

# ELDAR CORSAIRS

Revision 001, March 9, 2024

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Starting point, I have merged most of what I like from the different corsair sources. There was a lot of cool/fun ideas but wildly broken stuff from the 2015 corsair book, and the points balance was even worse. I think I have done a good job maintaining a good sense of identity without treading on dark eldar or craftworlds. Kept all (most) of the pirates of the 41st Caribbean out. Missing a few units still.

# THE OUTCAST, THE LOST

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Following are the army wide Eldar Corsair special rules. The Eldar Corsair are more akin to the Eldar of old, choosing to roam the stars in fleets rather than reside in a craftworld. They are fast, bold, and strike with a ruthless precision.

## ELDAR CORSAIRS

Not all of the Eldar race originate from the Craftworlds. After the awakening of She Who Thirsts, the Eldar were scattered across the galaxy and many survived outside of the Craftworlds on isolated Exodite worlds or in far-flung outposts. These have become the Corsair bands, Eldar who have shunned the restrictions of the Craftworld life to walk the dangerous Path of the Outcast.

The Eldar Corsair are the last true remnants of the Eldar before the Fall. Not for them are the highly disciplined paths trod by their Craftworld Eldar, though that is not to say they have completely turned in their lot with their dark kin who dwell in the depths of Commorragh; neither have they fully dipped themselves into the embrace of depravity.

Eldar Corsairs tend to be more openly active than the Eldar Craftworlds, who naturally look first to their own defense. Corsair bands are more aggressive, always seeking opportunities to raid, to what end, the Imperium can only guess. Some Corsair bands seem to closely allied with a Craftworld, such as the Eldritch Raiders with Iyanden, or Xian's Black Raiders with Ulthwé, but Others appear to have complete autonomy, attacking wherever and whatever they can.

Corsair fleets are led by aristocratic and haughty Corsair Princes, and many still have ties to their Craftworlds via wandering Ranger units and the nomadic Harlequin troupes. Despite their separation, Corsairs will come to a Craftworld's aid if the gods of war call them, whilst some Corsair bands are also believed to have links with other far sinister allies.

## MODUS OPERANDI

All Corsair fleets are nomadic, they might menace a sector for a short tie, making several raids before moving on. Few have easily identifiable geographical area of operation which might allow their enemies to find and destroy them. For them it is better to remain mobile, so they are difficult to find and hard to effectively counter.

Although the Corsair fleets will have many fast ships, they can also have their own secret bases, well hidden deep in a nebula or asteroid field. A corsair band's haven take many forms; some are ancient and forgotten Eldar stations, left over remnants of bases from before the Fall. Others are temporary, hidden in long abandoned asteroid mines or deep within the wilderness of space. The largest bands will have many bases and hideouts scattered across the galaxy.

Corsair bands can also have bases of operation around the Exodite worlds. Many have long standing alliances with the Exodite houses, providing these isolated worlds with a degree of orbital protection in return for a safe haven and occasionally military aid.

Corsair Princes are not above hiring themselves out as mercenaries to the highest bidder. During lean times, a band might find temporary employment with a rebel planetary governor, mutinous Imperial Guard commander or other renegades from the Imperium's justice. For their employer, this is a desperate measure, because those Imperial servants that seek their aid can expect no mercy from the Emperor's Inquisition.

On Occasion the Craftworlds and Corsair bands have gone to war against each other. The Imperium is unclear as to why, but it is possible that some Corsair bands have strayed too far down the dark path, and the Eldar have been forced to move against them rather than allow them to fall to the path of the old ways. There may also have been long standing rivalries and old scores to be settled between different Eldar faction, but such conflicts are rarely understood by the Imperium's authorities.

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## OF WAR AND STRIFE

*Born of Kaela Mensha Khaine — Corsairs walk in a grey twilight between their race's new-found enlightenment and the old dark ways that led to their downfall. When battle is joined, the violent side of their psyche often comes to the fore front of their minds muddling out other reason as they thrive in the depth of the simplicity in war. The Corsair raid is efficient, but not cruel like that of their more sinister kin. It is a more dampened yet still emotional exercise that the Corsair complete, the*

*rhythms of battle flowing within their souls as they fight. The state of being keeps their pace as they soar with keen precision across the battlefield.*

Corsairs suffer no negative penalties to being shaken! When fighting a unit who is shaken, corsairs may re-roll wound rolls.

Corsairs suffer an additional -1 penalty to moral checks from heavy casualties and being outnumbered.

## ... AND THE ETERNAL DANCE

*The wild bands of Corsairs are famed for their daring assaults and reckless behavior on the field of battle, every Corsair revels in the freedom of their own existence. Reckless bravery and bravado masking the fear, knowing the true eternal price for their own existence.*

## AN ELDARS LITHENESS

*blah blah eldar are fast nimble and lithe*

All eldar impose a -1 to hit penalty when attacking them in

close combat.

## WILD PSYKER

*Unbound by the strictures of the Eldar Path or the brutal enforcers of Commorragh, many Eldar Corsairs develop psychic powers. These individuals are often untrained and dangerously profligate with the power they gain and risk the dire attentions of the powers of the Warp at every turn.*

If a Wild Psyker is slain by Perils of the Warp, the effect radius is doubled. Additionally, If when casting a power the power fails, then any result of a double will trigger perils of the warp.

# SHIMMERS IN THE DARKNESS

## CORSAIR ARMOUR



In place of thick armour plates used by foot soldiers of the Imperium, the Eldar use psychically activated bodysuits. The armour is formed of psycho-composites which stiffen with the impact of a shot or blow. Heavier armour is outfitted with fitted plates on the exterior of the suit which provide additional protection. The Corsair always equip with the best armour for high risk raids and boarding enemy vessels, both light and maneuverable while protective from most small arms fire.

### Mesh Armour

*Mesh armour is comprised of thousands of tiny pieces of thermoplastic that harden on impact to form an effective lightweight armour.*

Mesh armour confers a 4+ Armour Save.

### Heavy Mesh Armour

*Heavy mesh armour is based on the standard Eldar mesh armour suit, but with additional stiffened psycho-active plates along vulnerable areas, providing excellent unhindered protection as it molds and shapes to fit the wearer.*

Combat armour confers a 3+ Armour Save.

### Ghostplate Armour

*Those with enough influence are able to obtain Dark Eldar ghostplate armour. It substantial amount of protection whilst retaining a high degree of mobility wear armour made from hardened resins shot through with pockets of lighter-than-air gas. Ghostplate armour also incorporates minor forcefield technology to better protect its wearer.*

Ghostplate armour confers a 4+ armour save and a 6+ invulnerable save, as well as conferring +1 initiative to the wearer.

### Voidplate Harness

*This is an enhanced suit of mesh armour featuring reinforced armored plating and a system of energy fields to screen against harmful radiation and temperatures, and a gravity distortion matrix which allows its wearer to operate effectively in a zero gravity environment. Most often employed by Corsairs during boarding actions, it is however rarely widely distributed due to the complexity of its maintenance.*

A voidplate harness provides no extra save, as it builds atop underlying armour. A unit with a voidplate harness may re-roll failed armour saves against blast weapons, and treat the armour penetration of blast weapons as 1 less.

