



CORSAIR VOIDSCARRED

UPDATE 1.1

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 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.