

CODEX: CORSAIRS

Version 3.6.2
by Anhrathe

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NOTE This document is intended as a stand-alone Codex. While some of the units, weaponry, and weargear listed in this document can be found in Codex:Craftworlds, Codex:Drukhari, Codex:Harlequins, and Imperial Armor:Xenos, points values and rules in this document supersede those listed in the books mentioned above. This has been done for balancing purposes.

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 targets an enemy unit within 12" of itself with a shooting attack during the Shooting phase, 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 in question within 3" of any enemy unit or to place the unit closer to any unit targeted by their shooting. A unit with this ability may not use it more than once per turn.

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 29-32).

HEAVY WEAPONS:

Aeldari Missile Launcher*
Bright Lance***
Dark Lance
Dissonance Cannon
Scatter Laser**
Shuriken Cannon
Splinter Cannon
Starcannon***

SMALL ARMS:

Lasblaster
Shardcarbine
Shuriken Catapult
Splinter Rifle

SPECIAL WEAPONS:

Blaster
Flamer
Fusion Gun
Shredder

PISTOLS:

Brace of Pistols
Blast Pistol
Dissonance Pistol
Fusion Pistol
Neuro Disruptor

CLOSE COMBAT WEAPONS:

Power Sword
Power Glaive
Monomolecular Blade
Venomblade

* 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.

VEHICLE EQUIPMENT:

Crystal Targeting Matrix
Kinetic Shroud
Void Burner
Star Engines
Vectored Engines

CORSAIR PRINCE

NAME	M	WS	BS	S	T	W	A	LD	SV
Corsair Prince	8"	2+	2+	3	3	5	5	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Void Sabre	Melee	Melee	+2	-3	D3	-
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.
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.
Plasma Grenades	6"	Grenade D6	4	-1	1	-
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
<ul style="list-style-type: none"> This model may be equipped with an Aeldari Long Rifle, or a weapon from the <i>Special Weapons</i> list or from the <i>Small Arms</i> list. This model may exchange its Brace of Pistols for a weapon from the <i>Pistols</i> list. This model may exchange its Void Sabre for a weapon from the <i>Close Combat Weapons</i> list. This model exchange its Plasma Grenades for Melta Bombs. This model may be equipped with a Corsair Jet Pack (Power Rating +1). If so equipped, its Move characteristic is increased to 16" and it gains the JET PACK and FLY keywords. This model may take any of the following equipment: <ul style="list-style-type: none"> - Shimmershield - Force Shield - Shadowfield

ABILITIES
<p>Skyborne Assault: If this model is equipped with a Corsair Jet Pack, during deployment, you can set it up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p>Cunning Strategist: You may re-roll hit rolls of 1 for any <COTERIE> units within 6" of this model.</p> <p>First Prince: Any friendly ANHRATHE units within 12" of the Corsair Prince may use the Corsair Prince's Leadership value when taking morale tests.</p> <p>Reckless Abandon: (pg 2)</p>

FACTION KEYWORDS
AELDARI, ANHRATHE, <COTERIE>

KEYWORDS
INFANTRY, CHARACTER, CORSAIR PRINCE

CLOUD DANCER CORSAIR PRINCE

NAME	M	WS	BS	S	T	W	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 Armor, a Void Sabre, and a Brace of Pistols. 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	D3	-
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 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 successfully initiates a charge.
Laser Lance (Shooting)	6"	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.

WARGEAR OPTIONS
<ul style="list-style-type: none"> • This model may exchange its Twin Shuriken Catapult for a Twin Splinter Rifle, for a Twin Lasblaster, or for a weapon from the <i>Heavy Weapons</i> list. • This model may be equipped with Keelscythes. • This model may exchange its Brace of Pistols for a weapon from the <i>Pistols</i> list. • This model may exchange its Void Sabre for a Laser Lance, or a weapon from the <i>Close Combat Weapons</i> list. • This model may be equipped with a Force Shield.

ABILITIES
<p>First Prince: Any friendly ANHRATHE units within 12" of the Cloud Dancer Corsair Prince may use the Cloud Dancer Corsair Prince's Leadership value when taking morale tests.</p> <p>Speed Drinker: When this unit Advances, add 7" to its Move characteristic for that Movement phase instead of rolling a dice.</p> <p>Cunning Strategist: You may re-roll hit rolls of 1 for any <COTERIE> units within 6" of this model.</p> <p>Reckless Abandon: (pg 2)</p>

FACTION KEYWORDS
AELDARI, ANHRATHE, <COTERIE>

KEYWORDS
BIKER, CHARACTER, FLY, CLOUD DANCER CORSAIR PRINCE

HQ

7
POWER

VOID DREAMER

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 single model equipped with a Neuro Disruptor, and a Witch Staff. Only one Void Dreamer may be included per Detachment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neuro Disruptor	12"	Pistol 1	4	-3	D3	If the target is a VEHICLE , this weapon has a Damage of 1.
Witch Staff	Melee	Melee	User	0	2	This weapon wounds on a roll of 2+

WARGEAR OPTIONS

- This model may exchange its Neuro Disruptor for a weapon from the *Pistols* List.
- This model may exchange its Witch Staff for a weapon from the *Close Combat Weapons* List.
- This model may be equipped with a Corsair Jet Pack (**Power Rating +1**). If so equipped, its Move characteristic is increased to 16" and it gains the **JET PACK** and **FLY** keywords.
- This model may take any of the following equipment:
 - Voidplate Armor
 - Shimmershield
 - Force Shield

ABILITIES

Path-Ward: Any <COTERIE> INFANTRY or **BIKER** units within 6" of this model may add 1" to charge distances, reckless abandon moves, and advancement moves.

Reckless Abandon: (pg 2)

The Eye of She Who Thirsts: (pg 2)

Skyborne Assault: If this model is equipped with a Corsair Jet Pack, during deployment, you can set it up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

This model can attempt to manifest two psychic powers each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite power and two psychic powers from the Aethermancy discipline (pg 42).

FACTION KEYWORDS AELDARI, ANHRATHE, <COTERIE>

KEYWORDS CHARACTER, INFANTRY, PSYKER, VOID DREAMER

HQ	3 POWER	BARON								
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 equipped with a Void Sabre, a Brace of Pistols and Plasma Grenades.										
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.			
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.			
Plasma Grenades	6"	Grenade D6		4	-1	1	-			
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	<ul style="list-style-type: none"> • This model may be equipped with an Aeldari Long Rifle, or a weapon from the <i>Special Weapons</i> list or the <i>Small Arms</i> list. • This model may exchange its Brace of Pistols for a weapon from the <i>Pistols</i> list. • This model may exchange its Void Sabre for a weapon from the <i>Close Combat Weapons</i> list. • This model exchange its Plasma Grenades for Melta Bombs. • This model may be equipped with a Corsair Jet Pack (Power Rating +1). If so equipped, its Move characteristic is increased to 16" and it gains the JET PACK and FLY keywords. • This model may take any of the following equipment: <ul style="list-style-type: none"> - Voidplate Armor - Shimmershield - Force Shield 									
ABILITIES	Skyborne Assault: If this model is equipped with a Corsair Jet Pack, during deployment, you can set it up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.				Tyrant: The first time a friendly <COTERIE> INFANTRY unit within 6" of the Baron fails a Morale test during the Morale phase, you may reroll that Moral test using the Baron's Leadership value.					
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>									
KEYWORDS	INFANTRY, CHARACTER, BARON									

CLOUD DANCER BARON

NAME	M	WS	BS	S	T	W	A	LD	SV
Cloud Dancer Baron	18"	3+	3+	3	4	5	4	8	4+

A Cloud Dancer Baron is a single model equipped with a Void Sabre, and a Brace of Pistols. Their Cloud Dancer Jetbike is equipped with a Twin Shuriken Catapult.

