

WARHAMMER
40,000

KILL TEAM



CORSAIR VOIDSCARRED 

ARCHETYPE: RECON / SEEK AND DESTROY

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 wargear those operatives must be equipped with.

OPERATIVES

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

Other than **VOIDSCARRED WARRIOR** operatives, your kill team can only include each operative above once. Your kill team cannot include both a **VOIDSCARRED GUNNER** operative and a **VOIDSCARRED HEAVY GUNNER** operative.

ABILITY

Below, you will find a common ability of the **CORSAIR VOIDSCARRED** kill team.

AELDARI RAIDERS

Each time this operative is activated, it can perform a free **Dash** action during that activation.



'SOME SAY THE ACQUISITION OF WEALTH AS A PRIMARY MOTIVATOR IS SOMEHOW WEAK, IMMORAL OR BENEATH A RACE AS ANCIENT AND WISE AS OURS. I ASK, IS IT WISE TO CHOOSE A LIFE OF POVERTY WHEN RICHES ARE RIPE FOR THE PLUCKING?'

- Giladrea Umachuli of the Eldritch Raiders

TAC OPS

CORSAIR VOIDSCARRED

If your faction is **CORSAIR VOIDSCARRED**, you can use the Corsair Voidscarred Tac Ops listed below, as specified in the mission sequence.

FLAWLESS RAID

Corsair Voidscarred – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the second.

- If you had more victory points than your opponent at the start of the Turning Point, you score 1VP.
- If you achieve the first condition at the start of the subsequent Turning Point, you score 1VP.

SOUL GUARD

Corsair Voidscarred – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Each time a friendly **CORSAIR VOIDSCARRED** operative is incapacitated, before it is removed from the killzone, place one of your Spirit Stone tokens underneath the operative as close as possible to the centre of its base.

The **Pick Up** action can be performed upon your Spirit Stone tokens by friendly **CORSAIR VOIDSCARRED** operatives. Operatives can carry any number of Spirit Stone tokens and your Spirit Stone tokens can be picked up by friendly **CORSAIR VOIDSCARRED** operatives while within Engagement Range of an enemy operative.

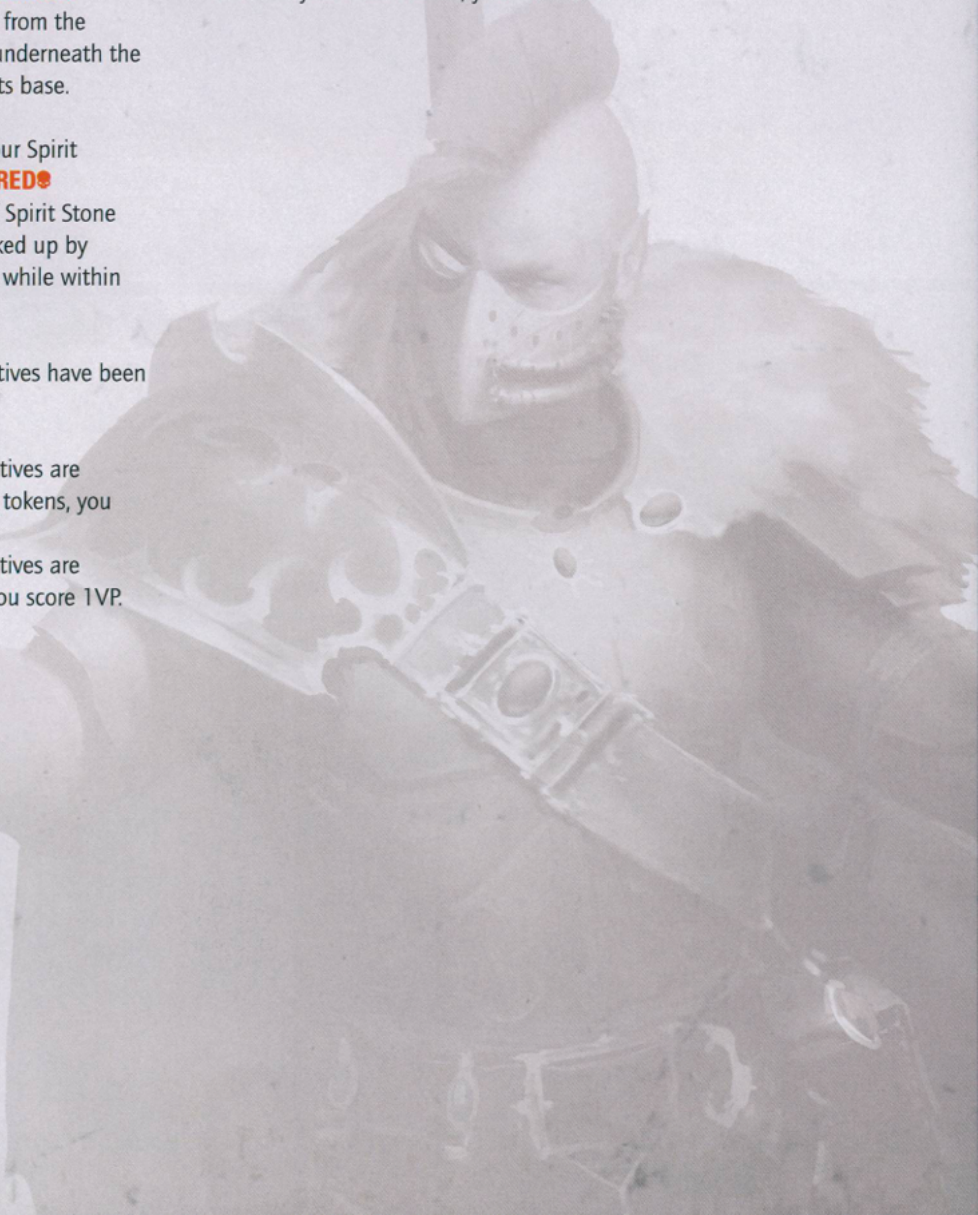
- At the end of the battle, if no friendly operatives have been incapacitated, you score 2VPs.
- Otherwise:
 - At the end of the battle, if friendly operatives are carrying at least half of your Spirit Stone tokens, you score 1VP.
 - At the end of the battle, if friendly operatives are carrying all of your Spirit Stone tokens, you score 1VP.