Models with a void plate harness may re-roll dangerous terrain tests and gains the relentless special rule, but cannot claim the benefits of the fleet special rule. Unfortunately the fundamental incompatibility with ghostplate armour prevents wearer from benefiting from the initiative bonus.

## CLOSE COMBAT WEAPONS



### Corsair Sabre

*These weapons are highly prized among the Corsair fleets. Duels fought with the sabre's ownership as the spoils of victory are a common place – the victor mostly being the one who started with the blade. The gravatronic forces created by the mass-exchanger mounted in the hilt cause blows with these weapons to be empowered to a magnitude of a much larger beast, capable of cleaving its way through any opponent.*

Range	S	AP	Type
-	+3	-1	Melee, Rending

### Eldar Chain sword

*The wiring hum of the Eldar chain sword is so faint – nearly impossible to hear in the shouts and screams of battle. These are the common hand weapon used by all Eldar, enhancing their natural physical prowess enabling them to go toe to toe with most opponents.*

Range	S	AP	Type
-	+1	-	Melee, cleave

### Power Weapons

*generic power weapons*

	Range	S	AP	Type
Power weapon	-	user	2	Melee

### Venom blade

*An esteemed gift from the heights of Commorragh, venom blades are wicked sweeping weapons of intricate design. Filled with microchannels these blades can be filled with a disgusting mixture of toxins and pain essence, making them extremely dangerous to use and even more deadly.*

	Range	S	AP	Type
Venom Blade	-	User	-1	Melee, Poison 2+

### Void Blades

*Crafted from twisted and tainted spars of Wraithbone, either plucked from the carcass of a fallen host or stolen from one*

that yet endures, these blades product a cutting field of psychic anguish that carves apart plasteel with ease. Among the more brutal Corsair fleets. Void blades are looked upon with disgust and sometimes anguish by many within the Eldar race's ranks;

accursed forever in their eyes.

	Range	S	AP	Type
Void Blade	-	+1	2	Melee, Decimate

## RANGED WEAPONS



### Eldar Long Rifle

Corsair long rifles are precision implements designed for anti material purposes. They fire high impact EMP rounds capable of penetrating all but the heaviest of armour with a well placed shot. So armed, a Corsair can square up a shot from thousands of paces.

Range	S	AP	Type
36"	5	-1	Heavy 1, Sniper

### Darklight Weapons

Many corsair take favorably to the more vibrant effect of darklight technology to that of a standard laser weapon, and they come highly valued when trading with their brothered of Com-morrhagh.

	Range	S	AP	Type
Blast Pistol	12"	8	2	Pistol 1, lance
Blaster	18"	8	2	Assault 1, lance
Dark Lance	36"	8	2	Heavy 1, lance

### Distort Weapons

The most dangerous of all Eldar weapons enable their users to open a rift to the Warp atop their target. Often called D-weapons, these technological terrors collapse an area of the material universe. The result is invariably fatal for those nearby, for if the target is not wholly swept into the Immaterium, it is usually torn to pieces by the violent forces acting upon it, leaving huge spherical voids ripped out of it. Distort weapons are weapons are elegantly efficient and they are used to great effect without the fear of the Craftworld kin.

	Range	S	AP	Type
Wraith cannon	18"	10	2	Heavy 1
Distort Cannon	24"	10	2	Heavy 1, Blast
Warp Hunter D-Cannon	36"	10	2	Heavy 2, Blast

**Distort:** When rolling a 6 to wound with distort weapons, the targets suffers an additional wound or hull point with no saves allowed of any kind.

**Ripple:** When the Warp hunter class D-Cannon scores a direct hit, the template hits each model twice.

### Eldar Missile Launchers

Eldar missile launches are elegant and well balanced. They use complex chambered pods that contain several different kinds of ammunition all but eliminating the need to reload in battle. The Hydra pattern missile launcher only seen in the among the corsair fleets incorporate a rotary feed mechanism yielding in a higher rate of fire.

	Range	S	AP	Type
Missile Launcher				
- Starshot missile	48"	8	3	Heavy 1
- Plasma missile	48"	4	4	Heavy 1, Blast

### Flame Weapons

While mundane the effectiveness of standard issue flame weapons is outstanding. The Corsair make great use of these close quarters weapons while boarding enemy cruisers and engaging in dense terrain.

	Range	S	AP	Type
Flamer	template	4	5	Assault 1
Heavy Flamer	template	5	4	Assault 1

### Fusion Weapons

Fusion weapons cause the molecules of the target to hyper-vibrate, generating so much heat that their targets burst into flames before suddenly liquefying and evaporating into nothingness.

	Range	S	AP	Type
Fusion Pistol	9"	8	1	Pistol 1, melta
Fusion Gun	12"	8	1	Assault 1, melta

### Laser Weapons

Eldar lasers use psychically grown crystals to refine their already intense bursts to their optimum potency. Many Corsair consider the laser weapons to be the most elegant of all, exulting in their dominance over light itself.

	Range	S	AP	Type
Lasblaster	24"	3	-	Assault 3
Scatter laser	36"	6	-	Heavy 4, Laserlock
Firestorm laser array	60"	8	-	Heavy 6, Laserlock
Bright Lance	36"	8	2	Heavy 1
Pulse Laser	48"	8	2	Heavy 2

**Laserlock:** Weapons directed toward a target which the model has already fired a scatter laser become twin linked.

### Shuriken Weapons

Shuriken weapons fire monomolecular bladed discs at an astonishing rate, each near invisible to the naked eye, but hard enough to scythe through even adamantium armour. This ammunition is stored as a solid core of plasti-crystal material. A series of high energy impulses originate at the rear of the weapon and fly through the barrels energy solenoid detaching a slice of the ammunition core with each pass. The result is

*an elegant weapon of war that fires these shurikens at terrific speeds.*

	Range	S	AP	Type
Shuriken Pistol	12"	4	-	Pistol 1
Shuriken Catapult	18"	4	-	Assault 2
Shuriken Cannon	24"	6	5	Assault 4, Rending

### Starcanons

*The Adepts of the Imperium have never really harnessed the*

*full power of plasma technology; Only the Eldar have truly mastered its potential. To the Eldar, it is further testament to the idiocy of Man that he has created a weapon that frequently maims or even kills the wielder. The starcannons of the Eldar have no such flaws. Each weapon's plasma core produces the incandescent heat of a star, but sophisticated containment fields ensure that the gun's exterior remains cool to the touch.*

	Range	S	AP	Type
Starcannon	36"	6	2	Heavy 3

## WARGEAR



The wargear used by the Eldar Corsair is a defining point behind their battle strategy and tactics. Numerous jump jets allow fast orbital insertions from their troops, and assist in surprise attacks.

