

# AELDARI CORSAIRS KILL TEAMS

Aeldari Corsairs are the wildest of all the Outcasts. They are quick-tempered and unpredictable raiders whose ships are fast and well-armed. Aeldari Corsairs fight and trade with other races, and will even hire out their services for a price. Throughout Aeldari history, the Corsairs have lived apart from other Aeldari, but on occasions they have come to the rescue of craftworlds or Exodite planets. To the vulnerable human worlds of the galactic rim, they are a terrifying curse, plunderers and destroyers who appear at will and leave nothing behind but ruin.

## AELDARI CORSAIRS SPECIAL RULES

The following special rule applies to all members of an Aeldari Corsairs kill team.

**Reckless Abandon:** If a fighter with this ability fires on Overwatch and any enemy models fail a Saving Throw as a result, the Aeldari Corsair fighter may make a 3" move in any direction that does not end within 3" of an enemy model once the Overwatch attack has been fully resolved and before the enemy fighter has made its charge move.

**Dancing on the Blade's Edge:** When making Break tests, a fighter with this ability may roll an additional die and discard the highest result, but if any Aeldari Corsairs fighter fails their Break test, the kill team may not use this ability for the rest of the battle.

## USING AN AELDARI CORSAIRS KILL TEAM

An Aeldari Corsairs kill team follows all of the normal rules, with the following exception:

- An Aeldari Corsairs kill team consists of 3-10 models.



FELARCH	Kill Team Leader									Cost to recruit: 180 points
	M	WS	BS	S	T	W	I	A	Ld	
Felarch	5"	4	4	3	3	1	5	2	9	

Every Aeldari Corsair kill team is led by an experienced Felarch, comparable to a bosun in the Imperial Navy.

**Wargear:** A Felarch has an Aeldari sabre and mesh armor. In addition, a Felarch can be armed with items chosen from the Aeldari Corsairs Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

CORSAIR REAVER	Trooper									Cost to recruit: 80 points
	M	WS	BS	S	T	W	I	A	Ld	
Corsair Reaver	5"	4	4	3	3	1	5	1	8	

The rank and file of the Corsair coterie are its Corsair Reaver ship crews. Corsair Reavers tend to be experienced and battle-hardened in comparison to Craftworld Guardians.

**Wargear:** A Corsair Reaver has a spar-glaive and mesh armor. In addition, a Corsair Reaver can be armed with items chosen from the Aeldari Corsairs Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

CORSAIR	New Recruit									Cost to recruit: 60 points
	M	WS	BS	S	T	W	I	A	Ld	
Corsair	5"	3	3	3	3	1	5	1	8	

The least experienced Corsairs have recently joined the Corsair coterie.

**Wargear:** A Corsair has a spar-glaive and mesh armor. In addition, a Corsair can be armed with items chosen from the Aeldari Corsairs Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

CORSAIR GUNNER	Specialist									Cost to recruit: 90 points
	M	WS	BS	S	T	W	I	A	Ld	
Corsair Gunner	5"	4	4	3	3	1	5	1	8	

Corsair Gunners are equipped with special weapons or heavy weapons, bringing versatile firepower to an Eldar Corsair kill team.

**Wargear:** A Corsair Gunner has a spar-glaive and mesh armor. In addition, a Corsair Gunner can be armed with items chosen from the Aeldari Corsairs Basic Weapons, Pistols, Special Weapons, Heavy Weapons, Grenades, and Miscellaneous Equipment lists.



