

WARHAMMER 40,000

# ELDAR CORSAIRS



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Edward U. wishes to thank Rasmus of 40k Online for creation of the original Eldar Corsairs codex, Wargamer for his dedication to the Corsair project, the community of Second Sphere for its support of budding gamers, Alestorm for composing awesome pirate metal to write while listening to, and most of all my dear Caitlin and the rest of my friends and family for all their love and support.

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## RELEASE

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# FOR GOLD AND GLORY

*"I have walked the Paths of the Craftworlds, but I threw off their chains before they broke me. I have walked the streets of the Dark City, but I fled before its temptations ensnared me. I have dueled with Daemons in the Eye of Terror and I have fought the living vessels of the Great Devourer. I have done all this and so much more, and I did it all for one simple reason; because I could."*

*- Lady Elthanarias, Admiral of the Crimson Tear Corsairs*

## The Path of the Corsair

Life upon an Eldar Craftworld is one of rigidity. From the moment they are born, Craftworld Eldar are set upon the Paths; ritualised ways of life that focus on perfecting a single pursuit to its utmost. There are Paths for artists, scholars and sculptors. There are Paths for warriors, for psychic mastery and for the manipulation of Wraithbone. There is a Path for every aspect of Eldar life, and thus there is another path, a path for those who can no longer stand to be bound to a single pursuit or calling: the Path of the Outcast.

The Outcasts are often young Eldar, disillusioned by Craftworld life and longing to experience the full gamut of sensation that they are otherwise denied. The life they choose is a dangerous one, for as an Outcast they will be subjected to the same temptations that damned the Eldar race as a whole. The Path of the Outcast can take many forms, with Eldar Rangers being one of the most common. However, some Outcasts choose instead to take up a life of piracy, becoming an Eldar Corsair.

The Corsairs are a truly eclectic mix of Eldar. Their numbers include souls drawn from Craftworlds, Exodite colonies, 'pure' Corsairs born aboard ship or one of the myriad pirate havens, and perhaps even lost souls of Commoragh, exiled by their kin or by choice. With such a wide scope of personalities and origins, it is impossible to define Corsairs universally; some are pure and noble warriors who serve closely with their Craftworld kin. Others are ruthless despots, operating out of Commoragh or one of its sister-ports. The majority lie somewhere in between, with multiple alliances and feuds, treaties and debts, but owing allegiance to no one but themselves.

As with any other Eldar Path, most Eldar do not exclusively follow the lifestyle of a Corsair, or even the way of the Outcast as a whole. Many Craftworlders who become Corsairs will eventually return to the Craftworld and take up another Path, perhaps as a member of the fleet or as an Aspect Warrior.

Some, however, find themselves unable to ever return to a 'normal' life. Instead, they rise through the ranks of the Corsair fleet, seeking ever more extreme sensations and performing increasingly reckless feats of bravado.

This life will inevitably destroy some who pursue it - they will become a part of the Dark City, or disappear beyond the borders of known space to seek the most unspeakable acts of debauchery. Others still will lose their very souls and be consumed by She Who Thirsts in their pursuit of excess. Those who remain are truly formidable warriors. Masters of ship-to-ship combat and self-appointed sovereigns of the stars, these Corsairs ensure that the fleets continue to operate, and their legends are inevitably what draws the young, the eager, and the naive to a captain's banner.

This, then, is the life of the Corsair; loyal only to each other, masters of nought save what they can claim by force, and cursed by a lust for wealth and power that can never be satiated.

## Corsair Fleets

Inevitably, given the fractious nature and varied heritage of the Eldar Corsairs, there are a plethora of different fleets that stalk the inky void of the galaxy, each with unique traditions and views.

These 'fleets' vary in size as much as in character; in truth many Corsair bands possess only a single vessel, either because they are too new of a venture to have acquired a full-fledged flotilla or because the Pirate Prince who commands it is too headstrong or arrogant for many other Eldar to tolerate their company for more than a brief adventure.

## Haunts and Hideouts

All Corsairs need a base of operations, whether they possess a single vessel, a small flotilla, or a mighty armada whose very name makes Imperial Navy officers shudder. These bases are always hidden away from inquisitive eyes by some means, for loss of their stockpiles, repair facilities and other amenities would be disastrous. Some Corsairs prefer bases hidden in plain sight, perhaps hidden by holofields on the surface of a barren, uninteresting moon, while others prefer locations only a madman or fool would bother exploring; fortresses held in stasis in the accretion disc of a black hole, or at the heart of a dense, treacherous nebula or asteroid field. Other fleets use the Webway to their advantage, some even claiming the convenience and pleasure of an unsettled Maiden World far from the lesser races of the stars but only an eye-blink away from shipping lines and vulnerable worlds thanks to its portal to the Twilight Realm. Another way the Webway may provide for Corsairs is when they work in concert with a Craftworld or Exodite colony, taking advantage of their infrastructure and trade in exchange for serving their hosts' interests and providing protection at times of need.

In lawless sectors and on the fringes of the galaxy, Corsairs may operate more openly. Black Heart Haven is a prime example, an immense orbital station held by the Ulthan's Spears band of Eldar raiders. Nestled in a region of the Ghoul Stars as violent and depraved as any other but free of wholesale conflict, the station is a hub of trade, communications, and what passes for diplomacy in those parts. Despite the value of rumour, intelligence, and fine black-market pickings Ulthan's Spears enjoy, most Corsairs consider the idea of playing their hand so openly insane. For the time being, though, there is no force of any threat to the Corsairs in the region, and Pirate Prince Raeuthé makes a point of suppressing any aggression or dissent with brutal finality.

# BATTLES OF THE CORSAIRS

## Ill Company

996.M33

Corsairs raiders under the flag of Shadowlord Kethros launch a daring hit and run attack upon the homeworld of the Nightguard Space Marine Chapter. In retaliation, the Chapter launches an attack into Eldar controlled star systems, destroying numerous Exodite colonies. Kethros and his forces are never brought to battle by the Chapter again, having long since relocated to more lucrative hunting grounds.

## The Spite of Erthranal

235.M35

A party Dark Eldar raiders from the Deathly Whisper Kabal seek to prey on their Corsair cousins, attacking hidden Eldar orbital habitats in the Erthranal system. They find little resistance and the Corsairs rapidly evacuate, leaving in their haste a transport filled with loot and only crewed by a few of the Corsairs' slaves, which the raiders tow back to the Dark City.

Only upon returning to their massive spire do the Dark Kin realize that the Corsairs had played them from the off; the slaves, knowing their fate if captured, detonate pre-set charges and overload the transports' reactors. The entire Kabal of the Deathly Whisper and their home spire is reduced to atoms by the massive explosion.

## A Bloody Wager

c670.M36

Finding himself plundering the same Space Hulk as a band of Ork Freebooters, Nyrnoth the Blade-Handed challenges the a mob of Flash Gitz to what he calls a good-natured shooting contest for the right to a particularly enticing vault.

Having proven his superiority by blasting the Gitz into nothing but ash and gore, Nyrnoth claims possession of all the valuable loot the Hulk contains, though he bemoans the fact that it will take him years to sort through it.

## Selfish Alliance

490.M37

Chaos cultists, on the verge of extermination by vengeful forces of the Ordo Hereticus, are amazed when Corsairs of the Winterwind Brotherhood offer their assistance. They give praises to their baleful gods as the Corsairs drive off a wave of the Imperial forces, only to despair upon realizing that using the distraction of the battle, other Eldar had carried off the artefacts and icons they revered. The Brotherhood leave the world at once, leaving the scions of the Dark Gods to their fate.

## The Challenge

484.M38

Captain Li'tan of the *Golden Dawn*, self proclaimed Earl of Ilthannas, is confronted by an Ork Freebooter known as 'Kaptain Snagsnagga'. The Ork loudly declares himself the greatest pirate in the sector, dismissing the Corsairs as 'Pointy eared little Snotlings'. Outraged, Li'tan raises a small yet potent raiding fleet and the two pirate bands launch a merciless campaign of raiding against ships, orbital installations and planet-side facilities.

After five years of contest, Li'tan concedes victory to the Ork and as a prize offers "a weapon of unimaginable power". Snagsnagga's fleet is never seen again. Imperial Navy officers note the presence of a new, and rather large warp rift having formed in the region, though dismiss it as coincidence.

## The Sacking of Kovostrom IV

345.M39

Without discernible cause or provocation, Eldar Corsairs attack the small Imperial colony of Kovostrom IV, destroying everything in sight and looting the Administratum treasury. When asked the reason for their attack by a fleeing Rogue Trader vessel, an Eldar identifying himself as Starmaster Jal'tessar replies simply "Why not?"

## The Sundered Brotherhood

988.M40

The Corsair Kaeshiann, though a renowned Captain of the Winterwind Brotherhood and second in authority only to his brother Kaeyrael, jealously vies with his sibling for fame and recognition. His wild side unchecked and his mood chaotic even for a Corsair, he sets out to lead the Corsairs of the Brotherhood in a daring raid on an Imperial Forge World that Kaeyrael had dismissed as unassailable.

Learning of his foolhardy move, Kaeyrael attempts to stop his brother from going to almost certain death, but his concern is taken as an affront to Kaeshiann's abilities. The two come to blows and the Winterwind Brotherhood destroys itself in bloody combat between friend and kin.

## Raiders of the Gothic Sector

143.M41

As battles between Chaos and Imperial forces in the Gothic sector intensify and Abaddon seeks to acquire the unimaginable power of ancient artefacts, Eldar pirates launch lightning raids on Imperial supply bases and commerce, further hindering the beleaguered Imperium's war effort.

## The Battle of Gethesmane

151.M41

Imperial forces in the Gothic sector, under Grand Admiral Ravensburg, seek to bring the battle to the marauding Chaos fleets. After a fierce conflict, it appears as though Abaddon's minions will escape justice yet again until a massed armada of Eldar Corsair vessels attacks, cutting off their avenue of escape and devastating the battlefleet of the Great Enemy. The decisive blow allows the Imperial forces to claim victory and cleanse the sector, though Abaddon succeeds in making off with more than one of the powerful Blackstone Fortresses, and leaves unimaginable devastation and woe in his wake.

