

## **Recent changes:**

Captain's gaze changed to captain's orders, rerolling hit rolls with pistols  
Removed baron sathonyx and Kruellagh  
Curse of the void reduced to 3" range, simplified to AELDARI, and removed non-scoring rule.

Modified ghosts of their former selves to a 5+++ to better reflect unit edition translation

Captains guard rule made optional  
Vibro pulse added against same target  
No Shared Glory removed the mandatory Prince purchase

Hate Bringers changed from VP to CP  
Night Hunters removed their immunity to ignores cover.

Sky Burners removed 6" requirement, applies on advancing, charging, deepstrike

Collector of ancient treasures added weapon replacement clauses.

Seeker of forbidden pleasures added LD

drug

Traveler of forgotten paths completely reworked. Formed to be similar to collector of ancient treasures.

Hunter of exquisite trophies changed to D3 CP

(Path Ward structured identically to Codex: Tyranids' Onslaught power, situational an a gamble, but still effective if used)

Webway tunnel and maze restructured to only target infantry, AELDARI get a +1 to deny this power.

Jetpacks reduced to 14"

(Mark of Prince's Favor seems to be fine. Same wording as codex: ork's Morgrags Finking Nap. If the player wants to buy an extra 35+ points per unit by combining warlord traits at least they arent getting these benefits for free.)

Wings of Æther changed to reflect jetpack change

Eye of Darovyr clarified to be just the

bearer

## **Fandex: Aeldari Corsairs**



## **Eldar corsairs army list**

***HQ***

**Prince**



1 model

MV: 8" WS: 2+ BS: 2+ S: 3 T: 3 W: 5 A: 4

LD: 8 SV: 5+

*Captain's Gaze: Friendly <COTERIE> units reroll failed hit rolls with pistol weapons if they are within 6" of any Corsair Princes. Equipped with mesh armor, Sunburst Grenades, brace of pistols, and spar-glaive.*



*May lose their Reckless Abandon special rule and replace their mesh armor with Heavy Mesh Armor or Voidplate.*

*May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.*

*May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List.*

*May take a Corsair Jet Pack.*

*May take an item from the Shields List or take a Shadowfield.*

*May take dissonance breach charges.*

### Prince on Cloud Runner

1 model

MV: 18" WS: 2+ BS: 2+ S: 3 T: 4 W: 6 A: 4

LD: 8 SV: 4+

*Captain's Gaze: Friendly <COTERIE> units add 1 to their LD if they are within 6" of any Corsair Princes.*

*Emergency Afterburners: When this model Advances, add 6" to its Move characteristic*

for that Movement phase instead of rolling a dice.

Rides a Corsair Cloud Dancer equipped with twin lasblasters, the Prince is equipped with Sunburst Grenades, a brace of pistols and spar-glaive.

May replace their twin lasblasters with an item from the Cloud Dancer Weapons List.

May lose their Reckless Abandon special rule and take Voidplate.

May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.

May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List.

May take an item from the Shields List or take a Shadowfield.

May take dissonance breach charges.

Baron



1 model

MV: 8" WS: 2+ BS: 2+ S: 3 T: 3 W: 4 A: 3

LD: 8 SV: 5+

*Equipped with mesh armor, Sunburst Grenades, brace of pistols, and spar-glaive. May lose their Reckless Abandon special rule and replace their mesh armor with heavy mesh armor or Voidplate.*

*May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.*

*May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List.*

*May take a Corsair Jet Pack.*

*May take an item from the Shields List or take a Shadowfield.*

*May take dissonance breach charges.*

### Baron on Cloud Dancer

1 model

MV: 18" WS: 2+ BS: 2+ S: 3 T: 4 W: 5 A: 3

LD: 8 SV: 4+

*Emergency Afterburners: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.*

*Rides a Corsair Cloud Dancer equipped with twin lasblasters, the Baron is equipped with a brace of pistols, Sunburst Grenades, and a spar-glaive.*

*May replace their twin lasblasters with an item from the Cloud Dancer Weapons List.*

*May lose their Reckless Abandon special rule and take Voidplate.*

*May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.*



*May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List. May take an item from the Shields List or take a Shadowfield. May take dissonance breach charges.*

## Void Dreamer



1 model

MV: 8" WS: 2+ BS: 2+ S: 3 T: 3 W: 4 A: 2

LD: 8 SV: 5+

*Equipped with mesh armor, Sunburst Grenades, brace of pistols, and spar-glaive.*

*May lose their Reckless Abandon special rule and replace their mesh armor with heavy mesh armor or Voidplate.*

*May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.*

*May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List.*

*May take a Corsair Jet Pack.*

*May take an item from the Shields List or take a Shadowfield.*

*May take dissonance breach charges.*

### Void Dreamer on Cloud Dancer

1 model

MV: 18" WS: 2+ BS: 2+ S: 3 T: 4 W: 5 A: 2

LD: 8 SV: 4+

*Emergency Afterburners: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.*

*Rides a Corsair Cloud Dancer equipped*

*with twin lasblasters, the Void Dreamer is equipped with a brace of pistols, Sunburst Grenades, and a spar-glaive.*

*May replace their twin lasblasters with an item from the Cloud Dancer Weapons List.*

*May lose their Reckless Abandon Special Rule and take Voidplate.*

*May replace their spar-glaive with an item from the Melee Weapons List, Ranged Weapons List, or Special Weapons List.*

*May replace their brace of pistols with either 2 items from the Pistol Weapons List or one item from the Melee Weapons List.*

*May take an item from the Shields List or take a Shadowfield.*

*May take dissonance breach charges.*

Duke Sliscus





1 unique model

M: 14" WS: 2+ BS: 2+ S: 3 T: 3 W: 5 A: 5

LD: 9 SV: 4+/2++/6++/5+++

*Captain's Orders: Friendly <COTERIE> units reroll failed hit rolls with pistol weapons if they are within 6" of any Corsair Princes.*