The Aeldari rune for the Outcasts

**AELDARI CORSAIRS WEAPON AND EQUIPMENT LISTS****Grenades**

Plasma grenades ..... 25 points

**Miscellaneous**

Photo-visor ..... 15 points

Shimmershield\* ..... 30 points

Weapon reload ..... *Half cost of weapon in points*

\* Felarch only

**Hand-to-Hand Weapons**

Spar-glaive (knife) ..... 5 points

Aeldari sabre (sword) ..... 15 points

Chainsword ..... 25 points

Venom blade\* ..... 40 points

Power sword\* ..... 50 points

Void sabre\* ..... 55 points

\* Felarch only

**Basic Weapons**

Lasblaster ..... 35 points

Shuriken catapult ..... 40 points

Shardcarbine ..... 50 points

**Pistols**

Splinter pistol ..... 20 points

Shuriken pistol ..... 35 points

Blast pistol\* ..... 50 points

Dissonance pistol\* ..... 55 points

Fusion pistol\* ..... 100 points

\* Felarch only

**Heavy Weapons**

Shuriken cannon ..... 165 points

Aeldari missile launcher with plasma missiles and starshot missiles

..... 175 points

Dark lance ..... 215 points

Splinter cannon ..... 225 points

**Special Weapons**

Flamer ..... 40 points

Blaster ..... 75 points

Shredder ..... 85 points

Fusion gun ..... 95 points

# WEAPONS AND EQUIPMENT

## BASIC WEAPONS

**LASBLASTER**

Lasblasters are rapid-firing weapons similar in function to the clumsy lasgun of the Imperium, but far more advanced and energy-efficient.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	5+

**Sustained Fire:** 1 die.**AELDARI LONG RIFLE**See Sniper Rifle on pg. 61 in the *Shadow War: Armageddon Rulebook*.**SHARDCARBINE**

Shardcarbines utilize magno-electric pulse cores to fire jagged shards of crystal coated with potent toxins.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	2	1	-	5+

**Sustained Fire:** 1 die.**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.**SHURIKEN CATAPULT**

The long-barreled shuriken catapult fires its razor-edged ammunition at a greater distance than the shuriken pistol.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-	4	1	-1	4+

**Sustained Fire:** 1 die.

## HAND-TO-HAND WEAPONS

**SPAR-GLAIVE**See Knife on pg. 55 in the *Shadow War: Armageddon Rulebook*.**VENOM BLADE**

A venom blade has thousands of micropores that constantly exude a distilled elixir of deadly hypertoxin – one of the most poisonous substances in the galaxy.

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-

**Parry:** Fighters with swords are able to parry (pg. 42 of the *Shadow War: Armageddon Rulebook*).**Poisoned:** This weapon will always wound enemy fighters on a 2+, regardless of their Toughness.

**VOID SABRE**

Crafted from twisted and tainted spars of wraithbone, either plucked from the carcass of a fallen craftworld or stolen from one that yet endures, these blades project a cutting field of compacted anguish that carves apart plasteel with ease.

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-3

**Parry:** Fighters with swords are able to parry (pg. 42 of the *Shadow War: Armageddon Rulebook*).

**Anathemic:** For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of Toughness. These Wounds are resolved at a Save Mod. of -5.

**WITCH STAFF**

Those struck by a psychically-charged witch staff risk having their very soul set aflame, even if their bodies are not broken.

Range	Strength	Damage	Save Mod.
Close Combat	as user	D3	-

**Soul Blaze:** When a fighter has wounds inflicted by a witch staff, including those against which successful saving throws have been made, the fighter must test to see if they suffer from a psychic attack. At the end of the turn, roll a D6. On a 4+, the fighter has suffered a psychic attack and is inflicted 1 Wound that is resolved at Str 6 and a Save Mod. of -4.

**Fleshbane:** Attacks with this weapon always Wound on a 2+ in close combat.



A Corsair Reaver from the Sunblitz Brotherhood

## GRENADES

**PLASMA GRENADES**

The Aeldari have perfected the generation of plasma energy and can unleash it on their foes with ease.

Strength	Damage	Save Mod.
4	1	-2

**Blast:** Plasma grenades release focused, but potent, energies; they use the small blast template.

## PISTOLS

**BLAST PISTOL**

Blast pistols fire focused streams of darklight that bore through flesh and armor to vaporize their target.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	-	-	6	D3	-4	5+

**DISSONANCE PISTOL**

Like the larger vibro weapons used on Aeldari vehicles, a dissonance pistol projects rising sonic waves that, as soon as they hit the resonant frequency of the target, do immeasurable harm. Troops hit by a dissonance pistol are thrown to the ground, coughing up blood and pulverized innards.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	-	-	5	1	-2	6+

**Vibro:** Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength 6 with an Save Mod. of -3 instead of Strength 5 and Save Mod. -2.

