

ANHRATHE



The Anhrathe, or Eldar Corsairs, are Outcasts from the Aeldari of the craftworlds and renegades from the Dark City who are organized into fleets or bands that prey upon the lesser races of the galaxy. They are quick-tempered and unpredictable raiders whose ships are fast and well-armed. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Anhrathe kill teams.

Occasionally an Aeldari will turn his back on the rigidity of the Asuryani Path and embrace an existence without restrictions; these Aeldari are called Outcasts. This decision is a perilous one, as it not only leaves the Outcasts more vulnerable to the thirsting nemesis that has pursued the Aeldari since the Fall, but also exposes them to the risk of becoming consumed by their experiences. Sometimes, too, Drukhari renegades will leave the dark city of Commorragh and will join other Outcasts or form their own bands. While many Outcasts will become Rangers and traders, wandering the galaxy, the wildest of the Outcasts become the Anhrathe, corsairs that prey on the lesser races. Organized into fleets or bands, they are highly dangerous and unpredictable, equally likely to act with magnanimity or wanton slaughter.

The Anhrathe tend to be more openly active than the Asuryani, who naturally look first to their own defense. Corsair bands are more aggressive, always seeking opportunities to raid. Some Corsair bands seem to be closely allied with a craftworld, such as the Eldritch Raiders with Iyanden, the Sunblitz Brotherhood with Alaitoc, or Xian's Black Raiders with Ulthwé, but others appear to have complete autonomy. Some Corsair bands are even willing to serve as mercenaries, hiring out to those that can pay the price for their services.

ANHRATHE COMMANDERS

The leader of a Corsair fleet is most often termed a 'Corsair Prince' in the crude languages of Mankind, though in the Aeldari tongue no two bear the same title. These Anhrathe have traveled the galaxy for centuries, sometimes millennia, masters both of the skills of sudden violence and of their own iron will. Corsair Princes serve as a stabilizing influence for those Aeldari who choose to join them, their force of will and personal obsessions serving as the driving force for their fleet.

Some 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 individuals are known to the Imperium as 'Barons,' though such a plain title does little justice to the convoluted sobriquets such creatures bestow upon themselves. Each of the coteries within a Corsair fleet is led by a Corsair Baron.

The Aeldari are a psychic race, and without the rigid controls of the Path many Anhrathe begin to develop their psychic powers. This can be highly dangerous to both the individual and the Corsair fleet, for the Aeldari mind is a beacon to the foul creatures of the Warp. Many Anhrathe wild psykers lose control of their powers, leading to death and sometimes disaster for others. Some few, though, can master their psychic powers and become Void Dreamers. These are highly valued by the Corsair Princes, for they can guide the Corsair fleets through the tumultuous Warp or the labyrinthine passageways of the Webway.

The Corsair fleets are fractious organizations, held together by the force of will of their Corsair Prince. Within each fleet are multiple subordinate organizations, called Coteries. Though each coterie acknowledges the authority of the Corsair Prince, the various coteries within the Corsair fleet do not necessarily cooperate with each other. The internal politics and rivalries between the various coteries sometimes lead to internal violence. Moreover, the Corsair fleets rarely have goodwill towards each other, and it is not unknown for opposing fleets to meet in battle.

Anhrathe kill teams, like their Asuryani and Drukhari cousins, are composed of the swift and skillful warriors. Lacking the strictures of the Path or the hierarchy of the Kabals, though, the Anhrathe tend to be much more individualistic. Their raucous and undisciplined units often display a wild variety of outfits, weaponry, and equipment that defies any attempts by the Imperium's scholars to codify them in anything but the loosest categories, making them difficult foes to anticipate or easily counter.