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.
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 successfully initiates a charge.
Laser Lance (Shooting)	6"	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.

WARGEAR OPTIONS
<ul style="list-style-type: none"> • This model may exchange its Twin Shuriken Catapult for a Twin Splinter Rifle, for a Twin Lasblaster, or for a weapon from the <i>Heavy Weapons</i> list. • This model may be equipped with Keelscythes. • This model may exchange its Brace of Pistols for a weapon from the <i>Pistols</i> list. • This model may exchange its Void Sabre for a Laser Lance or a weapon from the <i>Close Combat Weapons</i> list. • This model may take any of the following equipment: - Voidplate Armor - Force Shield

ABILITIES	
<p>Speed Drinker: When this unit Advances, add 7" to its Move characteristic for that Movement phase instead of rolling a dice.</p> <p>Reckless Abandon: (pg 2)</p>	<p>Sky Tyrant: The first time a friendly <COTERIE> BIKER unit within 6" of the Baron fails a Morale test during the Morale phase, you may reroll that Moral test using the Baron's Leadership value.</p>

FACTION KEYWORDS
AELDARI, ANHRATHE, <COTERIE>

KEYWORDS
BIKER, CHARACTER, FLY, CLOUD DANCER BARON

ELITE		6 POWER		CORSAIR WASP ASSAULT WALKER						
NAME	M	WS	BS	S	T	W	A	LD	SV	
Corsair Wasp	10"	3+	3+	5	6	7	2	7	4+	
This unit contains 1 Corsair Wasp Assault Walker. It can include up to 2 additional Corsair Wasp Assault Walkers (+6 Power Rating per model). Each model is equipped with two Shuriken Cannons and a Kinetic Shroud.										
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.			
WARGEAR OPTIONS	<ul style="list-style-type: none"> Any model may replace either or both of its Shuriken Cannons with a weapon from the <i>Heavy Weapons</i> list. Any model in this unit may take items from the <i>Vehicle Equipment List</i>, but the entire unit must all take the same items. 									
ABILITIES	<p>Cloud Breaker: Add 2 to the Attacks characteristic of models in this unit in a turn in which it successfully initiates a charge. In addition, when this unit declares a charge all models in the unit gain a 4+ invulnerable save until the beginning of your next Movement phase.</p> <p>Skystrider: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.</p>			<p>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.</p> <p>Reckless Abandon: (pg 2)</p>						
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>									
KEYWORDS	VEHICLE, FLY, CORSAIR WASP ASSAULT WALKER									

ELITE	4 POWER	MALEVOLENT BAND								
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 +4), 10 additional Malevolents (Power Rating +8), or 15 additional Malevolents (Power Rating +12). Each model is armed with a Monomolecular Blade, a Brace of Pistols, and 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 .			
WARGEAR OPTIONS	<ul style="list-style-type: none"> For every 5 models in the unit, one model may exchange their Monomolecular Blade for a weapon from the <i>Close Combat Weapons</i> list. The entire unit may exchange its Plasma Grenades for Melta Bombs. The entire unit may be equipped with Corsair Jet Packs (Power Rating +1 for every 5 models in the unit). If they do so their Move characteristic is increased to 16" and they gain the JET PACK and FLY keywords. The entire unit may be equipped with Heavy Mesh Armor (Power Rating +1 for every 5 models in the unit). 									
ABILITIES	<p>Soul-Wracked: Roll a D6 each time a model in this unit loses a wound. On a 5+ the model does not lose that wound.</p> <p>Curse of the Void: Any unit with the <AELDARI> faction keyword within 12" must subtract 1 from the result when taking a Leadership test. In addition, this unit may not be deployed in a TRANSPORT or for any reason embark onto a TRANSPORT.</p> <p>Reckless Abandon: (pg 2)</p>			<p>Suicidal Fury: Add 1 to the Attacks characteristic of models in this unit in a turn in which it charges.</p> <p>Skyborne Assault: If the entire unit is equipped with Corsair Jet Packs, during deployment, you can set up this unit in the skies 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.</p>						
FACTION KEYWORDS	AELDARI, ANHRATHE									
KEYWORDS	INFANTRY, MALEVOLENT BAND									

ELITE		4 POWER		VOIDSTORM BAND						
NAME	M	WS	BS	S	T	W	A	LD	SV	
Veteran Felarch	8"	3+	3+	3	3	1	3	7	4+	
This unit contains 3 Veteran Felarchs. It can include up to 3 additional Veteran Felarchs (Power Rating +4) or up to 6 additional Veteran Felarchs (Power Rating +8). Each model is 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	–			
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	<ul style="list-style-type: none"> Any model may exchange its Lasblaster for a weapon from the <i>Small Arms</i> list, or for a weapon from the <i>Close Combat Weapons</i> list. For every 3 models in the unit, one model may exchange its Lasblaster for a weapon from the <i>Special Weapons</i> list. Any model may exchange their Brace of Pistols for a weapon from the <i>Pistols</i> list, but the entire unit must all exchange their Brace of Pistols for the same weapon. The entire unit may exchange its Plasma Grenades for Melta Bombs. The entire unit may be equipped with Voidplate Armor (Power Rating +1 for every 3 models in the unit). The entire unit may be equipped with Corsair Jet Packs (Power Rating +1 for every 3 models in the unit). If they do so their Move characteristic is increased to 16" and they gain the JET PACK and FLY keywords. 									
ABILITIES	<p>Skyborne Assault: If the entire unit is equipped with Corsair Jet Packs, during deployment, you can set up this unit in the skies 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.</p> <p>Reckless Abandon: (pg 2)</p> <p>Dancing on the Blade's Edge: (pg 2)</p>			<p>Bladesworn: A Single Voidstorm Band per army may be upgraded to a Bladesworn Retinue if they are in the same Detachment as the army's warlord, and the army's warlord is a CORSAIR PRINCE. The unit gains the BLADESWORN keyword, and can re-roll failed wound rolls during the Fight phase whilst it is within 3" of the CORSAIR PRINCE. The unit must be equipped with Corsair Jet Packs if the CORSAIR PRINCE is equipped with a Corsair Jet Pack, and may not be equipped with Corsair Jet Packs if the CORSAIR PRINCE is not equipped with a Corsair Jet Pack.</p>						
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>									
KEYWORDS	INFANTRY, VOIDSTORM BAND									