## The Spear of Kings

228.M41

Pirate Prince Raeuthé of the Ulthan's Spears band seeks to steal the Spear of Kings, giving their band an artefact of immense value for a namesake. The Spear is part of the coronation ceremonies on Darschepir, and Raeuthé does not bargain on defences of the planet, nor on the ceremonies including massed regiments of the Imperial Guard and a delegation of Space Marines bearing witness to the crowning of a new queen. Driven back repeatedly, the Corsairs return to orbit and the citizens of Darschepir rejoice.

Five days later, Raeuthé has his best weaponsmith carve a spear from the molten slag which remains of the planet's surface, having annihilated the beautiful world and its entire population of twelve billion rather than cede victory to the defenders.

## Yriel's Gambit

c940.M41

Prince Yriel, Iyanden's most gifted leader, takes the entirety of the Craftworlds' fleet to intercept and decimate a Chaos armada, before it could threaten Iyanden itself. In his absence, a small squadron of

raiders is able to strike at and damage the vulnerable Craftworld. Upon his return, Yriel is banished for his arrogant and risky actions. He steals Iyanden's finest warship, the *Flame of Asuryan*, and sets off to found the feared Eldritch Raiders pirate fleet.

**Causeway of Ruin** **568.M41**

Without allies or aid, Sian'aeleh Ravenheart sets out to stop Tau hunter-cadres who have driven back Exodite settlers on the Maiden World of Faenuir. Rather than rally the Eldar defenders or call for other Corsairs to support her, she takes only her contingent of Ghostwarriors to stop the invaders at a deep, miles-long canyon.

As the Tau are in the process of crossing the gap in their skimmers and jump suits, Sian'aeleh appears in their midst on an outcropping of rock held aloft by sheer psychic force. With lightning and dark fire, she casts the invaders down from the sky, her Ghostwarrior cohorts blasting at any who escape her wrath. The Tau retreat rapidly, leaving the world as the *Ravenheart* nips at the heels of their flotilla.

**Waking Terror** **970.M41**

Lord-Captain Malakai's Corsair forces are drawn into battle after the Craftworld of Ko'Shanniah unsuccessfully attempts to stop Tau forces from waking slumbering Necron warriors on the planet Dal'ti. The Craftworld Eldar, Corsairs, and Tau are forced into an uneasy alliance to stop the waking menace from consuming the entire sector.

Despite suffering enormous losses, Malakai's Corsair fleet destroys the Necron armada, buying time for Tau ground forces to destroy the tomb complex on the surface.

**The Angel and the Reaver** **882.M41**

A small contingent of Dark Angels Space Marines scouting the world of Khadrimaar is surrounded and outnumbered by waking Necron constructs. Just as it appears they would be overwhelmed, Corsairs bearing Reavers of the Rising Flame livery intervene, butchering the living-metal creatures.

Giving no explanation for their intervention, the Corsair leader Al'rhyen Novae stops only to take the head of a Necron Cryptek and obliterate his sparking, ruined body before vanishing. The grateful but bewildered Dark Angels are left to mop up the remaining alien machines.

**The Saviour of Iyanden** **992.M41**

At its darkest hour, overwhelmed by attacking Tyranid monstrosities, Iyanden is saved by the return of the exiled Prince Yriel. Cutting through the bio-ships and hordes of the foe, Yriel ends the battle and dooms himself in the same act, by taking up the cursed Spear of Twilight and slaying the Tyranid leader-beast.

**Vultures of Cadia** **999.M41**

As Abaddon's 13<sup>th</sup> Black Crusade boils out from the Eye of Terror like a great tide of hatred, Eldar Corsairs of every fleet and banner descend on the systems surrounding the Cadian Gate.

Some, recognizing the peril posed by the Great Enemy, work in the shadows to strike at Chaos vessels and supply lines whenever the opportunity arises. Others strike wherever it is most convenient, stealing from beleaguered Imperial garrisons and Chaos strongholds equally.

# THE SILENT LABYRINTH

*"The Eldar are capricious, cold, arrogant creatures. Their ships have preyed upon shipping lines through this sector a dozen times in my memory alone. Why they chose without warning to draw the greenskins away from Sarshikal, rather than let them ransack our fair world and steal its finest prizes in the bargain I cannot say, but I will bet the entire treasury on one thing – they did so out of no kindness or compassion, but for greed. Somewhere out in the void, the Orks will have unwittingly given the Eldar keys to even greater plunder."*

*- from the Memoirs of First Magister Breitorus of Sarshikal*

## The Labyrinth Sleeps

Some things are best left alone; that much is known to many in the galaxy. So it was with the Silent Labyrinth, a great Tomb-structure built by the Necrons whose tunnels and catacombs stretched for hundreds of miles beneath the surface of Tethria. Once, long ago, the Craftworld of Yme-loc dared to explore the tomb structure, but found its defences too formidable to overwhelm. After a long conflict, the Eldar achieved a pyrrhic victory; at the cost of countless lives the resurrection protocols were sabotaged, ensuring the Tomb would sleep far beyond its designated waking point. Ever since, Rangers of Yme-loc have stood vigil over the world, ensuring none disturbed their slumbering charge.

Most who stepped upon Tethria's soil never left alive, but on occasion a party of Eldar would emerge from the Webway to learn the nature of the world. They were always turned back peacefully, but when a band of Exodite Raider-Knights arrived they would not be so readily dismissed. They coaxed little information out of the Rangers and Pathfinders, but what scant morsels they had fired their imaginations – a vast Necron Tomb, eternally dormant and ready to be plundered!

As tensions began to boil over, the Exodites finally departed. They rode through the Webway with all haste, making for an unsuspecting destination where they could signal their fleet. Within weeks, their message reached the ears of the Corsair leader Dra'Tuisich-Novae, and the Reavers of the Rising Flame set course for Tethria.

## The Coming of Pirates

When the Reavers arrived in the Tethria system they found their passage blocked. A fleet of Yme-Loc Wraithships, reinforced by Saim-Hann vessels, confronted the Corsairs and ordered them to withdraw. The Lord-Reaver attempted to bargain his way past the blockade, but when the Saim-Hann fired a pulsar lance salvo across the bow of his flagship he promptly disengaged.

Once clear, Novae was surprised to learn several Saim-Hann ships had followed his Corsairs into the Webway, and were now hailing his flagship. The Craftworlders turned out to be Corsairs in disguise; the Lord-Captain Malakai of the *Aetherborn* had also heard of the Silent Labyrinth, and had infiltrated the defence flotilla to learn all he could of the planet's riches. The two Captains quickly formed an alliance, but found their situation little improved; even with Malakai's knowledge and the entire Rising Flame armada, there was still little hope of breaking the deadlock.

It was then that fate handed the two captains the answer. Hiding on the edge of an Imperial system, the Corsairs bore witness to the arrival of an Ork invasion force of terrifying size. The Imperial Navy had little hope of opposing the armada of Kill Kroozers, Terrorships

and countless swarms of smaller raiding vessels, and so the planetary governor was more than happy to pay the Eldar's extortionate fees in order to save his world. Meanwhile, an envoy was sent to the Ork leader, bringing him word of a target world much more worthy of his glorious reputation. A little ego stroking, combined with the promise of a huge battle and equally huge mountains of loot, convinced the Orks to join with the Corsairs and vacate the system to follow the course plotted by the Eldar.

When the Waaagh! emerged in the Tethral system the result was exactly as predicted. The Craftworld fleet engaged at once, but so numerous were the Ork ships that when the Corsairs returned soon after no ships could be spared to challenge them. The two pirate fleets reached the Tomb World unopposed, and quickly set about claiming the Necron technology.

## Cursed Treasure

For a time, the Corsair's plundering went unopposed. Then, slowly, the Tomb began to awaken. Canoptek constructs rose up in their hundreds. Squadrons of Spyderys, escorted by an all-consuming swarm of Scarabs, advanced to halt the Corsairs as they plunged deeper into the tomb. Wraiths and other dark machines emerged from hiding, often appearing within the Corsair formations, and slowly the raiding force began to fragment.

Determined to regain the initiative, the Corsairs turned to the control complex as the Craftworlders once had. In their haste, they gave too little time to studying the arcane devices filling the chamber, and so rather than deactivating the Canoptek guardians, they instead awoke the army. The Corsairs fell back in horror, utterly unprepared for the legion of Necron Warriors that began to march forth against them. They came in their thousands, becoming tens of thousands, then hundreds, then millions. When the raiders finally reached the safety of their ships again they found their Craftworld kin had already disengaged and escaped, and now the Ork horde was approaching. Novae ordered the fleet to evacuate to the edge of the system, and silently they watched as the Orks fell upon their prize.

Though at first the Corsairs had dared hope the Orks might suppress, or even defeat the Necrons, it soon became clear that the greenskins were simply too few in number. With every passing day the Necrons grew stronger, their armies seemingly without number, whilst the Waaagh! was being whittled away to nothing. Many within the fleet suggested simply abandoning the prize, but the two Pirate Princes refused to admit defeat; they would have Tethra as their own, or die trying.

They sent for their scouts and messengers, travelling through the

Webway and Realspace alike to summon more Corsairs and mercenaries to the cause. The *Aetherborn* headed for the Eastern Fringe, hoping to bring one or more Kroot Warspheres to the battle, yet Malakai found not a Kroot colony, but a world infested with Tyranids. The captain's manic laughter echoed through the bridge, and a reckless change of plan was underway.