D10 BACKGROUND: WITHOUT RESTRICTIONS	
1	Vanguard Party: This kill team has been sent as the first wave of a much larger raiding force.
2	Gwynt'ar Fue: The wind that burns or, depending upon tone – vendetta hunters on a mission to slay a specific enemy of the Aeldari.
3	Pre-emptive Strike: A small team of Anhrathe assembled to launch a targeted attack and thereby prevent a terrible future.
4	Keepers of the Gate: Warriors sworn to seize and protect an asset, be it a webway tunnel, Exodite world, or other tactical objective
5	Shadow Squad: Masters of subtle infiltration and misdirection, who slip behind enemy lines and prepare to strike hard.
6	Echoes of Greatness: A force of survivors, fighting on for those they have lost.
7	Ily-Haeth Khai: The blade that seeks out weakness – a force assembled to exploit the enemy's every error.
8	Cleansers: The members of this coterie are united by their hatred of those lesser races who befoul the ancient demesnes of the Aeldari, and their abilities in exterminating them.
9	The Bladed Mirror: This kill team is comprised of warriors that excel in the use of misdirection and trickery.
10	Hired Blades: The warriors of this kill team serve only those who are willing to pay the right price.

D10 MISSION: EMBRACE PERIL	
1	Probe: Collect and relay information about the enemy's weaknesses prior to a full-scale raid.
2	Assassinate: Find the greatest champions of the opposing army and remove them as a threat.
3	Surprise Attack: The enemy are many, the objectives myriad, yet speed and maneuverability are the way of the Anhrathe – strike quickly and without mercy.
4	Talons of Heg: This team's mission is one of sabotage and mayhem, using subtle strikes to slow and misdirect the enemy.
5	Vaul's Hunters: This team has been sent to recover an artifact of the ancient Aeldari empire.
6	Forbidden Ground: Intruders profane a site of great import. Scour all trace of them from the stars.
7	The First Wave: This coterie has been sent forth by a Corsair Prince to inflict as much damage as they can before retreating.
8	Mobile Defense: Slow, harry, harass – to delay the foe is to win the war.
9	Deceive: Sow misinformation and anarchy throughout the ranks of the enemy.
10	Terrorize: Breed fear in the minds of the foe to erode their resolve.

D10 SQUAD QUIRK: OBSESSION	
1	Swift and Deadly: This kill team enjoys nothing more than rapid, merciless slaughters.
2	Reckless: Regardless of their mission, the members of this kill team have their own hedonistic agendas to pursue.
3	Eldritch Cunning: For every tactic used against them, this kill team has a dozen countermeasures.
4	Fickle: This kill team is perfectly focused on the craft of war, yet fey and whimsy creep into their decisions.
5	Sorrows Beyond Measure: Even in triumph, battle losses and the horrors of ruin wrought by barbaric forces are difficult to bear. It is no weakness to weep over the slain.
6	Psychically Attuned: This kill team possesses sufficient latent psychic potential to exhibit a sort of collective sixth sense, though at the cost of haunting visions.
7	Superior: Cognizant of their status as members of the sophisticated Aeldari race, these Anhrathe are not shy about pointing out the flaws of others and where they might improve.
8	Arrogant and Aloof: These warriors sneer at their barbaric enemies, and will mercilessly mock any error or misfortune.
9	Shadow Stalkers: This kill team excels at fighting from the shadows, using the enemy's fear and uncertainty against them.
10	Consummate Provocateurs: Through sabotage and selective butchery, this band of warriors can wrong-foot an entire army.

D10 SPECIALISTS' Demeanors	
1	Flamboyance: In both their attire and their battle style, this Anhrathe demonstrates tremendous flair.
2	Acrobatic: All Aeldari bear themselves with innate grace, but some raise the artistic bar with their every fluid movement.
3	Mentally Dexterous: This warrior's mind moves at lightning speed, enabling them to think, plan, and react with a swiftness far beyond human capacity.
4	Extravagant: This warrior has developed a taste for finery, and they ruthlessly pursue the fulfillment of their desires.
5	Damned: Knowing what the future holds is not always a boon.
6	Haughty: This warrior revels in proving their superiority over the lesser races.
7	Darkened Soul: Over long centuries, this Anhrathe has enacted countless atrocities and pursued every hedonistic pleasure, and is now only rarely amused by them.
8	Passionate: This Aeldari is consumed with burning emotions that fuel an intense battle fury.
9	Grandiloquent: Verbose, this warrior shouts out loquacious praise and encouragement to comrades while verbally castigating the shortcomings of enemies and dismal surroundings.
10	Vindictive: This warrior never forgets a slight, and will go to any lengths to enact their vengeance.