TROOPS	3 POWER	REAYER BAND							
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 +3), 10 additional Reavers (Power Rating +6), or 15 additional Reavers (Power Rating +9). 1 Model may be upgraded to a Felarch. Each model is armed with a Lasblaster 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.		
Monomolecular Blade	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Plasma Grenades	6"	Grenade D6		4	-1	1	-		
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	<ul style="list-style-type: none"> Any model may exchange its Lasblaster for a Monomolecular Blade and Brace of Pistols, or for a weapon from the <i>Small Arms</i> list. For every 5 models in the unit, one model may exchange its Lasblaster for a weapon from the <i>Special Weapons</i> list or the <i>Heavy Weapons</i> List. A Felarch may exchange its Lasblaster for a weapon from the <i>Close Combat Weapons</i> list. A Felarch may be equipped with one weapon from the <i>Pistols</i> list. The entire unit may exchange its Plasma Grenades for Melta Bombs. The entire unit may be equipped with Heavy Mesh Armor (Power Rating +1 for every 5 models in the unit). 								
ABILITIES	Reckless Abandon: (pg 2)				Dancing on the Blade's Edge: (pg 2)				
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>								
KEYWORDS	INFANTRY, REAYER BAND								

TROOPS	6 POWER	SKYREAYER 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 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.				
Monomolecular Blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				
Plasma Grenades	6"	Grenade D6	4	-1	1	–				
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	<ul style="list-style-type: none"> Any model may exchange its Lasblaster for a Monomolecular Blade and Brace of Pistols, or for a weapon from the <i>Small Arms</i> list. For every 5 models in the unit, one model may exchange its Lasblaster for one weapon from either the <i>Special Weapons</i> list or the <i>Heavy Weapons</i> List. A Felarch may exchange its Lasblaster for a weapon from the <i>Close Combat Weapons</i> list. A Felarch may be equipped with one weapon from the <i>Pistols</i> list. The entire unit may exchange its Plasma Grenades for Melta Bombs. The entire unit may be equipped with Heavy Mesh Armor (Power Rating +1 for every 5 models in the unit). 									
ABILITIES	Skyborne Assault: During deployment, you can set up this unit in the skies 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.				Dancing on the Blade's Edge: (pg 2) Reckless Abandon: (pg 2)					
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>									
KEYWORDS	INFANTRY, FLY, JET PACK, SKYREAYER BAND									

TROOPS	3 POWER	GHOSTWALKER BAND								
NAME	M	WS	BS	S	T	W	A	LD	SV	
Ghostwalkers	8"	3+	3+	3	3	1	1	7	5+	
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.										
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.			
Brace of Pistols	12"	Pistol 2		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+. 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.			
Monomolecular Blade	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Plasma Grenades	6"	Grenade D6		4	-1	1	-			
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	<ul style="list-style-type: none"> Any model may exchange its Aeldari Long Rifle for a Monomolecular Blade, or for a weapon from the <i>Small Arms</i> list. For every 5 models in the unit, one model may exchange their Aeldari Long Rifle for one weapon from the <i>Special Weapons</i> list. The entire unit may exchange its Plasma Grenades for Melta Bombs. 									
ABILITIES	<p>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 moves their units first.</p>				<p>Cameleoline Cloaks: 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.</p> <p>Reckless Abandon: (pg 2)</p>					
FACTION KEYWORDS	AELDARI, ANHRATHE									
KEYWORDS	INFANTRY, GHOSTWALKER BAND									

DT

4
POWER

CORSAIR VENOM

NAME	M	WS	BS	S	T	W	A	LD	SV
Corsair Venom	16"	5+	3+	5	5	6	2	7	4+
A Corsair Venom is a single model equipped with a Shuriken Cannon, a Twin Lasblaster, and a Kinetic Shroud.									
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"	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.		
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 successfully initiates a charge.		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may exchange its Twin Lasblaster for one of the following weapons: <ul style="list-style-type: none"> - Twin Splinter Rifle - Twin Shuriken Catapult - Splinter Cannon - Shuriken Cannon - Scatter Laser This model may exchange its Shuriken Cannon for a weapon from the <i>Heavy Weapons</i> list. This model may be equipped with Keelscythes. This model may take items from the <i>Vehicle Equipment</i> List. 								
ABILITIES	<p>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.</p> <p>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.</p>								
TRANSPORT	This model can transport up to 5 <COTERIE> INFANTRY models. It cannot transport models with the JET PACK keyword.								
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>								
KEYWORDS	VEHICLE, FLY, TRANSPORT, CORSAIR VENOM								

DT		9 POWER		CORSAIR FALCON							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A	
Corsair Falcon		★	5+	★	6	7	12	★	7	3+	7-12+	16"	3+	3	
A Corsair Falcon is a single model equipped with a Pulse Laser, a Shuriken Cannon, and a Twin Lasblaster.											4-6	12"	4+	2	
											1-3	8"	5+	1	
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 wounds on a 4+, unless targeting a VEHICLE or a TITANIC unit, in which case it wounds on a 6+.							
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.							
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 successfully initiates a charge.							
WARGEAR OPTIONS		<ul style="list-style-type: none"> This model may exchange its Twin Lasblaster for one of the following weapons: - Twin Splinter Rifle - Twin Shuriken Catapult - Splinter Cannon - Shuriken Cannon This model may exchange its Shuriken Cannon for a weapon from the <i>Heavy Weapons</i> list. This model may be equipped with Keelscythes. This model may take items from the <i>Vehicle Equipment</i> list 													
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.						
TRANSPORT		This model can transport up to 6 <COTERIE> INFANTRY models. It cannot transport models with the JET PACK keyword.													
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>													
KEYWORDS		VEHICLE, FLY, TRANSPORT, CORSAIR FALCON													

FAST
ATTACK7
POWER

CLOUD DANCER BAND

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 3 Cloud Dancers, and 1 model may be exchanged for a Cloud Dancer Felarch. It can include up to 3 additional Cloud Dancers (**Power Rating +7**) or up to 6 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.

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 successfully initiates a charge.

WARGEAR OPTIONS

- Any model may exchange its Twin Shuriken Catapult for a Twin Splinter Rifle, for a Twin Lasblaster, or for a weapon from the *Heavy Weapons* list.
- The entire unit may be equipped with Keelscythes.
- A Cloud Dancer Felarch may exchange its Brace of Pistols for a weapon from the *Pistols* list.
- A Cloud Dancer Felarch may be equipped with a weapon from the *Close Combat Weapons* 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>

KEYWORDS

BIKER, FLY, CORSAIR CLOUD DANCER BAND

FAST
ATTACK4
POWER

CORSAIR VYPER

NAME	M	WS	BS	S	T	W	A	LD	SV
Corsair Vyper	16"	5+	3+	5	5	6	2	7	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.

