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ELDAR CORSAIRS





Pict capture - Eldar Corsair raid unknown affiliation. Outpost destroyed

ELDAR CORSAIRS

An Eldar Corsair is more akin to the Eldar before the Fall than those who now live upon the Craftworlds. Not for them are the highly disciplined paths trod by their Craftworld kin, although many may turn to them once their need to explore the galaxy and all that it has to offer has been satiated. That is though if they have not completely turned in their lot with their dark kin who dwell in the depths of Commorragh.

Since its rediscovery by the rangers of Alaitoc, the location of the Mymeara Craftworld deep in the heart of what is known to the Imperium as the Karina Nebula, has attracted numerous Corsair bands. Whilst they are very young most Eldar will have heard the song of the Lost Children of the Eldar. In essence it is a prophecy and one which is believed to set out the fate of the Mymearan Craftworld. In fleeing from the predations of the Chaos god Slaanesh, the Eldar in the legend are said to have been cursed by She Who Thirsts, who promised a slow, tortuous death for all who escaped its clutches during the Fall.

Like the Eldar world in the prophecy, the Mymeara Craftworld stands alone at the centre of the vast region encompassed by the Karina Nebula, and its hunt for its lost brethren and Phoenix Lord has struck a chord with the Corsairs, who were drawn by the suffering it has undergone. Many are already aligned with Alaitoc and are therefore aware of its existence already.

Others have journeyed from light years around, drawn by the mystery and legends that surround their lost kin. Little time was therefore required to launch an assault on the worlds of the Betalis system when it was discovered that the remains of Phoenix Lord Irillyth lay upon the third planet, and as the war hosts of Mymeara and Alaitoc were mustering their forces, the Corsair bands had already set forth.

Although not as heavily defended as most Imperial worlds, Betalis III still had a strong planetary defence force that had been joined by the remnants of the Cadian 6th Armoured regiment. The raids to destroy the ice world's global surveillance network suited the hit and run tactics of the Eldar Corsairs. Using the many cargo transports that flew to the planet, they evaded the Imperial Navy fleet in the system and easily slipped past its orbital defences. Once on the planet the Corsairs launched hit and run attacks on its isolated outposts, achieving their original objective and then remained to take part in all three major land battles.

True to their darker nature, not all of the Eldar Corsairs stayed on Betalis III's eastern continent during the war. With the rest of the ice world's population poorly defended, it was no surprise to those of the Imperium who'd had dealings with the Corsair bands before that once the Eldar war hosts had retreated from Betalis III, entire communities that had lived out in its icy wildernesses had simply vanished.

SKY RAIDERS



Corsair



Plasma Grenade



Lasblaster

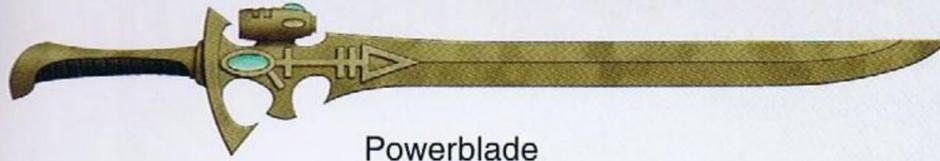


Felarch

The end of the Betalis III incursion saw the full scale retreat of the war hosts of Alaitoc and Mymeara. Harried by the thousands of Imperial reinforcements that had recently landed on the planet, they suffered significant casualties, but these were nowhere near the numbers lost by the Eldar Corsair bands in the battle fought near the Karina Nebula immediately afterwards.

One of many Corsair bands allied with the two main Eldar factions, the Sky Raiders became notorious for the viciousness of their attacks, and later analysis of the remains of their victims was commonly mistaken by less experienced adepts for attacks more akin to those made by Dark Eldar hunting cadres. Due to the ferocious reputation they gained in the war, during the Battle of the Karina Nebula, boarding assaults upon ships belonging to the Sky Raiders were spearheaded by Bran Redmaw's Great Company. This resulted in very few of the Corsairs onboard surviving and those ships which did escape were all reported to have been heavily damaged.

SUNBLITZ BROTHERHOOD



Powerblade



Lasblaster



Fusion Gun



Corsair



Felarch



Believed by the Ordo Xenos to be aligned with Craftworld Alaitoc, during the battle for the Betalis system, the pilots of the Sunblitz Brotherhood's fleet were ultimately responsible for the destruction of the *Watchful Saviour*, Betalis III's orbiting defence platform. Later, the Sunblitz Brotherhood temporarily allied with ships of the Void Dragon Corsair cadre to patrol the inner regions of the Betalis system. Wreckage recovered from the system after the war indicates that this alliance was tenuous at best, as it appears more than one Sunblitz craft was damaged by Void Dragon weaponry during that time.

VOID DRAGONS



Corsair



Felarch

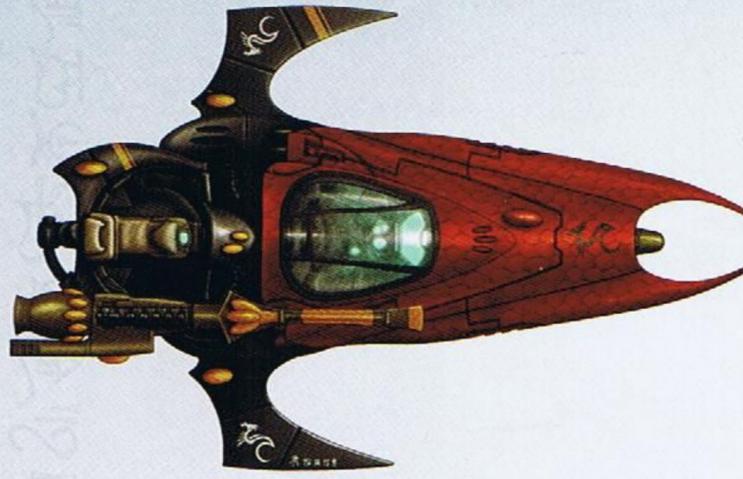


Sniper Longarm



Lasblaster

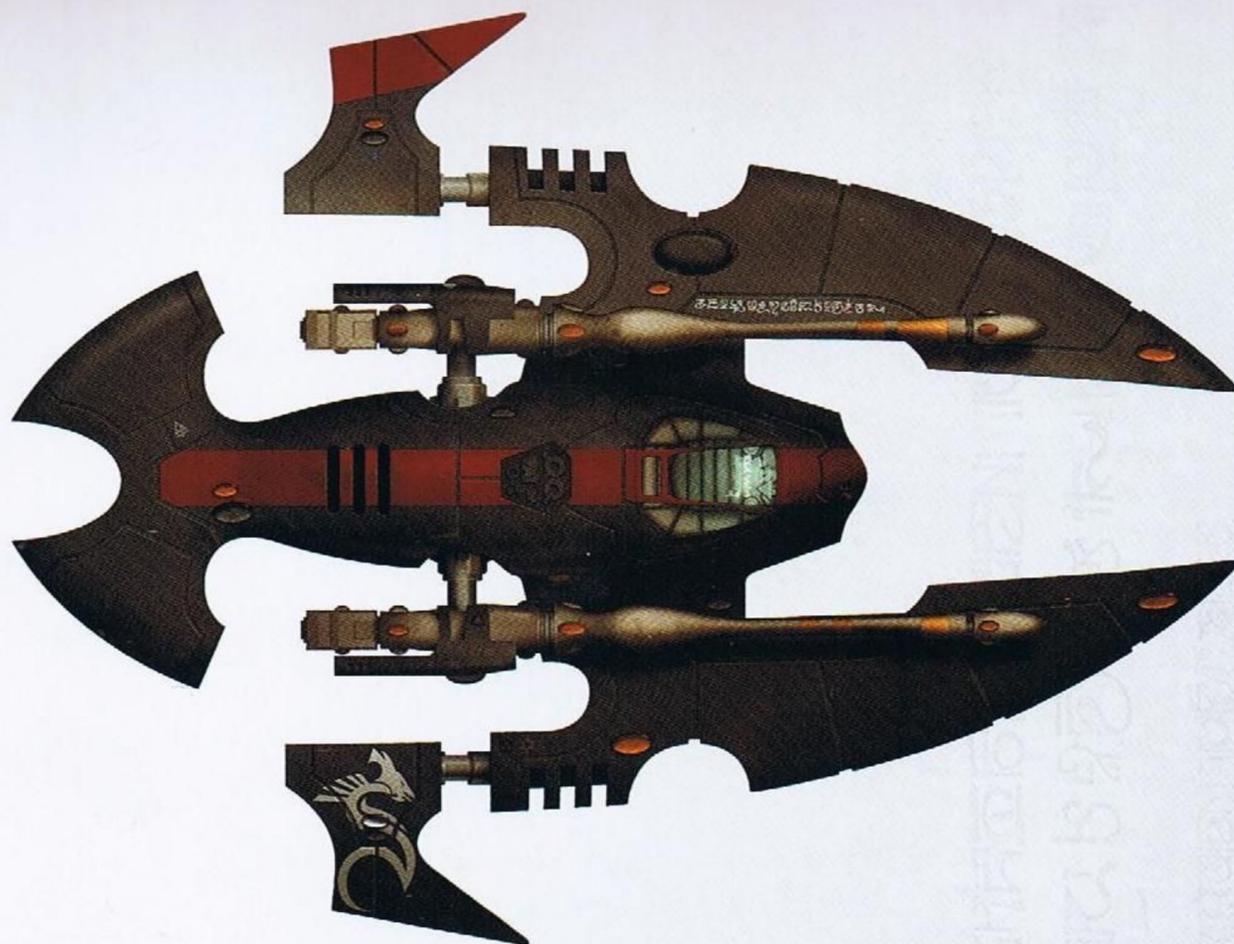
Perhaps the most infamous and dangerous Eldar Corsair band during the war was the Void Dragons. Operating across the galaxy, the Imperial Navy estimate they command a fleet in excess of 3,500 ships, and have been encountered in places as far apart as the Cadian Gate, the distant Tau Empire and the Halo Stars. Currently under the leadership of the haughty Princess Saaraina, the Void Dragons' attacks hold no predictable pattern, and range from ambushes against Chaos raiders near the Eye of Terror, to the mass enslavement of the penal colony of Vorenz-VI, to fighting against Orks of the empire of Charadon.