### Balelight

*These weapons are exotic radiation laser, emitting devastating beams that melt flesh and ceramite with equal ease, tainting those who they do not kill with radiation burns. Though carrying only sufficient energy for a single searing burst of fire, these ornamental weapons are prized by Eldar Corsairs for use in boarding actions and hard fought assaults.*

A balelight is a one-use only weapon with the following profile. If the balelight is activated in melee combat, then it shoots all 4 shots, but all hits must be allocated into the same target.

Range	S	AP	Type
6"	6	3	Pistol 4, Blinding, Rending

### Channeler Stones

*Channeler stones will burn themselves out providing protection to the bearer.*

One use only, block an unsaved wound. Channeler stones can only be used by a psyker.

### Clone Field

*The clone field projects several hololight images of the wearer, all identical in aspect and moving in perfect synchrony.*

When the bearer is in combat, roll a d3 at the start of every round of combat to represent the number of clones on the field at the time. Each time the bearer takes a hit, they may chose the hit to go onto the clone, but this must be decided before the To Wound roll. The clone completely nullifies the attack and is destroyed.

### Corsair Jump Jets

*The Eldar Corsair utilize sophisticated gravitic vanes and miniaturized pulse impellers to enable them to maneuver with graceful ease in the gravity-less environments of space. Corsair often use these compact devices when carrying out surface raids and boarding assault, relying on consummate skill to instinctively operate them without conscious thought. These compact technological marvels of the Eldar utilize shards of gravity repelling crystalline matrix, recovered from the ruins of ancient Eldar worlds and spacecraft, alongside advanced jet modules to propel the Corsair raiding parties a fantastic speeds.*

Models equip with a Corsair jump jet can choose to move as if they were jump infantry or jetpack infantry — they cannot do both during the same turn.

### Eldar Jetbike

*Eldar jetbikes are swift, graceful mounts that enable their riders to soar across the battlefield.*

A model riding an Eldar jetbike has a 3+ Armour Save, and a twin-linked shuriken catapult. Their unit type also changes to Eldar Jetbike.

### Forceshield

*The Corsair favor sleek energy field devices to protect themselves over the heavy and restrictive armour used by other races.*

A forceshield confers a 4+ invulnerable save.

### Gryinx

*These are furry feline creatures, often brightly colored, with piercing eyes. Where they come from and whether they are intelligent or not is a mystery to all, but they seem to be attracted to a few Eldar as companions and pets, especially Eldar psykers.*

A Gryinx confers a character with a single re-roll that can be used at any time during the game for any reason, but the roll must be made on the behalf of the character who owns the gryinx.

### Homing Beacon

*Homing Beacons are often carried by Corsair Infiltrators and forward assault craft to provide pinpoint encrypted signaling for precision orbital strikes. These are broad spectrum high power transmitters capable of piercing even the harshest of conditions.*

When friendly Corsairs arrive via orbital Deep Strike they may be placed within 6" of a model with a Homing Beacon, ignoring other range restrictions e.g. not within 9" of opponents. The Homing Beacon must have been on the battlefield at the start of the turn in order for it to be used.

### Melta bombs

*Melta bombs are used by specialist Corsair raiding parties to breach enemy armour. Slow to use, once they ignite they melt and burn causing catastrophic damage completely through even the thickest armour leaving only a smoldering wreck in its place.*

Melta bombs may only be used to attack a vehicle or monstrous creature. Only a single attack may be made when using melta bombs, and no other attacks may be made this combat round. When attacking with this weapon, you must subtract 1 from the hit roll. When attacking with melta bombs against a monstrous creature you always strike last.

Range	S	AP	Type
-	8	2	Melee

### Mist Shield

Shrouding swirling mists surround and protect their wearer. The design of these advanced shields are unknown to most, and unknown to anyone outside the corsairs. It is estimated that a psychic presence is needed for no Dark eldar has even been documented to ever 'obtained' and used one.

A mist shield provides their wearer with 4+ invulnerable save. Additionally the bearer will never take more than 1 wound from any attack.

### Neural Shredder

A rare alien device of unknown origin. This sphere of polished glass has an infinite depth to it of swirling darkness and color. Do not stare to long for it bring insanity for those who try to understand its meaning.

The neural shredder always has a Strength of 8 but rolls to wound against a targets Leadership value instead of Toughness (against vehicles it rolls normally)

One use only.

Range	S	AP	Type
template	8*	1	Assault 1

### Shadowwave grenades

Shadowwave grenades are thrown in response to incoming foes as to distract and disorient them. Shadowwave grenades disperse a shifting field of shadows across a wide area which provides no physical protection, but helps shroud the corsairs from an enemies targeters and augurs.

Shadowwave grenades are defensive grenades.

### Shimmershield

This is an advanced field projector that emanates a defensive screen that protects the user and his squad.

A model with a shimmershield and all members in his unit gains a 5+ invulnerable save from ranged attacks.

### Soultrap

Soul traps are folding pyramidal prism-like structures that the user can hold in a hand or insert in the pommel of a weapon or other ornamental jewelry. Regardless of their appearance, they all have one function - to capture the soul of a powerful enemy within it confines and empower the bearer with the stolen energies.

Whenever the bearer kills an enemy Character, he can choose to take a leadership test. If the test is passed, the enemy's essence is drawn into the soul-trap. The model immediately doubles his Strength for the rest of the game. If the test is failed, the bearer suffers d3 mortal wounds

### Tanglefield Grenades

These devices are less grenades in the conventional sense; they are compact gravitic generators. When sown amongst the enemy, they emit a field that envelopes the foe in an invisible grip of their potent gravity field. These immobilized, or at least impared, foes are easy prey for the Corsairs.

Range	S	AP	Type
8"	2	-	Assault 1, Blast

**Gavatic well:** A model that suffers hits from a tanglefield grenade does not suffer any wounds, instead until the end of the turn they have -1 to hit and -1 attack, to a minimum of 1.

## ELDAR CORSAIR VEHICLE EQUIPMENT



### Crystal Targeting Matrix

Utilizing advanced scanner technologies, this targeting matrix enables the crew of Eldar vehicles to lend pinpoint fire even when moving at top speed.

One use only. The vehicle can operate and fire its weapons even in a turn which it moved flat out.

### Corsair Kinetic Shroud

These complex technological devices project a reactive energy field across the hulls of corsair vehicles. This field employs the kinetic energy of both incoming vehicles and the mass of the vehicle itself to deflect and negate their impact. Corsair pilots are commonly witnessed plunging into battle at foolhardy speeds, enemy fire a blaze of color around them as the kinetic shroud deflects it.

A model with this upgrade has a 5+ invulnerable save against shooting attacks.

When a vehicle with a corsair kinetic shroud moves flat out or runs then this save is increased to a 4+ until the start of their next turn — if the vehicle deep strikes then the save becomes a re-rollable 4+.

### Corsair Void Burners

These engine pods burn an internal reaction mass reserve, allowing Corsair vehicles to make short voyages through the or-

bitral space of a world, evading targeting by their predations. Once inside the atmosphere of the helpless world, these engine pods are jettisoned and left to fall like bright meteors to the surface.

A vehicle equipped with Corsair void burners may deep strike. If this upgrade is given to wasps, they may do so even on the first turn of the game.

