CODEX: CORSAIRS

Version 3.3 by Anhrathe

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NOTE This army list is intended to be used in conjunction with several other Codices. Rules for the weaponry listed here can be found in Codex:Craftworlds, Codex:Drukhari, Codex:Harlequins, and Imperial Armour:Xenos. Points values listed at the end of this document supersede those listed in the books mentioned above, but many common equipment values have been included for brevity.

FORCES OF THE CORSAIR FLEETS

KEYWORDS

Throughout this document you will come across a keyword that is within angular brackets, specifically <COTERIE>. This is shorthand for a keyword of your own choosing, as described below.

<COTERIE>

With the exception of the solitary Ghostwalkers and tormented Malevolents, all Aeldari Corsairs belong to a Coterie. If an Anhrathe datasheet does not specify which Coterie it is from, it will have the **COTERIE**> keyword. When you include such a unit in your army, you must nominate which Coterie that unit is from. You then simply replace the **COTERIE**> keyword in every instance on that unit's datasheet with the name of your chosen Coterie. For example, if you were to include a Void Dreamer in your army, and you decided they were from the Eldritch Raiders Coterie, then their **COTERIE**> keyword is changed to **ELDRITCH RAIDERS**, and their 'Path Ward' ability would say 'Any **ELDRITCH RAIDERS INFANTRY** or **BIKER** units within 6" of this model may add 1" to charge rolls, reckless abandon moves, and advancement rolls.'

ABILITIES

The following rules are common to many ANHRATHE units.

THE EYE OF SHE WHO THIRSTS:

If a model with this rule is slain by Perils of the Warp, the power they were attempting to manifest automatically fails and each unit within 12" immediately suffers D3 mortal wounds.

RECKLESS ABANDON:

If a unit with this ability inflicts one or more casualties on an enemy unit from a shooting attack within 12", it may make an immediate move of up to 3" after the results of the attack have been resolved. You may add an additional 3" to this move if the unit has the **FLY** keyword. This move cannot be used to place the unit within 3" of any enemy unit.

DANCING ON THE BLADE'S EDGE:

When making Morale tests, a unit with this ability may roll an additional dice and discard the highest result, but if any models flee the unit due to the result of the test, the number of fleeing models is increased by 1.

CORSAIRS WARGEAR LISTS:

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Heavy Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the items in these lists can be found in the Tools of Treachery section (pgs 28-31).

HEAVY WEAPONS:
Aeldari Missile Launche
Bright Lance
Dark Lance
Dissonance Cannon
Scatter Laser**
Shuriken Cannon
Splinter Cannon
Starcannon***

SMALL ARMS:	S
Lasblaster	В
Shardcarbine	F
Shuriken Catapult	F
Splinter Rifle	S

SPECIAL WEAPONS: Blaster Flamer Bl Fusion Gun Shredder Pt N

PISTOLS: Brace of Pistols Blast Pistol Dissonance Pistol Fusion Pistol Neuro Disruptor

CLOSE COMBAT WEAPONS:Power Sword Power Glaive

Monomolecular Blade Venomblade

VEHICLE EQUIPMENT:

Crystal Targeting Matrix Kinetic Shroud Void Burner Star Engines Vectored Engines

^{*} This weapon may not be equipped by BIKER units.

^{**} This weapon may not be equipped by **INFANTRY** units.

^{***} This weapon may only be equipped by VEHICLE units.

HQ 4		COR	SAIR	PRI	NCE			
NAME	M W	S BS	S	T	W	A	LD	SV
Baron	8" 2·	+ 2+	3	3	5	5	9	3+
A Corsair Prince is a single m Corsair Prince or a single Clo							ce of Pist	tols and Plasma Grenades. Only a sir
WEAPON	RANGE		/PE	S	AP	D	ABILI	TIES
Void Sabre	Melee	M	elee	+2	-3	2	-	
Brace of Pistols	12"	Pis	tol 2	*	0	1	wound roll of a with an addition	reapon wounds on a 4+, unless targeting ICLE or a TITANIC unit, in which caseds on a 6+. Each time you make a wound a 6+ for that weapon, that hit is resolved in AP of -1 instead of 0. You may make onal attack with this weapon if the targed half the weapon's maximum range.
Plasma Grenades	6"	Grena	ade D6	4	-1	1	-	-
Aeldari Long Rifle	36"	Нег	avy 1	4	0	1	if it is a	weapon may target a CHARACTER on not the closest enemy unit. Each time oll a wound roll of 6+ for this weapon as a mortal wound in addition to any ege.
Melta Bombs	4"	Gre	nade	8	-4	D6		an re-roll failed wound rolls for this on if the target is a VEHICLE .
WARGEAR OPTIONS	or from This mo This mo This mo This mo This mo charact This mo	the Small and the Small and the Small and the school of the Small and the school of the Small and th	Arms list schange i schange i age its Pla e equippe creased t ke any of	t. ts Brace o ts Void S asma Gre ed with a to 16" and	of Pistole abre for nades for Corsair d it gain owing eq	s for a w a weapo or Melta Jet Pack the JET	reapon from Bombs. (Power PACK)	a weapon from the Special Weapon from the Pistols list. the Close Combat Weapons list. r Rating +1). If so equipped, its Moand FLY keywords.
ABILITIES	with a C you can it on the Moveme	e Assault: orsair Jet Paset it up in battlefield. ont phases the where on the	ack, duri the skies At the en his unit on he battle	ng deploy instead of nd of any can desce field that	yment, of placing of your nd – set	for g	any <c< b="">(</c<>	Strategist: You may re-roll hit rolls of OTERIE> units within 6" of this mo
	Force of units wit the Cors	way from a Will: Any f hin 12" of the air Princes' worale tests.	riendly A	NHRAT ir Prince:	S. CHE may use			

INFANTRY, CHARACTER, CORSAIR PRINCE

KEYWORDS

6 POWER **CLOUD DANCER CORSAIR PRINCE** HQ S NAME M WS BS A LD SV **Cloud Dancer Corsair Prince** 18" 2+ 2+ 3 4 6 5 9 3+

A Cloud Dancer Corsair Prince is a single model equipped with Voidplate Armour, a Void Sabre, a Brace of Pistols and Plasma Grenades. Their Cloud Dancer Jetbike is equipped with a Twin Shuriken Catapult. Only a single Cloud Dancer Corsair Prince or a single Corsair Prince may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Void Sabre	Melee	Melee	+2	-3	2	-
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.
Plasma Grenades	6"	Grenade D6	4	-1	1	-
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Lasblaster	24"	Assault 8	3	0	1	-
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+.
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE VEHICLE equipped with Keelscythes may add +1 to its Weapon Skill characteristic during a turn in which it sucessfully initiates a charge.
Laser Lance (Shooting)	12"	Assault 1	6	-4	2	-
Laser Lance (Melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.
Melta Bombs	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
WARGEAR OPTIONS	Lasblaster, This model This model This model This model	or for a weapon may be equipped may exchanges may exchange it	n from thed with B its Plasm ts Brace o Void Sabr	ne <i>Heav</i> Keelscyt na Gren of Pistols e for a La	y Weapon hes. ades for for a we user Land	
ABILITIES	within 12" of may use the C Leadership v	I: Any friendly A the Cloud Danc Cloud Dancer Co alue when taking ker: When this u	er Corsai orsair Pri g morale t	r Prince nces' ests.	any Rec	nning Strategist: You may re-roll hit rolls of 1 for < COTERIE> units within 6" of this model. ckless Abandon: (pg 2)
	7" to its Mov	e characteristic to of rolling a dice	for that N			
FACTION KEYWORDS	AELDARI,	ANHRATHE, «	COTER	RIE>		
KEYWORDS	BIKER, CH	ARACTER, FL	Y, CLOU	D DAN	ICER C	ORSAIR PRINCE

HQ 7			VOII) DI	REAN	IER				
NAME	M	WS	BS	S	T	W	A	LD	SV	
Void Dreamer	8"	3+	3+	3	3	4	2	9	4+	
A Void Dreamer is a singl detachment.	e model e	quipped v	vith a Neı	ıro Dis	ruptor, an	d a Witc	ch Staff. (Only one	Void Dre	eamer may be included per
WEAPON	RAI	NGE	TYI	PE	S	AP	D	ABILIT	TIES	
Neuro Disruptor	12	2"	Pisto	ol 1	4	-3	D3	If the t Damaş		VEHICLE, this weapon has a
Witch Staff	Мє	elee	Mel	lee	User	0	2	This w	eapon wo	ounds on a roll of 2+
	This m characThis m	nodel may eteristic is	y be equip s increase take any	oped wed to 16 of the f	ith a Cors	air Jet lain the quipme	Pack (Po JET PAC	wer Rati CK and I	ing +1). I	t Weapons List. If so equipped, its Move words.
ABILITIES	BIKER to charg advance	units wit ge distanc ement mo	thin 6" of ces, reckle	this mo	NFANTR odel may a idon move	dd 1"	a Con set it battle phase the b	rsair Jet l up in the efield. At es this ur	Pack, dur e skies in the end on the can de I that is m	his model is equipped with ing deployment, you can stead of placing it on the of any of your Movement escend – set it up anywhere on hore than 9" away from any
	The Eye	e of She V	Vho Thirs	sts: (pg	2)			•		
PSYKER	one psyc	chic powe		enemy						hase, and attempt to deny two psychic powers from the
FACTION KEYWORDS	AELDA	RI, ANH	IRATHE	, <co< td=""><td>ΓERIE></td><td></td><td></td><td></td><th></th><th></th></co<>	ΓERIE>					
KEYWORDS	CHARA	ACTER, I	[NFANT]	RY, PS	YKER, V	OID DI	REAMEI	2		

HQ 3				BAR	ON				
NAME	M	WS	BS	S	T	W	A	LD	SV
Baron	8"	3+	3+	3	3	4	4	8	4+
A Baron is a single model equi	pped wi	ith a Vo	id Sabre,	a Brace	of Pistols	and Pla	sma Gre	nades.	
WEAPON	RAN	NGE	TY	PE	S	AP	D	ABIL	ITIES
Void Sabre	Me	elee	Me	lee	+2	-3	2	-	
Brace of Pistols	12	2"	Pist	ol 2	*	0	1	woun roll of with a additi	weapon wounds on a 4+, unless targeting a ICLE or a TITANIC unit, in which case it ids on a 6+. Each time you make a wound f a 6+ for that weapon, that hit is resolved an AP of -1 instead of 0. You may make one ional attack with this weapon if the target is in half the weapon's maximum range.
Plasma Grenades	6	"	Grena	de D6	4	-1	1	_	
Aeldari Long Rifle	36	5"	Hea	vy 1	4	0	1	if it is	weapon may target a CHARACTER even s not the closest enemy unit. Each time oll a wound roll of 6+ for this weapon, it its a mortal wound in addition to any other age.
Melta Bombs	4	» :	Grei	nade	8	-4	D6		can re-roll failed wound rolls for this on if the target is a VEHICLE .
WARGEAR OPTIONS	or the This This This This chant This	he Sma s model s model s model s model racteris s model	may exc may exc exchang may be tic is inc	list. change it change it ge its Pla equippe creased t se any of	ts Brace o ts Void Sa sma Gre ed with a	of Pistolo abre for nades fo Corsair I it gain wing eq	s for a w a weapo r Melta Jet Pack the JE T	reapon to from Bombs (Power PACK)	from the <i>Pistols</i> list. In the <i>Close Combat Weapons</i> list. Solution: The results of the combat weapons list. The results of
ABILITIES	with you o it on Move it up	a Corsa can set in the bat ement panywho	ir Jet Pa t up in t tlefield. bhases there on th	ck, duri he skies At the en his unit c ne battle	odel is equing deploy instead of any can descending that it is models	ment, f placing of your nd – set is more	IN g Mo tha	FANTI orale tes at Moral	he first time a friendly COTERIE > RY unit within 6" of the Baron fails a st ruding the Morale phase, you may reroll l test using the Baron's Leadership value. Abandon: (pg 2)
FACTION KEYWORDS	AELI	OARI, A	NHRA	THE, <	COTERI	E>			
KEYWORDS	INFA	NTRY,	CHAR	ACTER	BARON				

