



# CORSAIR VOIDSCARRED: UPDATE LOG

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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.

## ERRATA

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NOVEMBER '25

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](#).

### FELARCH OPERATIVE, ONE STEP AHEAD RULE

Relevant parts of first and second sentences deleted:  
'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 [...].'

### KURNITE HUNTER OPERATIVE, ERUDITE HUNTER RULE

Relevant parts of third sentence deleted:  
'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.'

## PREVIOUS ERRATAS

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### 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).**'

### 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 RULES COMMENTARIES

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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.

# CORSAIR VOIDSCARRED OPERATIVES

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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 COMMORRITE 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

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CORSAIR VOIDSCARRED » KILL TEAM SELECTION



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:
 

<ul style="list-style-type: none"> <li>• <b>FATE DEALER</b></li> <li>• <b>GUNNER</b> with one of the following options:                             <ul style="list-style-type: none"> <li>○ Blaster*; shuriken pistol; fists</li> <li>○ Shredder; shuriken pistol; fists</li> </ul> </li> <li>• <b>HEAVY GUNNER</b> with one of the following options:                             <ul style="list-style-type: none"> <li>○ Shuriken cannon; shuriken pistol; fists</li> <li>○ Shuriken pistol; wraithcannon*; fists</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• <b>KURNATHI</b></li> <li>• <b>KURNITE HUNTER</b></li> <li>• <b>SHADE RUNNER</b></li> <li>• <b>SOUL WEAVER</b></li> <li>• <b>STARSTORM DUELLIST</b></li> <li>• <b>WARRIOR</b> with one of the following options:                             <ul style="list-style-type: none"> <li>○ Shuriken pistol; power weapon</li> <li>○ Shuriken rifle; fists</li> </ul> </li> <li>• <b>WAY SEEKER</b></li> </ul>
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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



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

## FELARCH

Neuro disruptor

Power weapon



## FATE DEALER

Shuriken pistol

Ranger long rifle



## SHADE RUNNER

Hekatarii blades

Shuriken pistol

Throwing blades



## WARRIOR

Shuriken rifle

Shuriken pistol

Power weapon



## GUNNER

Shredder

Blaster



## KURNITE HUNTER

Faolchú

Shuriken pistol

Power weapon



## KURNATHI

Dual power weapons



## SOUL WEAVER

Shuriken pistol

Power weapon



## STARSTORM DUELLIST

Shuriken pistol

Fusion pistol



## HEAVY GUNNER

Shuriken cannon



## WAY SEEKER

Witch staff

Shuriken pistol