ANHRATHE NAME GENERATOR TABLE (FEMALE)		
D66	FIRST ELEMENT	SECOND ELEMENT
11	Hannéth	of the Noble House of Haim-Yrel
12	Rairth	Firesong
13	Syndriel	Spirit of the Stars
14	Maelindria	Dreamstorm
15	Galéna	the Silent
16	Taennir	Wildfire
21	Fieril	Dragonsinger
22	Lydona	Walker in Starlight
23	Maerith	Stardancer
24	Osiel	of Clan Faruinál
25	Yrlindria	Voidwalker
26	Ja'irta	Stormsong
31	Sathbil	Bladedancer
32	Urliniel	Shadowheart
33	Alesia	Swifthand
34	Briel	Who Dances in Fire
35	Marána	Void singer
36	Ilyndriel	of <Craftworld>
41	Lisandria	Darkfire
42	Rurinil	the Song of Shadows
43	Váleer	Stormdancer
44	Parylla	Glory of the Stars
45	Elriel	Quicktongue
46	Caetra	the Hand of Shadow
51	Gwynell	Starbow
52	Dulshar	of the Ancient House of Urethinál
53	Kaelyth	Dreamwalker
54	Fyrreth	She Whose Heart Knows Sadness
55	Zaryth	Spelldancer
56	Caliel	the Fiery Blade
61	Wi'yarth	Hawksinger
62	Quëral	Puresong
63	Thania	Light of the Stars
64	Neranail	Darkflight
65	Eranistri	the Fearless
66	Myrram	Starsong

ANHRATHE NAME GENERATOR TABLE (MALE)		
D66	FIRST ELEMENT	SECOND ELEMENT
11	Avele	the Resolute
12	Hrythar	Lightprow
13	Kaevi	Fireflash
14	Aetolia	Keentongue
15	Lessei	Surefire
16	Turion	Pureheart
21	Lassitae	of the Red Hand
22	Vedric	Moondancer
23	Elres	Dreamweave
24	Raenhe	Trueshot
25	Velasinn	Quickshadow
26	Kaele	Firehand
31	Feluinn	Starfire
32	Gaedhil	Doomrifter
33	Menhe	Singer of Ancient Fire
34	Marail	Lightfoot
35	Yaevin	of the Clan of Ulthiornë
36	Maeshar	Worldsong
41	Imric	Strongwill
42	Fierme	Heart of the Red Moon
43	Unian	Swifteye
44	Eoan	Sharpeye
45	Inghen	Strongbow
46	Mael	He Who Haunts the Shadows
51	Tuathinn	Direstorm
52	Kelos	the Watcher
53	Ceido	Fireheart
54	Belgae	Starborn
55	Taal	Cloudwalker
56	Elres	Longfinger
61	Iric	Spellsinger
62	Nael	Last of House Maelaniresh
63	Mehne	Fleetfoot
64	Aedui	Dragonfire
65	Sathbuinn	Nightwing
66	Kern	the Blade of Swift Death

The names in the charts above are from the 1st Edition (“Rogue Trader”) era “Space Elves” and “Eldar” miniatures, or are based on the patterns established in the names for those miniatures. The first element names appear to be given names, perhaps shortened versions of typical Asuryani names. The second element names appear to be either translations of Aeldari name concepts or might be akin to chosen names or nicknames that Anhrathe take. I’ve also created descriptive names such as those found in the Asuryani name charts.

The names on the Asuryani and Drukhari faction name charts are also appropriate for the Anhrathe.

Combining results from different factions’ charts is also appropriate (e.g., a first element name from the Drukhari charts and a second element name from the Anhrathe charts).

In practical terms, the gender of the second element names is irrelevant and can be used for Anhrathe of either gender, changing pronouns as needed.



ANHRATHE KILL TEAMS

If every model in your kill team has the ANHRATHE Faction keyword, you can use Anhrathe Tactics.