HQ 5	(CLO	UD I	DAN	CER I	BARC	ON		
NAME	M	WS	BS	S	T	W	Α	LD	SV
Cloud Dancer Baron	18"	3+	3+	3	4	5	4	8	4+
			ed with	a Void S	abre, a Br	ace of Pi	stols and	d Plasma (Grenades. Their Cloud Dancer Jetbike
is equipped with a Twin Shuri WEAPON	RAN		TV	PE	S	AP	D	ABILIT	TIES.
Void Sabre	Me		Me		+2	-3	2	- WOILII	ILO
Void Sabite	IVIC	icc	IVIC	.icc	ΤΔ	-5	2	This we	eapon wounds on a 4+, unless targeting a
Brace of Pistols	12	<u>)</u> "	Pist	ol 2	*	0	1	wounds roll of a with an addition	CLE or a TITANIC unit, in which case it s on a 6+. Each time you make a wound .6+ for that weapon, that hit is resolved .AP of -1 instead of 0. You may make one nal attack with this weapon if the target is half the weapon's maximum range.
Plasma Grenades	6	,,	Grena	de D6	4	-1	1	_	
Twin Shuriken Catapult	12	2"	Assa	ult 4	4	0	1	this we	ime you make a wound roll of 6+ for capon, that hit is resolved with an AP istead of 0.
Twin Lasblaster	24	1"	Assa	ult 8	3	0	1	_	
Twin Splinter Rifle	24	1"	Rapid	Fire 2	*	0	1	targetii	eapon wounds on a 4+, unless ng a VEHICLE or a TITANIC unit, in case it wounds on a 6+.
Keelscythes	Me	lee	Мє	elee	4	-1	1	with Ko Skill ch	WHRATHE VEHICLE equipped eelscythes may add +1 to its Weapon naracteristic during a turn in which it fully initiates a charge.
Laser Lance (Shooting)	12	2"	Assa	ult 1	6	-4	2	-	
Laser Lance (Melee)	Me	lee	Ме	elee	User	-4	2		pearer charged this turn, attacks with capon are made at Strength 6.
Melta Bombs	4	»	Gren	ade 1	8	-4	D6		n re-roll failed wound rolls for this n if the target is a VEHICLE .
WARGEAR OPTIONS	Lash • This • This • This • This • The	model model model model model	or for a may be may exc may exc may exc st.	weapon equippe change i change it	from the ed with k its Plasm ts Brace o	e Heavy Ceelscyth a Grenac f Pistols f ore for a l	Weapon les. les for M for a wea Laser La	as list. Melta Bon apon from ance or a v	win Splinter Rifle, for a Twin mbs. the <i>Pistols</i> list. weapon from the <i>Close Combat</i> Voidplate Armour – Force Shield
ABILITIES	Speed 7" to i phase	Drink ts Move instead	er: Whe	n this unteristic for a dice	nit Advar or that M	ces, add	Tyr BII test	rant: The KER unit t during th	first time a friendly COTERIE > within 6" of the Baron fails a Morale he Morale phase, you may reroll that sing the Baron's Leadership value.

Reckless Abandon: (pg 2)

AELDARI, ANHRATHE, <COTERIE>

BIKER, CHARACTER, FLY, CLOUD DANCER BARON

FACTION KEYWORDS

KEYWORDS

ELITE 6	CORSA	AIR	WAS	P AS	SSAU	LT W	ALK	KER		
NAME	M	WS	BS	S	T	W	A	LD	SV	
Corsair Wasp	10"	3+	3+	5	6	7	2	8	4+	
This unit contains 1 Corsair model). Each model is equip	Wasp Assau ped with two	lt Walk o Shuri	er. It can ken Can	include	e up to 2 a d a Kinet	additiona ic Shrouc	l Corsai l.	ir Wasp A	ssault Walk	ers (+6 Power Rating per
WEAPON	RAN	IGE	TY	PE	S	AP	D	ABILIT	TES	
Shuriken Cannon	24	1"	Assa	ult 3	6	0	1	Each til this we -3 inste	apon, that h	te a wound roll of 6+ for it is resolved with an AP of
WARGEAR OPTIONS	Wea • Any	<i>pons</i> lis model	st.	nit may						eapon from the <i>Heavy</i> but the entire unit must
ABILITIES	chara in wh a char invul	cteristi ich it c rge all i nerable	c of mod harges. V nodels in save un	lels in the When the until the entil the entil the entil this un	ne Attack nis unit in nis unit d nit gain a nd of the nit Advan for that M	n a turn eclares 5+ turn.	roll and a 6 i moi	a D6 befor l before ar it explode rtal woun	ore removing ny embarked es, and each i	s reduced to 0 wounds, g it from the battlefield I models disembark. On unit within 6" suffers 1
			d of rollin							
FACTION KEYWORDS	AELD	ARI, A	NHRA'	ГНЕ, <	COTERI	[E>				

VEHICLE, FLY, CORSAIR WASP ASSAULT WALKER

KEYWORDS

ELITE 3		M	ALE	VOLE	ENT	BANI	D			
NAME	M	WS	BS	S	T	W	A	LD	SV	
Malevolent	8"	3+	4+	3	3	2	2	6	5+	

This unit contains 5 Malevolents. It can include up to 5 additional Malevolents (**Power Rating +3**), 10 additional Malevolents (**Power Rating +6**), or 15 additional Malevolents (**Power Rating +9**). Each model is armed with a Monomolecular Blade, a Brace of Pistols, and Plasma Grenades.

Plasma Grenades.				,		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monomolecular Blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.
Plasma Grenades	6"	Grenade D6	4	-1	1	-
Melta Bombs	4"	Grenade	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
	 The entire The entire unit). If the FLY keyw 	unit may be equ ney do so their M ords.	nge its Pla ipped wit Iove char	isma Gre th Corsa acteristi	ir Jet Pa c is incr	for Melta Bombs. acks (Power Rating +1 for every 5 models in the eased to 16" and they gain the JET PACK and Armor (Power Rating +1 for every 5 models in
ABILITIES	in this unit	xed: Roll a D6 eac loses a wound. O e that wound.				icidal Fury: Add 2 to the Attacks characteristic models in this unit in a turn in which it charges.
	<aeldar< a=""> must subtra Leadership be be deploy reason emb</aeldar<>	e Void: Any unit I> faction keyword to 1 from the resultest. In addition, yed in a TRANSI ark onto a TRANSI candon: (pg 2)	rd within alt when t this unit PORT or	aking a may not	wit car ing Mo any	yborne Assault: If the entire unit is equipped th Corsair Jet Packs, during deployment, you in set up this unit in the skies instead of plactit on the battlefield. At the end of any of your ovement phases this unit can descend – set it up ywhere on the battlefield that is more than 9" ay from any enemy models.
FACTION KEYWORDS		ANHRATHE				
KEYWORDS		, MALEVOLEN	TRAND			
VI I MOUDS	IMIMIMI	, MALE VOLEN	IDAND			

ELITE 4		V	OIDST	ORM B	SANI)			
NAME	M	WS	BS S	T	W	A	LD	SV	
Veteran Felarch	8"	3+	3+ 3	3	1	2	8	4+	
This unit contains 3 Veteran Felarchs (Power Rating +4).									up to 6 additional Veteran
WEAPON	RAN		ТУРЕ	S	AP		ABILI1		
Lasblaster	24'	»	Assault 4	3	0	1	_		
Brace of Pistols	12'	»	Pistol 2	*	0	1	vehic wound roll of a with ar additio	CLE or a TITA s on a 6+. Each a 6+ for that we n AP of -1 inste nal attack with	on a 4+, unless targeting a NIC unit, in which case it it itime you make a wound eapon, that hit is resolved ead of 0. You may make one in this weapon if the target is on's maximum range.
Plasma Grenades	6"	,	Grenade D6	4	-1	1	-		
Melta Bombs	4"	,	Grenade	8	-4	D6			d wound rolls for this is a VEHICLE .
WARGEAR OPTIONS	• Any in For e Special The e The e unit)	pons list model every 3 ial Wea entire u entire u	st. may exchang models in the apons list. unit may exch unit may be exch init may be exch	e its Brace e unit, one ange its Pla quipped wi quipped wi	of Pistol model n asma Gr th Voidp	s for a w nay exch enades f blate Arr tir Jet Pa	reapon frange the for Melta mour. acks (Pov	rom the <i>Pisto</i> sir Lasblaster Bombs. wer Rating +1	as list or the Close Combat Is list. for a weapon from the I for every 3 models in the gain the JET PACK and
ABILITIES	equipp deploy skies i the en unit co battlet enemy	ped with yment, instead and of artical description in the second in the	ssault: If the of the Corsair Jet you can set u of placing it may of your Modend – set it u at is more that is. This unit can sesame turn.	Packs, dur p this unit on the batt vement ph p anywher in 9" away	ing in the lefield. A ases this e on the from any	ma are t an Th can wh Th if t	ay be upg e in the sa d the arm e unit gai n re-roll f nilst it is v e unit mu he CORS	raded to a Bla ame Detachmay's warlord is ins the BLAD failed wound re within 3" of the ust be equippe SAIR PRINC t Pack., and m	didstorm Band per army desworn Retinue if they ent as the army's warlord, a CORSAIR PRINCE. DESWORN keyword, and rolls during the Fight phase to CORSAIR PRINCE. Ed with Corsair Jet Packs of E is also equipped with the ay not be equipped with ORSAIR PRINCE is not

AELDARI, ANHRATHE, <COTERIE>

INFANTRY, VOIDSTORM BAND

FACTION KEYWORDS

KEYWORDS

TROOPS 4 POWER			REA	AVER	R BAI	ND				
NAME	M	WS	BS	S	T	W	A	LD	SV	
Reaver	8"	3+	3+	3	3	1	1	6	5+	
Felarch	8"	3+	3+	3	3	2	2	7	5+	

This unit contains 5 Reavers. It can include up to 5 additional Reavers (**Power Rating +4**), 10 additional Reavers (**Power Rating +8**), or 15 additional Reavers (**Power Rating +12**). 1 Model may be upgraded to a Felarch. Each model is armed with a Lasblaster and Plasma grenades.

grenades.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasblaster	24"	Assault 4	3	0	1	-
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.
Plasma Grenades	6"	Grenade D6	4	-1	1	-
Monomolecular Blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Melta Bombs	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
WARGEAR OPTIONS	weapon from For every Special West A Felarch: • A Felarch: • The entire	om the Small Ar of models in the usapons list or the may exchange its may be equipped unit may exchar	ms list. Init, one I Heavy W S Lasblast I with one Inge its Pla	model mage of the model mage of the model	ay exch List. weapon n from t	molecular Blade and Brace of Pistols, or for a sange its Lasblaster for a weapon from the from the Close Combat Weapons list. the Pistols list. for Melta Bombs. Armor (Power Rating +1 for every 5 models in
ABILITIES	Reckless Al	oandon: (pg 2)			Da	ancing on the Blade's Edge: (pg 2)
FACTION KEYWORDS	AELDARI,	ANHRATHE, <	COTERI	E>		
KEYWORDS	INFANTRY	, REAVER BAN	D			

TROOPS 6	SKYREAVER BAND											
NAME	M	WS	BS	S	T	W	A	LD	SV			
Skyreaver	16"	3+	3+	3	3	1	1	6	5+			
Skyreaver Felarch	16"	3+	3+	3	3	2	2	7	5+			

This unit contains 5 Skyreavers. It can include up to 5 additional Skyreavers (**Power Rating +6**). 1 Model may be upgraded to a Skyreaver Felarch. Each model is equipped with a Corsair Jet Pack, and armed with a Lasblaster, a Brace of Pistols, and Plasma grenades.