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"	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.
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 successfully initiates a charge.

WARGEAR OPTIONS

- Any model may exchange its Twin Lasblaster for one of the following weapons:
 - Twin Splinter Rifle
 - Twin Shuriken Catapult
 - Splinter Cannon
 - Shuriken Cannon
 - Scatter Laser
- Any model may exchange its Shuriken Cannon for a weapon from the *Heavy Weapons* list.
- The entire unit may be equipped with Keelscythes.
- Any model in this unit may take items from the *Vehicle Equipment List*, but the entire unit must all take the same items.

ABILITIES

Pack Hunters: This unit has a Move characteristic of 20" instead of 16" whilst it contains 3 models.

The Serpent's Grace: If all the models in this unit move at least 16", your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.

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.

FACTION KEYWORDS

AELDARI, ANHRATHE, <COTERIE>

KEYWORDS

VEHICLE, FLY, CORSAIR VYPER

FAST
ATTACK9
POWER

CORSAIR HORNET

NAME	M	WS	BS	S	T	W	A	LD	SV
Corsair Hornet	18"	5+	3+	5	6	8	2	7	3+
This unit contains 1 Corsair Hornet. It can include up to 2 additional Corsair Hornets (+9 Power Rating per model). Each model is equipped with two Hornet Pulse Lasers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Hornet Pulse Laser	48"	Heavy 3		6	-3	2	-		
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 successfully initiates a charge.		
WARGEAR OPTIONS	<ul style="list-style-type: none"> Any model may replace either or both of its Hornet Pulse Lasers with a weapon from the <i>Heavy Weapons</i> list. The entire unit may be equipped with Keelscythes. Any model in this unit may take items from the <i>Vehicle Equipment</i> List, but the entire unit must all take the same items. 								
ABILITIES	<p>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.</p> <p>Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.</p>			<p>Assault Skimmer: Models in this unit may fire Rapid Fire and Assault Weapons after advancing as if they had not moved. Models in this unit may also fire Heavy Weapons after advancing, but must subtract 2 from their hit rolls if they do so.</p>					
FACTION KEYWORDS	AELDARI, ANHRATHE, <COTERIE>								
KEYWORDS	VEHICLE, FLY, CORSAIR HORNET								

BALESTRIKE BAND

NAME	M	WS	BS	S	T	W	A	LD	SV
Balestrike Reaver	8"	3+	3+	3	3	1	1	6	4+
Balestrike Felarch	8"	3+	3+	3	3	1	2	7	4+

This unit contains 3 Balestrike Reavers. It can include up to 3 additional Balestrike Reavers (**Power Rating +5**) or up to 6 additional Balestrike Reavers (**Power Rating +10**). 1 Model may be upgraded to a Balestrike Felarch. Each model is 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.
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.
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 .

WARGEAR OPTIONS

- Any model may exchange its Lasblaster for an Aeldari Long Rifle, for a weapon from the *Heavy Weapons* list, or for a weapon from the *Small Arms* list.
- A Balestrike Felarch may exchange its Brace of Pistols for a weapon from the *Pistols* list.
- A Balestrike Felarch may exchange its Lasblaster for a weapon from the *Close Combat Weapons* list.
- The entire unit may be equipped with Voidplate Armor (**Power Rating +1** for every 3 models in the unit).
- The entire unit may exchange its Plasma Grenades for Melta Bombs.
- The entire unit may be equipped with Corsair Jet Packs (**Power Rating +1** for every 3 models in the unit). If they do so their Move characteristic is increased to 16" and they gain the **JET PACK** and **FLY** keywords.

ABILITIES

Skyborne Assault: If the entire unit is equipped with Corsair Jet Packs, during deployment, you can set up this unit in the skies 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

Reckless Abandon: (pg 2)

Dancing on the Blade's Edge: (pg 2)

FACTION KEYWORDS

AELDARI, ANHRATHE, <COTERIE>

KEYWORDS

INFANTRY, BALESTRIKE BAND

HEAVY SUPPORT
12
POWER

CORSAIR WARP HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Warp Hunter	★	5+	★	6	7	12	★	7	3+	7-12+	16"	3+	3
A Corsair Warp Hunter is a single model equipped with a D-Flail and a Twin Lasblaster.										4-6	12"	4+	2
										1-3	8"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
D-Flail	When attacking with this weapon, select one of the 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.
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 successfully initiates a charge.
WARGEAR OPTIONS	This model may exchange its Twin Lasblaster for one of the following weapons: - Twin Splinter Rifle - Twin Shuriken Catapult - Splinter Cannon - Shuriken Cannon This model may be equipped with Keelscythes. This model may take items from the <i>Vehicle Equipment</i> list					
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, <COTERIE>					
KEYWORDS	VEHICLE, FLY, CORSAIR WARP HUNTER					

HEAVY SUPPORT		8 POWER		CORSAIR NIGHT SPINNER							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:			
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Night Spinner		★	5+	★	6	7	12	★	7	3+	7-12+	16"	3+	3
A Corsair Night Spinner is a single model equipped with a Doomweaver and a Twin Lasblaster.											4-6	12"	4+	2
											1-3	8"	5+	1
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Doomweaver		48"	Heavy 2D6		7	0	2	Wound rolls of 6+ for this weapon are resolved with AP-4 instead of AP 0. This weapon can target units that are not visible to the bearer.						
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 successfully initiates a charge.						
WARGEAR OPTIONS		This model may exchange its Twin Lasblaster for one of the following weapons: – Twin Splinter Rifle – Twin Shuriken Catapult – Splinter Cannon – Shuriken Cannon This model may be equipped with Keelscythes. This model may take items from the <i>Vehicle Equipment</i> list												
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, <COTERIE>												
KEYWORDS		VEHICLE, FLY, CORSAIR NIGHT SPINNER												

CORSAIR FIRE PRISM

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Fire Prism	★	5+	★	6	7	12	★	7	3+	7-12+	16"	3+	3
A Corsair Fire Prism is a single model equipped with a Prism Cannon and a Twin Lasblaster.										4-6	12"	4+	2
										1-3	8"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism Cannon	When attacking with this weapon, choose 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 successfully initiates a charge.

WARGEAR OPTIONS
This model may exchange its Twin Lasblaster for one of the following weapons:
- Twin Splinter Rifle - Twin Shuriken Catapult - Splinter Cannon - Shuriken Cannon
This model may be equipped with Keelscythes.
This model may take items from the *Vehicle Equipment* list

ABILITIES

Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.

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.