*Unique Character equipped with Blast Pistol, Sunburst Grenades, The Serpent's Bite, Shadowfield, and the Sky Serpent's Ghostplate.*

*Any <Coterie>*

*Warlord Trait: Seeker of Forbidden Pleasures*



*The Serpent's Venom: Friendly <COTERIE> units within 6" add 1 to wound with all Poisoned Weapons*

*Master of Contraband: Duke Sliscus may choose an upgrade from the Combat Drugs Table (or a second if he is your warlord through the Seeker of Forbidden Pleasures Warlord Trait). Units that purchase combat drugs may roll twice and choose the result they want at the beginning of the game.*

*Shadowfield: This model 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.*

*Sky Serpent's Ghostplate: 4+/6++*

*Exile of the Dark City: 5+++*

*Reckless Abandon*

*Blast Pistol*

Type: Pistol 1 Range: 8" S: 8 AP: -4 D: D6

*The Serpent's Bite*

Type: Melee Range: Melee S: \* AP: - D: D3

Poisoned Weapon (3+), Wound rolls of 6+ for this weapon are resolved at AP -4 instead of AP 0 and Damage 3 instead of D3

## ***Elites***

### Malevolent Band



5-10 Malevolents

MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W: 2 A: 3

LD: 6 SV: 5+

*Curse of the Void: Any unit, friendly or enemy, with the AELDARI faction keyword suffers a -1 modifier to their Leadership value while within 3" of at least one Corsair Malevolent Band. Additionally this unit*

automatically passes morale checks.  
Ghosts of their Former Selves: Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.  
Equipped with mesh armor, Sunburst Grenades, brace of pistols, and spar-glaive.  
The entire unit may take Corsair Jet Packs.  
The entire unit may lose the Reckless Abandon special rule and take Heavy Mesh Armor.  
Any model may replace their spar glaive or brace of pistols with an item from the Melee Weapons List.  
Any model may take a melta bomb  
The unit may take Dissonance Breach Charges.

### Voidstorm Squad





5-10 Felarchs

MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W: 1 A: 2

LD: 7 SV: 5+

*Equipped with mesh armor, Sunburst grenades, brace of pistols, and spar-glaive. Captain's Guard: You may roll a D6 each time a <COTERIE> PRINCE loses a wound whilst they are within 3" of this unit; on a 2+ a model in this unit intercepts that hit - the Prince does not lose a wound but a model in this unit suffers a mortal wound. The entire unit may take Corsair Jet Packs. The entire unit may lose the Reckless Abandon special rule and replace their mesh armor with Heavy Mesh Armor or Voidplate, but must be outfitted the same.*



*Any Felarch may replace their Spar-Glaive with an item from the Melee Weapons list or Ranged Weapons List, may take an item from the Shields List, and may replace their brace of pistols with either an item from the Melee Weapons List or two items from the Pistol Weapons List.*

*The unit may take Dissonance Breach Charges.*

### Corsair Wasp Assault Walker Squadron



1-3 Wasps

MV: 10" WS: 3+ BS: 3+ S: 5 T: 6 W: 7 A: 2

LD: 8 SV: 4+

*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 3" suffers a mortal wound.

Equipped with 2 Shuriken Cannons, Void Burners, and a Corsair Kinetic Shroud.

May replace either Shuriken Cannon with an item from the Heavy Weapons List.

## **Troops**

### Skyreaver Band



5-20 Skyreavers, one of which is a Felarch

Skyreaver MV: 8" WS: 3+ BS: 3+ S: 3 T: 3

W: 1 A: 1 LD: 6 SV: 5+

Felarch MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W:



1 A: 2 LD: 7 SV: 5+

*Equipped with mesh armor, Sunburst Grenades, brace of pistols, and spar-glaive. The entire unit may take Corsair Jet Packs. The entire unit may lose the Reckless Abandon special rule and replace their mesh armor with Heavy Mesh Armor. Each model may replace their Spar-Glaive with one item from the Ranged Weapons List.*

*For every 5 models in the unit, one model may replace their ranged weapon with an item from the Special Weapons List.*

*For every 10 models in the unit, one model may replace their ranged weapon with an item from the Heavy Weapons List.*

*The Felarch may replace their Spar-Glaive with an item from the Melee Weapons list or Ranged Weapons List, may take an item from the Shields List, and may replace their brace of pistols with either an item from the Melee Weapons List or two items from the Pistol Weapons List.*

*The unit may take Dissonance Breach Charges.*

## Ghostwalker Band



5-10 Ghostwalkers, one of which is a Felarch

Ghostwalkers MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W: 1 A: 1 LD: 6 SV: 5+

Felarch MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W: 1 A: 2 LD: 7 SV: 5+

*Stalkers Unseen: When you set up this unit during deployment, it can be set up*



*anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.*

*Equipped with mesh armor, chameleoline cloaks, Sunburst Grenades, brace of pistols, and Corsair Long Rifles.*

*The Felarch may take an item from the Melee Weapons list, may take an item from the Shields List, and may replace their brace of pistols with either an item from the Melee Weapons List or two items from the Pistol Weapons List.*

*The entire unit may take Corsair Jet Packs. The unit may take Dissonance Breach Charges.*

## **Fast Attack**

### Cloud Dancer Band



3-9 Cloud Dancers, one of which is a Felarch

Cloud Dancer MV: 18" WS: 3+ BS: 3+ S: 3  
T: 4 W: 2 A: 1 LD: 6 SV: 4+

Cloud Dancer Felarch MV: 18" WS: 3+ BS:  
3+ S: 3 T: 4 W: 2 A: 2 LD: 7 SV: 4+

*Emergency Afterburners: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.*

*Each model rides a Corsair Cloud Dancer equipped with twin lasblasters, each model is equipped with Sunburst Grenades and a*