Felarch. Each model is equipp	Felarch. Each model is equipped with a Corsair Jet Pack, and armed with a Lasblaster, a Brace of Pistols, and Plasma grenades.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Lasblaster	24"	Assault 4	3	0	1	-					
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.					
Plasma Grenades	6"	Grenade D6	4	-1	1	-					
Monomolecular Blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.					
Melta Bombs	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .					
WARGEAR OPTIONS	Arms list. • For every 5 either the 5 • A Felarch r • A Felarch r • The entire	models in the use pecial Weapons nay exchange its nay exchange its unit may exchanguit may be equ	nit, one r list or the Brace of Lasblast age its Pla	model m e <i>Heavy</i> Pistols t er for a v sma Gre	ay exch Weapor for a wea weapon enades for	olecular Blade, or a weapon from the Small ange its Lasblaster for one weapon from as List. apon from the Pistols list. from the Close Combat Weapons list. or Melta Bombs. Armor (Power Rating +1 for every 5 models					
ABILITIES	can set up the ing it on the your Moven – set it up a	ssault: During on the sk battlefield. At the nent phases this nywhere on the laway from any	encing on the Blade's Edge: (pg 2)								
FACTION KEYWORDS	AELDARI,	ANHRATHE, <	COTERI	E>							
KEYWORDS	INFANTRY	FLY, JET PACE	K, SKYRI	EAVER	BAND						

TROOPS 3	3 GHOSTWALKER BAND											
NAME	M	WS	BS	S	T	W	A	LD	SV			
Ghostwalkers	8"	3+	3+	3	3	1	1	8	5+			
				- 11	1 01				-> - 1			

This unit contains 5 Ghostwalkers. It can include up to 5 additional Ghostwalkers (**Power Rating +3**). Each model is armed with an Aeldari Long Rifle, a Brace of Pistols, and Plasma Grenades.

Aeldari Long Rifle 36" Heavy 1 4 0 1 wound roll of 64 for this weapon, it inflicts a mortal wound in addition to any other damage. Brace of Pistols 12" Pistol 2 1 0 1 Inspect of 6 for this weapon, that his is resolved wounds on a 6+. Each time you make a wound roll of 64 for this weapon, that his is resolved wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that his is resolved wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that his is resolved wounds on a 6+. Each time you make one additional attack with this weapon if the target is within half the weapon's maximum range. Plasma Grenades 6" Grenade D6 4 -1 1 -	Aeldari Long Rifle, a Brace	of Pistols, and Pla	ısma Grenades.										
Aeldari Long Rifle 36" Heavy 1 4 0 1	WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Brace of Pistols 12" Pistol 2 1 0 1	Aeldari Long Rifle	36"	Heavy 1	4	0	1	you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other						
Monomolecular Blade Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon if the target is a VEHICLE. **Non model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the **Small Arms** list. **For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the **Special Weapons** list. **The entire unit may exchange its Plasma Grenades for Melta Bombs. **Billities** Silent Advance: At the start of the first battle round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn begins, the player who is taking the first turn moves their units first. **Faction KEYWORDS** AELDARI, ANHRATHE **In the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon if the target is a VEHICLE. **Nonomolecular Blade, or for a weapon from the Special Weapons list. **For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the Special Weapons list. **The entire unit may exchange its Plasma Grenades for Melta Bombs. **Masters of Concealment: Your opponent must subtract 1 from hit rolls for ranged weapons that target this unit. In addition, add 2 instead of 1 to saving throws made for models from this unit that are in cover. **Reckless Abandon:** Reckless Abandon:** (pg 2)	Brace of Pistols	12"	Pistol 2	1	0	1	VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is						
Melta Bombs 4" Grenade 1 8 -4 D6 You can re-roll failed wound rolls for this weapon if the target is a VEHICLE. • Any model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the Small Arms list. • For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the Special Weapons list. • The entire unit may exchange its Plasma Grenades for Melta Bombs. **ABILITIES** Silent Advance: At the start of the first battle round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn begins, the player who is taking the first turn moves their units first. **FACTION KEYWORDS** AELDARI, ANHRATHE** **Vou can re-roll failed wound rolls for this weapon if the target is a VEHICLE. **Wanned Hondow And	Plasma Grenades	6"	Grenade D6	4	-1	1	-						
MARGEAR OPTIONS • Any model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the Small Arms list. • For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the Special Weapons list. • The entire unit may exchange its Plasma Grenades for Melta Bombs. Silent Advance: At the start of the first battle round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn begins, the player who is taking the first turn powers their units first. FACTION KEYWORDS • Any model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the Smean from the target is a VEHICLE. • Any model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the Smean from the Special Weapons list. • For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the Special Weapons list. • The entire unit may exchange its Plasma Grenades for Melta Bombs. Masters of Concealment: Your opponent must subtract 1 from hit rolls for ranged weapons that target this unit. In addition, add 2 instead of 1 to saving throws made for models from this unit that are in cover. • Reckless Abandon: (pg 2) • Reckless Abandon: (pg 2)	Monomolecular Blade	Melee	Melee	User	0	1							
the Small Arm's list. • For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the Special Weapons list. • The entire unit may exchange its Plasma Grenades for Melta Bombs. Silent Advance: At the start of the first battle round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn begins, the player who is taking the first turn moves their units first. FACTION KEYWORDS AELDARI, ANHRATHE	Melta Bombs	4"	Grenade 1	8	-4	D6							
round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first. FACTION KEYWORDS AELDARI, ANHRATHE subtract 1 from hit rolls for ranged weapons that target this unit. In addition, add 2 instead of 1 to saving throws made for models from this unit that are in cover. Reckless Abandon: (pg 2)	WARGEAR OPTIONS	• For every s from the S	Arms list. 5 models in the u Special Weapons l	ınit, one ı list.	model m	ay exch	ange their Aeldari Long Rifle for one weapon						
	ABILITIES	round but be move this u within 9" of have units the first batt begins, the	round but before the first turn begins, you can move this unit up to 8". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn subtract 1 from hit rolls for ranged weapons that target this unit. In addition, add 2 instead of 1 to saving throws made for models from this unit that are in cover. Reckless Abandon: (pg 2)										
KEYWORDS INFANTRY, GHOSTWALKER BAND	FACTION KEYWORDS	AELDARI,	ANHRATHE										
	KEYWORDS	INFANTRY	, GHOSTWALK	ER BAN	D								

DT 4		CORSAIR	VEN	IOM							
NAME	M WS	BS S	Т	W	A	LD	SV				
Corsair Venom	16" 5+	3+ 5	5	6	2	8	4+				
A Corsair Venom is a single r	nodel equipped	with a Shuriken C	Cannon,	a Twin La	sblaster	; and a k	Kinetic Shroud.				
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Shuriken Cannon	24	Each time you make a wound roll of 6+ 24 Assault 3 6 0 1 weapon, that hit is resolved with an AP instead of 0.									
Twin Lasblaster	24"	Assault 8	3	0	1	-					
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	VEHI	veapon wounds on a 4+, unless targeting a ICLE or a TITANIC unit, in which case it ds on a 6+.				
Twin Shuriken Catapult	12"	Assault 4	4	0	1		time you make a wound roll of 6+ for this on, that hit is resolved with an AP of -3 d of 0.				
Splinter Cannon	36"	Rapid Fire 3	*	0	1	VEHI	veapon wounds on a 4+, unless targeting a ICLE or a TITANIC unit, in which case it ds on a 6+.				
Scatter Laser	36"	Heavy 4	6	0	1	-					
Keelscythes	Melee	Melee	4	-1	1	with K Skill c	NHRATHE VEHICLE equipped Keelscythes may add +1 to its Weapon haracteristic during a turn in which it fully initiates a charge.				
WARGEAR OPTIONS	Twin SplShurikenThis modelThis model	inter Rifle – T Cannon – S	win Shu catter L s Shurik d with K	iriken Ca aser ten Cann teelscyth	tapult on for a es.	– Spl weapoi	Following weapons: inter Cannon In from the <i>Heavy Weapons</i> list.				
ABILITIES	Open-Topped: Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.										
TRANSPORT	This model can transport up to 5 COTERIE > models. It cannot transport JET PACK models or BIKER models.										
FACTION KEYWORDS	AELDARI,	ANHRATHE, <c< td=""><td>COTERI</td><td>E></td><td></td><td></td><td></td></c<>	COTERI	E>							
KEYWORDS	VEHICLE, I	LY, TRANSPOR	RT, COR	SAIR VI	ENOM						

DT 9	OT 9 CORSAIR FALCON											istics chan	ge as
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Falcon	*	5+	*	6	7	12	*	8	3+	7-12+ 4-6	16" 12"	3+ 4+	2
A Corsair Falcon is a single mode	l equip	ped witl	n a Puls	se Laser	, a Shui	riken Ca	nnon, and	a Twin La	sblaster.	1-3	9"	5+	1

A Corsair Faicon is a single mo	1 11						1-3	9	5+				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Pulse Laser	48"	Heavy 2	8	-3	3	-							
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.							
Twin Lasblaster	24"	Assault 8	3	0	1	-							
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wound VEHICLE or a TIT wounds on a 6+.							
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you mak weapon, that hit is no f 0.							
Splinter Cannon	36"	Rapid Fire 3	*	0	1	This weapon wound VEHICLE or a TI T wounds on a 6+.							
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE V Keelscythes may ad characteristic durin initiates a charge.	d +1 to its Wear	on Skill					
WARGEAR OPTIONS	Twin SpThis modThis mod	linter Rifle	- Twii ge its ped w	n Shurik Shurike vith Keel	en Cata n Cann scythes		non – Shuril						
ABILITIES	wounds, ro the battlefi models dis	If this model is oll a D6 before eld and before embark. On a c vithin 6" suffer	remov any er 6 it ext	ing it fro nbarked plodes, a	nd	Hover Tank: Dista measured to and fro it has a base.							
TRANSPORT	This model can transport up to 6 COTERIE > models. It cannot transport JET PACK models or BIKER models.												
FACTION KEYWORDS	AELDARI	, ANHRATHI	E, <c0< td=""><td>OTERIE</td><td>></td><td></td><td></td><td></td><td></td></c0<>	OTERIE	>								
KEYWORDS	VEHICLE												

FAST 7 POWER		CLO	OUD	DAN	CER	BAN	ID			
NAME	M	WS	BS	S	T	W	A	LD	SV	
Cloud Dancer	18"	3+	3+	3	4	2	1	6	4+	
Cloud Dancer Felarch	18"	3+	3+	3	4	2	2	7	4+	

This unit contains Cloud Dancers, and one model may be exchanged for a Corsair Cloud Dancer Felarch. It can include up three additional Cloud Dancers (**Power Rating +7**) or up to six additional Cloud Dancers (**Power Rating +14**). Each model is equipped with a Brace of Pistols, and their Cloud Dancer Jetbike is equipped with a Twin Shuriken Catapult.

Brace of Pistols, and their Clo	Jud Dancer Jeto.	ike is equipped wi	tii a 1 Wi		II Cata _l							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.						
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.						
Twin Lasblaster	24"	Assault 8	3	0	1	-						
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.						
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE VEHICLE equipped with Keelscythes may add +1 to its Weapon Skill characteristic during a turn in which it sucessfully initiates a charge.						
WARGEAR OPTIONS	Lasblaster, • Any mode • A Corsair (, or for a weapon : l may be equippe Cloud Dancer Fela	from the d with K rch may	e Heavy V Leelscytho exchange	<i>Veapor</i> es. e its Bra	alt for a Twin Splinter Rifle, for a Twin as list. ce of Pistols for a weapon from the <i>Pistols</i> list. h a weapon from the <i>Close Combat Weapons</i> list.						
ABILITIES	Speed Drinkers: When this unit Advances, add 7" to its Move characteristic for that Movement phase instead of rolling a dice. Reckless Abandon: (pg 2) Dancing on the Blade's Edge: (pg 2)											
FACTION KEYWORDS	AELDARI, ANHRATHE, <coterie></coterie>											
KEYWORDS	BIKER, FLY, CORSAIR CLOUD DANCER BAND											

FAST 4 POWER	CK 4 CK CORSAIR VYPER											
NAME	M	WS	BS	S	T	W	A	LD	SV			
Corsair Vyper	16"	5+	3+	5	5	6	2	8	3+			

This unit contains 1 Corsair Vyper. It may include up to 2 additional Corsair Vypers (+4 Power Rating Per Model). Each model is armed with a Shuriken Cannon and a Twin Lasblaster.