**FUSION PISTOL**

Using beams of concentrated energy, a fusion pistol causes the molecules of its target to hyper-vibrate and combust.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4"	4-8"	+1	-	8	D6	-5	5+

**SHURIKEN PISTOL**

These elegant sidearms fire barrages of monomolecular-edged discs that slice through their targets.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	+2	-	4	1	-1	4+

**Sustained Fire:** 1 die.

**SPLINTER PISTOL**

Splinter pistols use magno-electric pulse cores to fire jagged shards of crystal coated in potent toxins.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	-	-	2	1	-2	5+

**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

## HEAVY WEAPONS

### DARK LANCE

Dark lances are the largest darklight weapons and are capable of disintegrating targets from a terrifying range.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	8	D3	-4	6+

### AELDARI MISSILE LAUNCHER

Aeldari missile launchers are exquisitely crafted and can be loaded with different types of explosive pods.

**Missile Ammunition:** An Aeldari missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

#### Plasma Missile

When a plasma missile detonates, it creates a super-heated vortex of vaporizing energy.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	4	1	-2	5+

**Blast:** Plasma missiles release focused, but potent, energies; they use the small blast template.

#### Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	1	-4	5+

### SHURIKEN CANNON

Shuriken cannons are the largest of the Aeldari shuriken weapons and propel their blades with tremendous force.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	6	1	-2	4+

**Sustained Fire:** 2 dice.

### SPLINTER CANNON

With a single salvo, a splinter cannon unleashes a hail of razor-sharp crystal shards.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	2	1	-1	5+

**Sustained Fire:** 2 dice.

**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

## SPECIAL WEAPONS

### BLASTER

Blasters emit focused beams of darklight that are even more powerful than those of the smaller blast pistol, boring through flesh and armor to vaporize their target.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	8	D3	-4	6+

### FUSION GUN

See Meltagun on pg. 63 in the *Shadow War: Armageddon Rulebook*.

### NEURAL SHREDDER

A rare alien device of unknown origin, the neural shredder projects a wave of electromagnetic energy, overloading brain and nerve receptors with effects ranging from seizures and convulsions to unconsciousness or even death.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Template		-	-	8	1	-5	5+

**Neural:** When rolling To Wound, an attack with a Neural Shredder is made against the target's Leadership, not its Toughness. Otherwise, the To Wound chart is used as normal.

### SHREDDER

When fired, a shredder unleashes a mass of barbed monofilaments that entangle and shred their targets.

`Range`		`To Hit`		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	9-18"	-	-	8	D3	-4	6+

**Small Blast:** Shredders fire an expanding mesh of razor-sharp wire; they use the small blast template.

## ARMOR

### MESH ARMOR

Mesh armor is comprised of thousands of thermoplas pieces that harden upon impact.

**Armor Save:** A fighter wearing mesh armor has a basic armor save of 5+.

### GHOSTPLATE ARMOR

This armor is made from hardened resins and shot through with pockets of lighter-than-air gas. Ghostplate armor also incorporates minor forcefield technology to better protect its wearer.

**Armor Save:** A fighter wearing ghostplate armor has a basic armor save of 4+ and an invulnerable save of 6+.

### HEAVY MESH ARMOR

This armor is based on the standard Aeldari mesh armor suit, but with additional stiffened psycho-active plates along vulnerable areas.

**Armor Save:** A fighter wearing heavy mesh armor has a basic armor save of 4+.

## MISCELLANEOUS

### 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.

**Invulnerable Save:** A fighter with a shadow field has an invulnerable save of 2+, 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

A shimmershield's field generator creates a flickering energy shield to protect the bearer.

**Invulnerable Save:** A fighter with a shimmershield has an invulnerable save of 5+.

## SPECIALIZED EQUIPMENT

### BALELIGHT

Fashioned as sleek multi-barreled handguns or ornate vambraces, these weapons are exotic radiation lasers, emitting devastating beams that melt flesh and ceramite with equal ease and taint those they do not kill with crippling radiation burns.

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

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	-	-	-	3	1	-1	6+

**Small Blast:** Center the small blast marker over the target model. All models covered or partially covered by the small blast marker, other than the fighter equipped with the balelight, must test for pinning.

### CORSAIR JET PACK

These compact technological marvels of the Aeldari utilize shards of a gravity-repelling crystalline matrix recovered from the ruins of ancient Aeldari worlds and spacecraft, alongside advanced jet modules to propel Corsair raiding parties at fantastic speeds.