*brace of pistols.*

*Each model may replace their twin lasblasters with an item from the Cloud Dancer Weapons List.*

*The Felarch may take an item from the Melee Weapons list, may take an item from the Shields List, and may replace their brace of pistols with either an item from the Melee Weapons List or two items from the Pistol Weapons List.*

*The unit may take Dissonance Breach Charges.*

## Corsair Hornet



1-3 Hornets

MV: 18" WS: 6+ BS: 3+ S: 4 T: 6 W: 8 A: 2  
LD: 8 SV: 3+

*Each Hornet is equipped with 2 Shuriken Cannons.*

*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; on a 6 it explodes and each unit within 3" suffers a mortal wound.*

*Lightning Assault: On any turn in which this model Advances, your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.*

*May take items from the Vehicle Wargear List.*

*May replace either Shuriken Cannon with a Hornet Pulse Laser or an item from the Heavy Weapons List.*

Corsair Vyper Squadron





1-3 Vypers

MV: 16" WS: 6+ BS: 3+ S: 4 T: 5 W: 6 A: 1

LD: 8 SV: 3+

*Each Vyper is equipped with a twin Shuriken Catapult and a Shuriken Cannon.*

*Blade Wind: This unit has a Move characteristic of 20" instead of 16" whilst it contains 3 models.*

*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 3" suffers a mortal wound.*

*Each model may replace their Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or*

*Twin Lasblaster.*

*Each model may replace their Shuriken Cannon with an item from the Heavy Weapons List.*

## ***Heavy Support***

### Balestrike Band



5-10 Balestrikes, one of which is a Felarch

Balestrikes MV: 8" WS: 3+ BS: 3+ S: 3 T: 3

W: 1 A: 1 LD: 6 SV: 5+

Felarch MV: 8" WS: 3+ BS: 3+ S: 3 T: 3 W:

1 A: 2 LD: 7 SV: 5+

*Equipped with mesh armor, Sunburst*

Grenades, brace of pistols, and spar-glaive. The entire unit may take Corsair Jet Packs. The entire unit may lose the Reckless Abandon special rule and replace their mesh armor with Heavy Mesh Armor. Each Balestrike may replace their Spar-Glaive with an item from the Ranged Weapons List, Heavy Weapons List or Special Weapons List. The Felarch may replace their Spar-Glaive with an item from the Melee Weapons list, Ranged Weapons List, Heavy Weapons List, or Special Weapons List, may take an item from the Shields List, and may replace their brace of pistols with either an item from the Melee Weapons List or two items from the Pistol Weapons List. The unit may take Dissonance Breach Charges.

Corsair Warp Hunter Squadron





## 1 Warp Hunter

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 12 A: (3, D3, 1) LD: 8 SV:3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with a D-Flail and Twin Shuriken Catapult*

*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.*

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

*May replace its Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or Twin Lasblaster.*

*May take items from the Vehicle Wargear*



List.

## Corsair Fire Storm



### 1 Fire Storm

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 12 A: (3, D3, 1) LD: 8 SV:3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with a Fire Storm Laser Array and  
Twin Shuriken Catapult*

*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.*

*Hover Tank: Distance and ranges are  
always measured to and from this model's*

*hull, even though it has a base.*

*May replace its Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or Twin Lasblaster.*

*May take items from the Vehicle Wargear List.*

## Corsair Fire Prism



### 1 Fire Prism

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 12 A: (3, D3, 1) LD: 8 SV:3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with a Prism Cannon and Twin Shuriken Catapult*

*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.*

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

*Pulsed Laser Discharge: If this model remains stationary or 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).*

*May replace its Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or Twin Lasblaster.*

*May take items from the Vehicle Wargear List.*

Corsair Nightspinner





## 1 Night Spinner

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 12 A: (3, D3, 1) LD: 8 SV:3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with a Doomweaver and Twin Shuriken Catapult*

*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.*

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

*May replace its Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or Twin Lasblaster.*

*May take items from the Vehicle Wargear*



List.

## Corsair Lynx



1 Lynx

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 16 A: 3 LD: 8 SV:3+

Wound Brackets: 16-9, 8-4, 3-1

Sky Hunter movement: 20"-60", 20"-40",  
20"-25"

*Equipped with a Lynx Pulsar and Shuriken Cannon.*

*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.*

*Hover Tank: Distance and ranges are*

*always measured to and from this model's hull, even though it has a base.*

*Airborne (Sky Hunter): 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.*

*Lumbering Flyer (Sky Hunter): 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 degrees (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.*

*Sky Hunter: At the start of any of your turns, before the beginning of the Movement phase, this vehicle may activate the Sky Hunter ability. When activated, this unit gains the Airborne and Lumbering Flyer abilities and uses the Movement characteristic for Sky Hunter instead of its*

*regular Movement (see Damage table). The effects of this ability last until you choose to end them, which may be done at the beginning of any of your own Movement phases, at which point the vehicle loses the Airborne and Lumbering Flyer abilities until Sky Hunter is activated again.*

*May replace its Lynx Pulsar with a Sonic Lance.*

*May replace its Shuriken Cannon with an item from the Heavy Weapons List.*

*May take items from the Vehicle Wargear List.*

## ***Flyer***

Corsair Nightwing Interceptor





## 1 Nightwing

MV: (20"-60", 20"-40", 20"-25") WS: 6+ BS:  
(3+, 4+, 5+) S: 6 T: 6 W: 12 A: 3 LD: 8 SV:  
3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with Twin Bright Lance and Twin Shuriken Cannon.*

*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.*

*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.*

*Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.*

*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 - it also gains a 5+ invulnerable save until it switches to operating with Extended Wings. 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 Wings of Khaine 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.*

*Wings of Khaine: 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 degrees (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 degrees as before.*

*May take items from the Vehicle Wargear List.*

### Corsair Phoenix Bomber





## 1 Phoenix

MV: (20"-50", 20"-35", 20"-25") WS: 6+ BS: (3+, 4+, 5+) S: 6 T: 6 W: 16 A: 3 LD: 8 SV: 3+

Wound Brackets: 16-10, 9-5, 4-1

Equipped with Phoenix Missile Array, Phoenix Pulse Laser, and Twin Shuriken Cannon.