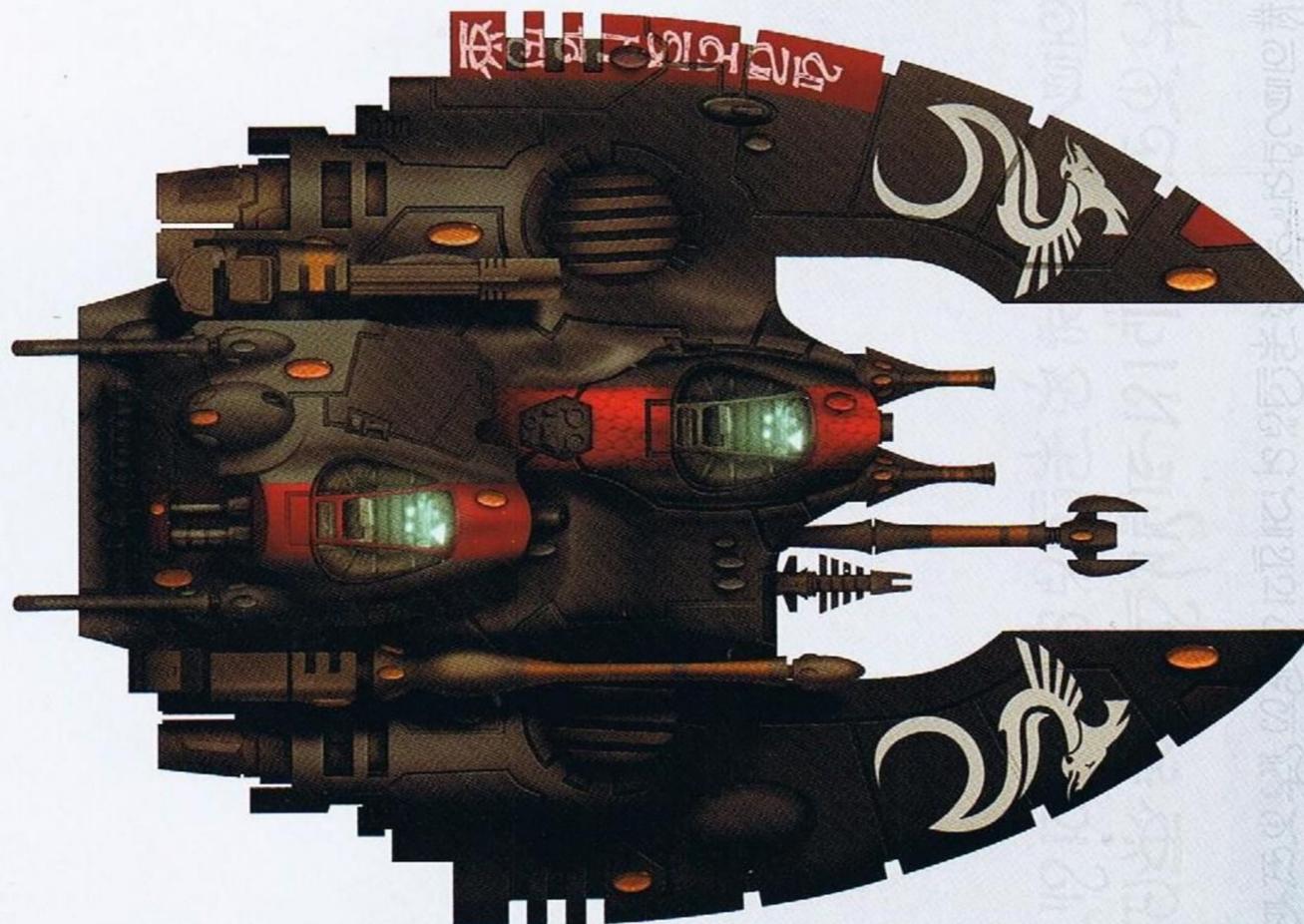
Eldar Vyper Jetbike. Here seen in the livery of the 'Void Dragons' Eldar Corsair band. The Vyper is a light, swift weapons carrier favoured in hit and run raids.



Eldar Nightwing Fighter. 'Void Dragons' Corsair band. The Nightwing is a versatile strike fighter and interceptor, heavily used in the initial Eldar raids in the Betalis system.



Eldar Hornet Attack Skimmer. Skimmers of this type are amongst the fastest and heavily armed for their size known, and highly prized by the Eldar Corsair bands. Hornets saw extensive use in the Betalis campaign and were used very successfully to harry the Imperial armoured columns and destroy isolated outposts.



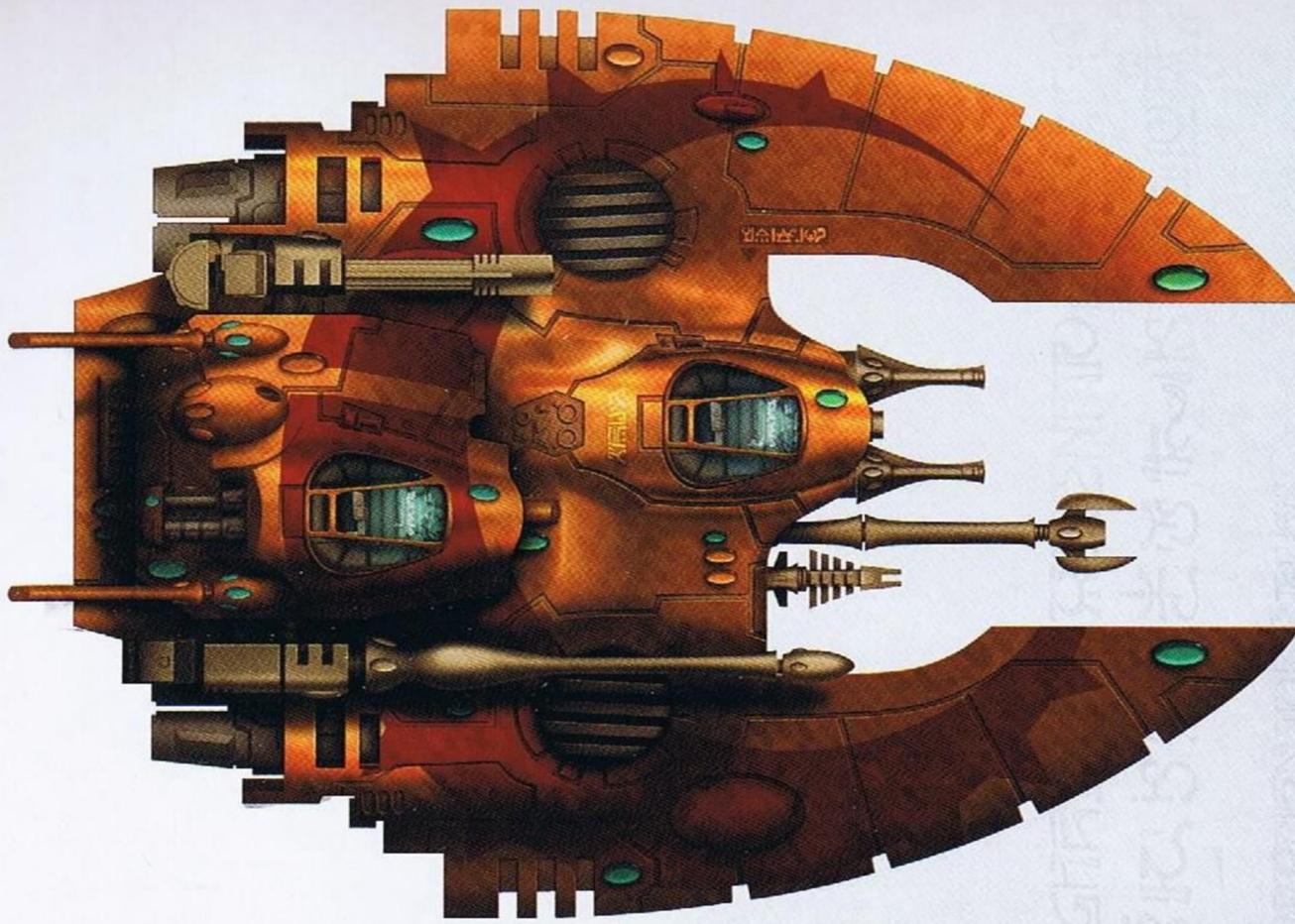
Eldar Falcon Grav Trank. In addition to the smaller, lighter Eldar craft, the more powerful Corsair bands, such as the Void Dragons, have access to many of the war machines of the Craftworlds, including the Falcon.