FIRE AND FADE

Anhrathe Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7" as if it were the Movement phase.

1 COMMAND POINT

MATCHLESS ABILITY

Anhrathe Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Add 6" to the model's Move characteristic for that Movement phase instead of rolling a die.

1 COMMAND POINT

FEIGNED RETREAT

Anhrathe Tactic

Use this Tactic after a model from your kill team Falls Back. That model can still shoot this battle round.

1 COMMAND POINT

PHANTASM

Anhrathe Tactic

Use this Tactic at the beginning of the first battle round. Pick a model from your kill team and set it up again, anywhere in your deployment zone.

2 COMMAND POINTS



Surufesh Silvertongue, the Whisperprince
Model Converted and Painted by Apologist

Collecting an Anhrathe kill team provides an excellent opportunity for conversions, incorporating bits from the Asuryani, Ynnari, and Drukhari ranges, and even bits from the various Warhammer Age of Sigmar Aelves and Idoneth Deepkin ranges to represent the wild and individualistic Outcasts.

CORSAIR REAVER										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Corsair Reaver	7"	3+	3+	3	3	1	1	6	5+	-
Corsair Reaver Gunner	7"	3+	3+	3	3	1	1	6	5+	2
Felarch	7"	3+	3+	3	3	1	2	7	5+	1
This model is armed with a brace of pistols, spar-glaive, and plasma grenades. Up to two Corsair Reavers in your kill team can be Corsair Reaver Gunners, and one Corsair Reaver in your kill team can be a Felarch.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its brace of pistols and spar-glaive with a lasblaster, shardcarbine, shuriken catapult, or splinter rifle. This model may replace its spar-glaive with a chainsword. This model may take heavy mesh armor. One Corsair Reaver Gunner may replace their brace of pistols and spar-glaive with an Aeldari missile launcher, a dark lance, a shuriken cannon, or a splinter cannon. One Corsair Reaver Gunner may replace their brace of pistols and spar-glaive with a blaster, a flamer, a fusion gun, or a shredder. The Felarch may replace their brace of pistols with a blast pistol, dissonance pistol, or fusion pistol. The Felarch may replace their spar-glaive with a void sabre. 									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.					Reckless Abandon: If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it 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 unit has made its charge move.				
	Dancing on the Blade's Edge: When making Morale tests, a model with this ability may roll an additional die and discard the lowest result, but if any friendly CORSAIR model fails a Morale test, the kill team may not use this ability for the rest of the battle.					Heavy Mesh Armor: Corsair Reaver, Corsair Reaver Gunner, and Felarch with heavy mesh armor only. This model has a 4+ save.				
SPECIALISTS	Leader (Corsair Reaver Felarch only), Comms, Medic, Scout, Sniper, Veteran									
FACTION KEYWORD	ANHRATHE									
KEYWORDS	AELDARI, CORSAIR FLEET, COTERIE, INFANTRY, CORSAIR, CORSAIR REAVER									

VOIDSTORM CORSAIR										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Voidstorm Corsair	7"	3+	3+	3	3	1	2	7	4+	-
Voidstorm Corsair Gunner	7"	3+	3+	3	3	1	2	7	4+	2
This model is armed with a brace of pistols, spar-glaive, and plasma grenades. Up to two Voidstorm Corsairs in your kill team can be Voidstorm Corsair Gunners.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its brace of pistols and spar-glaive with a lasblaster, shardcarbine, shuriken catapult, or splinter rifle. One Voidstorm Corsair Gunner may replace their brace of pistols and spar-glaive with an Aeldari missile launcher, a dark lance, a shuriken cannon, or a splinter cannon. One Voidstorm Corsair Gunner may replace their brace of pistols and spar-glaive with a blaster, a flamer, a fusion gun, or a shredder. This model may replace its brace of pistols with a blast pistol, dissonance pistol, or fusion pistol. This model may replace its spar-glaive with a chainsword or void sabre. This model may take a voidplate harness. 									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.					Reckless Abandon: If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it 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 unit has made its charge move.				
	Dancing on the Blade's Edge: When making Morale tests, a model with this ability may roll an additional die and discard the lowest result, but if any friendly CORSAIR model fails a Morale test, the kill team may not use this ability for the rest of the battle.					Voidplate Harness: Voidstorm Corsair and Voidstorm Corsair Gunner with voidplate harness only. This model has a 3+ save.				
SPECIALISTS	Leader, Combat, Comms, Medic, Scout, Veteran									
FACTION KEYWORD	ANHRATHE									
KEYWORDS	AELDARI, CORSAIR FLEET, COTERIE, INFANTRY, CORSAIR, VOIDSTORM CORSAIR									