## Flesh on Steel

The armada of the Lord-Reaver moved swiftly, acting upon the machinations of the Lord-Captain Malakai. Through careful manipulation of the vanguard ships and daring actions to kidnap Lictor-drones and Genestealers, the Corsairs succeeded in luring the Hive Fleet into the Webway and steered it through the under-realm. Many times the plan came close to failure, and more than once did the Eldar have to hunt down and destroy a bio-ship that strayed down the wrong path, but eventually the bulk of the Hive Fleet was successfully herded into the Tethra system.

If the Hive Mind was in any way confused by its passage through the Webway, it did not show it. The Lictors and other vanguard organisms seeded onto the Tomb World reported biomass ready for harvest, and since they were already in system, the Hiveships cared little that there was only a relatively small amount to consume. Once more the skies of Tethra were filled with invaders, but this time on a scale that rendered the Ork force utterly insignificant. Now awakened, the Tomb fought back with all its might. Beams of gauss fire annihilated mycetic spores by the hundred, whilst entire flocks of Gargoyles and other flying bio-constructs were fried by tesla batteries and lightning arc emitters. In the first hour tens of thousands of Tyranids were slain, yet for every one that died two made it through the firestorm. Caught between two forces, the last of the Orks were consumed by the Tyranids by dawn of the second day of their invasion, leaving only the Necrons to contend with.

The Overlord of the Tomb, by now roused from his sleep, began a desperate defence of his realm. The Hive Mind registered this threat and reacted as any predator would; with murderous fury. The Great Devourer turned upon the Necron legion, and the resulting battle was waged without mercy or respite.

Finally satisfied that the Necrons could be overwhelmed, the Corsairs made their move. Their ships darted past the Tyranid fleet, jinking through torrents of energy fire that smote the bio-ships seeking to feed on the doomed planet. Their launch bays emptied squadrons of fighters and assault craft, carrying the cadres down into the carnage below. They hit the Tomb with surgical precision, choosing to attack where the Necrons were weakest, yet always keeping themselves a safe distance from the Tyranid invaders. This time, the Canoptek guardians were too few; most of them had been called to the surface, or were embroiled in a subterranean war with Tyranid tunnelling beasts. The Lord-Reaver directed his forces well, singling out control nodes and data relay stations as a priority. At the Prince's command, the fleet's machinesmiths isolated and deactivated defence systems and lowered the forcefields barring their way. Before the Necrons could mount a proper defence the Corsairs had forced their way into the great halls of the Crypteks, where the masters of Necron technology were engaged in reactivating and repairing as many Necron vehicles and fighting forces as possible. Though their defence was valiant and worthy of record, the Corsairs who survived speak only of the plunder they won that day.

When the Corsairs returned to the surface, they did so at the control of a veritable armada of stolen Necron craft. Ghost Arks laden with plundered artefacts raced for low orbit, flanked by Doomsday Arks and Annihilation Barges, now operating under Corsair control.

Squadrons of Necron flyers broke off the main battle to intercept the fleeing raiders, but they were countered in turn by Darkstars launched from the fleet's carriers. The instant the last transport was back aboard, the Corsairs broke orbit and scattered. The resurrected Necron warships, still barely out of hibernation, were ill prepared to give chase, and those that could found themselves attacked by hungry Bio-ships.

## Aftermath

Once clear, the Corsair alliance fragmented. Each Corsair band took their share and charted a new course, bidding farewell to their rivals and seeking fortunes elsewhere. Several fleets turned on one another, their old rivalries reignited without the Lord-Reaver to hold them at bay. Last of all to leave was the *Aetherborn* and its escort fleet, its captain bidding a fond farewell to the Corsairs of the Rising Flame before vanishing into the Webway.

Animosity lingered among the jilted Eldar of Yme-loc; Dra'Tuisich-Novae had, in his usual fashion, gone to pains to ensure that the Rangers stationed to watch the world had time enough to escape, but the insane recklessness of the Corsair plot, especially introducing Tyranids to the webway, ensured that the Reavers of the Rising Flame would never again be trusted or given shelter by that Craftworld.

Though the Corsair ships were long gone, Tethra's troubles were far from over. The Necrons and Tyranids continued to wage their long war for decades to come, and whilst no Imperial vessel ever dared to cross into the system again, the planet's Wraithgates remained active; whether to steal Necron treasures or to capture a particularly impressive bio-weapon, Tethra remained a lucrative hunting ground for Eldar pirates for many, many years...

# PIRATES AND RAIDERS

**This section details the forces of the Eldar Corsairs, including the vehicles at their disposal and notable Corsair leaders.**

As well as detailing general background information on the various Corsair units and vehicles that may be fielded, this section of the book also lists the rules required to field these forces in games of Warhammer 40,000, including special rules applying to those units.

Also included are descriptions of any special gear unique to individual units (such as the special ranged weapons of the Shadowhands); more widely-used wargear (for example, the ubiquitous shuriken catapult) is found later in the Armoury section.

## CORSAIR SPECIAL RULES

### Fleet

All Eldar are naturally lithe and extremely agile. To represent this, many Corsair units have the Fleet special rule.

### Loot and Pillage

Corsairs lust for two things – adventure, and treasure. They will take weapons, jewellery, fine clothes, and anything else of apparent value, even slaves from defeated lesser races – though of little use or value to the Corsairs themselves, they can be traded by the unscrupulous for a great deal of wealth in Commoragh, the Dark City.

When an Eldar Corsair unit with the Loot and Pillage rule destroys a unit (including a vehicle or independent character model) in close combat, that unit gains a Loot Counter. If they destroy a Unique character or any single model worth 100 points or more in this way, they gain an additional Loot Counter.

If multiple units destroyed a single enemy unit (e.g. two Corsair units scoring enough wounds to eliminate a squad, at the same initiative step), both units gain a counter. Independent characters and units they join may not 'pool' Loot Counters; they are available only to the unit that gained the counter originally.

At any point, the Eldar Corsair player may elect to spend a Loot Counter to re-roll any single failed die roll – such as to hit, to wound, a morale check or for an armour save – made by the squad (or a model in the squad) which possessed the Loot Counter.

This rule represents the heady surge of pride that comes from accruing plunder, acting like a drug to an Eldar mind unfettered by the Path and convincing them of their own ability to do more than they would otherwise be capable of. That is to say, using a Loot Counter to re-roll an Armour save rarely represents the sheer volume of treasure the Corsair carries acting as ablative armour!

### Piratical Raiders

Eldar Corsairs are eclectic in origin, motivation, and personality, and their equipment is equal parts what they could scavenge and plunder, what they have inherited from ancient tradition, and what looked the most opulent and stylish!

Because of their desire to stand out and the diversity of the where their gear comes from, no two Eldar Corsair units or Independent Characters may be identical (in terms of unit size, wargear, and special options). Vehicles and vehicle squadrons are exempt from this rule.



# SERPENTS

'Serpent' is the first title any Eldar Corsair will wear, regardless of the band they join or how great a fighter they may have been before. All must prove that they can endure the pressures of warfare without the guiding discipline of the Eldar Path, that they can balance the ferocity and level-headedness needed to fight in the treacherous confines of a starship, and that their lust for adventure and riches will not endanger themselves or their comrades.

Compared to elder and more experienced Corsairs, Serpents tend to be attired and armed in a much less diverse and ostentatious fashion; many will go to battle in armour little changed from when they wore it as Guardians or warriors of the Kabals. They swiftly learn that the Path of the Corsair is not for those of little heart, nor are they a single skirmish away from endless, unimaginable wealth. As unproven fighters and least powerful of the Corsairs, they are expected to fight at the bloody heart of every raid, but are given only the meanest share of the treasure. Those that survive, though, will rapidly gain the acclaim which they seek.

Serpents bands are often watched over by the Probatii, marshals recruited from the ranks of the Corsair leaders' Praefactor bodyguards for their ability to both lead and judge the skills and character of the aspiring buccaneers. Though some rue leaving their enviable post as the honour guards of their Prince or leader, most take pride in leading young Corsairs, for they know that without their services their fleet would wither and die, the foolhardy and weak surviving and rotting out the skilled, bold heart of Corsair ranks.

As a result of the undisciplined nature of the new recruits, the Probatii who lead them often take strict or unconventional steps to keep them in line. Some particularly ruthless and bloody Corsair bands allow these individuals to execute on the spot any Serpent who endangers his fellows or demonstrates cowardice under fire, but most recognize that thinning recruits so rashly soon leads to the fleet having too few fighters to sustain it or effectively go to battle. Nonetheless, corporal punishment is a fairly common and necessary measure to keep the rowdy, inattentive young Corsairs in line. Stun-whips, archaic soft-pellet guns, and even biting, snarling guard-beasts are used to instil respect or at least intimidated compliance in the Serpents, but most Probatii realize that the finest way they can direct their charges in battle is by example, and so will be the first into the breach, fearlessly leading the charge and driving the young Eldar into a battle fury.

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

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult or shuriken pistol, close combat weapon, plasma grenades, mesh armour.

**SPECIAL RULES:** Fleet, Loot and Pillage.

**Thirst for Glory:** Squads of Serpents will vie to prove themselves in battle and to be the first to have a share of the loot. Serpent squads may charge an extra D6" (roll after declaring the unit to be assaulted).

# DRAGONS

When they have experienced the hellish, claustrophobic battlefield of desperate ship-to-ship combat, Serpents who have proven themselves capable and reliable are elevated to the ranks of the Dragons.

Dragon cadres are the beating heart of every Corsair fleet, and make up the bulk of their fighting forces. In addition to their role in combat, all Dragons have duties to maintain the ships of their fleet or their hidden base of operations, for without these menial tasks their quests for glory could not even begin. They also carry the expectations of all to carry the brunt of the fighting in every boarding action and planet-side raid, and so they will often carry an assortment of weaponry to face a variety of targets, from flamers to flush enemies from cover and immolate whole squads in tight corridors, to fusion guns and tremor hammers which which they batter and sear a path through blast doors and heavily-armoured enemies, to chattering shuriken cannons that scythe down rank upon rank of defenders and deck-hands in mere seconds.

