



Corsair Voidscarred

WARRIOR					
	M	APL	GA		
	3	2	2	1	1
	DF	SV	W		
	3	4+	4	8	8

Shuriken pistol	4	3+	3/4
Rng	!	Rending	
Power weapon	4	3+	4/6
Lethal 5+			

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

WARRIOR					
	M	APL	GA		
	3	2	2	1	1
	DF	SV	W		
	3	4+	4	8	8

Shuriken pistol	4	3+	3/4
Rng	!	Rending	
Shuriken rifle	4	3+	3/4
	!	Rending	
Fists	3	3+	2/3

**Aeldari Raiders:** Each time this operative is activated, it can perform a free Dash action during that activation.  
**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 3 of an enemy operative.

GUNNER					
	M	APL	GA		
	3	2	2	1	1
	DF	SV	W		
	3	4+	4	8	8

Shuriken pistol	4	3+	3/4
Rng	!	Rending	
Blaster	4	3+	5/6
AP2			
Fists	3	3+	2/3

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

Corsair Voidscarred



FAQ : 1.8, DECK:4.3  
Datafile: Q4 2023

FAQ : 1.8, DECK:4.3  
Datafile: Q4 2023

FAQ : 1.8, DECK:4.3  
Datafile: Q4 2023



## GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Shredder	5	3+	3/4
Blast ②			! Rending
Fists	3	3+	2/3

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



## HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Shuriken cannon	5	3+	4/5
Fusillade Heavy Unwieldy			! Rending
Fists	3	3+	2/3

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



## HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Wraithcannon	4	3+	6/3
AP2 Heavy Unwieldy			! MW4
Fists	3	3+	2/3

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



## DUELLIST

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Fusion pistol	4	3+	5/3
Rng ③ AP2			! MW3
Fists	3	3+	2/3

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

**Quick on the Trigger**  
**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  
Operative

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Operative

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Operative

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Operative

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## HUNTER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Power weapon	4	3+	4/6
Lethal 5+			

**Aeldari Raiders:** Each time this operative is activated, it can perform a free Dash action during that activation.  
**Faolchú (1AP)**

## SHADE RUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Throwing blades	4	3+	2/4
Rng ⑥ Silent			
Hekatarri blades	4	3+	3/5
Lethal 5+ Relentless			

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

## KURNATHI

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Dual power weapons	4	3+	4/6
Lethal 5+ Relentless			

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

## FATE DEALER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Ranger long rifle	4	2+	3/3
Heavy Silent			! MW3
Fists	3	3+	2/3

**Aeldari Raiders:** Each time this operative is activated, it can perform a free Dash action during that activation.  
**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 3 of an enemy operative.  
**Camo Cloak:** Each time a shooting attack is made against this operative, in the Roll Defence Dice step, 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.

Corsair Voidscarred  
Operative

Corsair Voidscarred  
Operative

Corsair Voidscarred  
Operative

Corsair Voidscarred  
Operative



## WAY SEEKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Witch staff	4	3+	3/5

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

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



## SOUL WEAVER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Power weapon	4	3+	4/6
Lethal 5+			

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

**Soul Channel (1AP):** Psychic action. Select one friendly CORSAIR VOIDSCARRED operative Visible to and within ⑥ 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 ⑥ of this operative. That operative regains D3 lost wounds. Can perform action twice



## FELARCH

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	9

Neuro disruptor	4	2+	4/5
Rng ⑥ AP1			! Stun
Power weapon	4	2+	4/6
Lethal 5+			

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

**Coordinated Strike:** Each time this operative is activated, you can select one ready CORSAIR VOIDSCARRED operative Visible to and within ② of this operative. After this operative's activation ends, you can activate that ready operative.



## FELARCH

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	9

Shuriken pistol	4	2+	3/4
Rng ⑥			! Rending
Shuriken rifle	4	2+	3/4
			! Rending
Power weapon	4	2+	4/6
Lethal 5+			

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

**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 ③ of an enemy operative.

**Coordinated Strike:** You can GA2 with a ready operative ③ of this operative.

Operative  
Corsair Voidscarred

Operative  
Corsair Voidscarred

Operative  
Corsair Voidscarred

Operative  
Corsair Voidscarred



## (1) FLAWLESS RAID

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.

Score More

## (2) SOUL GUARD

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 friendly operatives are carrying at least half of your Spirit Stone tokens, you score 1VP.
- If friendly operatives are carrying all of your Spirit Stone tokens, you score 1VP.

Note: if no friendly operatives have been incapacitated, you score 0VP.  
**Action dead: friends**

## (3) OPPORTUNISTS

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

Control 1/3 loot

## OPPORTUNISTIC FIGHTERS

**Tactical**

**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.

Fallback = D3 MW

Corsair Voidscarred  
Tac Op

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Tac Op

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Tac Op

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Tactical

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## LIGHT FINGERS

**Tactical**

**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.

Action Within 1

## DEADLY AMBUSH

**Tactical**

**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 2 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.

Friend Charge

## ONE STEP AHEAD

**Tactical**

**1 CP**

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.

Redeploy 2

## QUICK ON THE TRIGGER

**Ability**

**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).

DUELLIST

Corsair Voidscarred  
Tactical

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Tactical

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Tactical

FAQ : 1.8, DECK:4.3  
Date: Q4 2023



Corsair Voidscarred  
Ability

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## FAOLCHÚ

### Ability

**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.

HUNTER

## PLUNDERERS

### Strategic

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.

3x Dash

## RAPID STRIKE

### Strategic

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.

Normal to Crit

## OUTCASTS

### Strategic

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.