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below:					
-Sunburst missile	48"	Heavy D6	4	-1	1	-
-Starshot missile	48"	Heavy 1	8	-2	D6	-
Blast pistol	6"	Pistol 1	8	-4	D6	-
Blaster	18"	Assault 1	8	-4	D6	-
Brace of pistols	8"	Pistol D6	*	0	1	When firing this weapon, roll once to determine how many shots this model will fire in a given phase; this weapon always wounds on a 4+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.
Dark lance	36"	Heavy 1	8	-4	D6	-
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved with a Strength of 6 and an AP of -3.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Fusion pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Lasblaster	24"	Assault 3	3	0	1	-
Plasma grenade	6"	Grenade D6	4	-1	1	-
Shardcarbine	18"	Assault 3	*	0	1	This weapon always wounds on a 4+.
Shredder	12"	Assault D6	6	-1	1	When attacking an INFANTRY model, re-roll failed wound rolls for this weapon.
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Splinter cannon	36"	Rapid Fire 3	-	0	1	This weapon wounds on a 4+.
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Spar-glaive	Melee	Melee	User	0	1	You can re-roll failed hit rolls for this weapon.
Void sabre	Melee	Melee	User	-3	1	-

KILL TEAM	
MODEL	POINTS PER MODEL (Does not include wargear)
Corsair Reaver	6
- Corsair Reaver Gunner	7
- Felarch	7
Voidstorm Corsair	8
- Voidstorm Corsair Gunner	9

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Spar-glaive	0
Void sabre	1

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Heavy mesh armor	1
Voidplate harness	1

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari missile launcher	6
Blast pistol	3
Blaster	4
Brace of pistols	0
Dark lance	5
Dissonance pistol	3
Flamer	3
Fusion gun	3
Fusion pistol	4
Lasblaster	1
Plasma grenade	0
Shardcarbine	1
Shredder	2
Shuriken cannon	3
Shuriken catapult	1
Splinter cannon	4
Splinter rifle	1

“I freed myself of the shackles of the Path, leaving Tir-Val to walk the stars without fear, as our ancestors once did.”

- Tuaryon Alainaüreshe
- Preceptor Spar-Blade of the *Storm Dirge*
- Void Watchers Corsair Fleet

CORSAIR PRINCE

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Corsair Prince	7"	2+	2+	3	3	5	4	9	3+	1
This model is armed with a brace of pistols, void sabre, forcesshield, and plasma grenades										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Blast pistol	6"	Pistol 1		8	-4	D6	-			
Brace of pistols	8"	Pistol D6		*	0	1	When firing this weapon, roll once to determine how many shots this model will fire in a given phase; this weapon always wounds on a 4+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.			
Diresword	Melee	Melee		User	-2	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.			
Dissonance pistol	12"	Pistol 1		5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved with a Strength of 6 and an AP of -3.			
Fusion pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
Power glaive	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Venom blade	Melee	Melee		*	0	1	This weapon always wounds on a roll of 2+.			
Void sabre	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its void sabre with a diresword, power glaive or a venom blade. This model may replace its brace of pistols with a blast pistol, a dissonance pistol, or a fusion pistol. This model may replace its forcesshield with a shadowfield. This model may take a Corsair jet pack. If it does, its Move characteristic is increased to 14" and it gains the FLY and JUMP PACK keywords. 									
ABILITIES	<p>Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.</p> <p>Dancing on the Blade's Edge: When making Morale tests, a model with this ability may roll an additional die and discard the lowest result, but if any friendly CORSAIR model fails a Morale test, the kill team may not use this ability for the rest of the battle.</p> <p>Shadowfield: Corsair Prince with shadowfield only. This model has a 2+ invulnerable save, which cannot be re-rolled for any reason. The first time this invulnerable save is failed, the shadowfield ceases to function for the remainder of the battle.</p> <p>Reckless Abandon: If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it 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 unit has made its charge move.</p> <p>Faolchu's Talon: Corsair Prince with Corsair jump pack only. During deployment, you can set up this model in the skies instead of placing it on the battlefield. At the end of any Movement phase, this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p>Forcesshield: Corsair Prince with forcesshield only. This model has a 4+ invulnerable save.</p>									
SPECIALISTS	Ferocity, Leadership, Logistics, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	ANHRATHE									
KEYWORDS	ALDARI, CORSAIR FLEET, COTERIE, COMMANDER, INFANTRY, CORSAIR, CORSAIR PRINCE									