Among the many skills and weapons a Dragon will master is perhaps the most famous Corsair feat of them all – the art of ‘switch-grip’, wielding a shuriken catapult in one hand and pistol in the other, allowing an Eldar to lay about himself with a withering hail of fire and fight enemies on multiple flanks at once. Particularly useful in the confines of a boarding action, Dragons will fire their shuriken catapults till they run empty and then close to close quarters, wielding their pistol in tandem with a razor-sharp blade, whirring chainsword, or any of an endless variety of other hand weapons.

Induction into a Dragon squad can be a straightforward affair for Serpents to undergo, or a bewilderingly complicated and cryptic one. Different Corsair bands have highly diverse practices; some will elevate entire Serpent squads wholesale when they have proved their mettle, arguing that they will fight best alongside friends and comrades they are familiar with. Most fleets, however, select individual aspiring Corsairs from the ranks of the Serpents and induct them into Dragon squads a manner reminiscent of that used by Space Marine chapters. As such, some of these roving Eldar bands include Dragon squads which have existed for centuries, passing down their name, heritage, and relics.

It is a great honour to be recruited by one of these ancient cadres, whose legend transcends time. The Reavers of the Rising Flame have the Kraken’s Grasp, each member inheriting a mantle of kraken hide hewn from a beast of mighty Fenris in a daring raid. The original band of Dragons to hold the name fought with blade and lance from the deck of a Leviathan as it skimmed Fenris’ raging seas.

The Obsidian Swords who serve Starmaster Jal’Tessar are another such widely-regarded squad, each carrying a keen-bladed cutlass of black meteoric stone stolen the vault of the Scions of Woe, a rogue Space Marine band who dared to impinge on the Starmaster’s raiding grounds and paid the price.

Not all Serpents will see service in a Dragon squad at all, however; though their selection process may bear some similarities to those of the Adeptus Astares, by and large Corsair fleets are not nearly as bound by tradition or set in their ways, and so some young Eldar will be snapped up by another squad like the Skyriders or Mistwings, or

taken in by the fleet’s guild of pilots or arms-smiths after displaying particular talents. Though rare, Eldar who have had a great deal of experience in war in their past lives may be appointed the title of Praefactor immediately after ascending from the ranks of the Serpents, to better put their skills and knowledge to use in planning and leading ever-more audacious and profitable raids.

	WS	BS	S	T	W	I	A	Ld	Sv
Dragon	4	4	3	3	1	4	1	9	4+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, plasma grenades, mesh armour.

**SPECIAL RULES:** Fleet, Loot and Pillage.

‘It was aboard a war-weary cruiser of the Great Enemy where I earned my place among the Dragons – we had stalked the ship for days, limping as it did after a skirmish with clumsy Orks too slow to finish what they had begun.

We struck from our boarding craft, killing dozens in the first seconds and slicking the decks with their gore. All of us were battle-eager, prying weapons and trinkets from the dead till the Probatii’s whip drove us back into the fray.

Half of our number died before they saw the brute that slew them – a Space Marine smouldering with power infernal, laying about himself with shells the size of my fist. I seized a flame-weapon from fallen Eiseil and unleashed it’s fury upon him, firing thrice more before his accursed laughter finally stopped, his lungs charred and boiling.

I held my ground till more Corsairs filled the breach, then grimly I tendered the Spirit Stones of the slain to my master Arthouros. In return, he named me a Dragon, and I have wielded that flamer, the dragon’s breath, ever since.

-- Uthén of Ulthwe, Corsair of the Crimson Tears

# COBRAS

Corsairs who stay among the ranks of the Dragons for many years, accruing skill and bounty, usually meet one of three fates: elevation into the Praefactors or higher levels of power within the ranks, return to the Craftworlds or other previous lives, or a bloody, violent death amongst the stars.

Some, however, find a different destiny – they become Cobras, elite warriors of the Eldar Corsairs. Some are unsuitable for command, too headstrong or wilful to balance aggression with tactics and foresight. These same flaws make them poor choices to guard or advise their Captain or Prince, as they all-too-often put personal glory above their greater duty.

Others are neither so nearsighted or egotistic, but simply revel too much in the glory of the battle to leave the front lines for higher duties, always clamouring for loot and acclaim like the most eager of Serpents. Far from being thought of as failed aspirants or flawed, Cobras are celebrated and their skills in battle greatly valued – largely because any Eldar with half a wit can appreciate their might, striking like a thunderbolt at the heart of the foe and always appearing where the battle is thickest. When other Corsairs are unable to break through the line, the Cobras are there, turning their lust for war into

an unstoppable onslaught of blades, weapon-blasts, and heroic deeds against which there is little defense.

Many Cobras become obsessed with a particular element of their fighting craft, their psyche caught in the trap which dooms many Eldar of the Craftworlds. These fixations are not, however, final and unrenounceable; without the strictures of the Eldar Path, Cobras may sway wildly between desires and drives over time. It is simply sure that whatever one of these warriors excels at or gains renown for at a given time is likely to become the focus of all his energy and dedication till an even greater thrill emerges.

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

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, plasma grenades, carapace armour.

**SPECIAL RULES:** Fleet, Loot and Pillage, Pirate Oath.

**Pirate Oath:** A Cobra squad has one of the following special Oaths, selected when assembling an army list – it is not appropriate or sporting to simply select the most desirable one for facing your current opponent!

*Beast-Slayers* – In battle, some Corsairs delight in striking down the strongest of foes, demonstrating with typical arrogance how the smallest and finest of Eldar weapons can obliterate the mightiest of foes with almost casual ease. A squad with the Beast-Slayers Oath gains the *Tank Hunters* universal special rule, and may re-roll all failed to wound rolls against Monstrous Creatures.

*To The Last* – Eldar as a whole, especially the raiders who ply the stars, are famed for the fact that they strike and then fade into nothingness; that they are impossible to bring to battle unwillingly. Nonetheless, some become stubbornly dedicated to protecting their own, holding the battle lines against all resistance. A squad with this Oath gains the *Counter-Attack* universal special rule, and is *Fearless* when contesting or holding an objective.

*Unexpected Attack* – Some Corsairs relish in striking when and where they are least expected; others know the highways and byways of this world and that of the Webway thanks to years spent roaming the stars as Rangers. Cobra squads with the Unexpected Attack Oath gain the *Infiltrate* and *Scout* universal special rules. Further, if they arrive using the *Outflank* rule, on a roll of a 6 they may appear on any board edge, including your opponents’.

*Vendetta* – Many Corsairs, over the years, build up vendettas with hated enemies; Imperial Navy vessels who dared resist them, Ork Freebooters who stole their chance at plundering a valuable target, even other Corsairs who have done as little as slight them in some fashion. A squad with the Vendetta Oath may reroll failed ‘to hit’ and ‘to wound’ rolls against one enemy unit or Independent Character, nominated at the start of the game.

# MISTWINGS

All Corsair cadres are a confusing milieu of clashing personas and different individuals. However, one of the most defined trends across the disparate bands of pirate Eldar is that the most free-spirited and wild-hearted of all Corsairs find their home in the Mistwing bands. These warriors leap through the air in great bounds, darting and hovering while their jump packs hiss and hum, twisting gravity as trivially as a lock of hair.

Mistwings rejoice in feeling of air currents against their flesh and the coldness of mist left from flying through the clouds. Many Mistwings have delicate wings incorporated into their jump packs to grant them the finest control of updrafts and even greater manoeuvrability, and some will go so far as having their neural fibres spliced into these wings, granting them the closest feeling to soaring like a great bird possible without resorting to horrific surgery as do the Scourges of the Dark Eldar – a cult universally despised by the Mistwings. In appearance, these fighters often wear archaic garb or simple clothing and jewellery, leaving much of their alabaster skin bare and growing their hair long to better feel the rush of the winds. Unsurprisingly, given the simple pleasures they enjoy and their desire for intimacy with the elements, many Mistwings come from Exodite heritages.

It would be fool's error to mistake the free-willed behaviour of these jump troops for simplicity or small-mindedness, however. As razor-witted as any Corsair and as prone to turn capricious and cruel when challenged, the Mistwings have a reputation for being frustratingly hard to engage directly. They will swoop down on the foe, cutting and laying about themselves with shuriken and sword, before dancing and bounding away with their jets, only to engage again from another direction or make a low pass, striking off heads with their axes and stealing valuables with slender fingers, leaving only confusion and mocking laughter behind.

	WS	BS	S	T	W	I	A	Ld	Sv
Mistwing	4	4	3	3	1	5	1	9	5+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, jump pack, snares, mesh armour.

**SPECIAL RULES:** Fleet, Loot and Pillage.

**Sky Axe:** Some Mistwings carry elegant, lightweight axes with sophisticated gravity plates which warp the fields of their jump packs into staggering force, sending foes reeling. Sky axes are two-handed close combat weapons that confer +2 Strength. Additionally, models wounded but not killed by a Sky Axe strike are reduced to Weapon Skill 2 the next time they attack before the end of the next Assault phase.

**Snares:** Mistwings are notorious for going into battle carrying a variety of traps, grappling hooks and other devices that not only confound enemies who try to strike their dancing forms, but allow them to steal choice valuables from enemies and spirit off with them when resistance proves too fierce. An enemy model in base contact with one or more models with Snares suffers -1 Attack, to a minimum of 1.

# SKYRAIDERS

A common point between Eldar factions is some form of jetbike-riding elite, warriors with preternatural reflexes and incredible skill. Among the Craftworlders, this is the Singing Spears, charging like knights of old with their powerful laser lances. The Dark Eldar have the Reavers, cruel in the extreme, who delight in using their bladed craft themselves as precise, deadly weapons.