OPPORTUNISTS

Corsair Voidscarred – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select three enemy operatives. Each time one of those operatives is incapacitated, before it is removed from the killzone, place one of your Loot tokens underneath the operative as close as possible to the centre of its base. The **Pick Up** action can be performed upon your Loot tokens by friendly operatives. Operatives can carry any number of Loot tokens.

- At the end of the battle, if friendly operatives are carrying one or more of your Loot tokens, you score 1VP.
- At the end of the battle, if friendly operatives are carrying three of your Loot tokens, you score 1VP.



PSYCHIC POWERS

The first time a friendly **CORSAIR VOIDSCARRED** **PSYKER** operative performs the **Manifest Psychic Power** action (pg 60) in each of its activations, select one psychic power from the list below to be resolved.

The second time a friendly **CORSAIR VOIDSCARRED** **PSYKER** operative performs the **Manifest Psychic Power** action in each of its activations, roll one D6: on a 1-2, that operative suffers 3 mortal wounds. On a 3+, select another psychic power from the list below to be resolved.

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CORSAIR VOIDSCARRED • PSYCHIC POWERS

LIGHTNING STRIKE

Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS	D
Lightning strike	4	3+	4/5

Special Rules

AP1

WARDING SHIELD

Select one friendly **CORSAIR VOIDSCARRED** operative Visible to and within **◆** of this operative. Until the end of the Turning Point, that operative has a 3+ invulnerable save.

FREEZING GRASP

Select one enemy operative Visible to this operative. Until the end of the Turning Point, subtract **○** from that enemy operative's Movement characteristic and it cannot perform the **Dash** action.

WARP FOLD

Select one other friendly **CORSAIR VOIDSCARRED** operative Visible to and within **◆** of this operative. That friendly operative and this operative both drop any objective markers they are carrying. That friendly operative then swaps positions with this operative; remove both operatives from the killzone and set them back up in their new positions.



STRATEGIC PLOYS

If your faction is **CORSAIR VOIDSCARRED**, you can use the following Strategic Ploys during a game.

PLUNDERERS 1CP

Select up to three friendly **CORSAIR VOIDSCARRED** operatives. Each of those operatives can immediately perform a free **Dash** action. When doing so, if the mission you are playing has any objective markers that are not being carried by operatives, each selected operative must end their **Dash** action closer to the nearest objective marker.

RAPID STRIKE 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative fights in combat, in the Roll Attack Dice step of that combat, if you are the Attacker and the target is not ready, you can select one of your normal hits to be retained as a critical hit.

OUTCASTS 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if it is more than ■ from friendly operatives, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

AELDARI AGILITY 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative is activated, it can use its Aeldari agility. If it does so, it cannot perform **Fight** or **Shoot** actions during that activation, but each time it performs a **Dash**, **Fall Back** or **Normal Move** action during this activation, it can move an additional ▲ for that action.

TACTICAL PLOYS

If your faction is **CORSAIR VOIDSCARRED**, you can use the following Tactical Ploys during a game.