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.

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.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Wings of Khaine: 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 degrees (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 degrees as before.

May replace its Phoenix Missile Array with a Nightfire Missile Array.

May replace its Phoenix Pulse Laser with either a Twin Bright Lance or Twin Starcannon.

May take items from the Vehicle Wargear List.

## ***Dedicated Transport***

### Corsair Falcon



## 1 Falcon

MV: (16", 12", 8") WS: 6+ BS: (3+, 4+, 5+)

S: 6 T: 7 W: 12 A: (3, D3, 1) LD: 8 SV:3+

Wound Brackets: 12-7, 6-4, 3-1

*Equipped with a Pulse Laser, Shuriken Cannon, and Twin Shuriken Catapult.*

*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.*

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

*Transport: A Falcon can Transport 6 <COTERIE> INFANTRY models. It cannot transport JET PACK models.*



*May replace its Twin Shuriken Catapult with a Shuriken Cannon, Twin Splinter Rifle, Splinter Cannon, or Twin Lasblaster.*

*May replace its Shuriken Cannon with an item from the Heavy Weapons List.*

*May take items from the Vehicle Wargear List.*

## Corsair Venom



1 Venom

MV: 16" WS: 4+ BS: 3+ S: 5 T: 5 W: 6 A: 2

LD: 7 SV: 4+

Equipped with a Splinter Cannon and Twin Splinter Rifle.

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.

Flickerfield: Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.

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.

Nightshield: This model has a 5+ invulnerable save against ranged weapons.

Transport: A Venom can Transport 6 <COTERIE> INFANTRY models. It cannot

transport JET PACK models.

May replace its Splinter Cannon with a Shuriken Cannon or Scatter Laser.

May replace its Twin Splinter Rifle for a Splinter Cannon, Twin Shuriken Catapult, Shuriken Cannon, or Twin Lasblaster.

May take items from the Vehicle Wargear List.

## ***Lord of War***

### Skathach Wraithknight





## 1 Wraithknight

MV: (12", 10", 8") WS: (3+, 4+, 5+) BS: (3+, 4+, 5+) S: 8 T: 8 W: 24 A: 4 LD: 9 SV:3+

Wound Brackets: 24-13, 12-7, 6-1

Equipped with 2 Inferno Lances, Titanic Feet, and Titanic Wraithbone Fists

Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds.

Unstoppable Revenant: A Skathach Wraithknight can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Skathach Wraithknight Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Skathach Wraithknight can move and fire Heavy weapons without suffering the

penalty to its hit rolls. Finally, a Skathach Wraithknight only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

**Webway Rupture:** During deployment, you can set up the Skathach Wraithknight in the depths of the webway instead of placing it on the battlefield. At the end of any of your Movement phases, the unit can force a webway rupture to appear on the battlefield - set the Skathach Wraithknight up anywhere on the battlefield that is more than 9" away from any enemy models.

**Webway Shunt Generator:** At the beginning of your Movement phase, if this unit is not within 1" of an enemy model it can activate the shunt generator and return to the depths of the webway.

Remove this unit from the battlefield. It can return to the battlefield as described in the Webway Rupture ability above. This unit may not use both the Webway

Rupture and Webway Shunt Generator abilities in the same turn. If the battle ends while this unit is in the depths of the webway, it is considered to be slain.

May replace either Inferno Cannon with a Deathshroud Cannon.

May replace one Inferno Cannon with a Scattershield.

May take up to two items from the Heavy Weapons List in any combination.

## **Army special rules**

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 from the unit due to the result of the test, the number of models that flee is increased by +1.

Reckless Abandon: If a unit with this



ability inflicts one or more casualties on an enemy unit while firing at a unit within 12" (including overwatch), it may immediately make a 3" move in any direction that does not end within 3" of an enemy model once the attack has been fully resolved (and before the enemy unit has made its charge move if during overwatch). The unit may not move within 9" of an enemy unit using this rule if they arrived from off the battlefield this turn.

Pirates of the Void: If your army is Battle-forged, all Troops units in Corsair 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 within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within

range as normal.

No Shared Glory: Battleforged detachments may only include 1 Corsair Prince per detachment.

Vibro-Pulse Weapons: Add 1 to the strength of all Vibro-Pulse Weapons in a unit for each hit roll of a 6+ (to a maximum of S10) against the same target with this weapon. Subtract 1 from the AP of all Vibro-Pulse Weapons in a unit for each wound roll of a 6+ (to a maximum of -6) against the same target with this weapon.

Poisoned Weapons: Weapons with this rule always wound on a 4+ (or on a value specified) unless targeting a Vehicle, in which case they wound on a 6+.

Bladestorm: Each time you make a wound roll of 6+ for this weapon, that hit is

resolved with an AP of -3 instead of 0.