with a Shuriken Cannon and	a Iwin Lasblas	ter.				<u> </u>				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.				
Twin Lasblaster	24"	Assault 8	3	0	1	-				
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.				
Twin Shuriken Catapult	12"	Each time you make a wound roll of 6+ 12" Assault 4 4 0 1 weapon, that hit is resolved with an AP of instead of 0.								
Splinter Cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.				
Scatter Laser	36"	Heavy 4	6	0	1	-				
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE VEHICLE equipped with Keelscythes may add +1 to its Weapon Skill characteristic during a turn in which it sucessfully initiates a charge.				
WARGEAR OPTIONS	 Twin Sp Shurikes Any mode Any mode Any mode 	linter Rifle – Tv n Cannon – Sc el may exchange it el may be equipped	vin Shua atter La s Shuril d with K	riken Cat iser ken Cann Keelscytho	apult on for a	e of the following weapons: - Splinter Cannon a weapon from the <i>Heavy Weapons</i> list. nicle Equipment List, but the entire unit must all				
ABILITIES	characterist contains 3 1 The Serpen unit move a subtract 1 f	ers: This unit has a tic of 20" instead of models. at's Grace: If all the at least 16", your op from all hit rolls for t until your next M	f 16" wh e models ponent	in this must weapons	a D bef exp	plodes: If this model is reduced to 0 wounds, roll 06 before removing it from the battlefield and fore any embarked models disembark. On a 6 it plodes, and each unit within 6" suffers 1 mortal bund.				
FACTION KEYWORDS	AELDARI,	ANHRATHE, <0	COTER	IE>						
KEYWORDS	VEHICLE,	FLY, CORSAIR V	YPER							

FAST 9 ATTACK POWER		C	ORS	AIR	HOR	NET				
NAME	M	WS	BS	S	T	W	A	LD	SV	
Corsair Hornet	19"	5+	3+	5	6	8	2	8	3+	
This unit contains 1 Corsair I equipped with two Hornet Pu			clude up	to 2 add	litional C	orsair Ho	ornets (+	-9 Power	Rating per m	odel). Each model is
WEAPON	RAI	NGE	TY	PE	S	AP	D	ABILIT	TIES	
Hornet Pulse Laser	48	3"	Heav	vy 3	6	-3	2	-		
Keelscythes	Me	elee	Mel	lee	4	-1	1	with K Skill ch	eelscythes ma	EHICLE equipped y add +1 to its Weapon uring a turn in which it a charge.
WARGEAR OPTIONS	Hea • Any • Any	wy Wea model model	<i>pons</i> list may be	i. equippe init may	ed with K	eelscyth	es.			weapon from the <i>Corsair</i> ut the entire unit must all
ABILITIES	fire R must so. M Weap from	Rapid Fi subtraction lodels in pons aft their h	re weapo ct 1 from n this un er advan it rolls if	ons after their h it may a cing, bu they do	n this un advanci- it rolls if also fire F at must so so.	ng, but they do Ieavy ıbtract 2	a D bef exp	06 before fore any e	removing it fr mbarked mod	reduced to 0 wounds, roll rom the battlefield and dels disembark. On a 6 it ithin 6" suffers 1 mortal
	meas	ured to			odel's hu			,		
FACTION KEYWORDS	AELI	OARI, A	NHRA'	ΓΗΕ, <	COTERI	E>				
KEYWORDS	VEHI	ICLE, F	LY, COI	RSAIR	HORNE	Γ		,		

HEAVY SUPPORT POWER		B	ALE	STRI	KE B	AND				
NAME	M	WS	BS	S	T	W	A	LD	SV	
Balestrike Reaver	8"	3+	3+	3	3	2	1	7	4+	
Balestrike Felarch	8"	3+	3+	3	3	2	2	8	4+	

This unit contains 3 Balestrike Reavers. It can include up to 3 additional Balestrike Reavers (**Power Rating +3**) or up to 6 additional Balestrike Reavers (**Power Rating +6**). 1 Model may be upgraded to a Balestrike Felarch. Each model is armed with a Lasblaser, a Brace of Pistols, and Plasma Grenades.

of Pistols, and Plasma Gren	ades.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasblaster	24"	Assault 4	3	0	1	-
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.
Plasma Grenades	36"	Grenade D6	4	-1	1	-
Aeldari Long Rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Melta Bombs	4"	Grenade	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
WARGEAR OPTIONS	 Weapons A Balestri A Balestri The entire The entire The entire 	ist, or for a weapo ke Felarch may ex ke Felarch may ex unit may be equi unit may exchang unit may be equi ney do so their Mo	on from schange schange pped wi ge its Pla pped wi	the Small its Brace its Lasbla th Voidp asma Gre th Corsa	Il Arms of Pisto aster for late Arr enades f ir Jet Pa	ols for a weapon from the <i>Pistols</i> list. r a weapon from the <i>Close Combat Weapons</i> list. mour.
ABILITIES	equipped w deploymen skies instea the end of a unit can de	Assault: If the entivith Corsair Jet Pa t, you can set up t d of placing it on any of your Mover scend – set it up a hat is more than 9	cks, dur his unit the batt nent ph nywher	ing in the lefield. At ases this e on the	Da t	eckless Abandon: (pg 2) ancing on the Blade's Edge: (pg 2)
FACTION KEYWORDS	AELDARI,	ANHRATHE, <0	COTER	IE>		
KEYWORDS	INFANTRY	, BALESTRIKE	BAND			

HEAVY SUPPORT 12	CC	ORSA	AIR	WA	RP	HU	NTEF	₹		DAMAGE Some of this mode's c is suffers damage as s	haracteri hown bel	stics chan	ge as
NAME POWER	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	1.62	BS	A
Corsair Warp Hunter	*	5+	*	6	7	12	*	8	3+	7-12+ 4-6	16" 12"	3+ 4+	2
A Corsair Warp Hunter is a sin	gle mo	del equ	ıipped	with a	D-Fla	il and a	Twin Las	blaster.		1-3	9"	5+	1

A Corsair warp Hunter is a	single model ed	quipped with a i	D-Fla	ii and a	IWIN La	sbiaster.	1-3	9"	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
D-Flail	When attac	cking with this	weapo	n, selec	t one of t	the profiles below:			
– Blast	36"	Heavy D3	10	-4	D6	This weapon may to visible to the beare that has 10 or more rolls made to 2D3.	r. When targeting e models, increase	g an enem	ny unit
– Rift	12"	Heavy D6	10	-4	D6	This weapon hits it	ts target automati	cally.	
Twin Lasblaster	24"	Assault 8	3	0	1	_			
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you mal weapon, that hit is of 0.			
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wour VEHICLE or a TI wounds on a 6+.			
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you mal weapon, that hit is of 0.			
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE Keelscythes may a characteristic duri initiates a charge.	dd +1 to its Weap	on Skill	sfully
WARGEAR OPTIONS	– Twin Spli This model	may exchange inter Rifle – ' may be equipp may take items	Twin : ed wit	Shurike th Keels	n Catapı cythes.	•		n Cannor	1
ABILITIES	wounds, ro battlefield disembark	If this model is oll a D6 before r and before any c. On a 6 it explo suffers 1 mortal	emov emba odes, a	ring it fro rked mo and each	odels	Hover Tank: Distmeasured to and finit has a base.			
FACTION KEYWORDS	AELDARI	, ANHRATHE	E, <c0< td=""><td>OTERII</td><td>E></td><td>1</td><td></td><td></td><td></td></c0<>	OTERII	E>	1			
KEYWORDS	VEHICLE	, FLY, CORSA	IR W	ARP H	UNTER				

HEAVY SUPPORT POWER	CO	RSA	AIR I	NIG	НТ	SPIN	NNEI	₹		DAMAGE Some of this mode's of is suffers damage as s			ge as
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Night Spinner	*	5+	*	6	7	12	*	8	3+	7-12+ 4-6	16" 12"	3+ 4+	2
A Corsair Night Spinner is a	single m	odel ed	minned	with:	a Doon	weaver a	and a Tw	in Lashla	ster	1-3	o"	5+	1

A Corsair Night Spinner is a	single moder e	quipped with a	Doom	ivveuver u	iia a i w	III Lastiastei.	1-3	9	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Doomweaver	48"	Heavy 2D6	7	0	2	Wound rolls of 6- AP-4 instead of A that are not visible	P 0. This weapon			
Twin Lasblaster	24"	Assault 8	3	0	1	-				
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you may weapon, that hit is of 0.				
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wou VEHICLE or a T wounds on a 6+.				
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you may weapon, that hit is of 0.				
Splinter Cannon	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.									
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHI Keelscythes may characteristic durinitiates a charge.	add +1 to its Wea ing a turn in wh	apon Skill		
WARGEAR OPTIONS	– Twin Splin This model i	may exchange i tter Rifle – T may be equippe may take items	win Sl d with	nuriken (Keelscyt	Catapult thes.	•		n Cannon	ı	
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound. Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.									
FACTION KEYWORDS	AELDARI,	ANHRATHE	, <co< td=""><td>ΓERIE></td><td></td><td></td><td></td><td></td><td></td></co<>	ΓERIE>						
KEYWORDS	ORDS VEHICLE, FLY, CORSAIR NIGHT SPINNER									

HEAVY SUPPORT	9		(COR	RSAI	IR F	IRF	E PR	ISM			DAMAGE Some of this mode's c is suffers damage as s	haracteri hown bel	stics chan ow:	ge as
NAME	POWER		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsai	r Fire P	rism	*	5+	*	6	7	12	*	8	3+	7-12+ 4-6	16" 12"	3+ 4+	2
A Corsa	ir Fire P	rism is a sing	le mode	l equip _l	ped wit	th a Pr	ism Ca	nnon a	nd a Twin	n Lasblast	er.	1-3	9"	5+	1

A Corsair Fire Prism is a sing	gle model equip	ped with a Pri	sm Ca	annon a	nd a Tw	win Lasblaster. 1-3 9" 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism Cannon	When a	ttacking with t	his we	eapon, cl	hoose o	one of the profiles below.
- Dispersed	60"	Heavy D6	6	-3	1	-
- Focused	60"	Heavy D3	9	-4	D3	-
- Lance	60"	Heavy 1	12	-5	D6	-
Twin Lasblaster	24"	Assault 8	3	0	1	-
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Splinter Cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE VEHICLE equipped with Keelscythes may add +1 to its Weapon Skill characteristic during a turn in which it sucessfully initiates a charge.
WARGEAR OPTIONS	– Twin Spli This model	may exchange nter Rifle – may be equipp may take items	Twin ed wit	Shurike th Keels	n Cataj cythes.	•
ABILITIES	always me	ak: Distance ar asured to and f shough it has a	rom tl		el's	Pulsed Laser Discharge: If this model moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic)
	wounds, ro the battlefi models dis	If this model is oll a D6 before eld and before embark. On a c nit within 6" so	remov any er 6 it ex	ving it fr mbarked plodes,	1	it can shoot its prism cannon twice in its next Shooting phase (the prism cannon must use the same profile and target the same unit both times it is fired).
FACTION KEYWORDS	wounds, ro the battlefi models dis and each u wound.	oll a D6 before eld and before embark. On a 0	remov any er 6 it exj uffers	ving it fr mbarked plodes, 1 morta	d .l	phase (the prism cannon must use the same profile and

FLYER 8		COF	RSAI	IR N	IGH	ITW	ING			DAMAGE Some of this mode's ch is suffers damage as sho		nge as
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS
Corsair Nightwing	*	6+	*	6	6	12	3	8	3+	7-12+	20" - 60"	3+
A Corsair Nightwing is a si	ngle mo	del, eq	ıipped	with a	Twin S	hurikei	n Canno	on,		4-6	20" - 40"	4+
a Twin Bright Lance, a Crys	stal Targ	geting Î	⁄latrix,	and a I	Kinetic	Shroud	1			1-3	20" - 25"	5+
WEADON	RΛ	NGE	TV	/DE	C	ΛD	n	ARIIITI	:6			

a Twill Dright Lance, a Crysta	# 1 # 1 B # 1 F F F F F F F F F F F F F F F F F F	1401111, 4114 4 1		0111 0 41 41		
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Twin Shuriken Cannon	24"	Assault 6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Bright Lance	36"	Heavy 2	8	-4	D6	5 -
ABILITIES	moves, first (this does no model move straight forw finished, you before. Airborne: To only be char can only attaphase by un Crash and It to 0 wounds it from the ba fiery explo	Agile: Each tippivot it on the of contribute to s) and then moved. Once its a can pivot it a can pivot it a chis model can reged by units thack or be attacted to the can FL can FL can a D6 before the can and each cortal wounds	spot up o how for the move the move the further not chat can ked in the code is or the code is o	o to 90° ar the model as r 90° as r.ge, can FLY, and he Fight	.d t	Vector Shift: At the start of the Movement phase, before this model is moved, the controlling player must declare if it is operating with either Extended Wings or Retracted Wings. When operating with Retracted Wings and this model Advances, add 24" to its Move characteristic for that Movement phase instead of rolling a dice. While operating with Extended Wings, this model may be turned to face directly towards any one enemy model it has line of sight to instead of performing its first pivot in the Movement phase (as per the Impossibly Agile ability), this model then adds 1 when making hit rolls against the chosen enemy model for the following Shooting phase, but also loses the Hard to Hit ability until it switches to operating with Retracted Wings. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
FACTION KEYWORDS	AELDARI, A	ANHRATHE,	<cot< th=""><th>ERIE></th><th></th><th></th></cot<>	ERIE>		
KEYWORDS	VEHICLE, I	LY, CORSAI	R NIGI	ITWIN	IG	

flyer 10		CO	RSA	IR P	HO	ENIX				DAMAGE Some of this mode's ch is suffers damage as she	aracteristics cha own below:	nge as
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M 20" - 50"	BS 3+
Corsair Phoenix	*	6+		6		16	3	8	3+	5-9	20" - 35"	4+
A Corsair Phoenix is a single i Missile Array, a Phoenix Pulse	model e Lase	, equip _] r, a Cry	ped wit stal Taı	h a Tw rgeting	in Shur Matrix	iken Ca z, and a l	nnon, a Kinetic	Phoeni Shroud	X	1-4	20" - 25"	5+

