operative cannot perform this action while within control range of an enemy operative.