OPPORTUNISTIC FIGHTERS 1CP

Use this Tactical Ploy when an enemy operative performs a **Fall Back** action. Before it moves, that enemy operative suffers D3 mortal wounds for each friendly **CORSAIR VOIDSCARRED** operative within Engagement Range of it.

LIGHT FINGERS 1CP

Use this Tactical Ploy during a friendly **CORSAIR VOIDSCARRED** operative's activation. Until the end of that activation, that operative can perform for free either one mission action or the **Pick Up** action, even if it is within Engagement Range of an enemy operative.

DEADLY AMBUSH 1CP

Use this Tactical Ploy after an enemy operative finishes an action in which it moved. Select one friendly **CORSAIR VOIDSCARRED** operative that is not within Engagement Range of an enemy operative. That friendly operative can immediately perform a free **Charge** action, but can only move up to ■ and must finish that move within Engagement Range of that enemy operative (otherwise it cannot move).
If the friendly operative has a **Conceal** order and is ready, you can change it to **Engage** to do so.

ONE STEP AHEAD 1CP

Use this Tactical Ploy at the end of the Initiative phase of the first Turning Point. You can redeploy up to two friendly **CORSAIR VOIDSCARRED**. They must be set up wholly within your deployment zone and you can change their order.

'WHY DO SO FEW SEE THAT GREATER WEALTH EQUALS LONGER SURVIVAL FOR OUR RACES? WITH MY RESOURCES I CAN BUY ALL THE ARMS I REQUIRE AND HIRE COUNTLESS MERCENARIES TO DIE INSTEAD OF MY OWN KIN.'

- Requel Born of Twilight, of the Eldritch Raiders

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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
☉ Shuriken rifle	4	3+	3/4	-	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the shuriken rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED WARRIOR



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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Blaster	4	3+	5/6	AP2	-
☉ Shredder	5	3+	3/4	Blast ●	Rending
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED GUNNER



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken cannon	5	3+	4/5	Fusillade, Heavy, Unwieldy	Rending
☉ Shuriken pistol	4	3+	3/4	Rng	Rending
☉ Wraithcannon	4	3+	6/3	AP2, Heavy, Unwieldy	MW4
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

CORSAIR VOIDSCARRED , AELDARI, ANHRATHE, VOIDSCARRED HEAVY GUNNER



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Fusion pistol	4	3+	5/3	Rng , AP2	MW3
☉ Shuriken pistol	4	3+	3/4	Rng	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

Quick on the Trigger: This operative can perform the **Pistol Barrage** and **Shoot** actions while within Engagement Range of an enemy operative. If it does, in the Select Valid Target step of that shooting attack(s), you can only select enemy operatives within this operative's Engagement Range as the target(s).

UNIQUE ACTIONS

Pistol Barrage (1AP): Make a shooting attack with the fusion pistol and make a shooting attack with the shuriken pistol this operative is equipped with (in any order). This action is treated as a **Shoot** action. This operative cannot perform this action if it has a Conceal order.

CORSAIR VOIDSCARRED , AELDARI, ANHRATHE, VOIDSCARRED STARSTORM DUELLIST



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.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Faolchú (1AP): Select one enemy operative with a Conceal order that is Visible to this operative and roll one D6, adding 1 to the result for each of the following:

- That enemy operative is within ● of this operative.
- That enemy operative is not ready.
- That enemy operative is not within ▲ of Heavy terrain.

On a 6+, until the end of the Turning Point, friendly **CORSAIR VOIDSCARRED** operatives treat that enemy operative as if it has an Engage order. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED KURNITE HUNTER



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.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ●	Rending
☉ Throwing blades	4	3+	2/4	Rng ●, Silent	-
✕ Hekatarii blades	4	3+	3/5	Lethal 5+, Relentless	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Slicing Attack (1AP): Perform a free **Normal Move** action with this operative. Select one enemy operative this operative moved within Engagement Range of during that move. Roll one attack dice as if this operative is fighting in combat (that dice can be re-rolled as a result of the Relentless special rule). If the result is a successful hit, you can immediately strike that enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, FLY, VOIDSCARRED SHADE RUNNER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☪ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Dual power weapons	4	3+	4/6	Lethal 5+, Relentless	-

ABILITIES

Aeldari Raiders (pg 53)

Bladed Stance: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

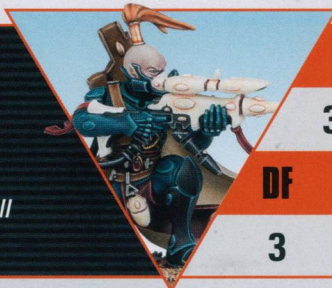
UNIQUE ACTIONS

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED KURNATHI



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☪ Ranger long rifle	4	2+	3/3	Heavy, Silent	MW3
☪ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the ranger long rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED FATE DEALER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Witch staff	4	3+	3/5	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **CORSAIR VOIDSCARRED** ◆ psychic power, as specified on page 54. This operative can perform this action twice during its activation. This operative cannot perform this action while within Engagement Range of an enemy operative.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, PSYKER, VOIDSCARRED WAY SEEKER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Soul Channel (1AP): Psychic action. Select one friendly **CORSAIR VOIDSCARRED** ◆ operative Visible to and within ◆ of this operative. Add 1 to that operative's APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