Missile Array, a Phoenix Pt								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Twin Shuriken Cannon	24"	Assault 6	6	0	1		ake a wound roll o is resolved with an	
Phoenix Missile Array	48"	Heavy 2D6	6	-2	2	-		
Phoenix Pulse Laser	48"	8" Heavy 2 9 -3 3 –						
Twin Bright Lance	36"	Heavy 2	8	-4	D6	-		
Twin Starcannon	36"	Heavy 4	6	-3	3	-		
Nightfire Missile Array	48"	Heavy 2D6	4	-1	1		ny unsaved wound ponent must subtr end of the turn.	
WARGEAR OPTIONS						with either a Twin ay with a Nightfire		vin Bright Land
ABILITIES	0 wounds, the battlefic	Burn: If this morell a D6 before eld; on a 6 it cras	remov	ing it fro		Impossibly Agiles 20" to its Move ch	: When this model aracteristic for tha	l Advances, add at Movement
	Airborne: only be cha	nd each unit wi	thin 6" ot char at can I ed in th	suffers I ge, can FLY, and	D3	phase insteadof ro moves, first pivot i not contribute to h move the model st has finished, you o	it on the spot up to now far the model traight forwards. (time this mode o 90° (this does moves) and the Once its move
	Airborne: 'only be cha can only at phase by ur	nd each unit wi unds. This model cann rged by units that tack or be attack nits that can FLY t: Your opponent ls for attacks tha	thin 6" not char at can I ed in the	suffers I ge, can FLY, and ne Fight	D3	phase insteadof ro moves, first pivot i not contribute to l move the model st	it on the spot up to now far the model traight forwards. (time this mode o 90° (this does moves) and the Once its move
FACTION KEYWORDS	Airborne: only be cha can only att phase by ur Hard to Hi from hit rol in the Shoo	nd each unit wi unds. This model cann rged by units that tack or be attack nits that can FLY t: Your opponent ls for attacks tha	thin 6" not chan at can l ed in th t must s t target	rge, can FLY, and ne Fight subtract	D3	phase insteadof ro moves, first pivot i not contribute to l move the model st	it on the spot up to now far the model traight forwards. (time this mode o 90° (this does moves) and the Once its move

										DAMAGE Some of this mode	e's chara	cteristics	change as is
FLYER 20 POWER		C	ORS	AII	R LY	NX				suffers damage as	shown b	elow:	_
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	(Skyhunter)
Corsair Lynx	*	5+	*	6	7	16	3	8	3+	9-16+	16"	3+	20" - 60"
A Corsair Lynx is a single	e model, e	quippe	d with a	Lynx	Pulsar	and a S	Shurike	n Cann	on.	4-8	12"	4+	20" - 40"
WEAPON	RAN	IGE	TYI	PE	S	AP	D	ABILI	TIES	1-3	9"	5+	20" - 25"
Lynx Pulsar	W	hen atta	cking w	ith thi	s weapo	on selec	t one of	the pro	files belo)W			
– Saturation Mode	48	3"	Heavy	2D3	7	-3	D3	-					
– Salvo Mode	36	<u> </u>	Heav	yy 2	12	-4	D6	-					
Sonic Lance	36	"	Heavy	3D6	*	-3	1			automatically hit ANTRY on a 2+,			
Shuriken Cannon	24	1"	Assaı	ılt 3	6	0	1			ı make a wound hit is resolved wi			
Keelscythes	Me	lee	Mel	ee	4	-1	1	Keelso chara	cythes n	THE VEHICLE nay add +1 to its during a turn in rge.	Weapo	n Skill	
WARGEAR OPTIONS	• This	model r	nay repla nay repla nay be e	ace its	Shurik	en Canı	non witl			n the <i>Heavy Wea</i>	pons lis	st.	
ABILITIES	before this ve When and Lu Moven of its re above) choose beginn which Lumbe activat Exploe wound battlef	the beg hicle ma activate umbering nent cha egular Managular Managular Managular Managular Managular Managular Managular Hering Flyed again des: If tals, roll a field; on	at the stationing cay activated, this ung Flyer and acterise Movement ects of them, wany your ne vehicle yer abiliting. This mode to be found in D6 befound a 6 it expers D3 ne were sufficient of the services of the servic	of the Mate the linit gain abilitie tic for int (see his abilitie hich mown Meloses ties under the plodes	Movement Sky Huins the sand u Sky Huins the Da lity last nay be of Movement I Sky I duced noving and early and early sand	ent phasenter abiner abiner abiner abiner abiner and and and and and abiner abi	see, ility. ne stead able ou the sees, at and is	- This units in the Lumb Hunte 20" to phase move: not comove its mi	s model that can Fight pl bering F er ability its Mov instead s, first pi ontribute the moo nimum	nly used as part of cannot charge, control cannot charge, control cannot charge, control cannot chase by units that lyer: (Only used of When this more characteristic of rolling a dice, ivot it on the spote to how far the role straight forward Move and not much control cannot cannot cannot cannot characteristic forms.	an only atta at can F as part a del A for that when t up to model r ards at a ore that ages are	y be cha ck or be LY. of the Si dvances Moven this mo 90° (this noves) a least as an its ma	ky attacked ky add nent odel s does and then much as aximum.
FACTION KEYWORDS			NHRAT										
KEYWORDS			Y, COR							,		,	
VEI MANDO	VEHIC	LE, FL	1, COR	SAIR	LINA								

LORD 42 OF WAR POWER	CORSAIR VAMPIRE RAIDER									Some of this mode's suffers damage as sh	characteristic	es chang	e as is
TOWER	B/I	WS	BS	C	7	W	Λ	ID	SV	REMAINING W	M	BS	A
NAME Consider Managing Davidson	M			<u>S</u>	<u>T</u>		A			26-32+	20"-50"	2+	3
Corsair Vampire Raider	*	5+	1 0	9	8	32	*	8	3+	17-25	20"-35"	3+	2
A Vampire Raider is a single mod Targeting Matrix.	el equi	oped wit	h a Sca	tter Las	ser, two	Twin P	ulse Lase	ers, and a Cry	/stal	10-16	20"-25"	4+	2
WEAPON	RA	NGE	TY	PE	S	AP	D	ABILITI	ES	1-9	20"	5+	1
Scatter Laser	3	6"	Hea	vy 4	6	0	1	-					
Twin Pulse Laser	4	8"	Hea	vy 4	8	-3	3	-					
ABILITIES	Adv. for t a dic pivo cont then Onc a fur only can o phase the beautiful to the beautiful t	hat More. Each tit on tribute to move the its more there 90 be character by under the by under the by under the by under the bosion at the bosion at mortal to the bosion at the bosion	wemen time the spo to how the mo to as be this m rged b ack or tits that Burn: toll a D eld; on nd eac	" to its t phase this me t up to far the del str finish efore. odel ca y units be att t can l If this 6 befo a 5+ it h unit s.	Move e inste odel mo 90° (t e mode raight t ed, yo annot e that c acked FLY.	character and of rotate and of rotate and of rotate and	olling rst s not s) and ls. ivot it can f, and right aced to t from hery ffers	Moveme Move ch the phas Impossil next Mo Distort I The valu this mod noted in Distar 45 25 1'	ent phase aracteri e and it bly Agile vement Fields: T e of this del move the tabl ace Move 3"-70" 3"-44" "-24"	This model has an isave is determined in your last Move below: In the second of the s	it will hover ntil the end , Hard to H beginning of nvulnerable I by how far rement phas	of it and of your e save. r se, as	
TRANSPORT	BIKI	ER mod	els.					> inodeis.		t transport JET P A	MCK models	s or	
FACTION KEYWORDS	AEL	DARI,	ANHI	RATH	E, <c0< td=""><td>OTERI</td><td>E></td><td></td><td></td><td></td><td></td><td></td><td></td></c0<>	OTERI	E>						
KEYWORDS	VEH	ICLE,	FLY, T	RANS	SPOR	Γ, TITA	NIC, C	ORSAIR V	AMPIR	RE RAIDER			

LORD 45 WAR POWER	COR	(SA)	IR VAM	PIR	E H	UNT	ER		DAMAGE Some of this mode's suffers damage as sh	characteristic	cs chang	e as
NAME	M	WS	BS S	T	W	Δ	LD S	SV	REMAINING W	M	BS	
Corsair Vampire Hunter	*	5+	* 9	8	32	*		3+	26-32+	20"-50"	2+	
A Corsair Vampire Hunter is a si									17-25	20"-35"	3+	
two Twin Pulse Lasers, and a Cry				vviii va	impire i	aisai, a o	atter Laser,		10-16	20"-25"	4+	
WEAPON	RAI	NGE	TYPE	S	AP	D	ABILITIES		1-9	20"	5+	
Scatter Laser	30	6"	Heavy 4	6	0	1	-					
Twin Pulse Laser	48	8"	Heavy 4	8	-3	3	-					
Twin Vampire Pulsar	60	0"	Heavy 4D6	12	-4	D6			of 6+ made with Damage characteri			
	for the addiction of the addiction of the addiction of the additional of the additio	hat Mote. Each tit on ribute move e its mother 9 corne: be chaonly at se by u sh and bunds, pattleficosion a	add 20" to its overment phase h time this mother the spot up to to how far the the model strove has finish 0° as before. This model carried by units track or be att nits that can left; on a 5+ it and each unit wounds.	e inste odel m 90° (t e mod raight ad, yo annot t that c acked FLY. mode re ren crash	ead of romoves, find this does el move forward ou can pucharge, can FLY in the H	olling rst s not s) and ls. ivot it can f, and right aced to t from hery	Movement p Move character the phase ar Impossibly a next Moven Distort Fiel The value of	phase acteris and it leads to Agile ment place. The fithis amoved to the table of ta	his model has an i save is determined d in your last Mov e below:	it will hover intil the end to Hard to H beginning invulnerabl d by how fa rement phas	l of it and of your e save. r	
FACTION KEYWORDS	AELI	DARI,	ANHRATH	E, <c< td=""><td>OTERI</td><td>E></td><td></td><td></td><td></td><td></td><td></td><td></td></c<>	OTERI	E>						
KEYWORDS	VEH	ICLE,	FLY, TITAN	IC, C	ORSAI	R VAMI	PIRE HUNTE	ER				

TOOLS OF TREACHERY

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari Long Rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Laser Lance (Shooting)	6"	Assault 1	6	-4	2	
Twin Lasblaster	24"	Assault 8	3	0	1	-
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
VEHICLE MOUNTED WE	APONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomweaver	48"	Heavy 2D6	7	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0. This weapon can target units that are not visible to the bearer.
D-Flail	When firi	ng with this wea	ipon, s	elect or	ne of the	e profiles below:
– Blast	36"	Heavy D3	10	-4	D6	This weapon may target enemy units that are not visible to the bearer. When targeting an enemy unit that has 10 or more models, increase the number of hit rolls made to 2D3.
- Rift	12"	Heavy D6	10	-4	D6	This weapon hits its target automatically.
Hornet Pulse Laser	49"	Heavy 3	6	-3	2	-
Lynx Pulsar	When firi	ng with this wea	ipon, s	elect or	ne of the	e profiles below:
- Saturation	48"	Heavy 2D3	7	-3	D3	-
- Salvo	36"	Heavy 2	12	-4	D6	-
Sonic Lance	18"	Heavy 3D6	*	-3	1	This weapon automatically hits its targets. This weapon wounds INFANTRY on a 2+, and all other units on a 4+.
Phoenix Pulse Laser	48"	Heavy 2	9	-3	3	-
Phoenix Missile Array	48"	Heavy D6	6	-3	2	-
Nightfire Missile Array	48"	Heavy 2D6	4	-1	1	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from their hit rolls until the end of the turn.
Pulse Laser	48"	Heavy 2	8	-4	3	-
Prism Cannon	When firi	ng with this wea	pon, s	elect or	ne of th	e profiles below:
– Dispersed	60"	Heavy D6	6	-3	1	-
- Focused	60"	Heavy D3	9	-4	D3	-
- Lance	60"	Heavy 1	12	-5	D6	-
Twin Bright Lance	36"	Heavy 2	8	-4	D6	-
Twin Pulse Laser	48"	Heavy 4	8	-4	3	-
Twin Shuriken Cannon	24"	Assault 6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Starcannon	36"	Heavy 4	6	-3	D3	-
Twin Vampire Pulsar	60"	Heavy 4D6	12	-4	D6	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.