Low Orbit Raid (deepstrike): During deployment, you can set up this unit in an orbital transport instead of placing it on the battlefield. At the end of any of your Movement phases, the unit can descend using their jump packs - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Corsair Obsessions: warlord traits

### **Corsair Fleet Coterie**

Hate Bringers: At the end of deployment, but before the first turn, select a unit in your opponent's army. Units from this coterie reroll wound rolls against that unit and any unit that shares a dataslate with it. Each time one of those units is fully destroyed by an attack from your army, gain a CP.



Head Takers: Units from this coterie reroll failed wound rolls against targets within 3".

Night Hunters: Units from this coterie add 1 to hit rolls that target units benefitting from cover.

Sky Burners: Each time a model from this coterie loses a wound, roll a D6 if a unit advanced, charged, or arrived on the battlefield in their owner's current or previous turn. Ignore the wound on a 5+ if the unit arrived from outside the battlefield, otherwise ignore the wound on the roll of a 6+.

Titan Breakers: Units from this coterie reroll hit and wound rolls of 1 for attacks targeting VEHICLES or MONSTERS.

Vault Breachers: INFANTRY and BIKERS

from this coterie may take Dissonance Breach Charges at no extra cost. Additionally, increase the damage characteristic of all dissonance weapons used by units from this coterie by 1.

## **Corsair Obsessions**

Collector of Ancient Treasures: The warlord may choose a relic from either the Codex: Aeldari Corsairs' Corsair Fleet Trophies, codex: Drukhari's Artefacts of Cruelty, codex: Aeldari Craftworlds' Remnants of Glory, or codex: Harlequins' Enigmas of the Black Library lists, with the following restrictions: the warlord may not choose relics restricted to one <subfaction>, Princes and Barons are treated as having the ARCHON, SUCCUBUS, AUTARCH, and TROUPE MASTER keywords, and Void Dreamers are treated as having the FARSEER, SHADOWSEER, SPIRITSEER, and

WARLOCK keywords for purposes of selecting relics. If a relic forces you to replace a specific ranged or melee weapon, you may replace an equipped melee weapon for a relic melee weapon or an equipped ranged weapon for a relic ranged weapon. This relic counts towards the number of relics that can be taken by a model and by your army.

Reaper of the Outer Dark: The warlord gains d3 bonus attacks on any turn he charges, is charged, or performs a heroic intervention. Codex: Aeldari Corsairs units may pay 15 points per squad to gain +1 attack per model.

Seeker of Forbidden Pleasures: The Warlord gains the Combat Drugs special rule and may choose one upgrade from the Combat Drugs table at the beginning of the game or roll randomly on the table. Codex: Aeldari Corsairs units may



purchase Combat Drugs at 10 points per unit and roll randomly for its effect.

*Combat drugs: +1A, +1S, +2" movement, +1T, +1WS, +1 LD.*

Survivor of the Endless Darkness: At the end of each of your movement phases your warlord regains 1 wound lost earlier in the battle. Characters in your Army may purchase this ability for 10 points per model.

Traveller of Forgotten Paths: The warlord may choose a warlord trait from either the codex: Drukhari, codex: Aeldari Craftworlds, or codex: Harlequins lists, with the following restrictions: the warlord may not choose warlord traits restricted to one <subfaction>, Princes and Barons are treated as having the ARCHON, SUCCUBUS, AUTARCH, and TROUPE MASTER keywords, and Void Dreamers are treated as having the FARSEER,

SHADOWSEER, SPIRITSEER, and WARLOCK keywords for purposes of selecting warlord traits. Replace all instances of <kabal>, <cult>, <craftworld>, and <troupe> with <coterie>.

Wielder of Profane Powers: The warlord knows an additional psychic power from the Aethermancy discipline. If the warlord does not have the PSYKER keyword, he gains it, knows the smite psychic power and 1 power from the aethermancy discipline, and may cast and deny 1 psychic power per turn.

Hate Bringers - Director of Limitless Ire: If your Warlord makes a successful Hit roll against an enemy unit, all friendly <Hate Bringers> models receive +1 on their Hit rolls against the same unit for the remainder of the phase.

Head Takers - Hunter of Exquisite

Trophies: When your Warlord consolidates, piles in, or performs a Heroic Intervention he may move up to 6", additionally you gain D3 CP for every character slain by attacks from your Warlord in the fight phase.

Night Hunters - Stalker of Deepest Shadow: Your Warlord never suffers any penalties to their hit rolls (although they still only hit on rolls of 6 when firing Overwatch).

Sky Burners - Surveyor of Hidden Pawns: If your warlord is alive and on the battlefield, roll a d6 every time a unit enters the battlefield after the start of the game. On the roll of a 5+, gain 1 CP. You cannot gain more than 1 CP each player turn this way.

Titan Breakers - Scholar of Inferior Design: Reduce the damage



characteristic of weapons that target your Warlord by 1 to a minimum of 1.

Vault Breachers - Sabotuer of Exploitable Weakness: When the Warlord makes an unmodified hit roll of 6 with a Pistol or Dissonance Weapon, he may immediately make an additional attack against the same target with the same weapon (Dissonance Pistols only generate 1 attack). These attacks do not generate additional attacks.

## **Aethermancy psychic discipline**

### Warp Blink

WC5 Target friendly unit within 24" that is not locked in combat immediately moves 2d6"

### Dispersion Field

WC6 Target friendly unit within 24". Until the beginning of your next psychic phase,

enemy units suffer a -1 penalty to their hit rolls when attacking the target unit.

### Warp Tunnel

*WC6/7* Choose a friendly infantry unit within 12" before attempting to manifest this power. This power's warp charge cost is 6 unless the target is locked in combat, in which case it is 7. Target friendly unit is removed from the board and is placed in reserves. It may return to the battlefield at the end of any of its owner's next movement phases as per Low Orbit Raid. Any units not on the battlefield when the game ends are destroyed. AELDARI get a +1 to deny this power.