A fighter may use its Corsair jet pack in the movement phase instead of moving normally. The fighter may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The fighter may use this move to charge an enemy fighter, but does not double its movement distance when doing so.

**Armor Save:** A fighter wearing a Corsair jet pack has a basic armor save of 4+.



Illustration by John Blanche

# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific tables depending upon their sub-faction and whether they are a trooper, specialist, or kill team leader.

The different characters of the sub-factions mean that they each have contrasting areas of strength and weakness. For example, Aeldari Corsairs are highly adept at shooting and agility, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to

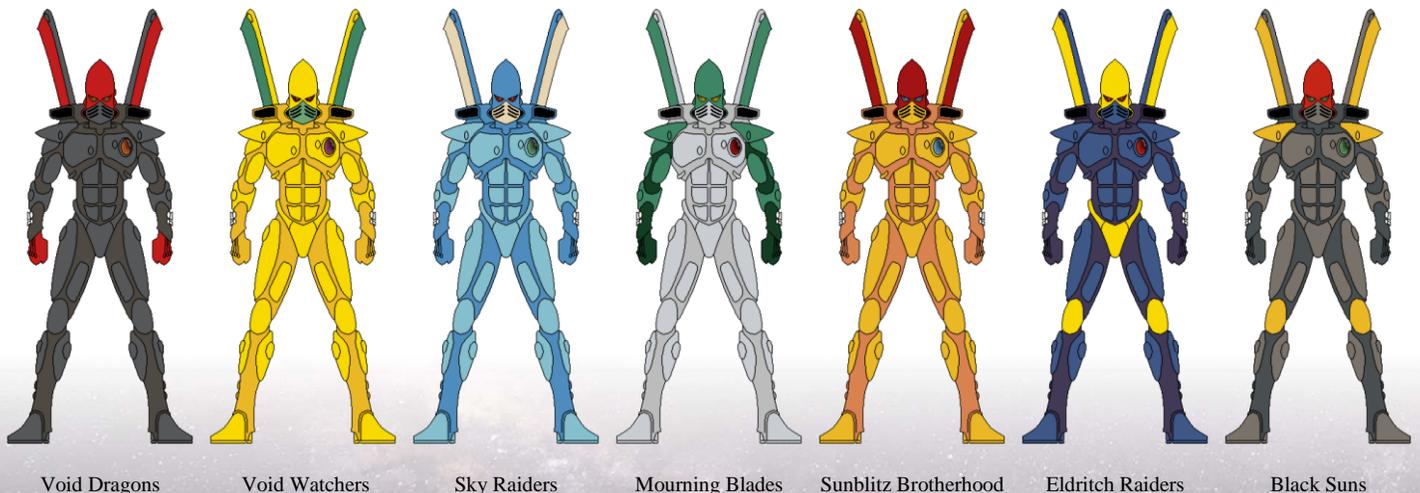
different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill Types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Aeldari Corsairs	Trooper		☉		☉		☉	
	Specialist		☉	☉	☉		☉	
	Leader	☉	☉	☉	☉		☉	☉

There are some Aeldari who leave the craftworlds, becoming adventurers, mercenaries, and pirates. These are the Anhrathe - the Outcasts - though they are known to the Imperium as the Aeldari Corsairs and they are both feared and respected. The Aeldari Corsairs are organized into coteries. While some coteries are aligned with one or more of the craftworlds, often finding patronage from their kin, other more wild coteries abandon the craftworlds entirely to indulge their whims. Such groups may even fall in with their Dark Kin.

Some Aeldari Corsair groups adopt deliberately awesome dress, with all kinds of convoluted and distorted designs. Each Aeldari Corsair's dress may also echo some theme, for example a screaming face, a coiling dragon, or blazing stars. Uniforms are not common, although in some cases a coterie will be equipped by a single patron and will then present a fairly homogenous appearance. Although uniforms in the strict sense are rare, racial taste does dictate colors to some extent. Aeldari clothing is often bright and features an amazing variety of texture and pattern. While the Aeldari Corsairs prefer dark colors such as black, dark blue, dark green, purple, etc., those that find patronage with a craftworld will often use colors that echo those of their patron.