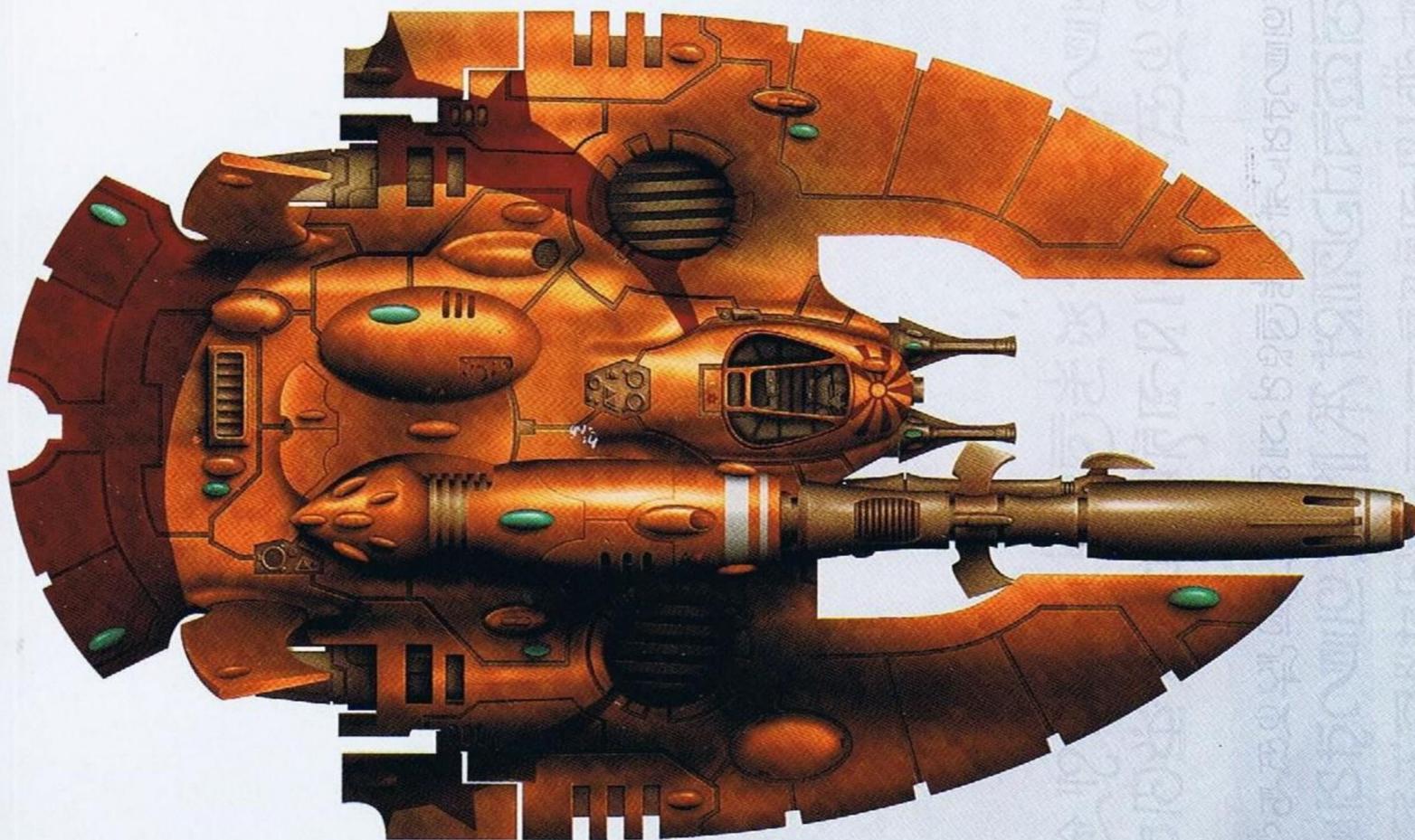
Eldar Vyper Jetbike. The 'Sun Blitz' Corsairs are renowned for their contempt of 'lesser' races and their use of shock attack tactics. In the opening stages of the Betalis campaign, Vyper and Hornet squads of this Corsair band systematically destroyed isolated mining and communications facilities.



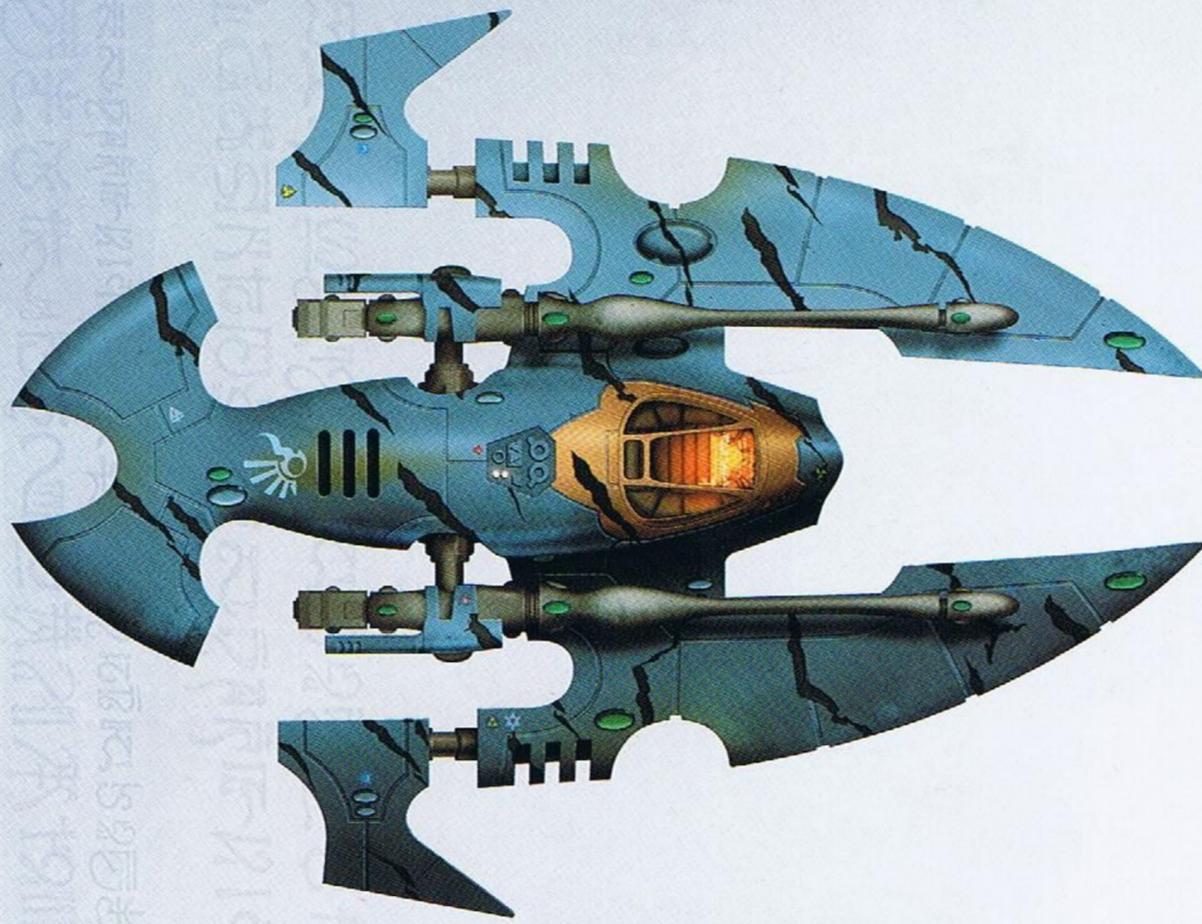
Eldar Corsair 'Sun Blitz' Nightwing. Destroyed three Arvus Lighters transporting officers of Battle Group Odon from Port Ryira to deployment on Alacian Plains.



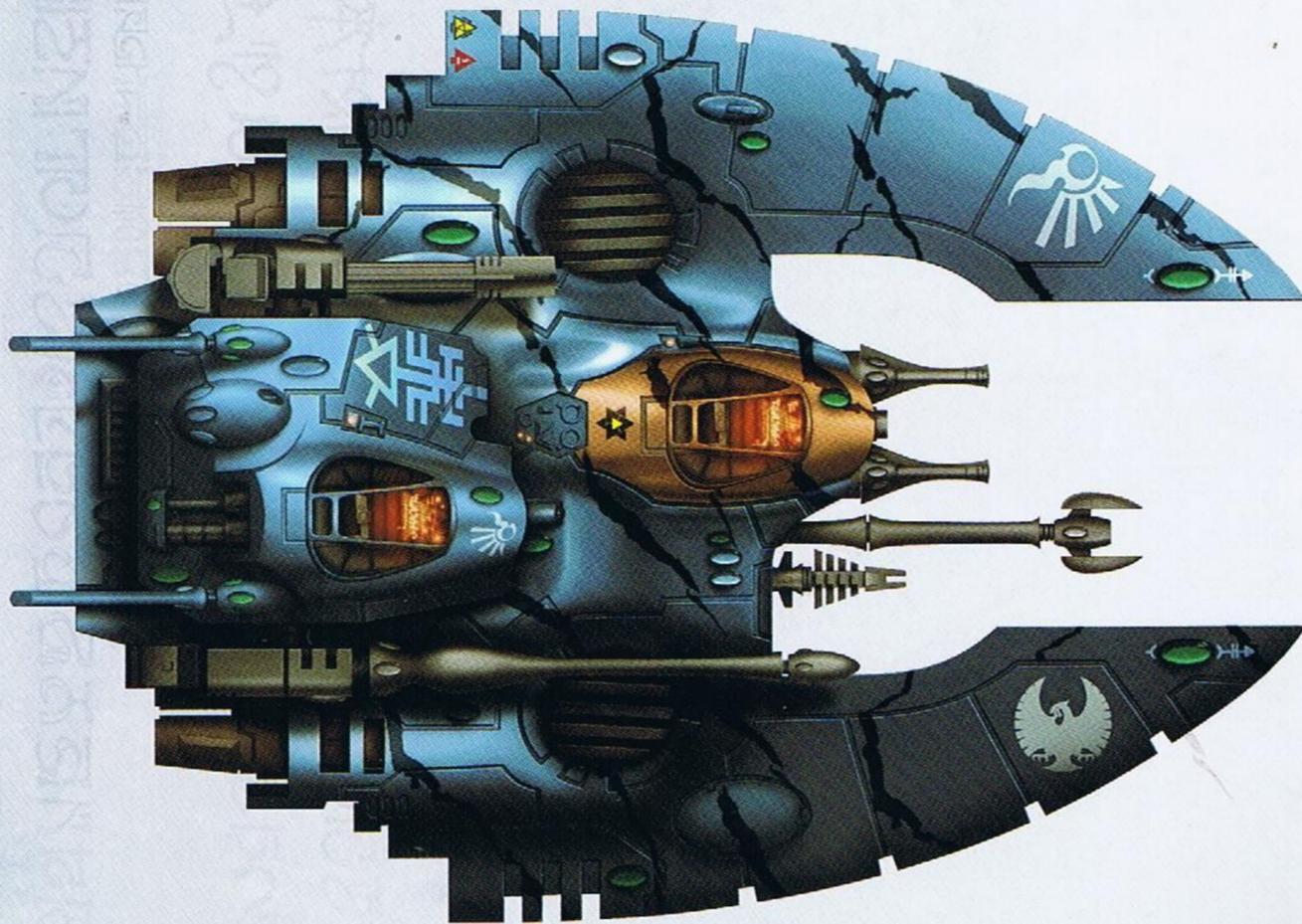
Eldar Falcon Grav Tank. This vehicle carries the panoply of the Eldar Corsair band 'Sun Blitz' – an imprecise translation of an Eldar term without an exact Terran equivalent.