### Path Ward

*WC6* Target unit does not suffer the penalty to hit rolls for moving and firing heavy weapons, or from advancing and firing assault weapons, and may charge even if they advanced earlier in the turn.

## Void Rift

*WC5* Target enemy unit within 18" rolls a d6 for every model in that unit. On any result of a 6 that unit suffers 1 mortal wound.

## Webway Maze

*WC7/8/9* Choose an enemy infantry unit of less than 20 models within 12" before attempting to manifest this power. This power's warp charge costs 7 to target enemy units, 8 to target enemy units with the CHARACTER keyword or enemy units locked in combat, and 9 to target enemy units with the CHARACTER keyword locked in combat. Target enemy unit immediately enters reserves, and may return to the battlefield within 6" from your opponent's board edge at the end of any of your opponent's movement phases, or may arrive via whatever rules they possess. If the game ends while the



unit is in reserves, they are destroyed. The unit drops the Relic objective (or similar applicable objective) within 1" of their unit before entering reserves. AELDARI get a +1 to deny this power.

## **Corsair wargear**

### **Pistol Weapons List**

#### *Dissonance pistol*

Type: Pistol 1 Range: 12" S: 5 AP: -1 D:1  
Vibro-Pulse

#### *Shuriken pistol*

Type: Pistol 1 Range: 12" S: 4 AP: - D:1  
Bladestorm

#### *Splinter pistol*

Type: Pistol 1 Range: 12" S: \* AP: - D: 1  
Poisoned Weapon

### *Fusion pistol*

Type: Pistol 1 Range: 6" S: 8 AP: -4 D: D6  
melta

### *Blast pistol*

Type: Pistol 1 Range: 6" S: 8 AP: -4 D: D6

### *Neuro disruptor*

Type: Pistol 1 Range: 12" S: 4 AP: -3 D: D3  
Against VEHICLES this weapon has a  
Damage Value of 1.

## Ranged Weapons List

### *Lasblaster*

Type: Assault 4 Range: 24" S: 3 AP: - D: 1

### *Shuriken catapult*

Type: Assault 2 Range: 12" S:4 AP: - D: 1  
Bladestorm

### *Splinter rifle*

Type: Rapid Fire 1 Range: 24" S: \* AP: - D:  
1 Poisoned Weapon

### *Shardcarbine*

Type: Assault 3 Range: 18" S: \* AP: - D: 1  
Poisoned Weapon

## Special Weapons List

### *Dissonance rifle*

Type: Assault 1 Range: 18" S5 AP-1 D1  
Vibro-Pulse

### *Blaster*

Type: Assault 1 Range: 18" S: 8 AP: -4 D:  
D6

### *Fusion gun*

Type: Assault 1 Range: 12" S: 8 AP: -4 D:  
D6 Melta

### *Flamer*

Type: Assault D6 Range: 8" S: 4 AP: - D: 1  
This weapon automatically hits

### *Shredder*

Type: Assault D6 Range: 12" S: 6 AP: -1 D: 1  
When attacking a unit of INFANTRY, you can re-roll failed wound rolls for this weapon.

### *Heat Lance*

Type: Assault 1 Range: 18" S: 6 AP: -5 D: D6 Melta

## Heavy Weapons List

### *Dissonance cannon*

Type: Heavy 2 Range: 24" S6 AP-2 D2  
Vibro-Pulse

### *Dark Lance*

Type: Heavy 1 Range: 36" S: 8 AP: -4 D: D6  
Change the weapon's Type from Heavy to



Assault if it is equipped on a VEHICLE.

### *Shuriken cannon*

Type: Assault 3 Range: 24" S: 6 AP: 0 D:1  
Bladestorm

### *Splinter cannon*

Type: Rapid Fire 3 Range: 36" S: \* AP: - D:  
1 Poisoned Weapon

### *Aeldari missile launcher*

*Starshot Missile* Type: Heavy 1 Range: 48"  
S: 8 AP: -2 D: D6

*Sunburst Missile* Type: Heavy D6 Range:  
48" S: 4 AP: -1 D: 1

## Melee Weapons List

### *Void Sabre*

Type: Melee Range: Melee S: +1 AP: -3 D:  
1

## *Venom Blade*

Type: Melee Range: Melee S: \* AP: - D: 1  
Poisoned Weapon (2+)

## *Power Weapons*

*Sword* Type: Melee Range: Melee S: User  
AP: -3 D: 1

*Axe* Type: Melee Range: Melee S: +1 AP:  
-2 D: 1

*Maul* Type: Melee Range: Melee S: +2 AP:  
-1 D: 1

*Lance* Type: Melee Range: Melee S: +2 AP:  
-1 D: 1

## *Spar-glaive*

Type: Melee Range: Melee S: User AP: - D:  
1 You may make an additional attack with  
this weapon

## Cloud Dancer Weapons List

## *Twin Lasblaster*

Type: Assault 8 Range: 24" S: 3 AP: - D: 1

### *Twin Dissonance rifle*

Type: Assault 2 Range: 18" S5 AP-1 D1

Vibro-Pulse

### *Dissonance cannon*

Type: Heavy 2 Range: 24" S6 AP-2 D2

Vibro-Pulse

### *Twin shuriken catapult*

Type: Assault 4 Range: 12" S: 4 AP: - D: 1

Bladestorm

### *Shuriken cannon*

Type: Assault 3 Range: 24" S: 6 AP: - D: 1

Bladestorm

### *Twin splinter rifle*

Type: Rapid Fire 2 Range: 24" S: \* AP: - D:

1 Poisoned Weapon

### *Splinter cannon*

Type: Rapid Fire 3 Range: 36" S: \* AP: - D:  
1 Poisoned Weapon

### *Blaster*

Type: Assault 1 Range: 18" S: 8 AP: -4 D:  
D6

### *Scatter Laser*

Type: Heavy 4 Range: 36" S: 6 AP: - D: 1

### *Heat Lance*

Type: Assault 1 Range: 18" S: 6 AP: -5 D:  
D6 Melta

## Shields List

### *Force Shield*

*4++ invulnerable save*

### *Shimmershield*

*5++ invulnerable save to all models in the  
unit*



## Grenades List

### *Dissonance Breach Charges*

Type: Grenade d3 Range: 6" S5 AP-1 D1  
Vibro-Pulse

### *Melta Bomb*

Type: Grenade 1 Range: 4" S: 8 AP: -4 D:  
D6 You can re-roll failed wound rolls for  
this weapon when targeting a VEHICLE.

### *Sunburst Grenades*

Type: Grenade D6 Range: 6" S: 4 AP: -1 D:  
1

## Common Wargear

### *Brace of Pistols*

Type: Pistol D6 Range: 12" S: \* AP: - D: 1  
Poisoned Weapon, Bladestorm

## *Corsair Long Rifle*

Type: Heavy 1 Range: 36" S: 4 AP: - D: 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.

## *Shadowfield*

This model 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.

## *Mesh Armor*

5+ Armor

## *Heavy Mesh Armor*

4+ Armor, loses Reckless Abandon special rule

## *Voidplate*

3+ Armor

### *Chameleoline Cloaks*

Your opponent must subtract 1 from their 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.

### *Corsair Jetpack*

Movement Value becomes 14", Gain the JETPACK and FLY keywords, and gain Low Orbit Raid

### *Corsair Cloud Dancer*

4+ Armor, +1T, +1W, FLY, JETBIKE, 18"

## Common Vehicle Weapons and Wargear List

### *Bright Lance*

Type: Heavy 1 Range: 36" S: 8 AP: -4 D: D6

### *D-flail*

*Blast* Type: Heavy D3 Range: 36" S: 10 AP:

-4 D: 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* Type: Heavy D6 Range: 12" S: 10 AP:

-4 D: D6 This weapon hits its targets automatically.

### *Doomweaver*

Type: Heavy 2D6 Range: 48" S: 7 AP: - D: 2

Wound rolls of 6+ for this weapon are resolved at AP -4 instead of AP 0. This weapon can target units that are not visible to the bearer.

### *Fire storm laser array*

Type: Heavy 12 Range: 48" S: 6 AP: - D: 1

Wound rolls of 6+ for this weapon are resolved at AP -1 instead of AP 0. Add 1



to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.

### *Lynx pulsar*

*Salvo* Type: Heavy 2 Range: 36" S: 12 AP: -4 D: D6

*Saturation* Type: Heavy 2d3 Range: 48" S: 7 AP: -3 D: D3

### *Sonic Lance*

Type: Heavy 3D6 Range: 18" S: \* AP: -3 D: 1 This weapon automatically hits its targets. This weapon wounds INFANTRY on a 2+, and all other units on 4+.

### *Phoenix Missile Array*

Type: Heavy D6 Range: 48" S: 6 AP: -3 D: 2

### *Phoenix Pulse Laser*

Type: Heavy 2 Range: 48" S: 9 AP: -3 D: 3

### *Nightfire Missile Array*

Type: Heavy 2D6 Range: 48" S: 4 AP: -1 D: 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.

### *Prism cannon*

*Dispersed* Type: Heavy D6 Range: 60" S: 6 AP: -3 D: 1

*Focused* Type: Heavy D3 Range: 60" S: 9 AP: -4 D: D3

*Lance* Type: Heavy 1 Range: 60" S: 12 AP: -5 D: D6

### *Pulse laser*

Type: Heavy 2 Range: 48" S: 8 AP: -3 D: 3

### *Hornet pulse laser*

Type: Heavy 3 Range: 48" S: 6 AP: -3 D: 2

### *Scatter laser*

Type: Heavy 4 Range: 36" S: 6 AP: - D: 1

### *Aeldari missile launcher*

*Starshot* Type: Heavy 1 Range: 48" S: 8 AP: -2 D: D6

*Sunburst* Type: Heavy D6 Range: 48" S: 4 AP: -1 D: 1

### *Starcannon*

Type: Heavy 2 Range: 36" S: 6 AP: -3 D: D3

### *Twin bright lance*

Type: Heavy 2 Range: 36" S: 8 AP: -4 D: D6

### *Twin star cannon*

Type: Heavy 4 Range: 36" S: 6 AP: -3 D: D3

### *Twin Lasblaster*

Type: Assault 8 Range: 24" S: 3 AP: - D: 1

### *Deathshroud Cannon*

*Dispersed* Type: Heavy D6 Range: 48" S: 8 AP: -2 D: D3 Wound rolls of 5+ for this weapon are resolved at AP -4 instead of

AP -2.

*Focused* Type: Heavy 2D6 Range: 10" S: 7  
AP: - D: 1 This weapon automatically hits  
its target. Wound rolls of 5+ for this  
weapon are resolved at aP-4 instead of  
AP 0.

*Inferno Lance*

Type: Heavy D6 Range: 24" S: 8 AP: -4 D:  
D6 Melta

*Scattershield*

A model equipped with a scattershield  
has a 5++ invulnerable save.

*Titanic Feet*

Type: Melee Range: Melee S: User AP: -2  
D: D3 Make 3 hit rolls for each attack with  
this weapon instead of 1.