The Skyraiders are the Corsair jetbike-riding aces of the Corsairs. Rather than striking directly at the foe, they prefer to make close passes and harass the foe without putting themselves in direct danger. They are commonly regarded as sick and twisted by their victims and even other Eldar due to the fact that almost every Skyraider augments his weapons with the horrible mixture of toxins that produces bio-explosive ammunition. As they tear by on another pass, enemies will hear the quiet chatter of fast-firing shuriken catapults, followed by gagging and cries of pain that soon give way to the sickening sound of men bloating and swelling to many times their size, then exploding in a pile of viscera and fatty ooze.

Nowhere are the venomous attacks of the Skyraiders more deadly than in confined boarding actions; daredevils without exception, they will push their jetbikes through maneuver that no Craftworld Eldar save a Shining Spear would attempt, jinking around bulkheads and through closing blast doors to fill hallways with walls of bladed death. With nowhere to run or find cover, the defenders not killed in the first volley will often be covered in the gore of their erstwhile comrades, at which point their fate is sealed; as persistent as they are virulent, the toxins which anointed the Skyraider's shurikens will be carried in the blood of their victims and bringing a their bloated, explosive death to any who come in contact with the spatter.

It is not uncommon for Skyraiders, especially those who have risen from Exodite heritages through the ranks of the Raider-Knights, to fly into battle accompanied by voracious flying beasts that they have found on far-away worlds or stolen from some menagerie. Invariably, the creatures these Eldar select to follow them will be ones able to keep up the breakneck pace set by their masters, and will have claws or fangs as rich with horrible toxins as the guns of the Skyraiders themselves.

Some of the oldest and most traditional Corsair bands call Skyraiders by another name: the Wyverns. It is unclear whether this is a reference to an obscure creature of Eldar myth, to the first jetbike-riding buccaneers to fight in this grisly manner, or even to some poisonous winged beast from which they took inspiration. Regardless, while the names of Serpent, Dragon, and Cobra are still in common use, a pack of jetbike-riding Corsairs identifying themselves as Wyverns are sure to hail from a Corsair fleet that can trace their lineage back to the very first of their kind.

	WS	BS	S	T	W	I	A	Ld	Sv
Skyraider	4	4	3	3(4)	1	5	1	9	3+

**UNIT TYPE:** Jetbike.

**WARGEAR:** Shuriken pistol, Eldar jetbike, bio-explosive ammunition.

**SPECIAL RULES:** Loot and Pillage.

# SHADOWHANDS

The Shadowhands are the heavy weapon specialists of the Eldar Corsairs. As might be guessed by their grim title and similarly dire visage, they often have a similar fixation with mortality as the Dark Reaper Aspect Warriors of the Craftworlds. Those Eldar raiders who are drawn to Shadowhand squads frequently see themselves as ghostly terrors, believing with arrogance typical of their kind that they are the hands of Death made manifest, striking swiftly and lethally before any resistance can be mounted. Others prefer to think that all souls are simply awaiting death, and have simply not yet encountered one such as themselves who will cease their waiting. Still more Shadowhands have no such grim ideals, and simply adopt the traditionally dark imagery of their brethren to terrify their foes.

True to form for the Eldar, the arrogance of that commonly-held belief that they are an incarnation of doom is regularly justified, for the Shadowhands carry an arsenal of vicious weapons. These arms allow them to wipe out ships' crews and sweep from deck to deck and compartment to compartment, overwhelming the thickest bulkhead or defensive line. Unlike the Dark Reaper Aspect warriors, these weapons are usually portable enough to be fired on the move, enabling Shadowhands to move fluidly with fast-paced boarding actions and fight more effectively in conditions where lines of fire are often measured in arms' lengths.

Favourite among the ordinance employed by the Shadowhands are long, tapering fusion guns, miniature versions of the multi-role Eldar missile launcher, and lightweight shuriken cannons, but many more exist. Graviton cannons, plasma drivers, multi-barrelled versions of the deathspinners wielded by Warp Spiders, and stranger still armaments exist, some plundered from powerful foes, other created by mad Corsair weaponsmiths.

As with all Corsairs, the dress and armour of the Shadowhands varies radically. However, true to their name these warriors often favour such ghostly features as faceless masks and shimmering, translucent robes. Perhaps most common of all is a single pale Wraithbone gauntlet, skeletal and clawed, with subtle patterns and images dancing across it – a literal ghost's hand, which invariably grasps the trigger of the owner's weapon.

In the traditional address of some Corsair bands, the Shadowhands are known by another name – the Caymans, for they are patient and subtle until they strike with devastating force, dragging foes to their doom with grim finality.

	WS	BS	S	T	W	I	A	Ld	Sv
Shadowhand	4	4	3	3	1	5	1	9	4+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, plasma grenades, carapace armour.

**SPECIAL RULES:** Fleet, Loot and Pillage.

**Hydra Launcher:** Though generally disfavoured by the Eldar of the Craftworlds, sophisticated many-barrelled grenade launchers similar to Eldar missile launchers have found use in the rapid boarding actions of the Corsairs.

	Range	S	AP	Special
Hydra launcher (Plasma)	24"	4	4	Assault 1, Blast, Pinning
(Haywire)	24"	4	4	Assault 1

If a Haywire shot hits a vehicle, roll D6. On a 2-5 the vehicle suffers a Glancing hit, and of a 6 the vehicles suffers a Penetrating hit.

**Fusion Lance:** Much longer-ranged than the fusion guns of the corsairs, the tips of these long, ornate weapons glow constantly with white-hot flame. They are less overtly powerful than the Dark Eldar heat lances, but they are able to strike down the toughest targets from even further away.

	Range	S	AP	Special
Fusion Lance	24"	6	1	Assault 1, Melta

**Whisperblade Cannon:** Fitted with suspensors and stabilizing systems, the variant shuriken cannons used the Shadowhands epitomize their craft, and are favoured by many of their number. With nothing but a quiet chatter and hiss of the shuriken cutting through the air, the Whisperblade cannon cuts down foes by the dozen.

	Range	S	AP	Special
Whisperblade Cannon	18"	6	5	Assault 3

# PIRATE PRINCES

The title of 'Pirate Prince' is a generic term which refers to the most powerful individuals within the Corsair fleets. Corsair leaders tend to be arrogant and egotistical in the extreme, and as such they choose for themselves suitably grandiose titles. Some choose ones such as 'Supreme Admiral', while others style themselves as kings or emperors. Certainly, titles of nobility are common; there are countless Corsair commanders holding the (self-appointed) title of Duke, Baron or some similar mantle.

The widespread use of the term 'Pirate Prince' is likely down to a few individuals; young, influential and incorrigibly headstrong heirs to Eldar dynasties who have forsaken their old lives and taken to the Corsair ranks. Even experienced and steadfast Eldar, such as the Autarch Yriel of Iyanden, can succumb to the lure of the Corsair life and thus become a 'true' Pirate Prince.

Naturally, much of the use of these titles come from outside Eldar society itself; the Imperium is often ignorant of Eldar politics, and thus fails to recognise the difference between a Prince turned Corsair, and a Corsair who simply declares himself royalty. The Eldar, in turn, are not interested enough in Imperial matters to bother correcting this error.

Without exception, Princes are the best-armed and most ostentatiously attired of all the Corsairs in their band. Such a leader might sport a cloak of furs from some rare beast, a crown of glowing crystal, or ride upon a Jetbike plated in solid, gleaming gold. No two are alike, and indeed each will strive to present the most striking and unique display of opulence.

The personality of a Pirate Prince is every bit as unique as his attire. This is reflected in the fleets they lead, for their word is law and the extremities of wilfulness and emotion a Corsair is prone to become even more accentuated in those who sit in the heady position of leadership. Pirate Princes are intoxicated by the wealth, risk, and glory of their positions, and by the knowledge that their very name is feared across the stars. It is dangerous for the adversaries of the Corsairs to typecast even the best-known raiding band, however; even the most stubborn Pirate Prince, thought of as set in his ways, is more erratic and fickle than a human can rationalize or appreciate. Moreover, though Eldar are very long-lived and it is rare for such a powerful individual to fall in battle, should a Corsair with a greatly different persona or *modus operandi* rise to lead the band, planetary governors and Imperial Navy commanders who felt secure in their understanding of the pirates' tendencies may find themselves caught off-guard by unexpected magnanimity or wanton cruelty.

Many Princes of the Corsairs are adept psykers, calling upon an arsenal of eldritch power. Though they put themselves in a great deal of risk by using these energies without the discipline of the Path, they gird themselves against peril with a plethora of arcane wards and protective artefacts which they have stolen from places unknown and unnamed. Thus, they are not as chaotic as their Malefactor officers in their casting, but a Pirate Prince who practices these arts is still regarded with a mixture of awe and suspicion by other Eldar.

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

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, plasma grenades, wraithsuit, forcesshield.

**SPECIAL RULES:** Fleet, Independent Character, Loot and Pillage.

**Daring Leadership:** Pirate Princes are famed for executing precise coordinated strikes and taking odds on a madman would consider, yet emerging victorious nonetheless due to a combination of iron will, lightning-fast strategizing, and sheer flair.

Friendly Corsair units within 12" of a Pirate Prince may use his Leadership value when taking Morale and Pinning tests. In addition, an army including a Pirate Prince may Seize the Initiative on a 4+ instead of a 6.

# CORSAIR CAPTAINS

Among the most powerful individuals in any band of Eldar raiders, Captains are second only to the Pirate Prince in authority. Those Corsair lords who only possess a single vessel will assign each Captain authority over a division of the crew, but in large pirate fleets each Captain will hold the coveted position of command over an entire warship. As they are expected to set a fine example of leadership and skill, only the most deadly and charismatic (or intimidating) of all the Eldar Corsairs can ever hope to hold the place of Captain.

While many Captains are gifted psykers, having mastered their powers during their climb through the ranks of their fleet, it is not uncommon for a Pirate Prince to ban them from calling upon this psychic might. That the Corsairs practice such arts at all courts danger, and all too often has an overambitious Captain led his crew to their doom at the hands of She Who Thirsts, or torn his ship apart under the influence of some horror from the Warp. As such, most lords of the Corsairs demand that their Captains suppress such abilities.