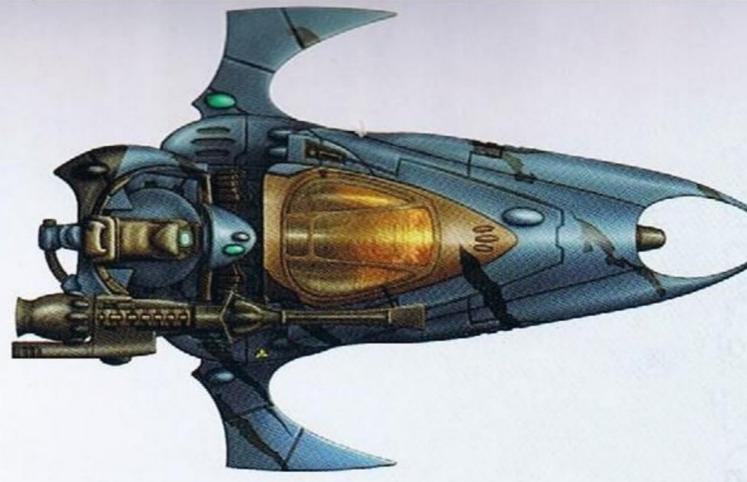
Eldar Warp Hunter Grav tank. This relatively rare Falcon variant is armed with a warp-distortion weapon and is favoured by many Corsair bands, despite its erratic performance.



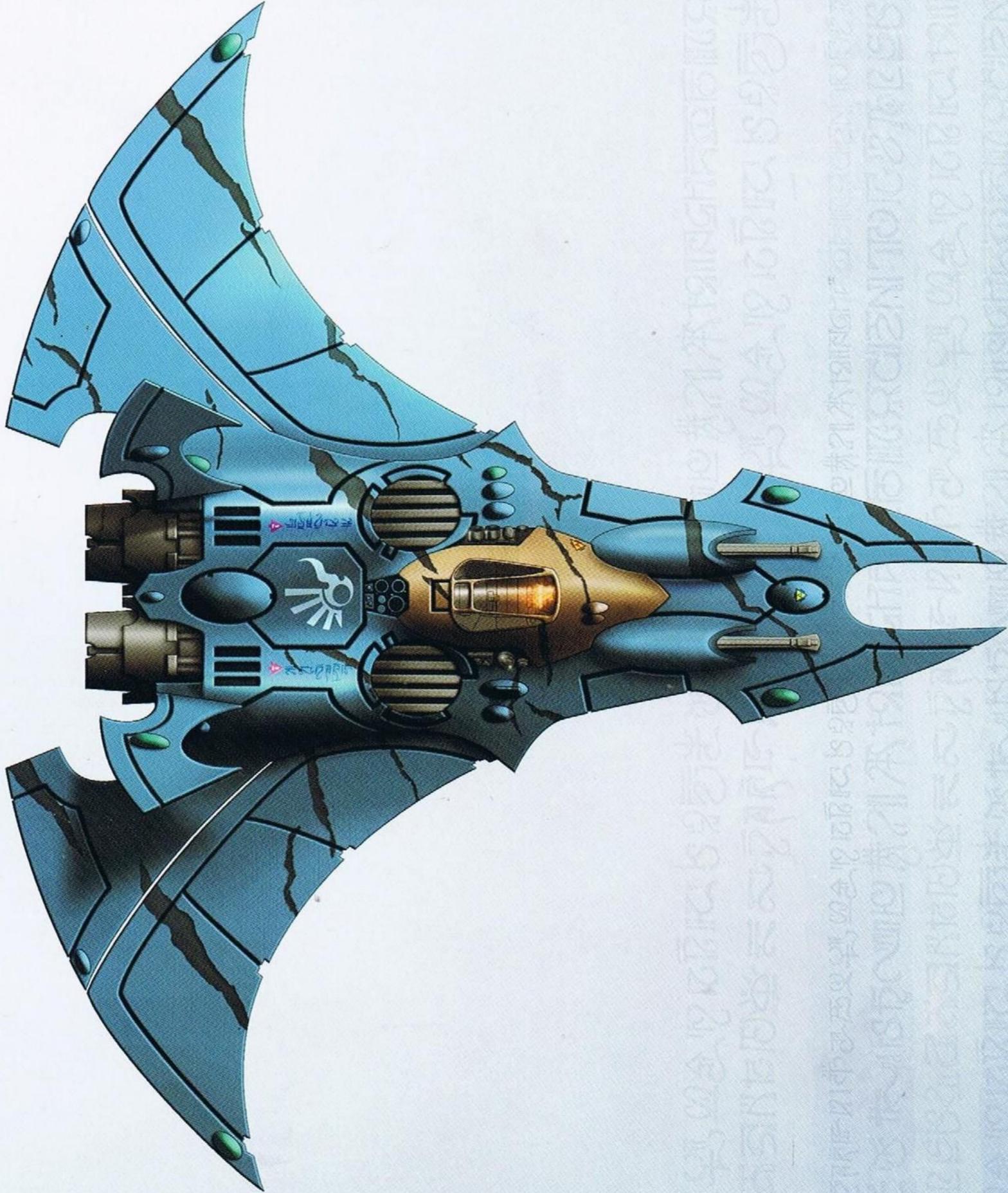
Eldar Hornet Attack Skimmer. 'Sky Raiders' Corsair band. Here armed with two pulse-lasers for anti-tank operations.



Eldar Corsair 'Sky Raiders' Falcon Grav-tank. The Phoenix emblem is a common icon used on such craft.



Eldar Vyper Jetbike. Here seen in the livery of the 'Sky Raider' Eldar Corsair band, armed with a Shuriken Cannon. The Sky Raiders suffered severe damage to their forces during the Battle for the Alacian Plains and were driven from the battlefield.



Eldar Nightwing Fighter. This example was shot down during the Battle at Alnitac to Hydra battery fire.

Modus Operandi

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

All Eldar Corsair bands are nomadic, they might menace a sector for a short time, making several raids before moving on. Few have any 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 band 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 havens 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 in wilderness 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.

A typical Corsair attack will be a rapidly moving low orbital raid, deploying fast from Vampire Raiders, striking with aggression and speed and then quickly withdrawing. The Corsairs are not well-equipped for extended battles or campaigns, and would find a pitched battle against a well-armed foe difficult, although a Corsair Prince will often have the heavier support of Nightwings or Phoenix bomber aircraft to call upon, but a Corsair band will generally avoid fighting at a disadvantage if they have to. Corsairs also commonly use boarding actions against poorly defended freighters and transports. At close quarters their lack of heavy weapons and specialised grav-tanks is not a hindrance.

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 Eldar 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 en-masse into the clutches of the Archons of Commorragh. There may also be long standing rivalries and old scores to be settled between different Eldar factions, but such conflicts are rarely understood by the Imperium's authorities.



Eldar Corsair Models

Many of the troops in the Corsair army list are already available from the main Warhammer 40,000 model range, for example, Rangers, Harlequins, Jetbikes, Vypers and Falcons, etc.

Where main range models are not available, Forge World has endeavoured to produce the required models, so for Corsair War Walkers, the Hornet, Nightwing, Phoenix Bomber and Warp Hunter look no further than the Forge World range.

There are a few exceptions here. The Corsair Princes and Noble retinue are in effect extra fancy Corsairs with more equipment. These can be created by using Corsairs and adding to them from the plastic Eldar sprue. An Autarch model might also make the basis of a fine Corsair Prince.

Using a Force Organisation Chart

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes.

Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section. Note that unless a model or vehicle forms part of a squad or squadron, it counts as a single choice from those available to the army.

Using the Army Lists

In order to use this army list you will need a copy of *Codex Eldar*. To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all of your points.

Some units are restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.



CORSAIR WARGEAR

Balelight: Fashioned in the shape of elegant, multi-chambered handguns or ornate vambraces, Balelights are laser weapons which aptly demonstrate the Eldar mastery of form and function. Carrying sufficient energy within their crystalline matrixes for a single burst of fire, Balelights release a storm of laser energy pulses in a coruscating fan, allowing one Eldar to slay or blind many foes in a sudden blaze of polychromatic light.

A Balelight is a one-use weapon with the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Balelight	6"	3	6	Assault 4, Rending, Pinning

Haywire Grenades: Haywire grenades explode with a powerful electromagnetic pulse that shorts out wiring and disrupts a target vehicle's energy systems. A model attacking with these grenades may only make a single attack. If the attack hits, roll a D6 to determine the effect:

D6	Result
1	No Effect
2-5	Glancing Hit
6	Penetrating Hit

Corsair Jet Pack: Unlike the crude rockets and solid fuel boosters favoured by more primitive races, the Eldar utilise sophisticated gravitic vanes and miniaturised pulse impellers to enable them to manoeuvre with graceful ease in the null-gravity environments of space. Corsairs often use these compact devices when carrying out surface raids and boarding assaults, relying on consummate skill to instinctively operate them without conscious thought. These systems do not provide the same ability to cover large distances, as say, the wings of the Swooping Hawk Aspect Warriors, but do allow them to traverse terrain and rapidly redeploy in combat, confusing and outmanoeuvring the enemy.