### Ghostwalk Matrix

A ghostwalk matrix utilizes the knowledge and wisdom contained within spirit stone to guide the vehicle on its path.

A vehicles with this upgrade has the Move Through Cover special rule and do not need to make dangerous terrain tests when moving through difficult terrain, such as ruins.

### Grenade Dischargers

Taking the form of small pods mounted on the underside of legs of the vehicle, these release a array of plasma grenades to protect the craft from oncoming assailants.

When charging an un-engaged unit with grenade discharger you suffer a -1 to hit penalty in combat until the end of the turn. In addition, if the bearer is charged immediately resolving 2d3 S4 AP-1 D1 hits as soon as the charge is completed.

### Star Engines

Whilst all Eldar vehicles are swift, those that mount star en-

*gines are often able to move faster than the eye can follow.*

A non-Walker vehicle with this upgrade can move an additional 12" when advancing.

#### **Skyfire targeting array**

*An array of laser range finders and detection systems allow for tracking of flying targets with high accuracy.*

Models with this upgrade ignore hard to hit penalties when targeting aircraft.

#### **Vectored Engines**

*Vectored engines allow the pilot of an Eldar vehicle to alts its facing slightly, placing deadly weapons or stronger armour to the foe.*

If a model with vectored engines moves flat out, models targeting them with ranged attacks are at -1 to hit until the start of your next shooting phase.

#### **Wasp-Class Jump Jet**

*Wasps are fitted with jet-assisted anti-gravity systems. This enable them to rapidly redeploy as part of the Corsair Raid. These systems carry the already nimble warwalker platforms along at a remarkably fast pace.*

Models equip with a Wasp-class jump jet can choose to move as if they were flying, gaining +3" movement. Additionally they may run an extra 3" and still fire their weapons at half their ballistic skill. Running or charging causes a wasps corsair kinetic shroud to grant the same protections as they would from deep striking.



## PSYCHIC POWERS

The incredible discipline that the Eldar possess makes them amongst the most formidable psykers in the galaxy. They bring myriad powers to the battlefield from those that curse the foe to raw destructive force. Before the battle, Eldar Corsair psykers select their powers from the following list. For each mastery level choose one power, plus one.

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*This is a derivation of ritualistic skills used by the corsair psykers to navigate paths through the trackless wastes of both the infinite reaches of the Webway and those of the Warp — a feat considered near-suicidal by most Eldar.*

### **Withering Radiance**

#### **Warp level 1**

*The psyker perilously unleashes a spear of deadly energy from the turbulent realm beyond, offering a hideous death to their enemies who wither and crumble as if a life-age had passed them by in mere moments.*

Withering Radiance is a psychic shooting attack with a range of 12" and hits automatically. Up to d6 models in the target unit suffer a hit with a Strength value of 10 minus the unit's Toughness score; armour saves cannot be taken against this attack. Against vehicles, these hits instead have haywire.

### **Spirit Shield**

#### **Warp level 1**

*The psyker extends their powers to shield themselves and others from the power of the Daemon, Gods the wrath of the Psyker.* Spirit Shield that targets the Psyker. Whilst the power is in effect, all friendly Corsair units within 12" of the caster make Deny the Witch tests with a +5 modifier. In addition, those withing reach of the Spirit Shield ignore wounds caused by psychic attacks, hive mind powers, or of otherwise 'unnatural' divine or demonic are ignored on a d6 roll of 4.

### **Soul Cry**

#### **Warp level 1**

*The psyker cries out in a psychic pulse reaching towards the souls of his kin, strengthening and manipulating the wefts of courage, fate and happenstance.*

Soul Cry targets all friendly Corsair or Eldar (but not Dark Eldar) units within 12" of the caster and lasts until the start of your next turn. Whilst the power is in effect the target units may re-roll any Leadership-based tests.

### **Path-ward**

#### **Warp level 1**

*Channeling their arcane powers, the psyker guides their allies along the fastest paths, past obstacles and enemy fire with uncanny precision.*

Path-ward targets a friendly unit. When running, charging, making thrust moves or any movement rule that involves rolling a dice, always use the highest value.

### **Dispersion Field**

#### **Warp level 2**

*The psyker works to divert incoming kinetic fields, sending the harmful energies of the attacks into the empty spaces of the webway and protection their charges.*

Dispersion field is targets a single friendly unit within 12". Until the start of your next turn, enemies attacking the target are at -1 to hit and the unit gains +1 armour save.

### **Malefic Tear**

#### **Warp level 2**

*The Psyker rips apart the fragile veil that separates realspace from a portion of the Webway long lost to the malefic powers and deadly concentrations of impossible poisons, letting them spill forth onto the enemy.*

This is a psychic shooting attack with the following profile.

Range	S	AP	Type
18"	3	-1	Assault 1, Caustic, Large blast

**Caustic:** His caused by this weapon have the poison 2+ special rule. Additionally against open topped vehicles the hits gain armour bane. Effected units hit by this attack suffer a -1 penalty to Initiative until the end of the turn. Cover saves may not be made against this attack.

### **Warp Tunnel**

#### **Warp level 2**

*With a wave of their graceful hand, the whimsical psyker bisects reality, carving an ephemeral passage between two distant points. A bridge for those who dare make the passage.*

Pick a point anywhere on the tabletop. The psyker and a friendly infantry unit within 6" may be immediately moved to the point chosen, placing the models within base contact of each other by forming concentric circles with the caster at the center. For each multiple of 6" traveled, rounding up, roll a d6 and suffer an automatic wound with no armour saves allowed for each roll of a 1. All the models may move attack and charge as normal.

### **Warp Blink**

#### **Warp level 2**

*Sundering the wall between realities, the psyker re-stiches the fabric of space-time to place allies in optima positions and enemies in the direst of perils.*

Warp Blink targets any unit within 6" of the Psyker, including himself, friend or foe. A unit targeted by this power must be moved 2d6 in a direction of your choosing. This power may not move a unit off the table, or anywhere the unit could not get to itself. If the unit cannot be moved the full distance, move it as far as you can.

### **Webway Breach**

#### **Warp level 2/3**

*The psyker tears open a path into the twisting labyrinth of the Webway, either for refuge, or banishing an enemy to wander aimlessly until it can locate a nearby exit.*

This power targets a unit, friend or foe, within 6" of the caster. The warp charge of this power depends upon the target, it is 6 when used on allies and 8 when used on enemies.

The target is immediately placed into reserves. If the target of the power is of the Eldar or Dark Eldar race, when choosing to come out of reserve they may return exactly where they started if they wish. Units which can teleport or have a like ability can return via deep strike. All other units (including those which deep strike via orbital drop) must walk onto an edge using either the rules for standard or outflank reserves.