# AELDARI CORSAIR SPECIAL OPERATIVES

## CORSAIR BARON

	M	WS	BS	S	T	W	I	A	Ld
Corsair Baron	5"	5	5	3	3	2	6	2	9

Some few Aeldari Corsairs rise above their brethren by force of arms or dark cunning, claiming positions of power as ship captains, boarding crew chiefs, or advisors to their fickle Prince. These individual leaders amongst a given Corsair fleet are known to the Imperium as 'Barons,' though such a plain title does little justice to the convoluted sobriquets such creatures bestow upon themselves. Corsair Barons will lead their Corsair Reavers on the most important of missions and small raids.

**Wargear:** A Corsair Baron has an Aeldari sabre, two splinter pistols, two shuriken pistols, plasma grenades, balelight, and heavy mesh armor. The Corsair Baron may also do any of the following:

Exchange the Aeldari sabre for a chainsword, a power sword, a void sabre, or a venom blade.

Exchange the two splinter pistols and two shuriken pistols for a lasblaster, shuriken catapult, or fusion pistol.

Exchange the heavy mesh armor for ghostplate armor; or take a shimmershield or a shadow field.

Take a Corsair jet pack.

## VOID DREAMER

	M	WS	BS	S	T	W	I	A	Ld
Void Dreamer	5"	5	3	3	3	2	6	2	10

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.

**Wargear:** A Void Dreamer has a witch staff, two splinter pistols, two shuriken pistols, and heavy mesh armor. The Void Dreamer may also do the following:

Take a Corsair jet pack.

**Psyker:** The Corsair Void Dreamer is a psyker who, like their farseer kin, take a Witch Path that focuses on the arts of divination and prophecy, but with particular devotion not to the skeins of distant fate and the 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 utilize a single psychic power a turn. All Void Dreamers have the following three psychic powers, and may choose which, if any, they use each turn.

**Path-ward:** Channeling their arcane powers, the Void Dreamer guides their allies along the fastest paths, past obstacles, and enemy fire with uncanny precision. Select one friendly fighter within 12" of the Void Dreamer. The affected fighter may move their full distance, ignoring any modifiers for moving through doors or hatches, or for moving across difficult ground or very difficult ground. In addition, any enemy fighters firing Overwatch at the affected fighter suffer a -2 to hit modifier until the end of the game turn, unless the Void Dreamer goes out of action before that time.

**Warp Blink:** The Void Dreamer or one friendly fighter within 6" of the Void Dreamer is removed from the table and placed 2D6" away in a direction chosen by the Void Dreamer's controlling player. If the fighter would move off the table, into impassable terrain, or within 1" of another fighter, instead they stop 1" from the obstacle or table edge along the line of movement decided by the Void Dreamer's controlling player if the total movement is not enough to clear it. This power may not target any fighter that is locked in close combat.

**Dispersion Field:** The Void Dreamer works to divert incoming kinetic fields, sending the harmful energies of attacks into the empty spaces of the Webway and protecting their charges. The Void Dreamer selects one friendly fighter within 12". While the power is in effect, the selected fighter gains a 4+ invulnerable save until the end of the game turn, unless the Void Dreamer goes out of action before that time.

## CORSAIR GHOSTWALKER

	M	WS	BS	S	T	W	I	A	Ld
Corsair Ghostwalker	5"	4	4	3	3	1	5	1	8

These Corsairs hide their fear of She Who Thirsts by seeking solace in shadow and darkness, trusting stealth over bravado. Preferring to engage their enemies at range, these doleful warriors carry the feared Aeldari long rifle into battle. Flitting from perch to perch, these elusive warriors hamper the advance of the cumbersome formations of the younger races.

**Wargear:** A Corsair Ghostwalker has a spar-glaive, Aeldari long rifle, telescopic sight, camo gear, and mesh armor. The Corsair Ghostwalker may also do the following:

Take a Corsair jet pack.

**Shrouded:** A Corsair Ghostwalker can begin the mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e., so that they are in cover and not within an enemy model's Initiative range, etc.). In addition, if the Corsair Ghostwalker did not move during the Aeldari Corsair Movement phase and is in a position where they would normally be able to go into hiding and is not down, the Corsair Ghostwalker may hide at the end of the Aeldari Corsair kill team turn.