An infantry model equipped with a Corsair Jet Pack changes its Unit Type to Jet Pack Infantry and can deploy using the *Deep Strike* rule.

Gyrinx: These are furry feline creatures, often brightly coloured, 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 Gyrinx confers a character with a single re-roll that can be used at any time during the game, on any single D6 roll (ie, to hit, to wound, an armour save, etc). It cannot be used if the player's opponent is making the dice roll (ie, Armour save, etc).



Harlequin's Kiss: This weapon is unique to the strange and enigmatic Eldar Harlequin Troupes. Worn on the forearm, it is a shaped tube that is punched into the enemy before firing a monofilament wire into its unfortunate victim. The rapidly uncoiling wire reduces the victim's insides to gory pulp in an instant.

A Harlequin's Kiss is a close combat weapon. Close combat attacks made by a model armed with a Harlequin's Kiss have the *Rending* special rule

Eldar Jetbike: Sleek, one-man craft propelled by powerful gravitic motors, the jetbikes of the Eldar are so fast and sensitive that only an Eldar's inhuman reactions can control it.

They confer +1 to the rider's Toughness and a 3+ Armour save. See the *Warhammer 40,000 rulebook* for the rules on Jetbike movement.

Lasblaster: The lasblaster has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lasblaster	24"	3	5	Assault 2

Neural Shredder: A rare alien device of unknown origin, the Neural Shredder has a Strength of 8, but always attacks against the target's Leadership, not its Toughness. The To Wound chart is used as normal.

Against vehicles, the Neural Shredder causes an automatic penetrating hit, but only rolls a D3 on the Vehicle Damage table (with +1 for its AP1).

WEAPON	RANGE	STR	AP	SPECIAL
Neural Shredder	Template	8*	1	Assault 1

Forceshield: The Eldar favour sleek energy field devices to protect themselves over the heavy and restrictive armour used by other races. A forceshield confers a 4+ Invulnerable save.

Shadow Field: The Shadow Field surrounds its wearer in a dark miasma of energy that is almost impossible to penetrate. However, should a solid blow connect with it the Shadow Field will short out, leaving its wearer vulnerable. A Shadow Field provides a 2+ Invulnerable save, but if the save is ever failed, the field is destroyed altogether. Roll a separate D6, one by one, to save each wound inflicted upon the bearer to see whether the Shadow Field shorts out.

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 of his unit, will benefit from a 5+ Invulnerable save in close combat.

Void Sabre: Crafted from wraithbone interlaced with rare anathemic crystals found upon dead worlds orbiting the night suns on the edge of the Ghoul Stars, Void Sabres are considered by some within the Eldar race's ranks to be accursed. However, in many Corsair bands such weapons are considered a symbol of high esteem, marking their wielder as one who has travelled far and endured much.

Void Sabres are close combat weapons which add +1 to the wielder's Strength and confer the *Rending* special rule to their close combat attacks.

Webway Portal: This is a portable form of the portal used by the Harlequins to travel via the webway. Once per game, in the Shooting phase, a model with a Webway Portal may choose to activate it instead of firing. Place a spare small blast marker or similar sized counter in base contact with the bearer when he activates the portal.

From then on, any of your units arriving from Reserve may move on to the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intended to deep strike, outflank, or simply move on from their own table edge, etc). The portal cannot be destroyed.

After activation the model that possessed the portal may freely move away, leaving the portal in place. If you have a Webway Portal in your army, you may keep units in reserve, regardless of the mission being played. Vehicles may not enter play via a Webway Portal.

BOARDING PARTIES

As starship crew Eldar Corsairs are well equipped for boarding actions. When using an Eldar Corsair army in a Boarding Assault Mission (see *Imperial Armour Volume 9. The Badab War – Part One* for full details), all Eldar Corsair models (including Princes, etc) always count as having Void Hardened armour at no cost.

HQ

CORSAIR PRINCE.....100 POINTS

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

Each Corsair band is led by a noble prince (or princess). To a human they might seem aloof and arrogant, but the remnants of the Eldar's past aristocracy are natural leaders, brilliant tacticians and bold warriors in battle.

Unit Composition:

- 1 Corsair Prince

Unit Type:

- Infantry (Character)

Wargear:

- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades

Special Rules:

- Fleet
- Sky Raiders
- Retinue
- Void Strike
- Independent Character

Retinue: A Corsair Prince may be accompanied by a Blade Sworn retinue squad. Note that if the Corsair Prince has taken the Corsair Jet Pack upgrade, then the Blade Sworn must also do so at the listed cost.

Sky Raiders: If your army is led by a Corsair Prince, then they may conduct daring low altitude orbital raids, deploying weapons and units with shocking speed into the heart of the enemy. Any three units of the owning player's choice, chosen as part of the Force Organisation chart for the army which do not already have the Deep Strike rule may be granted this rule for the duration of the game. Which units these are must be noted and declared to your opponent before the game starts. In the case of units with dedicated transports, the Deep Strike rule is conferred to both as if they were a single unit, with the proviso that the unit must be carried in the transport and they Deep Strike while embarked.

Options:

- A Corsair Prince may replace their Shuriken Pistol and/or Close Combat Weapon with one of the following:
 - Harlequin's Kiss.....+5 points
 - Lasblaster+2 points
 - Shuriken Catapult.....+2 points
 - Fusion Pistol.....+10 points
 - Power Weapon.....+10 points
 - Void Sabre+15 points
- A Corsair Prince may also take any of the following:
 - Haywire Grenades+5 points
 - Meltabombs+5 points
 - Balelight+10 points
 - Corsair Jet Pack+20 points
- A Corsair Prince may take one of the following:
 - Shimmershield (5+ Invulnerable save in close combat).....+5 points
 - Force Shield (4+ Invulnerable Save).....+20 points
 - Shadowfield+35 points

Void Strike: A Corsair Prince walks a dark and dangerous path of destruction, wandering in the outer reaches of the void, and to them the mastery of their vessels is all. Such is this bond that they are adept at supporting their ground attacks with perilously swift, low-orbital attacks, often dealing death like the wrath of a vengeful deity or shrouding a battlefield in darkness to cover their movements. Once per game, the Corsair Prince may make a Void Strike attack in lieu of their normal Shooting attack for the turn. The normal rules for making a shooting attack apply where relevant (and so they may not do this while engaged in an assault, etc). The Void Strike takes one of the following forms, chosen at the point it is made.

STRIKE	STR	AP	TYPE
Pulse Strike	9	2	Ordnance 1, 5" Blast, Lance
Sonic Torpedo	4	5	Ordnance 1, D6+6" Blast, Pinning
Darkfire Skyburst	*	*	Special - see below

Darkfire Skyburst: From the turn it is first used until the start of the player's next turn, the Night Fighting rules are in effect.

HQ

CORSAIR BLADE SWORN RETINUE 14 POINTS PER MODEL

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

You may take one Corsair Blade Sworn Retinue for every Corsair Prince in your army. If selected, the Corsair Prince must lead the Retinue squad. This squad does not count against your HQ allowance.

Each Corsair Prince may be accompanied by a personal bodyguard of their finest warriors, taken either from close kinsmen, bridge officers or outcasts whose skills has made them infamous enough for their master to seek them out and swear them to service.

Unit Composition:

- 2 to 5 Blade Sworn

Special Rules:

- Fleet

Unit Type:

- Jet Pack Infantry

Wargear:

- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades

Options:

- Any model may replace their Shuriken Pistol or Close Combat Weapon with:
 - Lasblaster +2 points
 - Shuriken Catapult +2 points
 - Fusion Pistol +10 points
 - Power Weapon +10 points
- The whole squad may take:
 - Haywire Grenades +10 points
 - Meltabombs +10 points
- If the Corsair Prince has taken the Corsair Jet Pack upgrade, then the squad also must take Corsair jet packs at a cost of +20 points for the whole squad.

Dedicated Transport:

If a Blade Sworn squad has not been given the Corsair Jet Pack upgrade, then it may take a dedicated transport vehicle for it and its Corsair Prince. This may be a Corsair Venom if the squad and its Corsair Prince numbers five models or less, or a Corsair Falcon if it numbers six models or less. Appropriate costs and upgrades for these vehicles can be found in the Dedicated Transport section of this army list.



HQ

CORSAIR VOID DREAMER.....70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Void Dreamer	4	4	3	3	2	5	2	9	-

The Void Dreamers are the helmsmen and navigators of Corsair ships. They are psykers, closely related to Warlocks, but using divination and prophetic powers to guide their vessels and protect their crews from the daemons of the Warp.