*THE CORSAR FLEETS*

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# HQ

## 1 Corsair Prince ..... 70 points

The leader of a Corsair fleet is most often termed a ‘Prince’ in the crude languages of Mankind, for in the Eldar tongue no two bear the same title and little good will exists between their scattered bands. Such individuals have walked the stars for millennia, masters both of the skill of sudden violence and of their own iron will. Corsair Princes are paragons of cruel self-interest who’s obsessions are serve as a stabilizing influence which their followers to grasp onto and make their own. The remnants of the Eldar’s past aristocracy are natural leaders, brilliant tacticians, and bold warriors in battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Prince	6	5	4	3	4	6	4	10	3+

### Unit Composition

1 Prince

### Unit Type

Infantry (Character)

### Wargear

- Heavy mesh armour
- Shuriken pistol
- Chainsword
- Forceshield
- Plasma grenades
- Shadowweave grenades

### Special Rules

- Fleet
- An Eldar’s Liteness
- Of War and Strife
- First Prince

### Psyker

A prince may be upgraded to a wild psyker (1) for 20 points.

### Force of Will

Corsairs within 12” and LoS can re-roll failed regroup tests.

### Options

- May take one of the following:
  - a second shuriken pistol ..... 3 points
  - flamer ..... 5 points
  - fusion gun ..... 8 points
  - blaster ..... 10 points
  - shuriken cannon ..... 10 points
  - eldar missile launcher ..... 10 points
  - dark lance ..... 15 points
  - wraithcannon ..... 15 points

- May exchange either his shuriken pistol and/or chain sword with either a:
  - splinter pistol ..... free
  - blast pistol ..... 5 points
  - fusion pistol ..... 5 points
  - neural shredder ..... 10 points
  - corsair sabre ..... 8 points
  - venom blade ..... 8 points
  - power weapon ..... 10 points
  - void blade ..... 15 points
- May exchange the forceshield with a:
  - shimmer shield ..... 5 points
  - clone field ..... 10 points
  - mist shield ..... 15 points
- May replace his heavy mesh armour with ghost plate armour ..... 5 points
- May be fitted with:
  - May equip a voidplate harness ..... 5 points
  - corsair jump jets ..... 10 points
  - corsair jetbike<sup>1</sup> ..... 20 points

*1. May not be taken with either the jump jets or voidplate harness*
- May take any of the following:
  - grinx ..... 5 points
  - balelight ..... 10 points
  - soul trap ..... 15 points
  - channeler stone ..... 15 points
  - meltabombs ..... 2 points
  - haywire grenades ..... 2 points
  - tanglefield grenades ..... 10 points

**First Prince** Each Corsair Prince has his own chosen obsession, his own escape from the dread that eats away at the Eldar psyche. Some travel the stars seeking the lost and hidden places of the galaxy, some find solace in the red-handed slaughter, whilst other dare to indulge in the pleasures of their doomed ancestors. No matter what form this obsession takes, those Corsairs who are drawn to the Corsair Princes services are molded by his will and either serve his desires or are cast aside without a second thought

A corsair prince must choose one obsessions from the following page. This choice must be made while choosing your forces.

OBSESSIONS OF TIME AND DARKNESS

**Seeker of Forbidden Pleasures**

*Heedless of the fate of his ancestors, this Corsair Prince has embarked on the path that led them to their downfall. All the pleasures of the galaxy are his to sample, and war and carnage is but one delight — for what dread can death hold to one who dangles his very should before the hungry powers of the Warp.*

The Corsair Prince gains combat drugs, and any baron may also purchase them for 15 points.

**Combat Drugs:** Before deployment, roll a collection of d6 totaling one for every purchased combat drugs, plus one, then assign the results in the way of your choosing between the units. A unit can only be effected by one combat drug at a time, if you have multiple you must choose one at the start of the game.

- 1 **Adrenalight** +1 Attack
- 2 **Grave Lotus** +1 Strength
- 3 **Hypex** +1 Initiative, +1 to run and charge
- 4 **Painbringer** +1 Toughness
- 5 **Serpentin** +1 Weapon Skill
- 6 **Chymaeric** Need an idea.

**Traveler of the Forgotten Paths**

*The dark folds of the webway conceal many hidden and los realms, and this Corsair prince seeks to experience all of them. He walks forgotten roads and makes his lair at the farthest reaches of existence, able to appear at the most unlikely of places to confound his foes.*

A corsair prince with this trait gains a multiphase key generator, and any other baron from the same Detachment may purchase a Multiphase Key Generator for +25 points.

**Multiphase Key Generator**

The multiphase key generator may be activated once per game during the controlling players turn, allowing them to place a 1” diameter webway gate marker within 3” of the model. Any friendly non-vehicle unit in reserves may choose to enter play within 3” of the webway gate marker as if arriving from standard reserves. Any friendly non-vehicle unit that ends its move within 3 inches of the webway gate marker may choose immediately return to reserves.

A model with a key generator gains the Deep Strike special rule, representing its ability to carve temporary gateways in the very fabric of the Webway. In doing so, scatter the marker then then bring the unit in using the rules above.

**Collector of Ancient Treasures**

*A true enthusiast relishes in the empty void in search of his next in a millennia long string of conquests, this Corsair Prince seeks out the most valuable and whispered about treasures of the galaxy to make rightfully his own.*

A Cosair Prince with this trait may select any piece of infantry wargear from their opponents codex (so long as it is not fielded by the enemy list) and equip it for no additional cost. Any Corsair character model following a Prince (the Prince included) with this obsession may make one weapon they are equipped with master crafted for 10 points.

**Casual Void Strike Enjoyer**

*A wary Prince will call upon his fleet to provide fire support for their ground attacks with perilously swift, low-orbit strikes – dealing death like the wrath of a vengeful deity or covering the sky in a shrouding darkness to cover their movements.*

Once per game a Prince may make an Orbital Strike in lieu of their normal shooting attack. The Orbital strike takes one of the following forms.

	Range	S	AP	Type
Pulsar Strike	∞	10	2	Assault 1, Large Blast, Barrage
Sonic Torpedoes	∞	*	-	Assault 7, Blast, Barrage, Sonic
Darkfire Skyburst	-	-	-	Darkfire

**Sonic:** Hits from this weapon wound on a 4+ and roll 3d6 for armour penetration.

**Darkfire:** From the start of when it is used till the start of the controlling player’s next turn, the Night Fighting rules are in effect.

**Lust for Dark Powers**

*The power of his ancestors sings through him, encouraging the psyker to greater acts of destruction and luring him towards eternal damnation.*

A Corsair Prince with this trait gains an additional level of Psychic Mastery, and when attempting to manifest psychic powers roll one extra dice. The Prince gains access to the following additional powers, of which he must take one.

**Soul rend ..... Warp level 2**

*The psyker fills the minds, instilling the creeping fear of she who thirts deafening the calls of sanity with a black tide of the void.*

Soul Rend targets all enemy units within 12” of the caster and lasts until the end of the opponents next turn. Affected unit must take a pinning test at -2 leadership. Units in combat will instead take a moral check, becoming shaken if they fail.

**The Eye of She who Thirsts ..... Warp level 3**

*The Psyker summons a swirling corona of energy that assails the foe with both of lightning and psychic shockwaves.*

The Eye of Terror summons a rift in realspace, where lighting and demonic energy spills forth and destroys everything in its path; place a 1” marker down on a location within 24 inches. This is the eye of the storm, and at the start of every shooting phase, as well after its cast, every unit friend or foe within 6” of the marker suffers the following attack.