While all Eldar who reach this rank take their responsibilities seriously, they remain wild and unpredictable. As such, they strive not just to lead their crews to glory but also to gather as much fame for themselves as they can. They are always found fighting in the forefront of a conflict, performing most daring feats of arms and executing cunning stratagems in hopes of seizing not just the day, but the immortalization of their name.

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Captain	5	5	3	3	2	6	2	9	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, plasma grenades, wraithsuit, forcesshield.

**SPECIAL RULES:** Fleet, Independent Character, Loot and Pillage.

**Reputation:** While the Pirate Princes who lead entire Corsair cadres must concern themselves with grand strategy before personal glory, Captains lead from the front, turning the tide of a battle with sword and shuriken. Here, they build their names, and the type of leader they will become should they ascend to the post of Prince becomes clear. Each Corsair Captain has one of the following Reputations:

*Bold* – Utterly convinced in their own ability to survive and overcome, a Captain with this Reputation has the *Stubborn* universal special rule as long as he has one or more Loot Counters, and confers the ability to any squad he joins.

*Glory Hound* – Proud and eager to enter the fray, a Captain with this Reputation has the *Furious Charge* universal special rule as long as he has one or more Loot Counters, and confers the ability to any squad he joins.

*Mercurial* – Some Captains are quick both to fight and flee, leaving the enemy frustrated and open to counter-assault. A Captain with this Reputation has the *Hit and Run* universal special rule as long as he has one or more Loot Counters, and confers the ability to any squad he joins.



# CORSAIR RETINUES

All Corsair leaders keep councils of close advisors and trusted lieutenants. They marshal and lead lesser Corsairs in battle, aid in forming battle plans and gathering intelligence, and form an honour guard that will fight loyally at their masters' side in battle. Terminology, hierarchy, and requirements for promotion are as diverse between fleets as are the planets in the sky, but the title of Praefactor is most common one for the lieutenants who make up the bulk of these councils.

Typically, each Praefactor has authority over a small number of Corsair squads. In this capacity, such a lieutenant will relay orders and information given by the fleet's Prince, settle disputes of honour and looting rights, and offer council to younger Corsairs. It is rare for a Praefactor to lead a squad in battle directly, however; piratical Eldar are fiercely independent and loathe interference, so when they are led into war it is by the stern, unquestionable authority of a senior lieutenant of the Corsair ranks. Rather, the Praefactors fight together alongside their leader, or on a special quest the Prince has entrusted to them.

Frequently, these retinues include standard-bearers, scribes to record tales of battle, gore-soaked medics, and all manner of other eccentric specialists. Many such squads wear similar armour and heraldry, in contrast to the riot of colours and styles found in the rest of their band – some retinues of Praefactors even wear a distinct uniform, which might be anything from simply an ornate version of commonplace Eldar carapace to ceramite mail and plumed helms.

## Malefactors

The highest-ranking and most feared of all Corsair officers are the Malefactors. These consummate warriors often accompany other squads in battle, bringing stern but wise leadership, a finely-honed tactical mind, and all manner of exotic wargear.

Many Malefactors are Psykers, having followed the Path of the Seer in their lives on the Craftworlds, or risking ultimate damnation to explore the potential of their minds which was denied to them on Commorghath. For this reason, Corsairs frequently give Malefactors a wide berth; without the strictures of the Eldar Path to guide them and sophisticated protective witchery of the Warlocks and Farseers, the power of these psykers is prone to spiralling wildly out of control or leading these Corsairs to an untimely and much-feared demise, their souls stolen by She Who Thirsts.

Despite the risks, Malefactors with the gift of arcane power rarely turn back. Unfettered by the Path (and, others might say, lacking the better judgement displayed by other Eldar Seers), Corsairs unleash ruin in a whirlwind of psychic force, laying waste to all in their path in ways a Warlock could not hope to match.

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Praefactor	4	4	3	3	1	5	2	9	4+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken catapult, shuriken pistol, close combat weapon, plasma grenades, carapace armour.

**Banner of Plunder:** Particularly proud or ostentatious Corsair lords entrust one their Praefactors to carry a mighty battle-standard adorned with trophies of all of his forces' greatest victories. The sight of this chronicle hoisted high inspires all those Corsairs who set eyes upon it. Friendly Corsair units may re-roll failed Morale and Pinning tests within 12" of the Banners. Additionally, the unit carrying the Banner starts the game with D3 Loot Counters.

**Targeting Array:** Sometimes, a hand-picked Corsair will carry a highly precise homing beacon, allowing his host ship to deliver a precise pulsar lance or torpedo strike to a key part of the enemy vessel and complete the success of a boarding action. This item may be used once per game in the Shooting phase, and is treated as a Heavy weapon with the following profile:

	Range	S	AP	Special
Pulsar Lance	24"	10	1	Ordinance 1, 5" Blast, Lance

**Webway Portal:** This Webway Portal does not count against the one-per-army allowance on this wargear item.

**SPECIAL RULES:** Fleet, Loot and Pillage.

**Wild Casting (Malefactors):** See below.

# ELDAR CORSAIR PSYKERS

## Eldar Corsair Psykers

**Wild Casting:** Before making a Psychic test to use a power, a model with the Wild Casting special rule may choose to make the test at Leadership 10, regardless of their actual Leadership score.

However, all failed Psychic tests made while using this special rule result in the caster suffering a Perils of the Warp attack.

## Corsair Psychic Powers

**Arcane Might:** Drawing on the might of their minds and channelling it into crackling force, the caster and those near him strike with the force of the heavens.

Used at the start of the Assault phase. The caster, and any unit he is with, gains +1 Strength till the end of that Assault phase.

**Eldritch Lightning:** The rawest, most brutal display of an Eldar Corsair's power is a storm of lightning, leaping from one foe to the next and searing all it touches.

Used during the Shooting phase. Chose D3 enemy units no more than 6" from each other, and none more than 18" from the caster. Each unit suffers D3 S4 AP3 hits.

**Horriying Aspect:** The Corsair fills the minds of his enemies with gruesome, terrible images and thoughts, making it painful to even look directly at the Eldar, leave alone take aim at them.

Used during the enemy Shooting phase. Enemy units must pass a Leadership test in order to shoot at the caster or any unit he is with for the duration of that phase.

## Psyker-Only Wargear

**Singing Spear:** See Codex: Eldar.

**Spirit Stones:** See Codex: Eldar.

**Witchblade:** See Codex: Eldar.

**Runes of Chaos:** Perilously casting forbidden runes and treating with dark power, the psyker touches his foes with pure madness, convincing them that friend is foe and all are conspiring to slay them. Used during the Shooting phase. Choose one enemy unit within 6" of the caster. Each model must roll to make a single close combat attack, in normal initiative order. These attacks are resolved on the same unit, assigning wounds normally, and can force Morale tests as if for shooting casualties.

**Webway Squall:** With a rustle of arcane wind and a crackle of light, the beleaguered Corsairs vanish, only to be replaced instantly later with a fresh squad of their brethren, ready to do battle with the bewildered enemy.

Use during the Movement phase instead of moving normally. The caster and any unit he is with immediately switch places with one other friendly Corsair unit on the table. This can remove models from an assault or cause models to enter an assault, in which case they do not count as charging. Independent characters that have joined units are transported along with that unit.

# GHOSTWALKERS

Eldar starships are almost as much living creatures and places for spiritual commune as they are machines crafted for war. Just like the mighty Craftworlds, each Corsair vessel has a great crystalline heart, home to the departed spirits of its past crews. Each such soul was captured in a spirit stone when the Corsair met their death, saving it from slipping away to the Warp and endless suffering at the hands of Slaanesh.

Because of this peril, which all Eldar fear more than any other, Corsairs will fight with unbelievable ferocity to recover the spirit stones of their comrades; even the most selfish glory-seeker or cowardly Serpent will brave doom to rescue these precious gems from the breast of a fallen fellow, knowing full-well that his companions would do the same.

	WS	BS	S	T	W	I	A	Ld	Sv
Ghostwalker	4	4	4	5	1	4	1	10	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Two shuriken catapults.

**SPECIAL RULES:** Fearless, Wraithsight.

**Stable:** Ghostwalkers may fire two weapons in a single Shooting phase.

Once let loose in the Infinity Circuit of a Corsair warship, the spirits' energy can flow through the wraithbone hull, and aid the living in battle by allowing pilots and commanders sense every part of their ship and every motion it makes.

Like the Craftworld Eldar, when the need is great Corsairs sometimes call these spirits back to fight directly, too, but the animated shells they pilot are distinctly different to the nigh-indestructible Wraithguard. Though still deceptively resilient for their limber forms and implacable in their advance, the Ghoswarriors which fight in the Corsair ranks are much lighter and more agile. They also carry a huge plethora of weaponry, delivering salvos of heavy fire, scorching all in their path with flammers, or striking down foes in eerie silence with sword and mighty hammer.

Aside from making them highly flexible on the battlefield, this plethora of conventional weaponry is used because the Wraithcannons used by Craftworld war-animates are distrusted by Corsairs. With few protections from the Warp and its baleful energies, weapons that tear asunder the border between the realms are considered a liability, especially when those most exposed to their use would be the spirits who form the lifeblood of a Corsair starship and the twice-vulnerable psykers who lead them in battle.

# ASSASSIN GHOSTWALKERS

While all Ghostwalkers are more nimble than their Craftworld counterparts, some are specially equipped to exploit this advantage of their lightweight construction. Known as Assassins, their Wraithbone skeletons are treated with a skin of cameoline which makes even these towering constructs blend into the shadows and almost impossible to pick out. Units of these specialist spirit-engines carry arsenals of close-quarter weaponry; fusion guns to destroy the toughest armour, flammers to reduce unsuspecting defenders to ashes, and tremor hammers with heads the size of a man's torso, capable of reducing the mightiest fortification to rubble with a single, mighty strike.