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) 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 AELDARI, ANHRATHE, <COTERIE>

KEYWORDS VEHICLE, FLY, CORSAIR FIRE PRISM

HEAVY SUPPORT		10 POWER		CORSAIR FIRESTORM							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:			
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A
Corsair Firestorm		★	5+	★	6	7	12	★	7	3+	7-12+	16"	3+	3
A Corsair Firestorm is a single model equipped with a Firestorm Scatter Laser and a Twin Lasblaster.											4-6	12"	4+	2
											1-3	8"	5+	1
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Firestorm Scatter Laser		60"	Heavy 12		6	0	1	Add 1 to hit rolls made for this weapon against targets with the FLY keyword. Subtract 1 from the hit rolls made for this weapon against all other targets.						
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 successfully initiates a charge.						
WARGEAR OPTIONS		This model may exchange its Twin Lasblaster for one of the following weapons: – Twin Splinter Rifle – Twin Shuriken Catapult – Splinter Cannon – Shuriken Cannon This model may be equipped with Keelscythes. This model may take items from the <i>Vehicle Equipment</i> list												
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.							
TRANSPORT		This model can transport up to 6 <COTERIE> INFANTRY models. It cannot transport models with the JET PACK keyword.												
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>												
KEYWORDS		VEHICLE, FLY, TRANSPORT, CORSAIR FIRESTORM												

FLYER		8 POWER		CORSAIR NIGHTWING							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS
Corsair Nightwing		★	6+	★	6	6	12	3	7	3+	7-12+	20" - 60"	3+
A Corsair Nightwing is a single model, equipped with a Twin Shuriken Cannon, a Twin Bright Lance, a Crystal Targeting Matrix, and a Kinetic Shroud											4-6	20" - 40"	4+
											1-3	20" - 25"	5+
WEAPON		RANGE	TYPE		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	-					
ABILITIES		<p>Impossibly Agile: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Once its move has finished, you can pivot it a further 90° as before.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.</p>					<p>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.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>						
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>											
KEYWORDS		VEHICLE, FLY, CORSAIR NIGHTWING											

FLYER	10 POWER	CORSAIR PHOENIX									DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS
Corsair Phoenix		★	6+	★	6	6	16	3	7	3+	10-16+	20" - 50"	3+
A Corsair Phoenix is a single model, equipped with a Twin Shuriken Cannon, a Phoenix Missile Array, a Phoenix Pulse Laser, a Crystal Targeting Matrix, and a Kinetic Shroud											5-9	20" - 35"	4+
											1-4	20" - 25"	5+
WEAPON		RANGE	TYPE		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.					
Phoenix Missile Array		48"	Heavy D6		6	-3	2	-					
Phoenix Pulse Laser		48"	Heavy 2		9	-3	3	-					
Twin Bright Lance		36"	Heavy 2		8	-4	D6	-					
Twin Starcannon		36"	Heavy 4		6	-3	D3	-					
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.					
WARGEAR OPTIONS		<ul style="list-style-type: none"> • This model may replace its Phoenix Pulse Laser with either a Twin Starcannon or a Twin Bright Lance. • This model may replace its Phoenix Missile Array with a Nightfire Missile Array. 											
ABILITIES		<p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>						<p>Impossibly Agile: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.</p>					
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>											
KEYWORDS		VEHICLE, FLY, CORSAIR PHOENIX											

LORD OF WAR		20 POWER		CORSAIR LYNX							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	M (Skyhunter)	
Corsair Lynx		★	6+	★	6	7	16	3	7	3+	9-16+	16"	3+	20" - 60"	
A Corsair Lynx is a single model, equipped with a Lynx Pulsar and a Shuriken Cannon.											4-8	12"	4+	20" - 40"	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
Lynx Pulsar		When attacking with this weapon select one of the profiles below													
– Saturation Mode		48"	Heavy 2D3		7	-3	D3	–							
– Salvo Mode		36"	Heavy 2		12	-4	D6	–							
Sonic Lance		36"	Heavy 3D6		*	-3	1	This weapon automatically hits its targets. This weapon wounds INFANTRY on a 2+, and all other units on a 4+.							
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.							
WARGEAR OPTIONS		<ul style="list-style-type: none"> • This model may replace its Lynx Pulsar with a Sonic Lance. • This model may replace its Shuriken Cannon with a weapon from the <i>Heavy Weapons</i> list. 													
ABILITIES		<p>Skyhunter: At the start of any of your turns, before the beginning of the Movement phase, this vehicle may activate the Skyhunter ability. When activated, this unit gains the Airborne and Lumbering Flyer abilities and uses the Movement characteristic for Skyhunter instead of its regular Movement (see the Damage table above). The effects of this ability last until you choose to end them, which may be done at the beginning of any your own Movement phases, at which point the vehicle loses the Airborne and Lumbering Flyer abilities until Skyhunter is activated again.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds..</p>							<p>Airborne: <i>(Only used as part of the Skyhunter ability)</i> – This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Lumbering Flyer: <i>(Only used as part of the Skyhunter ability)</i> – When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. When this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards at least as much as its minimum Move and not more than its maximum.</p> <p>Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.</p>						
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>													
KEYWORDS		VEHICLE, FLY, CORSAIR LYNX													

LORD OF WAR		42 POWER		CORSAIR VAMPIRE RAIDER							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:										
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A							
Corsair Vampire Raider		★	6+	★	9	8	32	★	8	3+	26-32+	20"-50"	2+	3							
A Vampire Raider is a single model equipped with a Scatter Laser, two Twin Pulse Lasers, and a Crystal Targeting Matrix.											17-25	20"-35"	3+	2							
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES													
Scatter Laser		36"	Heavy 4		6	0	1	-													
Twin Pulse Laser		48"	Heavy 4		8	-3	3	-													
ABILITIES		<p>Impossibly Agile: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it crashes in a fiery explosion and each unit within 12" suffers D6 mortal wounds.</p>					<p>Hover Jets: Before this model moves in your Movement phase, you can declare it will hover. If you do so its Move characteristic becomes 20" until the end of the phase and it loses the Airborne, Hard to Hit and Impossibly Agile abilities until the beginning of your next Movement phase.</p> <p>Distort Fields: This model has an invulnerable save. The value of this save is determined by how far this model moved in your last Movement phase, as noted in the table below:</p> <table border="1"> <thead> <tr> <th>Distance Moved</th> <th>Invulnerable Save</th> </tr> </thead> <tbody> <tr> <td>45"-70"</td> <td>4+</td> </tr> <tr> <td>25"-44"</td> <td>5+</td> </tr> <tr> <td>1"-24"</td> <td>6+</td> </tr> <tr> <td>0"</td> <td>None</td> </tr> </tbody> </table>					Distance Moved	Invulnerable Save	45"-70"	4+	25"-44"	5+	1"-24"	6+	0"	None
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25"-44"	5+																				
1"-24"	6+																				
0"	None																				
TRANSPORT		This model can transport up to 30 <COTERIE> models. It cannot transport JET PACK models or BIKER models.																			
FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>																			
KEYWORDS		VEHICLE, FLY, TRANSPORT, TITANIC, CORSAIR VAMPIRE RAIDER																			