Range	S	AP	Type
6”	6	-	Assault d3, blast, rending, vortex

**Baron** ..... **25 points**

*Each Corsair band is a fractious association, with subtle inner politicking in an ever moving struggle for power and promises, for in their heart each Corsair holds the desire to take the mantle of Prince. Some few rise above their brethren by force of arms or dark cunning, claiming positions of power as ship captains, boarding crew chiefs, or even advisors to their fickle Prince; It is a game between the barons and their prince. These individual ship captain or other leaders amongst a given Corsair fleet are know to the Imperium as Barons, though such a plain title does little justice to the convoluted sobriquets such creatures bestow upon themselves.*

A corsair fleet may field as many barons as they like, but each barons must be assigned at deployment to lead a unique unit of corsairs; they are considered part of the unit from hence forth and may not leave it.

	WS	BS	S	T	W	I	A	Ld	Sv
Baron	5	5	4	2	2	6	3	9	3+

**Unit Composition**

1 Baron

**Unit Type**

Infantry (Character)

**Wargear**

- Heavy mesh armour
- Shuriken pistol
- Eldar chain sword
- Plasma grenades
- Shadowweave grenades
- Force shield

**Options**

- May take one of the following:
  - a second shuriken pistol ..... 3 points
  - flamer ..... 5 points
  - fusion gun ..... 8 points
  - blaster ..... 10 points
  - shuriken cannon ..... 10 points
  - eldar missile launcher ..... 10 points
  - dark lance ..... 15 points
  - wraithcannon ..... 15 points

**Special Rules**

- Fleet
- An Eldar's Liteness
- Of War and Strife

**Psyker**

A Baron may be upgraded to a wild psyker (1) for 20 points, plus an additional 20 points for every successive wild psyker beyond the first.

- May exchange either his shuriken pistol and/or chain sword with either a:
  - splinter pistol ..... free
  - blast pistol ..... 5 points
  - fusion pistol ..... 5 points
  - corsair sabre ..... 3 points
  - venom blade ..... 3 points
  - power weapon ..... 5 points
  - void blade<sup>1</sup> ..... 10 points
    - 1. Only a single baron may take a void blade
- May exchange the forcesshield with a:
  - shimmer shield ..... 5 points
- May replace his heavy mesh armour with ghost plate armour ..... 5 points
- May be fitted with:
  - May equip a voidplate harness ..... 3 points
  - corsair jump jets ..... 5 points
  - corsair jetbike<sup>2</sup> ..... 15 points
    - 2. May not be taken with either the jump jets or voidplate harness
- May take any of the following:
  - grinx ..... 5 points
  - balelight ..... 10 points
  - channeler stone ..... 15 points
  - meltabombs ..... 2 points
  - haywire grenades ..... 2 points
  - tanglefield grenades ..... 10 points

**Coterie Specializations** Within each Corsair band, each coterie often develops its own particular set of skills and jealously guarded combat techniques. A Coterie is formed when a baron joins a unit. Included models may select one of the following rules, which applies to all models selected as part of that Coterie only. No two Coterie may have the same specialization.

- **Titan Breakers:** All Infantry and Eldar Jetbike units in this Coterie gain the Preferred Enemy (vehicles with the Tank or Walker type) special rule.
- **Head Takers:** During any Assault phase in which at least one model from this unit is engaged in a Challenge, the entire unit (including the model engaged in a Challenge) may re-roll To hit rolls of 1 for the duration of that combat.
- **Sky Burners:** Units in this Coterie roll one less d6 when rolling for scatter as part of a Deep Strike deployment.
- **Night Hunters:** Units in this Coterie gain the Night Vision special rule and while the Night Fighting rules are in effect, they also gain the Preferred Enemy (Everything) special rule.

**Bladesworn Retinue**

*Bladesworn are masters of their art and often lead the assaults in boarding raids along with their charge. Making up the personal bodyguard of their finest leaders, they are commonly bridge officers or outcasts whose skill has made them infamous enough for their master to seek them out and swear them to service. These individuals make up the princes most trusted companions, not something given out lightly. They are timeless veterans of battle, each wielding his own personal token of war.*

Normally barons are attached to units of corsairs as mentioned above. A blade sword coterie is instead a group up to 5 barons that form a body guard retinue for the prince. When fielded this way they barons form a unit amongst themselves and their prince. The bladesworn do not take a coterie specialization, instead their oathpact grants them the iron heart special rule.

# ELITES

## 0-1 Eldar Craftworld Outcasts

See Codex: Eldar

*The Corsair Warbands can prove a haven for the lost and outcast. It may be only for a short time, but a prince is always ready to take advantage of battle hardened zealots of Khaine.*

An Aspect Warrior unit can be chosen to be part of the Corsair army.

## 0-1 Dark Eldar Kabalite Trueborn

See Codex: Dark Eldar

*Many Eldar Corsair bands are not above forming temporary alliances with the Kabals of Commorragh. The Dark Eldar are always willing to join their kindred in raids for a chance to kill, a share of the plunder, and a hefty fee in captured slaves to return with to their lords.*

A Kabalite Trueborn unit may be chosen to be part of the Corsair army.

### Voidstorm Assault Squad ..... 15 points/model

*During raids a Corsair Prince will gather hand-picked veteran corsairs together to form a voidstorm squad, the first wave of boarding assaults on crippled ships or enemy fortresses. Often equipped with void hardened armour and outfit for close quarters combat these teams make short work of hapless defenders. These Eldar warriors have survived both the dangers of raids and the violent politics of the Corsair fleets, earning much acclaim, glory, and recognition of use, in the eyes of their fellows.*

One Felarch in the unit must be nominated as a character.

	WS	BS	S	T	W	I	A	Ld	Sv
Felarch	5	4	3	3	1	6	2	8	4+

**Unit Composition**  
5-10 Felarchs

**Unit Type**  
Infantry

- Wargear**
- Mesh armour
  - Shuriken pistol
  - Eldar chain sword
  - Plasma grenades

**Breach Fighters**  
Models in this unit are eligible to make a free shooting attack right after they perform a tactical withdrawal.

**Special Rules**

- Fleet
- An Eldar's Liteness
- Of War and Strife

**Transport**

The unit may take a Venom or a Falcon Grav-Tank as dedicated transport.