Unit Composition:

- 1 Void Dreamer

Unit Type:

- Infantry (Character)

Wargear:

- Shuriken Pistol
- Close Combat Weapon
- Rune Armour (4+ invulnerable save)

Special Rules:

- Independent Character
- Fleet
- Psychic Powers

Options:

- A Corsair Void Dreamer may replace either their Shuriken Pistol or Close Combat Weapon with one of the following:
 - Neural Shredder..... +15 points
 - Power Weapon..... +10 points
 - Void Sabre..... +15 points
 - Witchblade..... +15 points
- A Corsair Void Dreamer may take:
 - Haywire Grenades..... +5 points
 - Corsair Jet Pack..... +20 points
 - A Gyrinx..... +5 points
 - Spirit Stones..... +20 points
 - Balelight..... +10 points
 - Corsair Jet Pack..... +20 points

Corsair Void Dreamer Psychic Powers: The Corsair Void Dreamer is a Psyker who, like their Farseer kin, take a Witch Path that focuses on the arts of divination and prophesy, but with particular devotion not to the skeins of distant fate and far future, but that which is near at hand, enabling them to navigate the daemon-seas of the warp and shield their vessel from its myriad dangers. In battle a Void Dreamer may utilise a single psychic power a turn (unless they have the Spirit Stones upgrade, in which case they may use two). All Void Dreamers have the following three psychic powers, and may choose which they utilise each turn if any:

Withering Radiance: The Void Dreamer 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. This is a Psychic shooting attack with a range of 12". The target unit suffers D6 hits with a Strength value of 10 minus the unit's Toughness score, with an AP of 2. Against targets with an Armour value instead roll D6. On a roll of 1-2 they are unaffected, on a 3-5 they suffer an automatic Glancing hit and on a 6, they suffer an automatic Penetrating hit.

Spiritshield: The Void Dreamer extends their powers to shield themselves and others from the power of the Daemon and the wrath of the Psyker. This power is used at the start of the Eldar turn, and in doing so the Void Dreamer projects a powerful disruptive aura that centres on them and moves as they do. This aura protects the Void Dreamer, any unit they join and any unit they are being transported in. Any hostile Psychic power directed against a unit protected by the Spiritshield is nullified on a D6 roll of 4+, and if they are assaulted by a Psyker or Daemon while protected by the Spiritshield, they count as having Defensive grenades against that attacker. The power lasts for a full game turn after it has been used.

Soul Scry: The Void Dreamer manipulates the weft of courage, fate and happenstance, both predicting what is to be and working their will upon changing it. At the start of the Eldar turn nominate one Eldar unit within 12" of the Void Dreamer. That unit may re-roll any Leadership-based test (other than the use of Psychic powers) it is forced to take that game turn if the Eldar player wishes.

ELITES

CORSAIR VOIDSTORM SQUAD.....12 POINTS PER MODEL

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

During raids a Corsair Prince will gather hand-picked veteran corsairs together to form a Voidstorm squad. Equipped for close quarters combat, these veterans will be in the thick of the fighting or the first to storm a breach during a boarding action.

Unit Composition:

- 5 to 10 Veteran Corsairs

Special Rules:

- Fleet

Unit Type:

- Jet Pack Infantry

Wargear:

- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades
- Shimmershield
- Corsair Jet Pack

Options:

- One in three Voidstorm Corsairs in the squad may exchange either their Shuriken Pistol or Close Combat Weapon with one of the following:
 - Flamer+6 points per model
 - Fusion Pistol..... +10 points per model
 - Fusion Gun +15 points per model
 - Power Weapon..... +10 points per model
- The entire squad may take:
 - Haywire Grenades +15 points
 - Meltabombs +15 points

HARLEQUIN TROUPE.....18 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	5	4	3	3	1	6	2	9	-
Shadowseer	5	4	3	3	1	6	2	9	-
Death Jester	5	4	3	3	1	6	2	9	-
Troupe Master	5	4	3	3	1	6	3	10	-

The Harlequins are a strange caste of warriors and entertainers for whom battle is a performance, a beautiful ballet of death and destruction. They wander constantly, from Craftworld to corsair band to Exodite world, some even whisper that they willingly travel to the cursed Dark City in the webway. Even to the Eldar, these strange warrior-dancers are a complete enigma, but their aid is always welcome.

Unit Composition:

- 5 to 10 Harlequins

Dedicated Transport:

- A Harlequin Troupe that includes five models may take a Corsair Venom as a dedicated transport.

Unit Type:

- Infantry

Wargear:

- Shuriken Pistol
- Close Combat Weapon
- Flip Belt
- Holo-suit (5+ Invulnerable save)

Special Rules:

- Fleet
- Dance of Death

Options:

- Any model may exchange its Close Combat Weapon for a Harlequin's Kiss.....+4 points per model
- Up to two models may exchange their Shuriken pistols for fusion pistols..... +10 points per model

Character Options:

- One Harlequin may be upgraded to a Troupe Master +20 points
- The Troupe Master may replace his Close Combat Weapon with either a Power Weapon or a Harlequin's Kiss..... free
- One Harlequin may be upgraded to a Shadowseer +30 points
- One Harlequin may be upgraded to a Death Jester, replacing his close combat weapon with a Shrieker Cannon..... +10 points

ELITES

ELDAR CRAFTWORLD OUTCASTS.....SEE CODEX ELDAR*

The Corsair Warbands can prove a haven for the lost and outcast. A single Fast Attack or Elites choice from Codex: Eldar can be chosen as an Elites choice in a Corsair army (Including the Shadow Spectres found on page 139).

DARK ELDAR KABALITE WARRIORS.....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 for their lords.

Dedicated Transport:

- If a Venom is taken as a dedicated transport, this is a Venom bought from their parent codex, not a Corsair Venom.

***Uncertain Allies:** Those outside the Corsair path can make for useful allies, but are never fully trusted. Corsair Independent Characters may never join these units, and you may never have more Uncertain Allies units (of any type) in the army than you have Corsair squads.



TROOPS

ELDAR CORSAIR SQUAD9 POINTS PER MODEL

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

The rank and file of the Corsair band are its ship crews, led by their Felarch (a rank broadly equivalent to bosuns of the Imperial Navy). They are lightly equipped for fast raiding, utilising jet packs, Venoms and Falcons for rapid insertion and battlefield mobility. Corsair squads tend to be experienced and battle-hardened in comparison to Craftworld Guardians.

Unit Composition:

- 5 to 10 Corsairs

Special Rules:

- Fleet

Unit Type:

- Infantry

Wargear:

- Lasblaster
- Close Combat Weapon
- Plasma grenades

Options:

- Any model in the squad may exchange its Lasblaster for a Shuriken Catapult or Shuriken Pistol free
- For every five models in the squad, one may replace its Lasblaster with one of the following:
 - Flamer+6 points
 - Fusion Gun +15 points
- For every five models in the squad, one may replace its Lasblaster with one of the following weapons:
 - Shuriken Cannon +10 points
 - Eldar missile Launcher..... +15 points
- The entire squad may be given Corsair Jet Packs..... +25 points

Character Options:

- One Eldar Corsair not already upgraded to carry one of the optional weapons listed above may be upgraded to a Felarch +10 points
- The Felarch may exchange his Lasblaster for:
 - Shuriken Catapult or Shuriken Pistol free
 - Fusion Pistol..... +10 points
- The Felarch may upgrade his Close Combat Weapon to a Power Sword..... +10 points
- The Felarch may carry Haywire Grenades..... +5 points

An Eldar Corsair army must include at least one squad of Corsairs.

Dedicated Transport:

- If an Eldar Corsair squad has not been given the Corsair Jet Pack upgrade, then it may take a dedicated transport vehicle. This may be a Corsair Venom if the squad numbers five models or less, or a Corsair Falcon if it numbers six models or less. Appropriate costs and upgrades for this vehicle can be found in the Dedicated Transport section of this army list.



TROOPS

CORSAIR WASP ASSAULT WALKER SQUADRON55 POINTS PER MODEL

	WS	BS	S	Armour			I	A
				F	S	R		
Wasp	3	4	5	10	10	10	4	2

As light vehicles, Wasp assault walkers provide Corsair bands with mobile heavy weapons support. Corsair bands adapt them for rapid insertion alongside the Corsairs, fitting them with jump jets.

Unit Composition:

- 1 to 3 Wasp Assault Walkers

Unit Type:

- Walker

Special Rules:

- Wasp Jump Jets
- Deep Strike

Options:

- Each Wasp Walker is armed with two weapons chosen from the following:
 - Shuriken Cannon+5 points each
 - Scatter Laser+15 points each
 - Eldar Missile Launcher+20 points each
 - Starcannon+25 points each
 - Bright Lance+30 points each
- The entire squadron can be upgraded with Spirit Stones at+5 points per model.

Wasp Jump Jets: Although they forgo the ability to scout common to standard Eldar War Walkers, Wasps are fitted with jet-supported anti-grav systems, enabling them to rapidly redeploy as part of the Corsair raid. They are treated as Jet Pack infantry for the purposes of movement, rather than Walkers. In addition, in the Shooting phase, instead of firing their weapons, the squadron may make a special power-boosted jump move of 12", ignoring intervening terrain as if they were skimmers. After making this move they may not assault that turn or use their special jet pack move. They do, however, gain a cover save of 5+ until their next player turn thanks to a combination of their speed, and the dust and debris kicked up in their wake.

Fire Support: The Wasp is the Corsairs' principal means of mobile fire support in battle, and while they are Troops choices for the army, the number of Wasp Assault squadrons may not exceed the number of Eldar Corsair squads in the army.

CORSAIR JETBIKE SQUADRON25 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Jetbiker	3	4	3	3(4)	1	4	1	8	3+
Felarch Jetbiker	4	4	3	3(4)	1	4	2	9	3+

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

Unit Composition:

- 3 to 10 Corsair Jetbikes

Unit Type:

- Eldar Jetbikes

Special Rules:

- Scouts

Wargear:

- Twin-linked Shuriken Catapults.
- The rider has a Shuriken Pistol and a Close Combat Weapon

Options:

- One in three Corsair Jetbikes in a squadron may replace its Twin-linked Shuriken Catapults with a single Shuriken Cannon+10 points per model
- One Corsair Jetbike which has not upgraded its weapons may upgrade its rider to:
 - Felarch+10 points
- The Felarch can replace his Close Combat Weapon and/or Shuriken Pistol with:
 - Power Sword+10 points
 - Fusion Pistol+10 points

DEDICATED TRANSPORT

CORSAIR FALCON 130 POINTS

	BS	Armour		
		F	S	R
Corsair Falcon	4	12	12	10

The Falcon is the Eldar's standard grav-tank. Utilised by the corsairs for the same reasons, it forms the backbone of a Craftworld's armoured forces. It can rapidly carry a squad of Corsairs on a raid or be inserted into a battle from orbit below a Vampire Raider. Corsair Falcons often display bold symbolic imagery, such as leering faces, mythic characters or animalistic totems.