FORCE OF WILL

Anhrathe Tactic Corsair Prince Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **CORSAIR PRINCE**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

KILL TEAM

MODEL	POINTS PER MODEL
Corsair Prince (Level 1)	50
Corsair Prince (Level 2)	65
Corsair Prince (Level 3)	80
Corsair Prince (Level 4)	105
WARGEAR	POINTS PER ITEM
Blast pistol	10
Brace of pistols	0
Corsair jet pack	20
Diresword	10
Dissonance pistol	10
Forcesshield	0
Fusion pistol	10
Plasma grenades	0
Power glaive	5
Shadowfield	5
Venom blade	5
Void sabre	0

CORSAIR BARON

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Corsair Prince	7"	2+	2+	3	3	3	3	8	3+	1
This model is armed with a brace of pistols, void sabre, shimmershield, and plasma grenades										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Blast pistol	6"	Pistol 1		8	-4	D6	-			
Brace of pistols	8"	Pistol D6		*	0	1	When firing this weapon, roll once to determine how many shots this model will fire in a given phase; this weapon always wounds on a 4+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.			
Dissonance pistol	12"	Pistol 1		5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved with a Strength of 6 and an AP of -3.			
Fusion pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
Power glaive	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Venom blade	Melee	Melee		*	0	1	This weapon always wounds on a roll of 2+.			
Void sabre	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its void sabre with a power glaive or a venom blade. This model may replace its brace of pistols with a blast pistol, a dissonance pistol, or a fusion pistol. This model may replace its shimmershield with a shadowfield. This model may take a Corsair jet pack. If it does, its Move characteristic is increased to 14" and it gains the FLY and JUMP PACK keywords. 									
ABILITIES	<p>Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.</p> <p>Dancing on the Blade's Edge: When making Morale tests, a model with this ability may roll an additional die and discard the lowest result, but if any friendly CORSAIR model fails a Morale test, the kill team may not use this ability for the rest of the battle.</p> <p>Shadowfield: Corsair Baron with shadowfield only. This model has a 2+ invulnerable save, which cannot be re-rolled for any reason. The first time this invulnerable save is failed, the shadowfield ceases to function for the remainder of the battle.</p> <p>Reckless Abandon: If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it 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 unit has made its charge move.</p> <p>Faolchu's Talon: Corsair Baron with Corsair jump pack only. During deployment, you can set up this model in the skies instead of placing it on the battlefield. At the end of any Movement phase, this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p>Shimmershield: Corsair Baron with shimmershield only. This model has a 5+ invulnerable save.</p>									
SPECIALISTS	Ferocity, Leadership, Logistics, Melee, Shooting, Stealth									
FACTION KEYWORD	ANH RATHE									
KEYWORDS	AELDARI, CORSAIR FLEET, COTERIE, COMMANDER, INFANTRY, CORSAIR, CORSAIR BARON									

TYRANT

Anhrathe Tactic

Corsair Baron Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **CORSAIR BARON**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