- Any model may exchange their shuriken pistol and/or eldar chain sword with one of the following:
  - shuriken pistol ..... free
  - blast pistol ..... 5 points
  - fusion pistol ..... 5 points
  - eldar chain sword ..... free
  - venom blade ..... 3 points
  - corsair sabre ..... 3 points
  - power weapon ..... 5 points
- Two in five models in the squad may replace their shuriken pistol for one of the following:
  - splinter rifle ..... free
  - las blaster ..... free
  - shuriken catapult ..... free
  - flamer ..... 5 points
  - fusion gun ..... 8 points
  - blaster ..... 10 points
- Two in five models may replace their mesh armour with ghost plate armour ..... 2 points
- The entire unit may be equipped with
  - meltabombs ..... 2 points/model
  - haywire grenades ..... 2 points/model
  - tanglefield grenades ..... 2 points/model
  - corsair jump jets ..... 2 points/model
  - voidplate harnesses ..... 1 point/model
- The squad may be equipped with any of the following:
  - homing beacon ..... 10 points

## TROOPS

**1+ Corsair Reaver Band ..... 12 points/model**

*Reaver bands are battle hardened warriors who fight together in loose bands, the members of each often sharing tenuous bonds with other bands. Reavers are employed as the main body of any serious raid, harrying the foe with lightning fast assaults and equally precipitous firepower. With their fabled jump jets to soar around the field and rain death and terror upon their fleeting foes, these raiders units often display a wild variety of weaponry that fools any attempt by the imperium's scholars to codify them in anything but the loosest categories, making them difficult foes to anticipate or easily counter.*

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair	4	4	3	3	1	5	1	8	4+
Felarch	5	4	3	3	1	6	2	8	4+

**Unit Composition**

5-20 Corsairs

**Unit Type**

Infantry

**Wargear**

- Mesh armour
- Lasblaster
- Plasma grenades

**Options**

- Any Corsair may exchange their lasblaster for one of the following:
  - shuriken pistol and eldar chain sword .....free
  - shuriken catapult .....free

**Special Rules**

- Fleet
- An Eldar's Litheness
- Of War and Strife

**Transport**

The unit may take a Venom or Falcon Grav-Tank as a dedicated transport.

- For every five members one may exchange their lasblaster with a weapon from following:
  - flamer ..... 5 points
  - fusion gun ..... 8 points
  - blaster ..... 10 points
- For every five members one may exchange their lasblaster with a weapon from following:
  - flamer ..... 5 points
  - fusion gun ..... 8 points
  - blaster ..... 10 points
  - shuriken cannon ..... 10 points
  - eldar missile launcher ..... 10 points
- The entire unit may be equipped with
  - shadoweave grenades ..... 1 point/model
  - haywire grenades ..... 2 points/model
  - corsair jump jets ..... 2 points/model
  - void plate harness ..... 1 point/model

**Felarch**

- One Corsair must be upgraded to a Felarch ..... free
- May replace his heavy mesh armour with ghost plate armour ..... 5 points
- The Felarch may take items from the following:
  - corsair sabre ..... 3 points
  - venom blade ..... 3 points
  - power weapon ..... 5 points

**Wasp Assault Walker Squadron** ..... **70 pts/model**

The shriek of the retro fire jets of a Wasp assault squadron almost certainly spells death for those who hear it. These nimble vehicles are launched from orbit and engage their foes in close proximity under a hailstorm of firepower. As light vehicles. Corsair bands use them for rapid insertion alongside their infantry fitting them with jump jets. A unique modification of the Craftworld War Walker, equipped with an array of multi-vento jets and anti gravity nodules allow these walkers to travers the battlefield at a disturbing pase. The wasp is a vital tool in the execution of a Corsair Fleet's raids. Combined with its highly advanced kinetic shroud, the Corsair Wasps superior manoeverability allows it to operate as a frontline gun platform and linebreaker, punching holes in the enemies formations for the fleets Corsair bands to exploit.

	⌊ Armour ⌋								
	WS	BS	S	F	S	R	I	A	Hp
Wasp	3	4	6	10	10	10	4	2	3

**Options**

- Any Wasp may exchange either shuriken cannon for a:
  - scatter laser ..... free
  - eldar missile launcher ..... free
  - bright lance ..... 5 points
  - starcannon ..... 10 points
- Any Wasp may be upgraded with the following:
  - grenade dischargers ..... 5 points
  - ghostwalk matrix ..... 5 points
  - corsair void burners ..... 10 points

**Unit Composition**

1-5 Wasps

**Special Rules**

- Deep Strike
- Scout

**Unit Type**

Walker (Vehicle)

**Wargear**

- Corsair Kinetic Shroud
- Wasp-class jump jets
- Two hull mounted shuriken cannons

**Fire Support:** Wasp assault walkers provide Corsair bands with mobile heavy weapon support.

The Number of Wasp Assault Walker squadrons cannot exceed the sum total number of corsair, ghostwalker, and cloud dancer squads.

**Cloudbreaker:** The sight of these monstrous machines flying through the air to smash and crash down upon their foes is not one for the feeble of heart. Even as the cloven foot crushes the fire of hell are unleashed from their jet engines scorching and burning all underneath.

When Wasp Assault Walkers use their jump jets to charge they inflict d3+1 S7 hammer of wrath hits.



## DEDICATED TRANSPORTS

**Venom Transport** ..... **50 points**

*The Venom is much admired by Corsair warriors for its breakneck speed, and those bands which maintain links with the dark city of Commorragh spend much of their plunder to acquire these swift vehicles. In battle, these craft are often claimed by those Corsairs most eager to gain rank and glory, hurtling into the enemy's ranks to sow chaos and death.*

## —Armour—

	BS	Front	Side	Rear	Hp
Venom	4	10	10	10	2

**Unit Composition**

1 Venom

**Unit Type**

Skimmer (Fast,  
Open-topped)

**Wargear**

- Two hull mounted shuriken cannons
- Corsair Kinetic Shroud

**Options**

- May exchange the twin shuriken cannons for following:
  - twin scatter lasers ..... 5 points
  - twin bright lance ..... 10 points
  - twin starcannon ..... 10 points
  - twin eldar missile launcher ..... 15 points

**Special Rules**

- Sky Raiders

**Transport**

The Venom has a transport capacity of 6.

**Vehicle Upgrades**

- May be upgraded with the following:
  - star engines ..... 5 points
  - vectored engines ..... 5 points
  - grenade dischargers ..... 10 points
  - corsair void burners ..... 10 points

**Falcon Grav-Tank** ..... **135 points**

*The Falcon grav-tank is the core behind many corsair raids. Swift and potent, the Falcon is capable of transporting units to mission critical locations while providing anti armour fire support. Those favored by fortune will often empty them in mass, deploying waves of Corsair warriors from low orbit under the cover of their fearsome heavy weaponry. As with much Corsair wargear, these vehicles have often seen service for millennia, and bear the marks of those long past.*

## —Armour—

	BS	Front	Side	Rear	Hp
Falcon	4	12	12	10	3

**Unit Composition**

1 Falcon

**Unit Type**

Vehicle (Skimmer, Fast)

**Wargear**

- Turret mounted pulse laser
- Turret mounted scatter laser
- Hull mounted twin-linked shuriken catapults

**Options**

- May exchange the scatter laser for a:
  - eldar missile Launcher ..... free
  - bright lance ..... free
  - starcannon ..... 5 points
- May upgrade the twin-linked shuriken catapult to a shuriken cannon ..... 10 points

**Vehicle Upgrades**

- May be upgraded with the following:
  - star engines ..... 5 points
  - grenade discharges ..... 5 points
  - crystal targeting matrix ..... 10 points
  - vectored engines ..... 10 points
  - corsair void burners ..... 10 points
  - corsair kinetic shroud ..... 25 points