Unit Type:

- Vehicle (Fast, Skimmer, Tank)

Transport Capacity:

- 10 Models

Wargear:

- Twin-linked Shuriken Catapults,
- Pulse Laser
- 1 Weapon chosen from the following list:

Weapons:

- A Falcon must be equipped with one of the following weapons:
 - Shuriken Cannon +5 points
 - Scatter Laser +15 points
 - Eldar Missile Launcher +20 points
 - Starcannon +25 points
 - Bright Lance +30 points

Options:

- A Falcon may replace its Twin-linked Shuriken Catapults with a Shuriken Cannon for +10 points
- A Falcon may take any of the following upgrades:
 - Holo-field +35 points
 - Vectored Engines +20 points
 - Star Engines +15 points
 - Spirit Stones +10 points

CORSAIR VENOM 45 POINTS

	BS	Armour		
		F	S	R
Corsair Venom	4	10	10	10

A fast, light, transport skimmer, well suited to the Corsairs' style of mobile raiding, a speeding Venom carries small Corsair squads into the heart of a battle.

Unit Composition:

- 1 Corsair Venom

Unit Type:

- Vehicle (Skimmer, Fast, Open-Topped)

Transport Capacity:

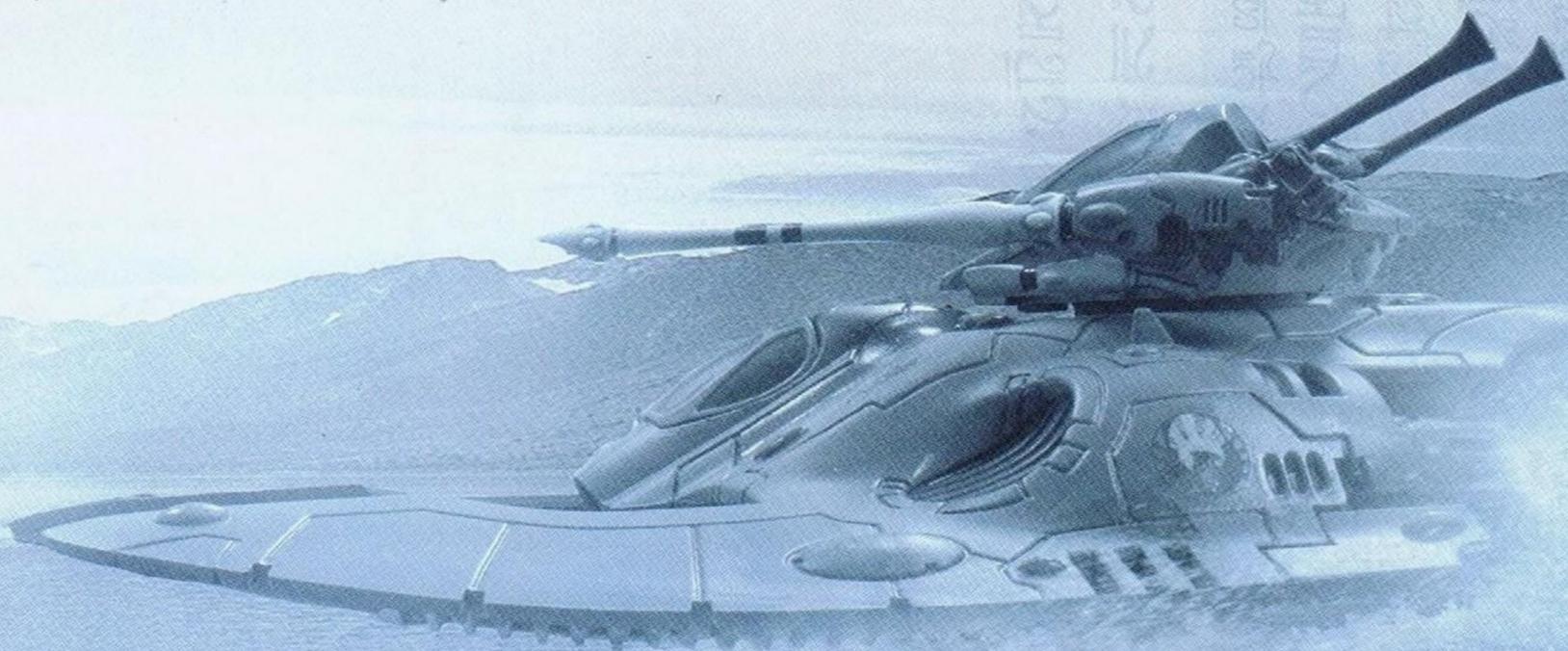
- 5 models

Wargear:

- Twin-linked Shuriken Catapults
- Shuriken Cannon

Options:

- The Corsair Venom may exchange its Shuriken Cannon for a:
 - Scatter Laser +10 points
 - Eldar Missile Launcher +15 points
 - Star Cannon +20 points
- A Corsair Venom may be upgraded with any of the following:
 - Spirit Stones +10 points
 - Star Engines +15 points
 - Vectored Engines +20 points
 - Holo-fields +35 points



FAST ATTACK

CORSAIR HORNET SQUADRON65 POINTS PER MODEL

	BS	Armour		
		F	S	R
Hornet	4	11	11	10

Unit Composition:

- 1-3 Hornets

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Scout
- Aerial Assault

Wargear:

- Star Engines
- Two Shuriken Cannon

Options:

- Either Shuriken Cannon may be upgraded to one of the following:
 - Scatter Laser +10 points
 - Eldar Missile Launcher +15 points
 - Starcannon +20 points
 - Bright Lance +25 points
 - Pulse Laser +30 points
- A Hornet may take any of the following upgrades:
 - Holo-field +35 points
 - Vector Engines +20 points
 - Spirit Stones +10 points

Star Engines: The Hornet's engines and aerodynamic design are capable of boosting it to breakneck speeds. It may move an additional 12" in lieu of shooting.

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all its weapons.

NIGHTWING INTERCEPTOR145 POINTS

	BS	Armour		
		F	S	R
Nightwing	4	10	10	10

Nightwings are the Eldar's front line air superiority fighter and interceptor. Fast and deadly, during a raid the Corsair bands are always well supported by their aircraft.

Unit Composition:

- 1 Nightwing

Unit Type:

- Vehicle (Skimmer, Fast, Flyer*)

Wargear:

- Two Shuriken Cannons
- Two Bright Lances

Special Rules:

- Deep Strike
- Aerial Assault
- Supersonic
- Interceptor
- Chasing Shadows
- Impossible Manoeuvres (Apocalypse only)

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

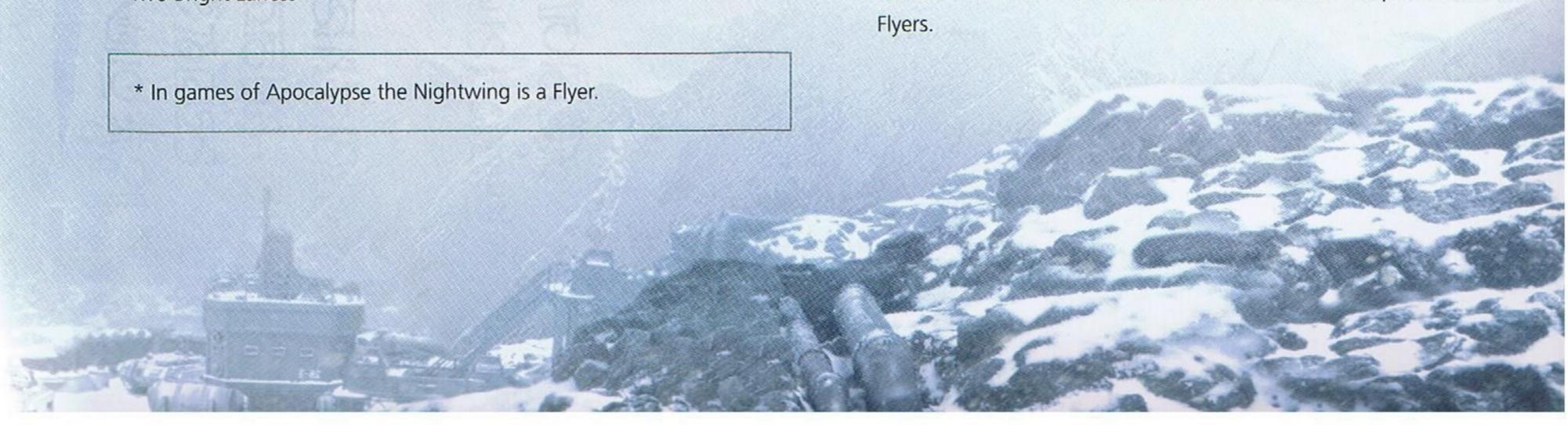
Supersonic: A vehicle with the Supersonic rule that moves flat out may move up to 36" .

Interceptor: When targeting other aircraft, the Nightwing's weapons count as being anti-aircraft weapons (rolling to hit using its BS as normal instead of needing 6s).

Chasing Shadows: The Nightwing is protected by banks of highly advanced systems designed to mask it from the enemy, which, when combined with its supreme agility, make it virtually impossible to track. The Nightwing counts as being equipped with an Eldar Titan holo-field.

Impossible Manoeuvres: In games of Apocalypse the Nightwing can move a minimum of 18" rather than the usual 36" required for Flyers.

* In games of Apocalypse the Nightwing is a Flyer.