PISTOLS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brace of Pistols	12"	Pistol 2	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0. You may make one additional attack with this weapon if the target is within half the weapon's maximum range.
Blast Pistol	6"	Pistol 1	8	-4	D6	-
Dissonance Pistol	12"	Pistol 1	5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength 6 with an AP of -3 instead of Strength 5 and AP -2.
Fusion Pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Neuro Disruptor	12"	Pistol 1	4	-3	D3	If the target is a VEHICLE , this weapon has a Damage of 1.

SMALL ARMS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasblaster	24"	Assault 4	3	0	1	-
Shardcarbine	18"	Assault 3	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
Shuriken Catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Splinter Rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
SPECIAL WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blaster	18"	Assault 1	8	-4	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fusion Gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Shredder	12"	Assault D6	*	0	1	When attacking an INFANTRY unit, re-roll failed wound rolls for this weapon.
GRENADES						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Grenades	6"	Grenade D6	4	-1	1	-
Melta Bombs	4"	Grenade 1	6	-4	2	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .

HEAVY WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari Missile Launcher*	When atta	acking with this	weapo	n selec	t one of	f the profiles below:
– Sunburst Missile	48"	Heavy D6	4	-1	1	-
– Starshot Missile	48"	Heavy 1	8	-2	D6	-
Bright Lance	36"	Heavy 1	8	-4	D6	
Dark Lance	36"	Heavy 1	8	-4	D6	Change this weapon's Type from Heavy to Assault if it is equipped on a VEHICLE .
Dissonance Cannon	24"	Heavy 2	5	-2	D3	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength 6 with an AP of -3 instead of Strength 5 and AP -2.
Scatter Laser**	36"	Heavy 4	6	0	1	-
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Splinter Cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.
Starcannon***	36"	Heavy 2	6	-3	D3	-

^{*} This weapon may not be equipped by **BIKER** units.

** This weapon may not be equipped by **INFANTRY** units

*** This weapon may only be equipped by units with the **VEHICLE** keyword

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Keelscythes	Melee	Melee	4	-1	1	An ANHRATHE VEHICLE equipped with Keelscythes may add +1 to its Weapon Skill characteristic during a turn in which it sucessfully initiates a charge.
Laser Lance (Melee)	Melee	Melee	+2	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.
Void Sabre	Melee	Melee	+2	-3	2	-
Witch Staff	Melee	Melee	User	0	2	This weapon wounds on a roll of 2+.
CLOSE COMBAT WEAP	ONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power Sword	Melee	Melee	User	-3	1	-
Power Glaive	Melee	Melee	+1	-2	1	-
Monomolecular Blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Venomblade	Melee	Melee	User	0	2	This weapon wounds on a 2+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.

EQUIPMENT	
ITEM	EFFECT
Forceshield	A model equipped with Forceshield has a 4+ Invulnerable save.
Heavy Mesh Armor	A model equipped with Heavy Mesh Armor has a 4+ Save
Shimmershield	A model equipped with a Shimmershield receives a 5+ invulnerable save. At the end of the controlling players Movement phase nominate a friendly COTERIE > INFANTRY unit within 1" of the model equipped with a Shimmershield. Until the beginning of the next turn or until the bearer is destroyed, that unit receives a 5+ invulnerable save.
Shadowfield	A model equipped with a Shadowfield has a 2+ Itnvulnerable save, which cannot be re-rolled for any reason. The first time this invulnerable save is failed the Shadowfield ceases to function for the remainder of the battle.
Voidplate Armour	A model equipped with Voidplate Armour has a 3+ Save and a 5+ Invulnerable save.
VEHICLE EQUIPMENT	
ITEM	EFFECT
Crystal Targeting Matrix	A model with a Crystal Targeting Matrix does not suffer the penalty for firing a Heavy weapon after moving when targeting the closest enemy unit.
Kinetic Shroud	A model equipped with a Kinetic Shroud that moves more than 8" gains a 5+ invulnerable save against all shooting attacks until the beginning of your next Movement phase. In addition, if a model with a Kinetic Shroud Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.
Star Engines	When a model with Star Engines Advances, add 6+D6" to that model's Move characteristic for that Movement phase instead of D6". In addition, a model equipped with both Star Engines and a Kinetic Shroud that Advances gains a 4+ invulnerable save until the beginning of the controlling players next Movement phase.
Vectored Engines	If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.
Void Burner	During deployment, you can set it up a unit equipped with Void Burners in low orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models. A model equpped with a Kinetic Shroud that uses its Void Burner to deploy gains a 4+ invulnerable save against shooting attacks until the beginning of your next Movement phase.

PIRATES OF THE HOWLING DARK

CORSAIR UNITS

The rules described in this secion often make reference to 'Corsairs Units' and "Corsair Warlord.' This is shorthand for a unit that has the **ANHRATHE** keyword. Other Aeldari, such as the Asuryani of the Craftworlds, or the Drukhari from the Dark City, deviate significantly in terms of organization and fighting style. These Aeldari cannot make use of any of the rules or abilities listed in this section.

Any **ANHRATHE** unit, with the exception of Malevelent Bands, can be taken as part of an Ynnari army. Any **ANHRATHE** unit that does does so gains the **YNNARI** keyword. These units cannot use the Reckless Abandon, or Dancing on the Blades Edge abilities, and are not considered to have them. Instead **ANHRATHE INFANTRY** and **BIKER** units included in an Ynarri army gain the Strength from Death ability, as described in the Ynarri Army List.

ABILITIES

Corsairs Detachments gain the following abilities:

OUTCASTS AND CUTTHROATS

The Anhrathe are not held sway by the tight confines of the Asuryani Paths, nor are they given to the wanton slaughter of the Drukhari. They seek adventure and excitement in the darkness of the galaxy, not violence for its own sake, but they will gladly spill the blood of any who get in their way.

If your army is Battle-forged, all Troops units in **ANHRATHE** Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

ORBITAL MARAUDERS

You receive +1 Command Points for each **ANHRATHE** Detachment in which every unit either has the **FLY** keyword, or begins the battle embarked on a Dedicated Transport with the **FLY** keyword.

COTERIE SPECIALIATIONS

Within each Corsair band, each Coterie often develops its own particular set of skills and jealously guarded combat techniques. If your army is Battle-forged, all units in an **ANHRATHE** Detachment gain a Coterie Specialization, so long as every other unit in their Detachment is from the same Coterie.

If you have chosen a Coterie that does not feature on these lists, you can choose the Coterie Speciliazation that best suits the fighting style and battlefield strategies of the warriors that hail from it.

INTERNAL POLITICS

Each Corsair band is a fractious association as prone to warring upon itself as it is to raiding the fleets of other races, for in their heart each Corsair holds the desire to take the mantle of Corsair Prince. Your army may not include detachments from more than one Coterie unless your army's Warlord is a **CORSAIR PRINCE** or a **CLOUD DANCER CORSAIR PRINCE**.

THE SOLITARY AND THE DAMNED

Ghostwalker Bands and Malevolent Bands can be included in an Anhrathe Detachment without preventing other units in that Detachment from gaining a Coterie Specialization. Note, however, that these units can never themselves benefit from a Coterie Specialization.

COTERIE SPECIALIZATIONS

Within each Corsair warband, each coterie often develops its own particular set of skills and jealously guarded combat techniques. If your army is Battle-forged, all units in an **ANHRATHE** Detachment gain a Coterie Specialization, so long as every other unit in their Detachment is from the same Coterie.

If you have chosen a Coterie that does not feature on these lists, you can choose the Coterie Speciliazation that best suits the fighting style and batttlefield strategies of the warriors that hail from it.

VOID DRAGONS: INFANTRY and **BIKER** units with the **FLY** keyword in this Coterie do not suffer any penalty to their hit rolls for moving and firing Heavy weapons. In addition, **INFANTRY** and **BIKER** units with the **FLY** keyword may fire Heavy weapons after advancing, but must subtract 2 from their hit rolls if they do so.

ELDRITCH RAIDERS: Units in this Coterie may add to 1+ to hit to their hit rolls during both the Shooting and Fight phases when Targeting enemy units with the **VEHICLE** or **MONSTER** tags.

SKY RAIDERS: INFANTRY and **BIKER** units with the **FLY** keyword in this Coterie may re-roll failed charge distances. In addition, **INFANTRY** and **BIKER** units with the **FLY** units in this Coterie can consolidate up to 6".

SUNBLITZ BROTHERHOOD: When an **INFANTRY** unit in this Coteries advances, you may roll two dice and discard the lowest result. In addition units in this Coterie may fire Pistol, Rapid Fire, and Assault weapons after advancing as if they had not moved.

STEELEYE REAVERS: INFANTRY units in this Coterie making shooting attacks with Plasma Grenades may roll two dice and pick the highest result when determining the number of shots. In addition, **INFANTRY** models equipped with a Brace of Pistols may make two additional attacks instead of one when firing at targets within half the weapon's maximum range.

SKY SERPENTS: INFANTRY and BIKER units in this Coterie gain the Corsair Combat Drugs rule as described below:

WARLORD TRAITS

CORSAIR WARLORD TRAITS

If the Warlord of your army is a Corsair **CHARACTER**, you can either pick their Warlord Trait from the Corsair Warlord Traits below or roll a dice and consult the table to randomly generate it.

- 1 WIELDER OF PROFANE POWERS: The Warlord gains the PSYKER keyword and is subject to The Gaze of She Who Thirsts Special Rule. The Warlord can attempt to manifest one psychic power each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. The Warlord knows the Smite power and 1 power from the Aethermancy Table (pg 40). This Warlord trait may not be taken by a VOID DREAMER.
- **2 SURVIVOR OF THE ENDLESS DARKNESS:** Roll a D6 each time the Warlord loses a wound; on a a 6 that wound is ignored. In addition, The Warlord regains 1 wound at the start of each of your turns.
- **3** FLEET TACTICIAN: While the Warlord is embarked upon a Dedicated Transport, any **COTERIE**> VEHICLE within 12" may re-roll hit rolls of 1 during the Shooting phase. In addition, any **COTERIE**> VEHICLE> that finishes its move within 12" of the Warlord may fire Heavy Weapons as if it had not moved.
- 4 TRAVELER OF FORGOTTEN PATHS: The Warlord and 1 unit of <COTERIE> INFANTRY without the FLY keyword may be set up in the Webway instead of placing them on the battlefield. At the end of any of your Movement phases they can burst forth from the webway set up the Warlord anywhere on the battlefield that is more than 9" away from any enemy models. If unit of <COTERIE> INFANTRY is being deployed using this Warlord trait, they must be deployed within 1" of the Warlord and more than 9" away from any enemy models as well. This Warlord trait may not be taken if the Warlord has the FLY keyword.
- **5 DUELLIST:** When attacking an enemy **CHARACTER** during the fight phase, any roll to hit of a 6 causes a mortal wound in addition to any other damage. In addition, enemy **CHARACTER** attacking the Warlord during the Fight phase must subtract 1 from their hit rolls.
- **6** ESCAPE ARTIST: If the warlord is reduced to 0 wounds roll a D6. On a 1 the Warlord is removed as a casualty as normal. On a 2-5 the warlord may be placed up to 9" away from its current location with 1 wound. On a 6 the Warlord may be placed up to 12" away from its current location with 2 wounds. If for any reason the Warlord cannot be placed more than 1" away from any enemy models, it is removed as as casualty as normal.