Soul Heal (1AP): Psychic action. Select one friendly **CORSAIR VOIDSCARRED** ◆ operative Visible to and within ◆ of this operative. That operative regains D3 lost wounds. This operative can perform this action twice during its activation, but cannot perform this action if it is within Engagement Range of an enemy operative.

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



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.



M	APL	GA
3	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⦿ Neuro disruptor	4	2+	4/5	Rng ♦ , AP1	Stun
⦿ Shuriken pistol	4	2+	3/4	Rng ♦	Rending
⦿ Shuriken rifle	4	2+	3/4	-	Rending
✕ Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

Coordinated Strike: Each time this operative is activated, you can select one ready friendly **CORSAIR VOIDSCARRED** operative Visible to and within ■ of this operative. After this operative's activation ends, you can activate that ready friendly operative.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the shuriken rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, LEADER, VOIDSCARRED FELARCH



EQUIPMENT

CORSAIR VOIDSCARRED operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

DIUTURNAL MANTLE [2EP]

The operative gains the following ability for the battle:



Diuturnal Mantle: Each time a shooting attack is made against this operative, if the ranged weapon has the Torrent or Blast special rule, this operative is treated as having a Save characteristic of 3+ for that shooting attack.

PLASMA GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Plasma grenade	4	3+	3/4

Special Rules

Rng , Blast , Indirect, Limited

CORSAIR BLADE [1EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Corsair blade	3	3+	3/4

OCULAR SCANNER+ [2EP]

The operative can perform the following action during the battle:

OCULAR SCAN 1AP

Until the end of this operative's activation, the ranged weapons it is equipped with gain the No Cover special rule.


RUNES OF PROTECTION [2EP]

The operative gains the following ability for the battle:

Runes of Protection: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if that shooting attack was made as a result of the **Manifest Psychic Power** action, you can re-roll any or all of your defence dice.

MISTFIELD+ [3EP]

VOIDSCARRED FELARCH operative only. The operative gains the following ability for the battle:

Mistfield: While a friendly **CORSAIR VOIDSCARRED** operative is within  of this operative, that operative has a 5+ invulnerable save.

LODESTAR HELM+ [2EP]

VOIDSCARRED WAY SEEKER operative only. The operative gains the following ability for the battle:

Lodestar Helm: The second time this operative performs the **Manifest Psychic Power** action in each of its activations, it does not suffer any mortal wounds as a result of rolling a 1-2 (note this does not allow you to select a psychic power to be resolved).

PATHFINDER CLOAK+ [2EP]

VOIDSCARRED FATE DEALER operative only. The operative gains the following ability for the battle:

Pathfinder Cloak: While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

'THEY ARE NOTHING MORE THAN A NEST OF SERPENTS, LIARS, CHEATS, CUT-THROATS, THIEVES AND MURDERERS - THIS ALL OF THEM ARE. THEY HAVE ABANDONED FRIENDS AND KIN TO PURSUE A LIFE OF PLUNDERING AND RISK-TAKING. THEY ARE ALSO MY CREW. IF YOU SPEAK ILL OF THEM AGAIN, I WILL REMOVE YOUR HEAD FROM YOUR SHOULDERS AND GIVE YOUR STONE TO MY SOUL WEAVER.'

- Felarch Iryladen the Masterspite, addressing Warlock Aileer Serenti of Lugganath Craftworld

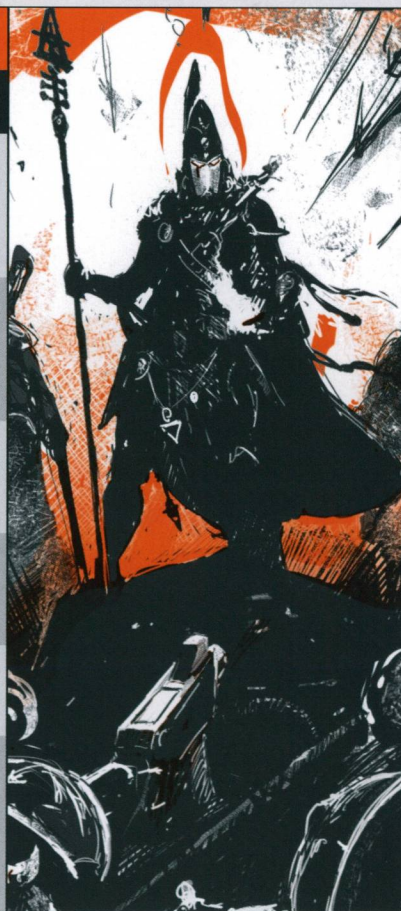
CORSAIR VOIDSCARRED SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **CORSAIR VOIDSCARRED** as your Faction keyword.