LORD OF WAR		45 POWER		CORSAIR VAMPIRE HUNTER							DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:										
NAME		M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	BS	A							
Corsair Vampire Hunter		★	6+	★	9	8	32	★	8	3+	26-32+	20"-50"	2+	3							
A Corsair Vampire Hunter is a single model equipped with a Twin Vampire Pulsar, a Scatter Laser, two Twin Pulse Lasers, and a Crystal Targeting Matrix.											17-25	20"-35"	3+	2							
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES													
Scatter Laser		36"	Heavy 4		6	0	1	-													
Twin Pulse Laser		48"	Heavy 4		8	-3	3	-													
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.													
ABILITIES		<p>Impossibly Agile: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it crashes in a fiery explosion and each unit within 12" suffers D6 mortal wounds.</p>					<p>Hover Jets: Before this model moves in your Movement phase, you can declare it will hover. If you do so its Move characteristic becomes 20" until the end of the phase and it loses the Airborne, Hard to Hit and Impossibly Agile abilities until the beginning of your next Movement phase.</p> <p>Distort Fields: This model has an invulnerable save. The value of this save is determined by how far this model moved in your last Movement phase, as noted in the table below:</p> <table border="0"> <tr> <td>Distance Moved</td> <td>Invulnerable Save</td> </tr> <tr> <td>45"-70"</td> <td>4+</td> </tr> <tr> <td>25"-44"</td> <td>5+</td> </tr> <tr> <td>1"-24"</td> <td>6+</td> </tr> <tr> <td>0"</td> <td>None</td> </tr> </table>					Distance Moved	Invulnerable Save	45"-70"	4+	25"-44"	5+	1"-24"	6+	0"	None
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FACTION KEYWORDS		AELDARI, ANHRATHE, <COTERIE>																			
KEYWORDS		VEHICLE, FLY, TITANIC, CORSAIR VAMPIRE HUNTER																			

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 WEAPONS						
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 firing with this weapon, select one of the 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	48"	Heavy 3	6	-3	2	-
Lynx Pulsar	When firing with this weapon, select one of the 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 firing with this weapon, select 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 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 of 6 with an AP of -3 and a Damage of 2 instead of Strength 5, AP -2, and Damage 1.
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	6	-1	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	8	-4	D6	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 attacking with this weapon select one of 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	1	Each time you make a hit roll of 5+ for this weapon, that hit is resolved at Strength of 6 with an AP of -3 and a Damage of 2 instead of Strength 5, AP -2, and Damage 1.
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 **VEHICLE** units.

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 successfully 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	D3	–
Witch Staff	Melee	Melee	User	0	2	This weapon wounds on a roll of 2+.

CLOSE COMBAT WEAPONS

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	1	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 a 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 Shooting phase, nominate a friendly <COTERIE> INFANTRY unit within 1" of a model equipped with a Shimmershield. That unit receives a 5+ invulnerable save until the beginning of your next turn, unless the model equipped with the Shimmershield moves further than 1" away from the nominated unit, or is removed from the battle as a casualty.
Shadowfield	A model equipped with a Shadowfield has a 2+ Invulnerable 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 Armor	A model equipped with Voidplate Armor has a 3+ Save and a 6+ 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" during the movement phase gains a 5+ invulnerable save against all shooting attacks until the beginning of your next Movement phase. In addition, if a model equipped with a Kinetic Shroud Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until the beginning of 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 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 equipped 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 section 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.

If your army is Battle-forged you can include Yvraine, the Visarch, or the Yncarne in an **ANHRATHE** Detachment (as defined in this codex) provided that the Detachment does not include any **AELDARI** named character, or any Malevolent Bands.

If Yvraine, the Visarch, or the Yncarne is included in an **ANHRATHE** Detachment, you can choose for that Detachment to remain an **ANHRATHE** Detachment or for that Detachment to become an **YNNARI** Detachment.

If you choose for the Detachment to become an **YNNARI** Detachment, then all units in that Detachment gain the **YNNARI** keyword (note that this is not a Faction keyword). The Detachment is no longer considered to be an **ANHRATHE** Detachment, and so cannot use the Coterie Specializations, Stratagems, Warlord Traits, Relics, Psychic Powers, or Tactical Objectives outlined in this document for **ANHRATHE** Detachments. Also note that you cannot use Corsairs Stratagems or Psychic Powers to affect **YNNARI** units from your army even though they may have the appropriate keyword (e.g. you cannot use a Corsair Stratagem to affect an **ANHRATHE** unit that has the **YNNARI** keyword, you cannot use a Psychic Power to affect a friendly **ANHRATHE** unit that has the **YNNARI** keyword, etc.) You must replace **<COTERIE>** with **<REBORN ANHRATHE>** in any **ANHRATHE** Detachment that you choose to be an **YNNARI** Detachment.

ABILITIES

Corsairs Detachments gain the following abilities:

OUTCASTS AND CUTTHROATS

The Anhrathe are not beholden to 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.

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 includes 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

The greatest Corsair Fleets have developed their own particular sets 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. You may choose from the list below, featuring characteristics of the most infamous Corsair Fleets, or you may create your own Coterie, using the Custom Coterie list on the following page.

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: **INFANTRY** and **BIKER** units in this Coterie may add to 1+ to hit to their hit rolls during the Shooting phase 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** keyword in this Coterie can consolidate up to 6”.

STEELEYE REAVERS: **INFANTRY** units in this Coterie making shooting attacks with Plasma Grenades, Flamers, and Shredders 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.

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

SKY SERPENTS: **INFANTRY** and **BIKER** units in this Coterie gain the Corsair Combat Drugs rule. Before the battle, roll on the table below to see which combat drug the unit is using. Alternatively, you can pick the bonus the unit receives, but if you do this you cannot choose a bonus that has already been taken by another unit until all six combat drugs have been taken once each.

CORSAIR COMBAT DRUGS	
D6	BONUS
1	Adrenalight: +1 to Attacks Characteristic
2	Grave Lotus: +1 to Strength Characteristic
3	Hypex: +2 to Move Characteristic
4	Painbringer: +1 to Toughness characteristic
5	Serpentin: +1 to Weapon Skill characteristic
6	Splintermind: +1 to Leadership characteristic

CUSTOM COTERIES

While the greatest Corsair Fleets are known and feared throughout the galaxy, many smaller fleets, and even subfactions within the largest Corsair Fleets, have developed their own unique battle tactics. Alternatively, instead of choosing a named Coterie from the previous page, you may create your own Coterie from the list below. If your army is Battle-forged, all units in an **ANHRATHE** Detachment gain a Coterie Specialization, and may choose any two of the following traits, and so long as every other unit in their Detachment is from the same Coterie.

BREACH FIGHTERS

When a model equipped with a Brace of Pistols fires Overwatch, a 5 or 6 is required to hit instead of a 6.