COTERIE WARLORD TRAITS

If you wish, you can pick a Coterie Warlord Trait from the list below instead of using the Corsairs Warlord Traits table above but only if your Warlord is from the relevant Cotorie.

ELDRITCH RAIDERS: CONSUMATE MARKSMAN

The Warlord may re-roll misses during the shooting phase and may add 1 to their Wound rolls when Targeting a unit with the **MONSTER** or **VEHICLE** keywords with shooting attacks.

SUNBLITZ BROTHERHOOD: QUICKSILVER SWIFTNESS

Add 2" to your Warlords movement. In addition, the Warlord may Fall Back and charge in the same turn.

VOID DRAGONS: MERCHANT OF DEATH

The model may add 1 to the AP value of any attacks made during the Shooting phase. In addition, the Range characteristic of all Assault, Rapid Fire and Heavy weapons used by the Warlord is increased by 6" (Neither of these bonuses apply to *Plunder of the Void*).

VAULT BREACHERS: BOUNTY HUNTER

The Warlord may target enemy **CHARACTERs** with shooting attacks using Pistol or Grenade type weapons, even if they are not the closest model to the Warlord. Your opponent must subtract 1 from any saves made against shooting attacks by your warlord using Pistol or Grenade type weapons that target **CHARACTERs**.

SKY RAIDERS: NOTORIOUSLY VICIOUS

Any **COTERIE**> **INFANTRY** or **BIKER** units keyword within 3" of this model that make a hit roll of 6+ in the Fight phase, can immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

SKY SERPENTS: SEEKER OF FORBIDDEN PLEASURES

Before the battle, when determining the bonus this Warlord receives from its Corsair Combat Drugs ability, roll two dice instead of one and apply both results (duplicate results are cumulative). Alternatively, you can pick two different bonuses to apply to this Warlord.

STRATAGEMS

If your army is Battle-forged and includes any Corsairs Detachments, excluding Auxiliary Support Detachments, you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the reckless daring and exceptional speed the Corsairs display on the battlefield.

CP

ARMOUR OF SPEED

Corsairs Stratagem

Use this Stratagem before moving an **ANHRATHE VEHICLE** unit from your army in the Movement phase. If that unit Advances it may add 1 to its saving throws against enemy shooting attacks until the beginning of the next movement phase.

1CF

FOOLHARDY BRAVADO

Corsairs Stratagem

Nominate an enemy unit within 6" but not more than 1" away from an ANHRATHE CHARACTER. Any <COTERIE> CORSAIR NIGHTWING or <COTERIE> CORSAIR PHOENIX may re-roll hit rolls of 1 when shooting at that target during the shooting phase.

1CP

STARBLIND GRENADE

Corsairs Stratagem

Use this stratagem in your Shooting phase when an ANHRATHE INFANTRY model throws a Plasma Grenade at an enemy INFANTRY unit. If the weapon hits, it does not inflict any damage and the targetted may not make an Overwatch attack for the rest of the turn.

1CP

GRAVITIC BOOSTERS

Corsairs Stratagem

Use this Stratagem during your Movement phase. You may add an additional 2 inches to the movement of any friendly **ANHRATHE** unit with the **FLY** keyword that advances this turn. This ability may only be used once per battle.

1CP

AETHER SHIELD

Corsairs Stratagem

Use this Stratagem when a friendly ANHRATHE INFANTRY unit with the JET PACK keyword is deploying using the Skyborne Assault Ability. That unit gaints a 4+ invulnerable save against ranged weapons until the beginning of the controlling players next movement phase.

2C

MERCURIAL MANEUVERS

Corsairs Stratagem

Nominate a single friendly **ANHRATHE INFANTRY** unit with the **JET PACK** keyword at the beginning of your Movement phase. If this unit is not within 1" of an enemy model they can leap into the skies. Remove this unit from the battlefield. They can return to the battlefield the following turn using their **Skyborne Assault** ability. You may spend another Command Point to use this Stratagem on two units. A unit may not both use the Mercurial Maneuvers Stratagem and Skyborne Assault ability in the same turn. If the battle ends while this unit is in the skies, they are considered to be slain.

3CP

CAPRICIOUS & FICKLE

Corsairs Stratagem

Use this Stratagem at the start of the first battle round, but before the first turn has begun. Pick up to three friendly **ANHRATHE** units from your army that are on the battlefield. You can immediately remove these units from the battlefield and set them up again as described in the Deployment section of the mission you are playing (if you redeploy a transport, all units embarked inside it remain so when it is set up again).

1CP

NIGHTFIRE GRENADE

Corsairs Stratagem

Use this stratagem in your Shooting phase when an **ANHRATHE INFANTRY** model throws a Plasma Grenade. If the weapon hits, it does not inflict any damage and the targetted unit is stunned. The affected unit must halve its Movement characteristic until the beginning of your next Shooting phase.

1CP

WILD PSYKERS

Corsairs Stratagem

Use this Stratagem before the battle if your Warlord has the Wielder of Profane Powers Warlord Trait. You may generate the Wielder of Profane Powers Warlord trait for another ANHRATHE CHARACTER in your Army. You may spend an additional Command Point to generate the Wielder of Profane Powers Warlard trait for a second ANHRATHE CHARACTER in your Army (note that these characters are only regarded as your Warlord for the purposes of these Warlord Traits).

HAND OF THE PRINCE

Corsairs Stratagem

Use this Stratagem before the battle if your Warlord is a Corsair Prince or a Cloud Runner Corsair Prince. Choose another **ANHRATHE CHARACTER** in your Army and generate a Warlord trait for them. You may spend an additional Command Point to generate a Warlard trait for a second ANHRATHE CHARACTER in your Army (note that these characters are only regarded as your Warlord for the purposes of these Warlord Traits).

FALSE CHARGE

Corsairs Stratagem

Use this Stratagem if an **ANHRATHE** unit from your army Falls Back. That unit can still shoot and charge this turn.

UNCANNY COORDINATION

Corsairs Stratagem

Nominate a friendly **ANHRATHE INFANTRY** unit: until the end of the Shooting phase, that unit may fire Assault, Rapid Fire, and Pistol type weapons after advancing as if they had not moved.

COLLECTOR OF ANCIENT TREASURES

Corsairs Stratagem

Use this Strategem before the battle. Your army can have one extra relic from the Plunder of the Void or two extra relics for 3CP. You can only use this strategem once per battle.

VOID STRIKE

Corsairs Stratagem

This Stratagem may only be used once per battle in the Shooting phase, if your armys Warlord is a **CORSAIR PRINCE**. Instead of shooting with your Warlords weapons nominate an enemy unit within within 19" and line of sight to the Warlord that is not within 1" of any friendly units. The nominated unit suffers D6 mortal wounds

LIGHTNING FAST REACTIONS

Corsairs Stratagem

Use this Stratagem when an ANHRATHE INFANTRY, **VEHICLE**, or **BIKER** unit from your army is targeted by a ranged or melee weapon. Subtract 1 from hit rolls made against that unit for the rest of the phase.

FIRE AND FADE

Corsairs Stratagem

You can use this Stratagem after a friendly ANHRATHE unit shoots in your Shooting phase. If you do so, the unit can immediately move 9" as if it were the Movement phase (it cannot Advance as part of this move). However, it cannot charge in the same turn that it does so.

1CP

THE GREAT ENEMY

Corsairs Stratagem

You can use this Stratagem when a friendly ANHRATHE unit is chosen to fight. If you do so, you can re-roll any failed wound rolls for the unit if the target of the attack has the SLAANESH keyword.

BATTLE HARDENED

Corsairs Stratagem

Use this stratagem when an enemy unit declares a charge against an ANHRATHE INFANTRY unit. When that unit fires Overwatch this phase, a 5 or 6 is required for a successful hit roll, instead of only a 6.

2CP

ORBITAL INTERCEPT

Corsairs Stratagem

Nominate a friendly ANHRATHE VEHICLE deploying by Void Burner. That vehicle may add +1 to hit targets with the FLY keyword during that shooting phase.

SCINTILLANT FIREPOWER

Corsairs Stratagem

Nominate a single enemy unit within 12" and line of sight to an ANHRATHE CHARACTER. Until the end of the Shooting phase, each time a unit firing at that target with a Lasblaster or Twin Lasblaster rolls a 6+ to hit, that model may immediately make another hit roll using the same weapon at the same target. These bonus attacks cannot themselves generate any further attacks.

KINETIC SCREEN

Corsairs Stratagem

Use this stratagem when a CLOUD DANCER BAND in your army advances. That unit receives a 4+ invulnerable save against enemy shooting attacks until the start of your next turn.

1CF

AERIAL PREDATORS

Void Dragons Strategem

Nominate a **VOID DRAGONS INFANTRY** or **BIKER** unit with the **FLY** keyword: that may re-roll misses when Targeting enemy units with the **FLY** keyword with shooting attacks for the rest of the turn.

1CF

UTTER ERADICATION

Eldritch Raiders Stratagem

Nominate an **ELDRITCH RAIDERS INFANTRY** unit that is about to shoot or fire Overwatch at a **VEHICLE** or **MONSTER**. Up to 5 models in that unit may throw a grenade instead of firing their other weapons.

1CI

HEADLONG INTO THE FRAY

Sky Raiders Strategem

Nominate a **SKY RAIDERS INFANTRY** or **BIKER** unit: that unit may add +1 to its Attack and Weapons Skill characteristics for the rest of the turn if it successfully initiates a charge.

1CF

PINPOINT PRECISION

Sunblitz Brotherhood Stratagem

Nominate a single **SUNBLITZ BROTHERHOOD INFANTRY** unit with the **JET PACK** keyword using the **Skyborne Assault** ability to deploy. You may deploy up to 4" away from an enemy unit, but may not declare a charge in the same turn.

1CF

DISSONANCE CHARGE

Steeleye Reavers Stratagem

Use this Stratagem before a **STEELEYE REAVERS** model from your army throws a Plasma Grenade or Melta Bomb at a **VEHICLE** or **BUILDING**. If it hits, the target suffers 2D6 mortal wounds in addition to its normal damage.

2CP

HYPERSTIMM FRENY

Sky Serpents Strategem

Nominate a **SKY SERPENTS INFANTRY** or **BIKER** unit: That unit may charge after advancing.

PLUNDER OF THE VOID

If you army is led by a Corsair Warlord, then before the battle you may give one of the following items to an **ANHRATHE CHARACTER**. Named characters already have one or more artefacts, and cannot be given any of the following items.

Note that some of these weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Plunder of the Void items your characters have on your army roster.

THE EMPYREAN HARNESS

This one of a kind Corsair Jetpack is exceptionally well attuned to the wearers pyschic emantations, responding to their mental commands almost like an extension of their own body, allowing the wearer to effortlessly dart and weave though incoming fire.

Model with a Corsair Jet Pack only. The wearer of the Empyrean Harness may add 1 to their Movement value and 1 to their toughness characteristic. In addition enemy units targeting the bearer with shooting attacks must subtract 1 from their hit rolls.

KURNOUS' BLESSING

The inscriptions on the hilt indicate this Laser Lance was made as a Megadon hunting weapon for an Exodite noble. Whether it came into Corsair hands by trade or treachery is a question lost to the ages.

Model with a Laser Lance only. The Gift of Kurnous replaces this model's Laser Lance and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Kurnous' Blessing (Shooting)	9"	Assault 1	7	-5	2
Kurnous' Blessing (Melee)	Melee	Melee	+1	-5	2

Abilities: Attacks with this weapon in the Fight phase are made at Strength 7 if the bearer charged in the same turn. You may re-roll failed wound rolls for attacks that target units with the **MONSTER** keyword.

PRISMATIC SHIELD

These unique arm mounted devices combine a miniaturized holofield projector with the protective energies of a Shimmershield. Corsair Captains often use these devices in boarding actions, shielding themselves and their retinue from enemy fire.