BATTLE HONOURS

Each time a **CORSAIR VOIDSCARRED** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Corsair Voidscarred Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

CORSAIR VOIDSCARRED SPECIALIST	
D6	Specialism
1	Important Fate: Each time this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, the first attack dice that inflicts Critical Damage on this operative inflicts Normal Damage instead.
2	Pirate Lord: Once per battle, you can use the Light Fingers, Deadly Ambush or Opportunistic Fighters Tactical Ploy (pg 55) without spending any CPs if this operative is the CORSAIR VOIDSCARRED operative specified by that Tactical Ploy.
3	Swift Hunter: Each time this operative performs a Charge action or moves as a result of the Deadly Ambush Tactical Ploy (pg 55), it can move an additional ▲ for that action or ploy.
4	Master Of Concealment: If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.
5	Expert Marksman: You do not need to subtract any action points for this operative to perform the Take Aim action.
6	Cut-throat: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if you are the Attacker and either friendly operatives are supporting this operative or the target is not ready, the melee weapons this operative is equipped with gain the Rending critical hit rule for that combat.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **CORSAIR VOIDSCARRED**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. LONG-SIGHT HELM [3EP]

Ranged weapons the operative is equipped with gain the Ceaseless special rule for the battle.

2. FLIP BELT [2EP]

The operative gains the **FLY** keyword for the battle.

3. SPIRIT STONE [4EP]

VOIDSCARRED SOUL WEAVER operative only. The operative gains the following ability for the battle:

Spirit Stone: This operative can perform the **Soul Channel** action twice during its activation.

4. PSYCHOREACTIVE ARMOUR [3EP]

Change the operative's Save characteristic to 3+ for the battle.

5. RELIC POWER WEAPON [2EP]

Operative equipped with a power weapon only. The power weapon this operative is equipped with gains the Balanced special rule for the battle.

6. RELIC WITCH STAFF [2EP]

VOIDSCARRED WAY SEEKER operative only. The operative gains the following ability for the battle:

Relic Witch Staff: The second time this operative performs the **Manifest Psychic Power** action in each of its activations, you can re-roll the D6 when determining the result of that action.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **CORSAIR VOIDSCARRED**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

HOARD OF SPOILS

The coterie has claimed many spoils from previous raids and campaigns, giving it useful tools and resources to draw from.

In the Strategy phase of the first Turning Point, add 1 additional CP to your pool.

WEBWAY ENTRANCE

By utilising the webway, the coterie can strike all over the galaxy, covering vast distances without encountering enemies.

In the Scouting step, after resolving your selected option, you can select and resolve a Recon option in addition to any other options. Initiative is still determined by your original selection.

AERIAL SUPPORT

The coterie can count upon aerial support from other elements of their warband when they mark targets.

Once per battle, a friendly **CORSAIR VOIDSCARRED** operative can make a shooting attack with the following ranged weapon:

Name	A	BS	D
Nightfire missile	5	4+	3/5

Special Rules

Blast , Heavy, Limited, No Cover, Unwieldy



REQUISITIONS

In a Spec Ops campaign, if your faction is **CORSAIR VOIDSCARRED**, you can use the following Requisitions in addition to those presented in other publications.

THE BOUNTY

1RP

The right plunder can fetch a very high price indeed.

Purchase this Requisition after a game in which you scored 2 victory points from the 'Opportunists' or 'Retrieval' Tac Op. You can add one item of rare equipment to your stash. You can only use this Requisition once after each game.

SOUL MEMORIES

1RP

It is possible for Aeldari to commune with the souls of their fallen kin who are now enclosed in spirit stones.

Purchase this Requisition after a game in which a friendly **CORSAIR VOIDSCARRED** operative failed a Casualty test and was slain. Select one **CORSAIR VOIDSCARRED** operative on your dataslate. That operative gains D3 XP for each rank above Adept that slain operative had. For example, if the slain operative was of Ace rank, your selected operative would gain 2D3 XP. You can only use this Requisition once for each slain operative.

CORSAIR HERO

1RP

Great deeds and manipulative intrigue can see a Corsair rise through the ranks.