EXCEPTIONAL PILOTS

VEHICLE units in this Coterie may fire Assault and Rapid Fire Weapons after Advancing as if they had not moved.

HATE BRINGERS

Each time you roll a hit roll of 6+ when making a close combat attack for a model equipped with a Monomolecular Blade, that model can immediately make another close combat attack using the same weapon. These extra attacks cannot generate any additional attacks.

HEAD TAKERS

Models equipped with Keelscythes may add 1 to their Attack characteristic during a turn in which they successfully initiate a charge.

HERALDS OF THE COSMIC SERPENT

BIKER units in this Coterie do not suffer any penalty to their hit rolls for firing Heavy Weapons after moving, and may fire Rapid Fire and Assault Weapons after Advancing as if they had not moved.

LUST FOR DARK POWER

Psykers taking a Psychic test in this Coterie add one to each individual die roll when making psychic tests. For example a roll of a 1 and a 4 would count as a roll of 2 and 5. On a roll of a double 1, double 5, or a combined total of more than 12, the psyker will suffer Perils of the Warp.

MASTERS OF THE AERIAL KILL

INFANTRY units with the **FLY** keyword, and **INFANTRY** units embarked on a transport with the **FLY** keyword, may re roll one hit roll and one wound roll per Shooting phase.

MERCENARIES

The Range characteristic of any weapon from the Small Arms and Special Weapons lists used by **INFANTRY** units in this Cotere is increased by 6" (this does not apply to *Plunder of the Void*).

REAPERS OF THE OUTER DARK

INFANTRY units in this Coterie may add 1 to their Strength Characteristic on a turn in which they successfully initiate a charge.

SKIRMISHERS

INFANTRY units in this Coterie may charge in the same turn they fell back.

SKY BURNERS

When a model in this Coterie with the **FLY** keyword suffers an unsaved wound from an enemy shooting attack, so long as that model moved more than 9" in the previous Movement phase, the wound may be ignored on a D6 roll of 6+

TITAN BREAKERS

When resolving a shooting attack made by an **INFANTRY** or **BIKER** model in this Coterie against a **MONSTER** or **VEHICLE** unit in which any models have a Wounds characteristic of 10 or more, add 1 to the wound roll.

VAULT BREACHERS

When an **INFANTRY** unit in this Coterie shoots, up to 2 models may throw a Grenade instead of firing another any other weapon.

WIND SEEKERS

Models in this Coterie with the **FLY** keyword may add 3" to their Move characteristic.

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 41). 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 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 begins the Shooting phase 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 wound of a 6 causes a mortal wound in addition to any other damage. In addition, any 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 a 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 Coterie.

ELDRITCH RAIDERS: CONSUMMATE 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

The Warlord may consolidate up to 6" in any direction. In addition, the Warlord may Fall Back and charge in the same turn.

VOID DRAGONS: CONNOISSEUR OF DESTRUCTION

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* or to weapon abilities that modify a weapons AP value).

STEELEYE REAVERS: 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: INSPIRING VICIOUSNESS

Any **<COTERIE> INFANTRY** or **BIKER** units 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.

1CP

TANGLEFOOT GRENADE

Corsairs Stratagem

Use this stratagem in your Shooting phase when an ANHRATHE INFANTRY model from your army throws a plasma grenade at an INFANTRY unit. Only make a single hit roll for that grenade; if it hits, it does not inflict any damage and the targeted unit is stunned. The affected unit must halve its Movement characteristic until the beginning of your next Shooting phase.

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 SLANESH keyword.

1CP

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.

1CP

GRAVITIC BOOSTERS

Corsairs Stratagem

Use this Stratagem during your Movement phase. You may add an additional 3 inches to the Movement characteristic of any friendly ANHRATHE unit with the FLY keyword that Advances this turn. This ability may only be used once per battle.

2CP

FEIGNED RETREAT

Corsairs Stratagem

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

2CP

COLLECTOR OF ANCIENT TREASURES

Corsairs Stratagem

Use this Stratagem 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 stratagem once per battle.

1CP

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

ARMOR OF SPEED

Corsairs Stratagem

Use this Stratagem before moving an ANHRATHE VEHICLE unit from your army in the Movement phase. If this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice (Add 12" if the unit is equipped with Star Engines). In addition, the unit may add 1 to its saving throws against enemy shooting attacks until the beginning of the next movement phase.

2CP

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 (note that this character is only regarded as your Warlord for the purposes of these Warlord Traits). You may not use this Stratagem to generate a Warlord Trait that has already been generated, and you may not use this Stratagem to generate the Wielder of Profane Powers Warlord Trait. You can only use this stratagem once per battle.

2CP

VOID STRIKE

Corsairs Stratagem

This Stratagem may only be used once per battle in the Shooting phase, if your Army's Warlord is a **CORSAIR PRINCE**. Instead of shooting with your Warlord's weapons nominate an enemy unit within 18" and line of sight to the Warlord that is not within 1" of any friendly units. The nominated unit suffers D6 mortal wounds

1CP

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 8" 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.

2CP

FOOLHARDY BRAVADO

Corsairs Stratagem

Nominate an enemy unit within 6" but 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

UNCANNY COORDINATION

Corsairs Stratagem

Nominate a friendly **ANHRATHE INFANTRY** unit: until the end of the Shooting phase, that unit may fire after advancing as if it had not moved.

2CP

SCINTILLANT BARRAGE

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.

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 gains a 4+ invulnerable save against ranged weapons until the beginning of the controlling players next movement phase.

1CP

STARBLIND GRENADE

Corsairs Stratagem

Use this stratagem in your Shooting phase when an **ANHRATHE INFANTRY** model from your army throws a plasma grenade at an **INFANTRY** unit. Only make a single hit roll for that grenade; if it hits, it does not inflict any damage, and the targeted unit is blinded. The affected unit may not make an Overwatch attack for the rest of the turn.

1CP

ORBITAL INTERCEPT

Corsairs Stratagem

Nominate a friendly **ANHRATHE VEHICLE** unit deploying by Void Burner. That unit may add 1 to hit rolls when shooting at targets with the **FLY** keyword during that shooting phase.

3CP

NIGHTFIRE SKYBURST

Corsairs Stratagem

Use this Stratagem at the end of your Movement phase. Until the beginning of your next Movement phase, enemy units targeting friendly **ANHRATHE** units in your army with ranged attacks must subtract 1 from their hit rolls.

2CP

WILD PSYKERS

Corsairs Stratagem

Use this Stratagem before the battle if your Warlord has the **Wielder of Profane Powers** Warlord Trait. You may choose another **ANHRATHE CHARACTER** in your Army and they may take the **Wielder of Profane Powers** Warlord Trait. You may spend an additional Command Point to grant the **Wielder of Profane Powers** Warlord Trait to a second **ANHRATHE CHARACTER** in your Army (note that these characters are only regarded as your Warlord for the purposes of these Warlord Traits). You may not use this Stratagem on a **VOID DREAMER**. You can only use this stratagem once per battle.