INFANTRY Model with a Shimmershield only. The Prismatic Shield replaces the bearers Shimmershield and confers the following abilities: The model wearing a Prismatic Shield gains a 4+ invulnerable save, and enemy units targeting the wearer with shooting attacks must subtract 1 from their hit rolls. At the end of the bearer's Movement phase, nominate a friendly <COTERIE> INFANTRY unit within 1". Until the beginning of the next movement phase, or the bearer is slain, enemy units targeting that unit must subtract 1 from their hit rolls, and that unit gains a 5+ invulnerable save.

BALELIGHT

Fashioned as sleek multi-barelled handguns, or ornate vambraces, these weapons are exotic radition lasers capable of melting through flesh and ceramite with equal ease. These single use weapons are greatly prized for use in boarding actions and hard fought assaults.

WEAPON	RANGE	TYPE	S	AP	D
Balelight	9"	Pistol 3D6	6	-3	D3
Abilities: This weapon	may only be	fired once per b	attle.		

GYRINX FAMILIAR

These furry feline creatures seem attracted to a few Aeldari as companions and pets, especially Psykers. Their mental energies appear to resonate with those of nearby Psykers, boosting their focus as they pull power from the warp.

This relic may only be taken by models with the **PYSKER** keyword, and may not be taken by any model with the **FLY** keword. You may add 1 to Pyschic Tests and Deny the Witch tests made by the bearer.

CLOUDREAPER

A lethally refined and exquisitely constructed Lablaster, the Cloudreaper has changed hands many times over the millenia, and will likely change many more.

Model with a Lasblaster only. The Cloudreaper replaces this model's Lasblaster and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Cloudreaper	24"	Assault 6	4	-1	1
Abilities: None.					

HATEBRINGER

Said to have been stolen from an Archon's weapon museum, the Hatebringiner is a perfectly balanced Power-Glaive, with a psychic amplifier embedded in the grip. In battle the weapon projects the wielders hatred outwards, shattering the enemies mind before they can bring a blade to bear.

SKYRAIDERS Model with a Power-Glaive only. The Hatebringer replaces this model's Power-Glaive and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Hatebringer	Melee	Melee	+2	-3	D3

Abilities: Each time the bearer fights, it can make 1 additional attack with this weapon. All enemy units reduce their Leadership characteristic by 1 whilst they are within 6" of the bearer.

FAOLCHÚ'S CHOSEN

The mechanics and artisans of the Corsair fleets obsess over maximizing the performance of their craft. Faolchú's Chosen is a custom built Jetbike that has had its gravitic motors and control veins fine-tuned for blistering speed. Few have mastered its unrivalled velocity.

Abilities: SUNBLITZ BROTHERHOOD Model with the **BIKER** keyword only. The model riding Faolchú's Chosen may add 1 to their Toughness characteristic, and gains a 4+ Invulnerable save.

THE SERPENT'S KISS

A unique Venomblade of exceptional lethality, this double bladed weapon is said to have been constructed and wielded by Duke Sliscus himself. The faintest scratch from this weapon sends the victims nervous system into excruciating agony.

SKY SERPENTS model with a Venomblade only. The Serpent's Kiss replaces this model's Venomblade and has the following profile

WEAPON	RANGE	TYPE	S	AP	D
The Serpent's Kiss	Melee	Melee	*	-1	1

Abilities: Each time the bearer fights, it can make 1 additional attack with this weapon. This weapon wounds on a 2+, unless targeting a model with the **VEHICLE** keyword, in which case it wounds on a 6+. Each time you roll a wound roll of 6+ for this weapon, other than against a **VEHICLE** or a **TITANIC** unit, the target suffes a mortal wound in addition to any other damage.

THE DRAGON'S EMBRACE

A suit of Voidplate Armor custom tailored to it's wielder, these vacuum hardened and ornately decorated suits are gifted to high ranking Void Dragons officers, protecting them as much from the depredations of their subordinates as from enemy fire.

VOID DRAGONS model with Voidplate Armor only. The Dragon's Embrace takes the place of the models Voidplate armor and confers a 2+ armor save and a 4+ invulnerable save.

MALAN'TAI'S LAMENT

Crafted from Wraithbone shards stolen from the remains of Craftworld Malan'tai, this Void Sabre eminates a more palpable aura of suffering and menace than others of its kind. When wielded against Tyranids, for whom the Eldritch Raiders hold special enmity, the blade almost seems to guide itself.

ELDRITCH RAIDERS model with a Void Sabre only. Malan'tai's Lament replaces this model's Void Sabre and has the following profile

WEAPON	RANGE	TYPE	S	AP	D
Malan'tai's Lament	Melee	Melee	+2	-4	2
Abilities: You can re-1 TYRANID unit.	oll failed wou	nd rolls for att	acks tha	at target	a

THE VESTMENTS OF IRE

This ornately decorated pistol harness contains a psychically actived pickup that automatically readies a fresh weapon, allowing the bearer to unleash an unrellenting hail of splinter and shuriken pistol fire.

STEELEYE REAVERS model with a Brace of Pistols only. The Vestments of Ire replaces this model's Brace of Pistols and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Vestments of Ire	12"	Pistol 6	*	-1	1

Abilities: This weapon wounds on a 3+, unless targeting a **VEHICLE** or a **TITANIC** unit, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -2 instead of -1.

AETHERMANCY DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Aethermancy discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

1 PERFECT TIMING:

Time Weaver has a warp charge value of 7. Select a friendly **COTERIE**> **INFANTRY** or **COTERIE**> **BIKER** unit within 12" of the psyker that advanced during the Movement phase this turn. Until the end of the Shooting phase that unit may fire as if it not had moved.

2 WARP BLINK:

Warp Blink has a warp charge value of 7. Select a friendly **COTERIE> INFANTRY** or **COTERIE> BIKER** unit within 12" of the psyker. Remove that unit from the battlefield and then set it up anywhere on the battlefield more than 9" away from any enemy units. That unit counts as having moved for any rules purposes.

3 DISPERSION FIELD:

Dispersion Field has a warp charge value of 5. Select a friendly **COTERIE> INFANTRY** or **COTERIE> BIKER** unit within 12" of the psyker - your opponent must subtract 1 from all hit tolls for ranged weapons that target that unit until your next Psychic phase.

4 PRECOGNISANCE:

Precognisance has a warp charge value of 6. Select a friendly **COTERIE**> **INFANTRY** or **COTERIE**> **BIKER** unit within 12" of the psyker. You may add 1 to all hit rolls for that unit's ranged weapons until your next Psychic phase.

5 REALITY RIPPLE:

Reality Ripple has a warp charge value of 7. Choose an enemy unit within 18" of the psyker – until your next Psychic phase your opponent must halve the Move characteristic of all models in that unit, and must roll 3D6 and pick the two lowest results when rolling for charge distance.

6 WEBWAY MAZE:

Webway Maze has a warp charge value of 8. Select a unit of enemy **INFANTRY** within 18" and line of sight of the psyker. That unit may be moved up to 2D6" in any direction from it's current location, so long as it is more than 9" away from any friendly units and within line of sight to the pysker. This Psychic Power may not be used to move a unit into impassible terrain.

POINTS VALUES

HEADQUARTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Prince	1	70
Cloud Dancer Corsair Prince	1	95
Corsair Baron	1	45
Cloud Dancer Baron	1	65
Void Dreamer	1	85

ELITE		
UNIT	MODELS Per unit	POINTS PER MODEL (does not include wargear)
Veteran Felarch	3-9	11
Malevolent	5-10	8
Corsair Wasp	1-3	55

FAST ATTACK						
UNIT	MODELS Per Unit	POINTS PER MODEL (does not include wargear)				
Corsair Vyper	1-3	40				
Corsair Hornet	1-3	65				
Cloud Dancer	3-9	18				
Cloud Dancer Felarch	-	23				

DEDICATED TRANSPORTS						
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)				
Corsair Falcon	1	115				
Corsair Venom	1	32				

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Ghostwalker	5-10	9
Reaver	5-20	7
Felarch	-	10
Skyreaver	5-10	7
Skyreaver Felarch	-	10

HEAVY SUPPORT					
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)			
Balestrike Reaver	3-9	9			
Balestrike Felarch	-	13			
Corsair Fire Prism	1	155			
Corsair Warp Hunter	1	180			
Corsair Night Spinner	1	120			

FLYERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Nightwing	1	88
Corsair Phoenix	1	180

LORDS OF WAR		
UNIT	MODELS Per Unit	POINTS PER MODEL (does not include wargear)
Corsair Lynx	1	330
Corsair Vampire Raider	1	1000
Corsair Vampire Hunter	1	1200

EQUIPMENT	
WARGEAR	POINTS PER ITEM
Corsair Jet Pack	4
Force Shield	6
Heavy Mesh Armor	2
Shimmershield	20
Shadowfield	15
Voidplate Armor	5

VEHICLE EQUIPMENT	
WARGEAR	POINTS PER ITEM
Crystal Targeting Matrix	5
Kinetic Shroud	12
Star Engines	8
Vectored Engines	10
Void Burner	5

RANGED WEAPONS	
WEAPON	POINTS PER ITEM
Aeldari Long Rifle	3
Laser Lance	8
Twin Lasblaster	3
Twin Shuriken Catapult	2
Twin Splinter Rifle	2

PISTOLS	
WEAPON	POINTS PER ITEM
Brace of Pistols	2
Fusion Pistol	7
Blast Pistol	6
Dissonance Pistol	5
Neuro Disruptor	10

GRENADES	
WEAPON	POINTS PER ITEM
Plasma Grenades	0
Melta Bombs	0

SMALL ARMS	
WEAPON	POINTS PER ITEM
Splinter Rifle	0
Shuriken Catapult	0
Lasblaster	1
Shardcarbine	2

HEAVY WEAPONS	
WARGEAR	POINTS PER ITEM
Aeldari Missile Launcher*	20
Bright Lance	20
Dark Lance	20
Dissonance Cannon	10
Scatter Laser**	7
Shuriken Cannon	10
Splinter Cannon	10
Starcannon***	13

SPECIAL WEAPONS	
WEAPON	POINTS PER ITEM
Blaster	16
Flamer	6
Fusion Gun	10
Shredder	8

VEHICLE MOUNTED WEAPONS	
WARGEAR	POINTS PER ITEM
Hornet Pulse Laser	25
Twin Shuriken Cannon	17
Twin Starcannon	26
Twin Bright Lance	40
Pulse Laser	0
Prism Cannon	0
Doomweaver	0
Phoenix Pulse Laser	0
Phoenix Missile Array	0
Nightfire Missile Aray	0
D-Flail	0
Lynx Pulsar	0
Sonic Lance	0
Twin Pulse Laser	0
Twin Vampire Pulsar	0

MELEE WEAPONS	
WEAPON	POINTS PER ITEM
Keelscythes*	2/5
Void Sabre	7
Witch Staff	0

^{*}Keelscythes cost 5 points when equipped by a **VEHICLE**

CLOSE COMBAT WEAPONS		
WEAPON	POINTS PER ITEM	
Monomolecular Blade	0	
Power Sword	4	
Power Glaive	4	
Venom Blade	2	

^{*} This weapon may not be equipped by BIKER units.

** This weapon may not be equipped by INFANTRY units

*** This weapon may only be equipped by units with the VEHICLE keyword

TACTICAL OBJECTIVES

If your army is led by a Corsairs Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Corsairs player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Corsairs Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are used normally.

11 MARKED TARGET

Score 1 victory point if at least one enemy **CHARACTER** unit was destroyed phase this turn. Score an additional D3 victory points if that **CHARACTER** was destroyed during the Fight phase.

12 FODDER FOR THE DARK CITY

Score 1 victory point if at least one enemy INFANTRY unit was destroyed during the Fight phase this turn.

13 ORBITAL DEATH

Score 1 victory point if at least one enemy unit was destroyed by a unit that deployed using the **Skyborne Assault** ability or **Void Burner** to deploy this turn.

14 OVERWHELMING ARROGANCE

Score 1 victory point if an enemy unit declares a charge against an ANHRATHE INFANTRY unit and fails to get a model within 1".

15 TREASURE HUNTERS

When this Tactical Objective is generated, your opponent must nominate one objective marker from their army. Score 1 victory point if you control this objective marker.

16 A PERSONAL VENDETTA

Score D3 victory point if your Warlord killed least one enemy **CHARACTER** during the Fight phase this turn. Score an additional D3 Victory Points if that was your opponents Warlord.