Purchase this Requisition when a friendly **CORSAIR VOIDSCARRED** operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Corsair Hero: In the Generate Command Points step of each Turning Point, if this operative is in the killzone, add 1 additional CP to your pool.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **CORSAIR VOIDSCARRED**, you can select one from those found opposite instead of selecting one from another source.



PATH OF THE REAVER

To become a great champion among pirates, one must steal what none thought could be stolen, win where others thought only defeat was possible, and do so in the most impressive manner possible. Once you've done so, you must break those who would see you toppled from your perch.

OPERATION 1: ON THE RISE

Earn notoriety through success and victory.

Complete five games in which you scored victory points from the 'Rob And Ransack', 'Retrieval' or 'Opportunists' Tac Op.

OPERATION 2: NOW THE TARGET

The rich and the powerful always gain enemies.

Complete a game in which you scored victory points from the 'Protect Assets' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can add two items of rare equipment to your stash.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.

AGGRESSIVE RAID

Harry the foe, strike them hard, evade their clumsy response and strike again. That is the way of the Corsair.

OPERATION 1: STRIKE HARD AND FAST

Attack without warning, take no prisoners and drive the enemy to flight.

Complete five games in which you scored victory points from the 'Flawless Raid', 'Rout' or 'Overrun' Tac Op.

OPERATION 2: FIGHTING WITHDRAWAL

A slighted enemy will crave revenge. Use their anger against them and throw them back.

Complete a game in which you scored victory points from the 'Damage Limitation' or 'Hold the Line' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can increase your asset capacity by one.
- You can distribute 5 XP across the operatives on your dataslate.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Aeldari Corsair warriors, the title of your kill team and your kill team's quirks and background. If you wish to generate these randomly, roll the appropriate number of dice as indicated by the table. Otherwise, choose whichever are your favourites if that suits you, or to use multiple quirks, names or background ideas if you feel they work for you.

CORSAIR OPERATIVE NAMES

Corsairs come from a range of backgrounds, whether that be the Asuryani craftworlds, the dark Drukhari capital of Commorragh or elsewhere. When generating names for your operatives, you can choose where your Corsairs come from and roll on the appropriate tables below (or choose your favourites). Feel free to mix and match names, titles and epithets – many of the Corsairs have mysterious and unusual pasts that will have taken them through many places and earned them all kinds of names they have taken up or deliberately ceased using. Many Corsair names are subtle and nuanced references to their former craftworld, allegory and myth, others are arrogant proclamations of prestigious family ties, and some are of the Aeldari's own creation. You can also use as many names as you like, rather than restricting yourself to one or two. Over the course of their lives, Aeldari earn and choose many names. Finally, feel free to invent your own names – these tables need only serve as inspiration!



ASURYANI DESCENT NAME GENERATOR 1

D6	FIRST ELEMENT	SECOND ELEMENT
1	Tenrith	the Fireheart
2	Justune	Kyldroth
3	Yrilla	Who Walks Alone
4	Aileer	of the Flowing Spirits
5	Ishylla	the Huntress
6	Galánta	Umachuli

ASURYANI DESCENT NAME GENERATOR 2

D6	FIRST ELEMENT	SECOND ELEMENT
1	Fachean	Son of Coheria
2	Yrmocho	the Unyielding Fire
3	Iradil	Sydarus Starstrider
4	Requiel	Ulthos ('speaker of unspeakable truths')
5	Yrule	the Deathly Eloquent
6	Ra'thar	Born of Twilight

KABALITE DESCENT NAME GENERATOR

D6	TAKEN NAME	KABALITE NAME
1	Anarkyss	Sar'sel
2	Quaez	the Bloodbreather
3	Skythe	the Flenser
4	Sykil	of the Obsidian Needle
5	Vypus	Flickerblade
6	Ethriliac	Xosh

WYCH CULT DESCENT NAME GENERATOR

D6	TAKEN NAME	CULT NAME
1	Xela	the Crimson
2	Mellyx	Beastbane
3	Veshtari	Masdruvael
4	Thessa	Bloodslyk
5	Vylekh	the Bloodsister
6	Bithandrel	Nervose

KILL TEAM NAME

Corsair kill teams have an endless variety of different names and naming styles. Each coterie seeks to be unique, to perpetuate a dangerous and daring reputation, remember past glories, or honour their warband's leader in some way – and often aim to do all four at once and more. You can choose to roll on the tables below or choose the results you like best. If you'd like to name your kill team for its leader you can use the Operative Name Generators in conjunction with the tables below. For example, you could have Areix's Lightning Reavers, the Flenser's Black Ravagers, Aileer's Plunderers and countless others. You can, of course, make up your own kill team name, with the name generator tables serving as inspiration.