2CP

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.

1CP

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.

1CP

ZEPHYR STRIKE

Void Dragons Stratagem

Nominate a **VOID DRAGONS INFANTRY** or **BIKER** unit with the **FLY** keyword: that unit may add 1 to hit rolls made against targets with the **FLY** keyword for the rest of the turn.

1CP

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.

1CP

HEADLONG INTO THE FRAY

Sky Raiders Stratagem

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

1CP

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 the nominated unit up to 6" away from an enemy unit, but may not declare a charge in the same turn.

1CP

DISSONANCE CHARGE

Steeleye Reavers Stratagem

Use this Stratagem before a **STEELEYE REAVERS** model from your army throws a Melta Bomb at a **VEHICLE** or **BUILDING**. If it hits, the target suffers 1D6 mortal wounds in addition to its normal damage.

2CP

HYPERSTIMM FRENY

Sky Serpents Stratagem

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

PLUNDER OF THE VOID

If your 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 Jet Pack is exceptionally well attuned to the wearer's psychic emanations, responding to their mental commands almost like an extension of their own body, allowing the wearer to effortlessly dart and weave through incoming fire.

Model with a Corsair Jet Pack only. The wearer of the Empyrean Harness may add 2 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)	6"	Assault 2	7	-4	2
Kurnous' Blessing (Melee)	Melee	Melee	User	-4	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 Shooting phase, nominate a friendly **<COTERIE> INFANTRY** unit within 1" of the model equipped with the Prismatic Shield. That unit receives a 4+ invulnerable save, and enemy units targeting that unit with shooting attacks must subtract 1 from their hit rolls, until the beginning of your next turn, unless the model equipped with the Prismatic Shield moves further than 1" away from the nominated unit, or is removed from the battle as a casualty.

BALELIGHT

Fashioned as sleek multi-barelled handguns, or ornate vambraces, these weapons are exotic radiation 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 3+D3	6	-3	D3
Abilities: This weapon may only be fired once per battle.					

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** keyword. You may add 1 to Psychic 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.					

MINDBLIGHTER

Believed to have been recovered from one of the Crone Worlds, this arcane crystalline weapon may be the prototype for the Harlequin Neuro Disruptor. Armor is of no defense against its baleful energies.

Model with a Neuro Disruptor only. The Mindblighter replaces this model's Neuro Disruptor and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Mindblighter	12"	Pistol 2	4	-5	2
Abilities: If the target is a VEHICLE , this weapon has a Damage of 1.					

RAGESINGER

Rumored to have been stolen from a prominent Archon's weapon museum, the Ragesinger is a perfectly balanced Power-Glaive, with a psychic amplifier embedded in the grip. In battle the weapon projects the wielder's hatred outwards, shattering the enemy's mind before they can bring a blade to bear.

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

WEAPON	RANGE	TYPE	S	AP	D
Ragesinger	Melee	Melee	+2	-3	2
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 exceptional acceleration and maneuverability. Many have died attempting to master it.

Abilities: **SUNBLITZ BROTHERHOOD** Model with the **BIKER** keyword only. The model riding Faolchú's Chosen may add 2 their Movement Characteristic. In addition enemy units targeting the rider with shooting attacks must subtract 1 from their hit rolls.

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 victim's 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 suffers a mortal wound in addition to any other damage.					

THE DRAGON'S EMBRACE

A suit of Voidplate Armor custom tailored to it's wearer, these vacuum-hardened 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 model's 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 emanates 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	D3
Abilities: Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for attacks that target a TYRANID unit.					

THE VESTMENTS OF IRE

This ornately decorated pistol harness contains a psychically activated pickup that automatically readies a fresh weapon, allowing the bearer to unleash an unrelenting hail of 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 4	*	-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 TIME WEAVER:

Time Weaver has a warp charge value of 4. Select a friendly <COTERIE> **INFANTRY** or <COTERIE> **BIKER** unit within 12" of the psyker. That unit may fire as if it not had moved until the end of the Shooting phase.

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 7. 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 its current location, so long as it is more than 9" away from any friendly units and within line of sight to the psyker. This Psychic Power may not be used to move a unit into impassible terrain.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of your models and the wargear they are equipped with to determine your army's total points value.

HEADQUARTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Prince	1	70
Cloud Dancer Corsair Prince	1	95
Baron	1	40
Cloud Dancer Baron	1	60
Void Dreamer	1	70

ELITE

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Voidstorm Band (Veteran Felarch)	3-9	10
Malevolent	5-20	9
Corsair Wasp Assault Walker	1-3	28

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Vyper	1-3	35
Corsair Hornet	1-3	50
Cloud Dancer	3-9	17
Cloud Dancer Felarch	-	20

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Falcon	1	100
Corsair Venom	1	38

EQUIPMENT

WARGEAR	POINTS PER ITEM
Corsair Jet Pack*	3/10
Force Shield	4
Heavy Mesh Armor	2
Shimmershield	10
Shadowfield	16
Voidplate Armor	3

*Corsair Jet Packs cost 10 points when equipped by a **CHARACTER**

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Ghostwalker	5-10	8
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	8
Balestrike Felarch	-	11
Corsair Fire Prism	1	140
Corsair Fire Storm	1	125
Corsair Warp Hunter	1	160
Corsair Night Spinner	1	110

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Corsair Nightwing	1	90
Corsair Phoenix	1	150

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

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	5
Twin Shuriken Catapult	2
Twin Splinter Rifle	2

PISTOLS

WEAPON	POINTS PER ITEM
Brace of Pistols	1
Fusion Pistol	8
Blast Pistol	7
Dissonance Pistol	4
Neuro Disruptor	5

GRENADES

WEAPON	POINTS PER ITEM
Plasma Grenades	0
Melta Bombs	0

SMALL ARMS

WEAPON	POINTS PER ITEM
Splinter Rifle	0
Shuriken Catapult	0
Lasblaster	3
Shardcarbine	2

HEAVY WEAPONS

WARGEAR	POINTS PER ITEM
Aeldari Missile Launcher*	20
Bright Lance***	15
Dark Lance	17
Dissonance Cannon	11
Scatter Laser**	7
Shuriken Cannon	10
Splinter Cannon	10
Starcannon***	13

* 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

SPECIAL WEAPONS

WEAPON	POINTS PER ITEM
Blaster	16
Flamer	6
Fusion Gun	14
Shredder	8

VEHICLE-MOUNTED WEAPONS

WARGEAR	POINTS PER ITEM
Hornet Pulse Laser	25
Twin Shuriken Cannon	17
Twin Starcannon	24
Twin Bright Lance	26
Pulse Laser	0
Prism Cannon	0
Doomweaver	0
Firestorm Scatter Laser	0
Phoenix Pulse Laser	28
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

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 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 TOWERING 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 opponent's Warlord.