KILL TEAM

MODEL	POINTS PER MODEL
Corsair Baron (Level 1)	35
Corsair Baron (Level 2)	45
Corsair Baron (Level 3)	55
Corsair Baron (Level 4)	65
WARGEAR	POINTS PER ITEM
Blast pistol	10
Brace of pistols	0
Corsair jet pack	20
Dissonance pistol	10
Fusion pistol	10
Plasma grenades	0
Power glaive	5
Shadowfield	5
Shimmershield	0
Venom blade	5
Void sabre	0

VOID DREAMER										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Void Dreamer	7"	3+	3+	3	3	2	2	8	4+	1
This model is armed with a brace of pistols, spar-glaive, shimmershield, and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Brace of pistols	8"	Pistol D6		*	0	1	When firing this weapon, roll once to determine how many shots this model will fire in a given phase; this weapon always wounds on a 4+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
Spar-glaive	Melee	Melee		User	0	1	A model attacking with this weapon in the Fight phase gains a single bonus attack that must be resolved with this profile.			
Void sabre	Melee	Melee		User	-3	1	-			
Witch staff	Melee	Melee		User	0	2	This weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its spar-glaive with a void sabre or a witch staff. This model may take a Corsair jet pack. If it does, its Move characteristic is increased to 14" and it gains the FLY and JUMP PACK keywords. 									
ABILITIES	<p>Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.</p> <p>Dancing on the Blade's Edge: When making Morale tests, a model with this ability may roll an additional die and discard the lowest result, but if any friendly CORSAIR model fails a Morale test, the kill team may not use this ability for the rest of the battle.</p> <p>Shimmershield: This model has a 5+ invulnerable save.</p> <p>Reckless Abandon: If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it 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 unit has made its charge move.</p> <p>Faolchu's Talon: Void Dreamer with Corsair jump pack only. During deployment, you can set up this model in the skies instead of placing it on the battlefield. At the end of any Movement phase, this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.</p>									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Aethermancy discipline (see below).									
SPECIALISTS	Logistics, Psyker, Shooting, Strategist									
FACTION KEYWORD	ANHRATHE									
KEYWORDS	AELDARI, CORSAIR FLEET, COTERIE, COMMANDER, INFANTRY, PSYKER, CORSAIR, VOID DREAMER									

AETHERMANCY DISCIPLINE

To generate psychic powers from the Aethermancy discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 Result

1 WEBWAY BREACH

The psyker opens a portal into the webway.

Webway Breach has a warp charge value of 6. If manifested, select a model, friendly or enemy, that is within 12" of the psyker. That model is removed from the tabletop. At the end of the controlling player's next Movement phase, that model is set up anywhere on the battlefield in the controlling player's deployment zone and more than 9" away from any enemy models.

2 WARP BLINK

The psyker re-stitches the fabric of space-time to place allies in optimal positions and enemies in the direst of perils.

Warp Blink has a warp charge value of 6. If manifested, choose a model within 6" of the psyker. The model targeted by this power must be moved 2D6" in a direction chosen by the psyker's controlling player. This power may not move a model off the table, into Impassable terrain, or within 1" of another model; instead a model affected by this power stops 1" from the obstacle or table edge along the line of movement decided by the psyker's controlling player if the total movement is not enough to clear it. This power may not target a model that is locked in close combat.

3 WEBWAY RIFT

The psyker rips apart the fragile veil that separates realspace from a portion of the webway long lost to malefic powers.

Webway Rift has a warp charge value of 9. If manifested, select an enemy model within 12" of and visible to the psyker. That model and all models within 2" suffer 1 mortal wound. This power may not target a model that is locked in close combat.

KILL TEAM	
MODEL	POINTS PER MODEL
Void Dreamer (Level 1)	15
Void Dreamer (Level 2)	20
Void Dreamer (Level 3)	35
Void Dreamer (Level 4)	55
WARGEAR	POINTS PER ITEM
Brace of pistols	0
Corsair jet pack	15
Plasma grenade	0
Shimmershield	0
Spar-glaive	0
Void sabre	3
Witch staff	5