Crit turns Miss to Hit

Corsair Voidscarred  
Ability

FAQ : 1.8, DECK:4.3  
Datefile: Q4 2023

Corsair Voidscarred  
Strategic

FAQ : 1.8, DECK:4.3  
Datefile: Q4 2023

Corsair Voidscarred  
Strategic

FAQ : 1.8, DECK:4.3  
Datefile: Q4 2023

Corsair Voidscarred  
Strategic

FAQ : 1.8, DECK:4.3  
Datefile: Q4 2023

## AELDARI AGILITY

### Strategic

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.

Dash, Move, FB +1

## LIGHTNING STRIKE

Perform a free Shoot action using the following ranged weapon:

Lightning strike	4	3+	4/5
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.

3+ Invul

## FREEZING GRASP

Select one enemy operative Visible to this operative. Until the end of the Turning Point, subtract ② from that enemy operative's Movement characteristic and it cannot perform the Dash action.

Slow Target

Corsair Voidscarred  
Strategic

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Spell

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Spell


FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Spell

FAQ : 1.8, DECK:4.3  
Date: Q4 2023



## 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.

Swap Places

## 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.






Sv 3+ vs Blast + Tor

## PLASMA GRENADE

Max: 1

3EP

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

Plasma grenade			
	4	3+	3/4
Rng  Blast  Indirect Limited			

## CORSAIR BLADE

1EP

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

Corsair blade			
	3	3+	3/4

Corsair Voidscarred  
Spell

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## OCULAR SCANNER

Max: 1

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.

No Cover

## 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.

Reroll Df vs Psychic

## MISTFIELD

Max: 1

3EP

VOIDSCARRED FELARCH operative only. The operative gains the following ability for the battle:  
**Mistfield:** While a friendly CORSAIR VOIDSCARRED operative is within ② of this operative, that operative has a 5+ invulnerable save.

5++ Aura

## LODESTAR HELM

Max: 1

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).

No MW Backfire

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Equipment

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## PATHFINDER CLOAK

Max: 1

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).

Super Conceal

## CORSAIR VOIDSCARRED

~~Seek and Destroy~~ Recon

1 leader and 8 operatives

VOIDSCARRED FELARCH  
VOIDSCARRED WARRIOR  
VOIDSCARRED GUNNER OR HEAVY GUN  
VOIDSCARRED STARSTORM DUELLIST  
VOIDSCARRED KURNITE HUNTER  
VOIDSCARRED SHADE RUNNER  
VOIDSCARRED KURNATHI  
VOIDSCARRED FATE DEALER  
VOIDSCARRED WAY SEEKER  
VOIDSCARRED SOUL WEAVER

## PSYCHIC POWERS


### Faction Ability

The first time a friendly CORSAIR VOIDSCARRED PSYKER operative performs the Manifest Psychic Power action 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.

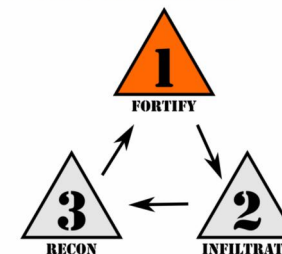
## FORTIFY

### Matched Play

Set up one additional barricade within  of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Corsair Voidscarred  
Equipment

Date: 18, DECK:4.3  
Date: 18, DECK:4.3

Corsair Voidscarred  
Team

Date: 18, DECK:4.3  
Date: 18, DECK:4.3

Corsair Voidscarred  
Abilities

Date: 18, DECK:4.3  
Date: 18, DECK:4.3

Corsair Voidscarred  
Scouting

Date: 18, DECK:4.3  
Date: 18, DECK:4.3

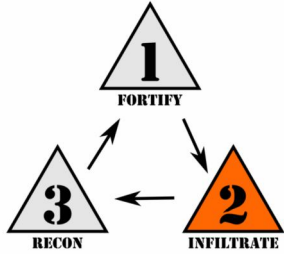
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



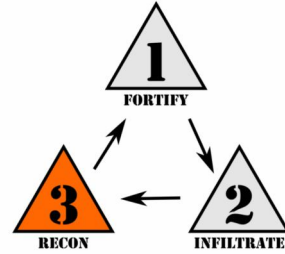
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

## TURN SEQUENCE

- INITIATIVE PHASE
  - READY OPERATIVES
  - DETERMINE INITIATIVE
- STRATEGY PHASE
  - GENERATE COMMAND POINTS
  - PLAY STRATEGIC PLOYS
  - TARGET REVEAL
- FIREFIGHT PHASE
  - PERFORM ACTIONS

Corsair Voidscarred  
Scouting

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Scouting

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Matched

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

Corsair Voidscarred  
Matched

FAQ : 1.8, DECK:4.3  
Date: Q4 2023

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		2	3
		3	4

## PHIL TEAM

This deck was from [ko-fi.com/phil\\_g](https://ko-fi.com/phil_g)



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at [bigphilgunner@gmail.com](mailto:bigphilgunner@gmail.com)

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

## PHIL TEAM

This deck was from [ko-fi.com/phil\\_g](https://ko-fi.com/phil_g)



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at [bigphilgunner@gmail.com](mailto:bigphilgunner@gmail.com)

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

## PHIL TEAM

This deck was from [ko-fi.com/phil\\_g](https://ko-fi.com/phil_g)



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at [bigphilgunner@gmail.com](mailto:bigphilgunner@gmail.com)

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

Corsair Voidscarred  
Scorecard

Date: Q4 2023  
Deck: 4.3

Credits  
Corsair Voidscarred

Date: Q4 2023  
Deck: 4.3

Credits  
Corsair Voidscarred

Date: Q4 2023  
Deck: 4.3

Credits  
Corsair Voidscarred

Date: Q4 2023  
Deck: 4.3