*Titanic Wraithbone Fists*

Type: Melee Range: Melee S: User AP: -3  
D: D6



### *Chain flails*

Re-roll hit rolls of 1 for a model with chain-snares whenever it attacks with its blade vanes

### *Grisly trophies*

Roll a D6 each time a model flees from a unit that is within 6" of any enemy models with grisly trophies. For each roll of 6, one additional model flees that unit (these cannot cause additional models to flee).

### *Flickerfield*

Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.

### *Nightshield*

This model has a 5++ invulnerable save against ranged weapons.

# Corsair Vehicle Upgrades List

## *Corsair Kinetic Shrouds*

Models with Kinetic Shrouds gain a 5++ if they moved in their previous movement phase, a 4++ if they advanced, and a 4++ rerollable if they deepstrided in their previous movement phase.

## *Corsair Void Burners*

If every model in the unit is equipped with Corsair Void Burners, the unit gains Low Orbit Raid (Deepstrike).

## *Star Engines*

When a model with star engines Advances, add 2D6" to that model's Move characteristic for that Movement phase instead of D6".

## *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.

### *Spirit Stones*

Roll a D6 each time a model with spirit stones suffers an unsaved wound or mortal wound: on a 6 the wound is ignored.

### *Vectored Thrusters*

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.

## **Corsair Fleet Trophies**

### *Bandolier of the First Prince*

>Model with Brace of Pistols only. Add +1 to wound with this model's Brace of Pistols attacks.

### *Multiphase Key Generator*

>Corsair Prince only. Once per game at the end of any player's turn this model may be removed from the battlefield and put into reserves, even if it is locked in combat. This model may return to the battlefield as per Low Orbit Raid at the end of any of your movement phases.

### *Voidspun Cloak*

>Void Dreamer Only. Once per enemy psychic phase, the bearer may attempt to deny the witch (in addition to any other times they normally could) using the normal rules, however, the power is denied and the caster suffers a Perils of the Warp on any doubles result.

### *Wings of Æther*

>Model with JETPACK only. Once per game at the beginning of any of your movement phases, the bearer may choose to activate the Wings of Æther.



Until the start of your next movement phase, change their movement characteristic to minimum 14"-36". The model gains +1 to hit targets with the FLY keyword in the shooting phase, units targeting this model with shooting attacks suffer a -1 to hit penalty, and this model may only charge and be charged by units with FLY.

### *Oubliette's Touch*

>Model with Voidsabre only. This weapon replaces the model's voidsabre and has the following profile:

Type:Melee S+1 AP-3 D2 on an unmodified hit roll of 6, immediately make another attack with this weapon. These attacks may not generate additional attacks.

### *Mark of Prince's Favor*

>Baron only. The bearer receives a warlord trait, this warlord trait cannot be

the same as your warlord's. If the bearer is your warlord then he receives a second one, this warlord trait cannot be the one the bearer already has.

### *Hate Bringers - Ichor of Depravity*

>This model gains +1 attack for every wound under its starting value. When this model dies, roll a die: on a 6, every unit within 3" suffers 1 mortal wound.

### *Head Takers - A Fine Selection of Skulls*

>Enemies within 6" of the bearer have -2 to their leadership. This effect is increased by one for every CHARACTER slain by the bearer in the fight phase for the duration of the battle.

### *Night Hunters - The Bale Light*

>Model with Blast Pistol only. Add the following rule to the weapon: Units hit with this weapon have a -1 to hit penalty until the start of the bearer's next turn.

### *Sky Burners - Eye of Darovyr*

>Roll a d6 every time an enemy unit is set up within 12" of the bearer after the start of the game. On a 2+ the bearer may make an attack as if it were your shooting phase against that unit with a -1 to hit penalty.

### *Titan Breakers - Hunter's Fang*

>Model with Power Lance only. Hunter's Fang replaces the bearer's power lance and has the following profile:

*Melee Type: Melee Range: Melee S:User AP:-4 D2 on the turn the bearer charged, this weapon is S6 and deals double damage to VEHICLES and MONSTERS.*

*Shooting Type: Assault 1 Range: 6" S6 AP-4 D2 This weapon deals double damage to VEHICLES and MONSTERS.*

### *Vault Breachers - Discordant Resonator*

>Model with dissonance weapon only.

After making a shooting attack if the bearer successfully hit a target in the shooting phase with a dissonance weapon, until the end of the phase any unit that makes a shooting attack against the same unit hit by the bearer treats their dissonance weapons as though an additional 6 to hit was rolled for purposes of determining their weapon's profile.

## **Corsair stratagems**

## **Points costs**

Unit cost per model (does not include weapons or wargear)

Prince:

Prince on Cloud Dancer:

Baron:

Baron on Cloud Dancer:



Void Dreamer:  
Void Dreamer on Cloud Dancer:  
Duke Sliscus:  
Baron Sathonyx:  
Kruellagh the Vile:  
Malevolent Band:  
Voidstorm Band:  
Corsair Wasp Squadron:  
Skyreaver Band:  
Ghostwalker Band:  
Cloud Dancer Band:  
Corsair Hornet Squadron:  
Corsair Vyper Squadron:  
Balestrike Band:  
Corsair Warp Hunter:  
Corsair Fire Storm:  
Corsair Fire Prism:  
Corsair Nightspinner:  
Corsair Lynx:  
Corsair Nightwing Interceptor:  
Corsair Phoenix Bomber:  
Corsair Falcon:  
Corsair Venom:

Skathach Wraithknight:

Wargear cost per model

Brace of Pistols:

Dissonance Breach Charges:

Melta Bomb:

Sunburst Grenades:

Shimmershield:

Force Shield:

Shadowfield:

Mesh Armor:

Heavy Mesh Armor:

Voidplate:

Chameleoline Cloaks:

Corsair Jetpack:

Vehicle wargear cost per model

Weapon cost per model