FAST ATTACK

CORSAIR NIGHT SPINNER 130 POINTS

	BS	Armour		
		F	S	R
Night Spinner	4	12	12	10

The Night Spinner mounts a Doomweaver atop its sleek chassis, a weapon that spins threads of monofilament wire into a lethal web that is launched high into the air, shredding anything that it ensnares as it falls back down to the ground.

Unit Composition:

- 1 Night Spinner

Wargear:

- Twin-linked Doomweaver
- Twin-linked Shuriken Catapult

Type:

- Vehicle (Tank, Skimmer, Fast)

Options:

- The Night Spinner may upgrade Twin-linked Shuriken Catapults to:
 - Shuriken Cannon..... +10 points
- The Night Spinner may take any of the following:
 - Vectored Engines..... +20 points
 - Star Engines..... +15 points
 - Holo-fields..... +35 points
 - Spirit Stones +10 points

Doomweaver: A Doomweaver projects a web of monofilament wire over a wide area. Each volley will contain hundreds, if not thousands, of deadly threads, and as the wire-net falls earthwards it effortlessly slices through any victims caught beneath it.

Monofilament Web: After firing a Doomweaver, place a coin or other suitable marker next to any unit hit. The next time these units move (for whatever reason) they count as being in both difficult and dangerous terrain. Remove the marker from a unit after it has completed its movement.

WEAPON	RANGE	STR	AP	TYPE
Night Spinner	12"-72"	6	-	Heavy 1, Barrage, Large Blast, Rending, Monofilament Web



HEAVY SUPPORT

CORSAIR PHOENIX BOMBER225 POINTS

	BS	Armour		
		F	S	R
Phoenix	4	10	10	10

A heavier ground attack aircraft, the Phoenix bomber provides a Corsair band with fast moving heavy firepower.

Unit Composition:

- 1 Phoenix

Unit Type:

- Vehicle (Skimmer, Fast, Flyer*)

Wargear:

- Two Shuriken Cannons with Anti-aircraft Mounts
- Two Phoenix Missile Launchers
- Pulse Laser

Special Rules:

- Deep Strike
- Aerial Assault
- Supersonic
- Chasing Shadows
- Impossible Manoeuvres (Apocalypse only)*

Options:

- A Phoenix may replace its Pulse Laser with:
 - Twin-linked Bright Lances free
 - Twin-linked Starcannons free
- A Phoenix may replace both its Phoenix Missile Launchers with:
 - Nightfire Missile Launchers +10 points

* In games of Apocalypse the Phoenix is a Flyer.

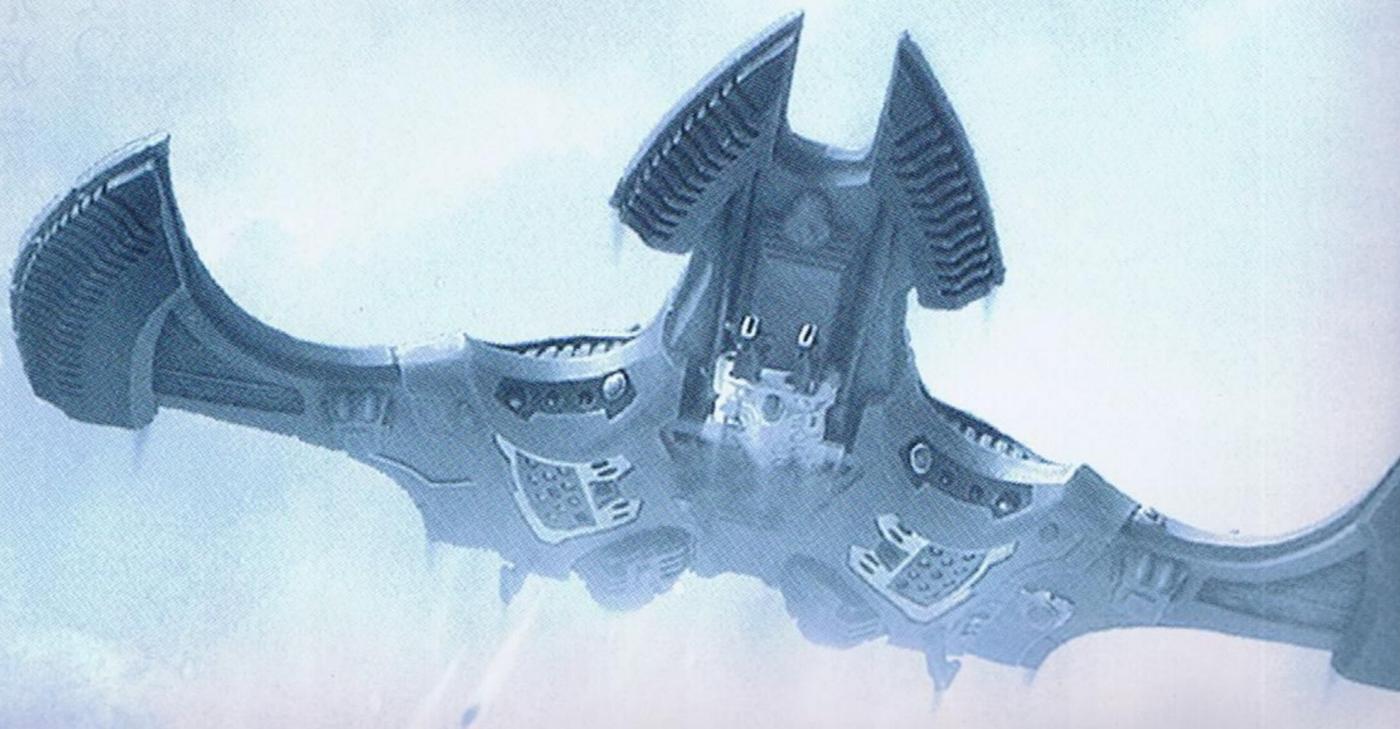
Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

Supersonic: A vehicle with the Supersonic rule that moves flat out may move up to 36".

Chasing Shadows: The Phoenix is protected by banks of highly advanced systems designed to mask it from the enemy, which when combined with its supreme agility make it virtually impossible to track. The Phoenix counts as being equipped with an Eldar Titan holo-field.

Impossible Manoeuvres: In games of Apocalypse the Phoenix can move a minimum of 18" rather than the usual 36" required for flyers.

WEAPON	RANGE	STR	AP	TYPE
Phoenix Missile Launcher	48"	5	3	Heavy 3
Nightfire Missile Launcher	48"	4	5	Heavy 3, Blast, no cover saves, pinning



HEAVY SUPPORT

CORSAIR WARP HUNTER 125 POINTS

	BS	Armour		
		F	S	R
Warp Hunter	4	12	12	10

The Warp Hunter is an uncommon and somewhat archaic grav-tank variant of the standard Falcon chassis, still favoured by the Corsair bands. In replacing its main turret armament with a large hull-mounted D-cannon, the Warp Hunter sacrifices its entire transport capacity.

Unit Type:

- Vehicle (Fast, Skimmer, Tank)

Special Rules:

- Æther Rift

Wargear:

- Twin-linked shuriken catapults
- D-cannon

Options:

- A Warp Hunter may replace its Twin-linked Shuriken Catapults with a: Shuriken Cannon +10 points
- A Warp Hunter may take any of the following upgrades:
 - Holo-field +35 points
 - Vectored Engines +20 points
 - Star Engines +15 points
 - Spirit Stones +10 points

D-Cannon: The D-Cannon uses the Eldar's sophisticated knowledge of warp-technology to create a rift of seething warp-energy. A D-cannon's attacks bypass power fields and void shields.

The D-cannon's hits always wound on a 2+, and on a roll of a 6 it inflicts Instant Death on the victim (regardless of its Toughness value). Against targets with an Armour value, a D-Cannon always inflicts a Glancing hit on a roll of a 3 or 4 and a Penetrating hit on a roll of a 5 or 6.

Æther-Rift: The Warp Hunter can adapt its D-cannon fire to unleash the contained warp energies to create a seething æther-rift in front of the vehicle. In the Shooting phase, instead of using the standard D-cannon profile, you may choose to use the æther-rift profile instead.

To fire the æther-rift, place the template so that the narrow end is within 6" of the weapon and the wider end is no closer to the weapon than the narrow end. The æther-rift is then treated like any other template weapon and has the D-cannon special rule.

WEAPON	RANGE	STR	AP	TYPE
D-cannon	36"	*	2	Heavy 1, 5" Blast, Barrage, D-cannon
Æther Rift	Template*	*	2	Heavy 1, D-cannon



HEAVY SUPPORT

CORSAIR FIRE STORM180 POINTS

	BS	Armour		
		F	S	R
Fire Storm	4	12	12	10

A rarely seen variant of the Eldar Falcon Grav-tank, the Fire Storm is armed for anti-aircraft defence. It has multiple long-barrelled scatter lasers which rake the sky with fire against approaching enemy aircraft. With only two crew, the Fire Storm retains its troop transport capacity and can assist Eldar attacks by delivering a squad of Aspect Warriors to the battlefield before withdrawing to its usual anti-aircraft role.

Type:

- Vehicle (Skimmer, Fast, Tank)

Wargear:

- Twin-linked Shuriken Catapults
- Twin-linked Fire Storm Scatter Lasers on an Anti-aircraft Mount.

Transport Capacity:

- The Fire Storm can carry a single unit of infantry of up to six models. It may not carry a Wraithguard unit.

Access Point

- Rear ramp

Options:

- A Fire Storm may replace its Twin-linked Shuriken Catapults with:
 - Shuriken Cannon +10 points
- A Fire Storm may be upgraded with any of the following:
 - Spirit Stones +10 points
 - Star Engines +15 points
 - Vectored Engines +20 points
 - Holo-field +35 points

WEAPON	RANGE	STR	AP	TYPE
Fire Storm				
Scatter Laser	60"	6	6	Heavy 6
Shuriken Catapult	12"	4	5	Assault 2