# FAST ATTACK

## Corsair Jetbike Squad ..... 20/model

*As for all Eldar hosts, jetbikes form an important part of Corsair attacks, speeding ahead as scouts of sweeping around the enemy's flanks to encircle them before plunging into the melee with deadly effect.*

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Jetbikes	3	4	3	4	1	5	1	8	3+
Felarch	5	5	3	3	2	6	3	9	3+

### Unit Composition

3-6 Jetbikes

### Unit Type

Jet Bikes

### Wargear

- Combat Armour
- Corsair jetbike
- Twin linked shuriken catapult
- Shuriken pistol

### Special Rules

- Fleet
- Sky Raiders
- Modus Operandi
- Scout

### Options

- Any model may exchange their jetbike's twin-linked shuriken catapult for one of the following:
  - shuriken cannon ..... 10 points
  - scatter laser ..... 15 points
  - dissonance cannon ..... 15 points

### Felarch

- One Corsair must be upgraded to a Felarch (character)free
- The Felarch may take items from the following:
  - melta bombs ..... 5 points
  - shimmer shield ..... 10 points
  - corsair sabre ..... 5 points
  - power weapon ..... 5 points
  - venom blade ..... 5 points

## Shroud Runners ..... 30/model

*Before the battle shroud runners teams on seek forward on silent trails of win to scout and best observe the enemy's weaknesses. During engagements they use their quick movement to secure important vantages while their long rifles pick out key targets.*

	WS	BS	S	T	W	I	A	Ld	Sv
Shroud Runners	4	4	3	4	2	5	1	8	3+
Felarch	5	4	3	3	2	5	2	8	3+

### Unit Composition

3-6 Jetbikes

### Unit Type

Jet Bikes

### Wargear

- Combat Armour
- twinlinked shuriken catapult
- Corsair jetbike (2 seater)
- Eldar long rifle
- Shuriken pistol

### Special Rules

- Fleet
- Sky Raiders
- Modus Operandi
- Scout

### Eagle Eye

The riders may fire their long rifle 1 extra time per shooting attack.

### Options

- Any model may exchange their jetbike's twin-linked shuriken catapult for one of the following:
  - shuriken cannon ..... 10 points
  - scatter laser ..... 15 points
- Any member may take:
  - Haywire grenades ..... 2 points

### Felarch

- One Corsair must be upgraded to a Felarch (character)free
- The Felarch may take items from the following:
  - corsair sabre ..... 5 points
  - power weapon ..... 5 points
  - venom blade ..... 5 points

**Hornet Squadron** ..... **95/model**

*Although rare among the warhosts of the Craftworlds, the Hornet is a common sight in Corsair raiding parties, where its combination of extreme speed and heavy firepower find favor within fleets that support a large mechanized contingent. Most often utilized in mass squadrons to sweep the battlefield clear of enemy armour in advance of an infantry assault, assignment to a Hornet squadron is considered a clear path to glory and power within a fleet.*

		┌ Armour ─┐			
	BS	Front	Side	Rear	Hp
Hornet	4	11	11	10	2

**Options**

- Any Hornet may be upgraded with the following:
  - grenade dischargers ..... 5 points
  - Crystal Targeting Matrix ..... 10 points
  - corsair void burners ..... 10 points
  - corsair kinetic shroud ..... 15 points

**Unit Composition**

1-3 Hornets

**Unit Type**

Skimmer

**Special Rules**

- Lightning Assault
- Scout

**Wargear**

- Star engines
- Weapons Lock
- Vectored Engines
- Two hull mounted pulse lasers

**Lightning Assault** *The Hornet is a medium sized, single-seater attack craft deployed by the Corsair to perform precision strikes on the flanks of their opponents. The speed and maneuverability of the craft along with its wide range of weapon mounts makes it suitable for many rolls.*

Before the first turn after deployment, hornets may make an 18" scout move.

## HEAVY SUPPORT

**Balestrike Band** ..... **12/model**

*Equipped with the finest weaponry available to the fleet, Corsair Balestrike bands are often made up of the close kin of other trusted lieutenants of the Prince or his Barons; an obvious position of privileged favoritism never seen within the Imperium. On the battlefield Balestrike bands flit from vantage point to vantage point, eradicating key enemy targets with contemptuous ease.*

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair	4	4	3	3	1	5	1	8	4+
Felarch	5	4	3	3	1	6	2	8	4+

**Unit Composition**

5-10 Corsair

**Unit Type**

Infantry

**Wargear**

- Mesh armour
- Lasblaster
- Close combat weapon
- Plasma grenades

**Special Rules**

- Fleet
- Sky Raiders
- Modus Operandi

**Transport**

The unit may take a Venom or Falcon Grav-Tank as a dedicated transport.

**Options**

- Any Corsair may exchange their lasblaster for one of the following:
  - shuriken pistol ..... free
  - shuriken catapult ..... free
  - splinter rifle ..... free
- Any member may exchange their lasblaster with a weapon from following:
  - shuriken cannon ..... 10 points
  - eldar missile launcher ..... 10 points
  - dark lance ..... 15 points
  - wraith cannon ..... 15 points
- Two in five models may replace their mesh armour with ghost plate armour ..... 2 points
- The entire unit may be equipped with
  - shadowweave grenades ..... 1 point/model
  - haywire grenades ..... 2 points/model
  - tanglefield grenades ..... 2 points/model
  - corsair jump jets ..... 2 points/model
  - voidplate harnesses ..... 1 point/model
- One Felarch may take items from the following:
  - shimmershield ..... 10 points
  - venom blade ..... 3 points
  - corsair sabre ..... 3 points
  - power weapon ..... 5 points

**Warp Hunter** ..... **155 points**

*The rarest of the Falcon modifications, few Craftworlds will field more than a handful of such vehicles; the Warp Hunter is considered a rather archaic vehicle, and given the nature of its weaponry many Craftworlds are reticent on fielding them in large number. Corsair bands, though, have no such compunctions, and so they are numerous within their prowling fleets. Some claim that these weapons of war, designed to inflict horrific ends upon the warp-torn prey, are in fact of Corsair design — intended to break an enemy's spirit as much as his armies. The Warp Hunter remains the Corsairs dedicated anti armour vehicle as the fleets lack the resources to field fire prisms.*

	— Armour —				Hp
	BS	Front	Side	Rear	
Warp Hunter	4	12	12	10	3

**Unit Composition**

1 Warp Hunter

**Unit Type**

Vehicle (skimmer, fast)

**Wargear**

- Hull mounted heavy distort cannon
- Hull mounted twin-linked shuriken catapults

**Options**

- May upgrade the twin-linked shuriken catapult to a shuriken cannon ..... 10 points
- May be upgraded with the following:
  - star engines ..... 5 points
  - grenade discharges ..... 5 points
  - vectored engines ..... 10 points
  - corsair void burners ..... 10 points
  - crystal targeting matrix ..... 15 points
  - corsair kinetic shroud ..... 25 points

\*