The most common weapon carried by Assassin Ghostwalkers is the wraithblade, a sword containing the essence of other fallen Eldar. It is common for the spirit of a former Ranger or Exodite wanderer to inhabit such a blade, not only guiding the blows and parries of its carrier, but also showing them the best footholds and undiscovered pathways, allowing them to move unseen and unheard through the roughest terrain as they advance upon a target. When they break

cover and attack in perfect coordination with the main Corsair raiding force, it is utterly terrifying to the defenders that such huge and powerful constructs can move with such stealth and grace.

	WS	BS	S	T	W	I	A	Ld	Sv
Ghostwalker	4	4	4	5	1	4	1	10	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Two wraithblades.

**Wraithblade:** These elegant blades tremble with the flowing essence of departed Eldar spirits, guiding the blows of the wielder. A wraithblade is a close combat weapon that allows the wielder to re-roll failed rolls to Hit in close combat.

**SPECIAL RULES:** Infiltrate, Fearless, Stealth, Wraithsight.

**Stable:** Assassin Ghostwalkers may fire two weapons in a single Shooting phase.

# EXODITES

Many Corsair fleets maintain close ties to the Exodite colonies; far-flung on the fringes of the galaxy, usually secluded from major shipping lanes or other activity of the lesser races, those Exodites who agree to harbour marauding Corsair fleets can offer a secure base of operations, in exchange for protection. Though only a fool would mistake the Exodites for primitives, they lack the spacefaring abilities of their kin, who frequently intercept roving Explorators or wayward Orks, fiercely protecting the Maiden Worlds from all would-be aggressors.

In return for this service, those Exodites who grow weary of planet-bound existence and take to the Webway will often act as the eyes and ears of a Corsair fleet, scouting out targets worthy of a planetary assault. Skilled at living off the land, the Exodite intruders can go unnoticed for months or even years until the Corsairs arrive, by which time they have been able to pick out the choicest of targets.

It is hard for the outside observer, even an Eldar one, to tell the difference between these so-called Wayfarers and the Rangers who have left their Craftworld for the Path of the Wanderer; some in fact use the mantle interchangeably, and in rare cases Exodites will end their wandering by joining the spacefaring Eldar rather than returning home, and vice-versa. Only a few Exodites can stand the perils and isolation of the void for long centuries on end. Those Wayfarers who do rarely return home, changed by their travels as they are, but rather become Way-Keepers; wanderers who know every secret path through the Webway by sight and by name, who travel the length and breadth of the galaxy. There are few better-informed individuals alive, and their aid and council is invaluable to Corsair Princes.

	WS	BS	S	T	W	I	A	Ld	Sv
Wayfarer	3	4	3	3	1	4	1	8	5+
Way-Keeper	4	5	3	3	1	5	2	9	5+

**UNIT TYPE:** Infantry.

**WARGEAR:** Plasma grenades, mesh armour.

**Lasblaster:** See Codex: Eldar

**Eldar Laspistol:** Exodites favour laser weaponry over the shuriken guns of the Craftworlders and Corsairs; extremely reliable and with almost endless ammunition reserves, it is not uncommon for a Wayfarer to carry the same weapon for centuries.

	Range	S	AP	Special
Eldar Laspistol	12"	3	5	Pistol

**Long Rifle:** Many Wayfarers carry elegant sniper rifles with which to dispatch the foe from afar. Way-Keepers on occasion carry a much more powerful version of these weapons, originally used to strike down feral, rampaging Dragons on their home worlds.

	Range	S	AP	Special
Long Rifle	36"	X	6	Heavy 1, Sniper
Dragonbane Rifle	36"	X	4	Heavy 1, Sniper, Poisoned (2+)

**SPECIAL RULES:** Fleet, Infiltrate.

**Evasive Fighters:** See the Raider-Knights entry (opposite).

## Raider-Knights

Not content with life within the Exodite colonies, Raider-Knight warbands are formed from the sons and daughters of ruling houses, heirs to tribal thrones and otherwise well-endowed guns for hire. Not for them is the life of a common warrior; these proud men and women would never dream of becoming a mere Serpent Corsair. Instead, they take to their mounts and chase off after the Corsairs via the Webway, snaking through the labyrinthine underrealm in search of fame and glory.

In battle, the Exodites favour fighting from the backs of their reptilian mounts. Cloaked in cameleoline and often barding their mounts in the same, the first sign of their attack is often the whining crack of a power lance reaching full charge. Once the battle is over the knights will take their spoils and retreat, escaping to the Webway in search of fresh targets.

Though the young knights relish the glory of the hunt, most eventually grow tired of their reckless ways and return to their colonies. Some, however, become so enamoured with the Corsair lifestyle that they forsake their Exodite heritage completely. These Eldar, having been born and raised in the saddle, invariably become Skyriders upon full initiation into their new crews.

	WS	BS	S	T	W	I	A	Ld	Sv
Raider-Knight	4	3	3	3(4)	1	4	1	8	4+
Dragonborn	5	4	3	3(4)	1	5	2	9	4+

**UNIT TYPE:** Cavalry.

**WARGEAR:** Eldar laspistol, close combat weapon, plasma grenades, mesh armour.

**Power Lance:** Long, elegant lances, these energized weapons are most effective on the charge. A power lance is a power weapon that confers the *Furious Charge* universal special rule to its user.

**SPECIAL RULES:** Fleet, Scouts.

**Evasive Fighters:** Exodites are notoriously reticent to engage in a direct battle, or to let the foe flee if they gain the upper hand. They use every tiny knurl in the Webway, every tangling root and every trick of the terrain to impede their foe. During a Sweeping Advance, all enemy units attempting to break from or run down an Exodite unit must roll 2D6 and discard the highest roll. In addition, units attempting to perform a Hit & Run against a unit of Exodites must roll 2D6 and pick the highest roll for their Initiative test.

Models with this rule additionally possess the Move Through Cover and Stealth universal special rules.

# LEVIATHANS

The Corsairs have particular requirements for troop transports; they must have a smaller profile and greater agility than the Wave Serpents of the Craftworlds, but still be able to endure punishing incoming fire. Furthermore, unlike the Raiders used by the Dark Eldar to snare their hapless victims, Corsair troop transports must often fight in the linear confines of a starship, unable to rely on sheer speed for defence.

To this end, the Leviathan was developed. Based on the familiar lines of the Vyper jetbike, these craft are elongated enough to carry a full squad of Corsair troops into battle, laying down supporting fire from a turreted weapon on the craft's rear parapet. These craft combine the breathtaking speed and agility typical of an Eldar skimmer, and a sharp-tipped armoured nose to weather what incoming fire the Corsair's foe can muster before being run down and overwhelmed by the Leviathan's battle-eager cargo.

Leviathan pilots are notoriously aggressive, often even ramming blast doors and makeshift barricades with their crafts' armoured noses. Acutely aware that most of the fighting in a boarding action takes place in corridors too tight for a craft of such size to navigate, Leviathan crews will attack at any foe they can reach with truly brazen ferocity; some Corsairs in fact complain that Leviathan pilots gunners don't leave enough foes alive for them to have a proper battle!

When deployed in a raid on a planetary target, the Eldar who crew these transports play to the hilt the advantage of having an entire atmosphere to manoeuvre in. Executing insane dives and rolls, they will strafe the enemy and deliver the warriors they transport straight into the midst of battle.

	BS	Front	Side	Rear
Leviathan	4	12	10	10

**VEHICLE TYPE:** Skimmer, Fast, Open-Topped.

**TRANSPORT:** 12 models.

**WARGEAR:** Shuriken cannon, twin-linked shuriken catapults.

**Treasure Stowage:** Some Corsairs fit their transports with nets, sacks, and magnetic plates so as to stash even more loot than they would normally take from fallen foes. If a Corsair unit gains a Loot Counter when within 6" of a friendly Leviathan with this vehicle upgrade, they instead gain two Loot Counters.

**SPECIAL RULES:** Armoured Prow.

**Armoured Prow:** Due to its reinforced bow, used to weather incoming fire while pushing forward on boarding operations, the Leviathan does not count as being Open-Topped when being attacked from the front arc. Passengers may still disembark as per usual for an Open-Topped vehicle.

## HORNETS

While the Eldar of the Craftworlds make wide use of the Vyper jetbike as a harassment and support vehicle, and powerful grav-tanks like the Falcon and Fire Prism to deliver heavy firepower to the enemy, the Corsairs rarely fight in environs that permit vehicles the size of a large grav-tank, nor ones that allow pilots to truly exploit the swiftness and agility of the Vyper.

As a result, among the Corsairs the rolls of all these vehicles have been largely supplanted by the Hornet. Better protected and better armed than the Vyper, these skimmers are nonetheless the small and sleek enough to jink through the primary passages and gun-decks of enemy ships. More potent still is the fact that the Hornet possesses

fully enclosed with pressurized cockpits, allowing them to strike at enemy vessels without assistance and even jet through the void to wreak bloody havoc within the launch bays of enemy vessels.

	BS	Front	Side	Rear
Hornet	4	11	11	10

**VEHICLE TYPE:** Skimmer, Fast.

**WARGEAR:** Two shuriken cannons.

**SPECIAL RULES:** Aerial Assault (See Codex: Dark Eldar).

## MOCKINGBIRDS

Though the Vyper is a lesser-used vehicle within most Corsair forces, one variation on its design is still a common sight: the Mockingbird, a terrifying union of heavy weaponry and incredible speed.

Of all the creatures in Eldar myth, it was only Meheiasu, the mockingbird, who did not flee when Slaanesh challenged mighty Khaine; instead, he darted back and forth, laughing and jeering at every failed strike and mistimed parry that She Who Thirsts made; even after Khaine had been torn asunder, Meheiasu lingered briefly to taunt Slaanesh's failure to destroy the war-god utterly. The light skimmers employed by the Corsairs mimic their mythical namesake in many ways. Carrying weapon systems far larger than what the Vyper chassis was originally intended for, they crush the foes with violent

earthquakes, shred them to wafer-thin razor-sharp ribbons, or tear apart reality itself, mocking the laws of physics as much as the vain efforts of the foes' gunners before jetting away in search of new targets.