TABLE 1

D6	NAME
1	Black
2	Dark
3	Lightning
4	Sun
5	Moon
6	Star

TABLE 2

D6	NAME
1	Brother/Sisterhood
2	Reavers
3	Plunderers
4	Striders
5	Riders
6	Ravagers

BACKGROUND

D6 PURPOSE

- 1 Bound to the Craftworld:** Though independent, the Corsairs of this kill team have an alliance with one of the vast Asuryani craftworlds, frequently fighting alongside its warriors and providing it with information about the galaxy's events.
- 2 Bound to Yvraine:** This kill team has aligned itself with the Ynnari of Yvraine, their every undertaking designed to further her ends.
- 3 Bloodthirsty:** Many of the Corsairs of this kill team descend from Commorragh and feast upon the pain and suffering of those they maim and kill.
- 4 Lethal Assassins:** The warriors of this kill team have proven themselves to be expert assassins, and are specialists in targeting key enemy individuals.
- 5 Newly Free:** These Corsairs have only recently left their homes to live the life of the outcast. They know little of the galaxy's true dangers and are filled with youthful excitement.
- 6 Students of Yriel:** These Corsairs have learned of Prince Yriel's glorious victories and seek to one day be even more successful.

BASE OF OPERATIONS

D6 LOCATION

- 1 Webway Haven:** The kill team has secured a small nook in the webway, from where they can strike out to almost anywhere in the galaxy.
- 2 'Borrowed' Vehicles:** Whether they be Asuryani Falcon grav-tanks or Drukhari Venoms, these Corsairs operate out of a number of 'acquired' transport vehicles.
- 3 Corsair Cruiser:** This kill team controls its own voidship, striking at targets from orbit before dashing away to new battlefields.
- 4 Debris-cloud Station:** The kill team's base of operations is a station hidden among the swirling dust and debris of a vast space cloud.
- 5 Craftworld:** Firm allies with one of the craftworlds, this kill team has arming chambers and storage facilities aboard their ally's world-vessel.
- 6 Rogue Trader Outpost:** The kill team has formed an agreement, temporary or otherwise, with an Imperial Rogue Trader. For now at least, they have been granted use of a valuable outpost.

SQUAD QUIRK

D6 TRAIT

- 1 Ever on the Move:** This kill team rarely stays in one area for long, even if opportunity for riches and glory remains, preferring not to wait for an enemy response.
- 2 Plunderers:** The warriors of this kill team strip their victims clean of anything that might be of value, specifically targeting the richest-looking targets.
- 3 Mercenaries:** The kill team willingly fights for whoever pays the most.
- 4 Independent of Spirit:** These Corsairs fight for no one other than themselves, and make their own fortunes.
- 5 Vengeful:** A great wrong was inflicted upon these warriors in the past, and now they seek revenge.
- 6 Bonded in Blood:** These warriors have seen much horror and bloodshed, more than many others. They fight for each other through thick and thin, despite their varied origins.

CORSAIR VOIDSCARRED ~ NARRATIVE DATASLATE

.....
Kill Team Name

.....
Player Name

.....
Faction Keyword

.....
Selectable Keyword

.....
Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:
.....
.....
.....

Stash

Strategic Assets

Notes

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

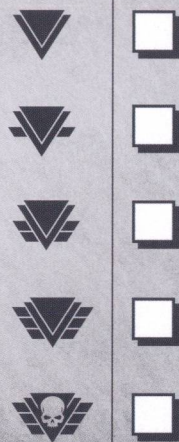
Specialism



Battle Honours

Battle Scars

Notes



NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



WARHAMMER
40,000

KILL TEAM

LEGIONARY

UPDATE 1.3

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: NACHMUND

Page 37, Legionary operative selection

Change the final paragraph to read:

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

Page 39, Perpetual Aggression Strategic Ploy

Add the following bullet point:

'It can do so even if it's performed a **Normal Move** or **Charge** action during the activation, and vice versa, doing so doesn't prevent it from subsequently performing a **Normal Move** or **Charge** action during that activation in the normal manner.'

Page 40, Mutability and Change Tactical Ploy

Change the first sentence to read:

'Use this Tactical Ploy **when** a friendly **TZEENTCH** operative **is activated**.'

Page 45, Legionary Chosen, Soul Feast ability

Change the ability to read:

'Each time this operative fights in combat, **at the end of the** Resolve Successful Hits step of that combat, **if this operative has not been incapacitated and any of their strikes inflicted** Critical Damage, this operative regains 2 lost wounds.'

Page 46, Legionary Aspiring Champion, In the Eyes of the Gods ability

Change the ability to read:

'Once per Turning Point, **during this operative's activation**, if it incapacitates an enemy operative, **it can perform one free action during that activation**.'

CLOSE QUARTERS

Page 35, Dark Desecration Tac Op

This Tac Op is not in use when the Close Quarters rules are in effect.

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: NACHMUND

Q: When using the Disgusting Vigour ability, can I retain the successful normal save as a result of Cover as a critical save instead?

A: Yes. This must be decided before defence dice are rolled, however.

Q: Can the Malignant Aura Tactical Ploy reduce the number of defence dice rolled when using an invulnerable save?

A: Yes. Invulnerable saves specifically ignore Save characteristic modifiers and the APx special rule, whereas Malignant Aura affects the Defence characteristic.

*Q: How do interruptions after an operative performs an action (e.g. **Guard**) work with the Perpetual Aggression Strategic Ploy?*

A: Treat the move as a separate action. Therefore the **KHORNE** operative can be interrupted after fighting in combat, before or after it moves from Perpetual Aggression.

*Q: Some rules allow you to resolve a hit before the attacker (e.g. Bladed Stance ability, **VOIDSCARRED KURNATHI**). How do these interact with the **SHRIVETALON**'s Vicious Reflexes ability?*

A: Vicious Reflexes changes the order of dice resolution, but rules such as Bladed Stance happen before the order of dice resolution. As a result, Bladed Stance would allow the **VOIDSCARRED KURNATHI** to parry first, then normal dice resolution would begin, starting with the **SHRIVETALON** operative.

**Q: When resolving the Unending Bloodshed Tactical Ploy, can I use the Wrathful Onslaught ability to strike with a normal hit as if it were a critical hit?*

A: No.



CORSAIR VOIDSCARRED

UPDATE 1.1

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ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

KILL TEAM: NACHMUND

Page 58, Faolchú action

Change the third bullet point to read:

'That enemy operative is not within  of Heavy [terrain](#).'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: NACHMUND

*Q: Can the **VOIDSCARRED SHADE RUNNER** operative move within Engagement Range of an enemy operative for the **Slicing Attack** action, even though it has the **FLY** keyword and can move around, across and over operatives as if they were not there?*

A: Yes. Move it to a location it can be placed and within Engagement Range, ignore **FLY** to resolve the slicing attack, then continue the move with **FLY**.

*Q: When a **VOIDSCARRED WAY SEEKER** operative performs the **Manifest Psychic Power** action for a second time during its activation, do I have to select a different psychic power from the one I selected the first time in that activation?*

A: Yes.

CLOSE QUARTERS

Q: For the purposes of the Plunderers Strategic Ploy, how do you determine the closest objective marker if one or more Hatchways are closed?

A: Always determine the closest objective marker as if all Hatchways are open.

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2○ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2○ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



KILL TEAM: CHALNATH

PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. You can only use it once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADEIER PATHFINDER** operative: Delete final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to: 'In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless that enemy operative is in Cover provided by Heavy terrain.'
- Operative selection: 1 less operative.
- Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'
- Close Quarters: Each friendly **PATHFINDER** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).
- Operative selection: Selecting **MB3 RECON DRONE** operative no longer requires you to select 1 less operative.
- **DRONE CONTROLLER PATHFINDER** operative gains the following ability: '**Focused EMP Override:** If this operative is in the killzone, friendly **DRONE** operatives can perform the **Operate Hatch** action (ignore the first bullet point of Artificial Intelligence to do so).'
- * **MB3 RECON DRONE** operative's **Analyse** unique action: You can re-roll one of your attack dice (instead of any or all).
- * **DRONE CONTROLLER PATHFINDER** operative's Drone Scout ability: In a battle that uses Hazardous Areas rules, the **DRONE** operative must be set up wholly within 2○ of your drop zone. In a battle that uses Close Quarters rules, you cannot set up the **DRONE** operative as specified. Instead, at the end of the Scouting step, if that **DRONE** operative is wholly within your drop zone and has a Conceal order, it can perform a free **Normal Move** and/or **Operate Hatch** action and its order cannot be changed in the first Turning Point.
- * Recon Sweep Strategic Ploy: You cannot use this ploy during the first turning point.

NOVITIATE

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.



KILL TEAM: NACHMUND

LEGIONARY

- Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).
- * Your roster can contain operatives with all four **<MARK OF CHAOS>** keywords, but when selecting a kill team for the battle, you cannot select operatives with the **KHORNE** keyword if you have selected any with **SLAANESH** (and vice versa), and you cannot select operatives with the **NURGLE** keyword if you have selected any with **TZEENTCH** (and vice versa).

CORSAIR VOIDSCARRED

- **VOIDSCARRED GUNNER** operative's shredder: Gains the Rending critical hit rule.
- Outcasts Strategic Ploy: Change distance requirement to ■ (instead of ◆).
- Deadly Ambush Tactical Ploy: If the friendly operative has a Conceal order and is ready, you can change it to Engage to do so.