Most Mockingbird crews arise from the ranks of the Shadowhands, who take to the role of delivering devastation from a deceptively tiny platform with gusto. The craft flown by such crews are readily identifiable, bearing cackling skeletal faces or other morbid iconography. Some go so far as to sever the hands of their victims and dye the flesh a ghostly blue-grey, till it appears that a Mockingbird which has earned many kills is a revenant from beyond the grave, it's very hull reaching out to bear others down unto their doom.

	BS	Front	Side	Rear
Mockingbird	4	10	10	10

**VEHICLE TYPE:** Skimmer, Fast, Open-Topped.

**WARGEAR:** Shuriken cannon, twin-linked shuriken catapults.

It is not uncommon to find Mockingbird crews to don hard-vacuum suits or fit their craft with enclosed canopies and modified engines, allowing them to skim the hulls of enemy craft; the Abyssal Hawk Riders in particular are known for fielding massed squadrons of these craft, which crisscross the surfaces of victim vessels, coordinating to make precision strikes on gun-decks and other critical systems with the devastating combined resonance of dozens of vibro-cannons.

# DARKSTAR FIGHTERS

The Darkstar is one of the most feared fightercraft known to the Imperium, and by far the most iconic of all Corsair flyers. Though larger than a Nightwing or Razorwing, Darkstars are amazingly fast and sport an inertial-dampening system that allows it to perform manoeuvres that would be impossible for other craft. Squadrons of Darkstars are routinely employed to hunt down and destroy enemy support squadrons and recon wings, or to fly escort for Corsair bombers and boarding parties.

Armed with a terrifying array of weapons capable of destroying the toughest of enemy vehicles, Darkstars play a pivotal role in ground assaults. They swoop in low over the battlefield, using their impossible agility to line up shots on the exposed flanks and rears of enemy vehicles before throttling up and fleeing back to the sky. Should an enemy flyer be foolish enough to enter a Darkstar's airspace they will find themselves engaged in a very tough fight indeed, for the abilities of the flyer are exceeded only by the skill of those who pilot them.

Despite their diminutive size, Darkstars are capable of spaceflight and Corsairs employ them as their principal interceptor and escort fighter. In this theatre, they are arguably even more fearsome than they are in delivering close air support to planetary raids; these craft feature such advanced inertial dampeners that they can literally turn on a dime, and such is the efficiency of their drives and power cores that they often have greater persistence in space combat than larger enemy craft. While the Corsairs who pilot these incredible fighters prefer to annihilate the enemy in a single blistering strike, they can use their nimble craft to harass Imperial and Chaos vessels till they have run low on fuel and ordinance and are forced to flee, making them easy prey for the Darkstars who will waste no time turning to chase them down.

	BS	Front	Side	Rear
Darkstar	4	10	10	10

**VEHICLE TYPE:** Skimmer, Fast.

**WARGEAR:** Twin-linked shuriken cannon, two twin-linked bright lances.

**Haywire Missile:** These missiles crackle with the same unstable electromagnetic fields of haywire grenades, and are used to precisely, clinically disable enemy ships and systems.

	Range	S	AP	Special
Haywire Missile	72"	4	4	Heavy 1, One Shot

If a vehicle is hit by a Haywire Missile, roll a D6. The vehicle suffers a Glancing hit on a roll of 2-5 and a Penetrating hit on a 6. This is resolved in addition to any damage caused by the missile itself.

**Tanglefoot Missile:** These missiles unleash shearing, writhing gravitational fields that can throw even the doughtiest soldiers off balance and pin whole squads in place.

	Range	S	AP	Special
Tanglefoot Missile	72"	4	-	Heavy 1, One Shot, 5" Blast

A unit hit by a tanglefoot missile treats all terrain (including open ground) as Difficult and Dangerous the next time it moves.

**SPECIAL RULES:** Aerial Assault, Supersonic (See Codex: Dark Eldar).

**Air Supremacy:** Skimmers moving Flat Out and Bikes (including Jetbikes) using Turbo Boost do not get a cover save against Shooting attacks made by a Darkstar.

# SIAN'AELEH RAVENHEART

## The Soulkeeper

Many hundreds of years ago, on the dead world of Blackthron, a band of Corsairs under the banner of the Twilight Stalkers waged a desperate war to stop the forces of the Great Enemy. Beneath the ash fields and desolate crags, a mighty Daemon of Tzeentch lay imprisoned, locked away by the Seers and smiths of the Alaitoc Craftworld after a long-ago conflict. Though the Eldar wrought a terrible toll on the Chaos forces that had assailed Blackthron, they were driven back and overwhelmed by the legions of cultists and Marines sworn to the Changer of the Ways, till the last of the ancient Thousand Sons killed the remainder of the Corsair warriors at the gates of the daemoniac tomb they protected.

The only survivor was a young Wraithseer named Sian'Aeleh, left cowering in a side-passage with a handful of ghostwarriors, driven half-mad by grief. As the sorcerers of Tzeentch entered the inner

sanctum of the tomb to begin their rituals, she gathered the spirit stones of her slain crew and wove them into her robes, feeling her power grow as the vengeful cries of the Twilight Stalkers coursed around and through her. When she at last finished her sorrowful task, more than two hundred spirit stones adorned her robes.

Though only she survived to tell of what happened that day, those who have seen the wrath of Sian'Aeleh have little reason to doubt her retelling: imbued with the wrath of an entire Corsair cadre, she tore the Thousand Sons asunder, crushing the regenerating daemon and sealing it away forevermore before it could regain its full power. At her heels, her ghostwarrior cohorts each fought with the power and ferocity of ten of their number, empowered as they were by the dead crew.

Her crew avenged, she returned to the battleship *Ravenheart* which the Twilight Stalkers had called their own, and returned to the life of piracy which was all she knew. Rather than recruit a new cadre to man the vessel, she has become a lonely, tragic figure. She walks the decks alone, spirits of the crew chasing back and forth throughout the Wraithbone hull to maintain it. Her only company aside from these flitting essences are the ghostwarriors who pace the *Ravenheart*, performing the few functions the ship cannot regulate from within and accompanying her whenever she sets forth to battle.

Called the Soulkeeper by other Corsairs, she is beheld with awe and fear, for who knows what madness lurks in the mind of one unguarded by the Path, not only crazed with sorrow but also suffused with the psychic might of hundreds?

	WS	BS	S	T	W	I	A	Ld	Sv
Sian'Aeleh	5	5	3	3	2	5	2	10	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Shuriken pistol, witchblade, plasma grenades.

**Cloak of Souls:** The spirits of Sian'Aeleh's lost crew swirl around her, rebuking any enemy who comes close and keeping her safe from harm. Sian'Aeleh has a 3+ Armour save and 3+ Invulnerable save.

In addition, Ghostwarriors in the same unit as Sian'Aeleh gain +1 to their Initiative and +1 Attack.

**SPECIAL RULES:** Daring Leadership, Fleet, Independent Character, Loot and Pillage, Unique.

**Wrath of the Dead:** The spirits of her slain crew course through Sain'Aeleh, imbuing her with unimaginable levels psychic power. In the heat of battle, Sain'Aeleh must fight to keep her powers in line, lest they overwhelm her...

Sain'Aeleh has access to all the Corsair Psychic Powers, and may use up to three powers per turn, though she may not cast the same power more than once per turn. In addition, she **must** attempt to cast at least one Psychic Power in each player's turn. If she does not do so, she suffers a Perils of the Warp attack at the start of the next player turn. Sain'Aeleh's powers are always cast using Wild Casting.



# NYRNOTH THE BLADE-HANDED

## Braggart of a Thousand Knives

Nyrnoth was born for the life of the Shadowhand. In the service of Saim-Hann, he went to war many times as a Dark Reaper, learning the craft of raining doom from afar and perfecting his aim such that only his Exarch and mentor, Morganil, could outmatch his skill and accuracy with heavy weapons.

Nonetheless, Nyrnoth was unsatisfied. Declaring that even the Wild Riders of Saim-Hann were joyless pedants, incapable of appreciating his gifts, he took to the stars and began his life as a Corsair. Since then, he has drifted from band to band, leaving when he declares that he and his talent are under-appreciated – or when he is simply ousted for being such an insufferable egotist.

Nyrnoth cares not; though his aim is sharp (but rarely matching his overinflated claims), he endlessly goads himself to the limit in an attempt to prove his skills, raining punishing fire from his personally customized shuriken cannon. For these withering salvos alone, Shadowhand cadres are eager to count him among their number – for a time, at least.

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

### UNIT TYPE: Infantry

**WARGEAR:** Whispersong, power weapon, carapace armour, plasma grenades.

**Whispersong:** A unique and powerful shuriken cannon of Nyrnoth's own design, Whispersong carries several different types of shuriken which can be rapidly switched out to fight a variety of targets.

	Range	S	AP	Special
Whispersong (Heavy)	24"	7	4	Assault 3
(Shatter)	24"	5	6	Assault 3, Blast

### SPECIAL RULES: Fleet, Loot and Pillage, Unique.

**Aim for Glory:** A unit of Shadowhands including Nyrnoth can gain Loot Counters (following the normal rules) by destroying units with shooting attacks, along as the unit has at least one model within 12" of the target. If the unit spends a Loot Counter to reroll a failed shooting roll to hit made by Nyrnoth, all his attacks count as Rending for the duration of that Shooting phase.

**Nyrnoth's Mockingbird:** Instead of using the profile above, Nyrnoth may be instead fielded in a Mockingbird squadron, using the profile below. Nyrnoth may only be included in an army once.

	BS	Front	Side	Rear
Nyrnoth	4	10	10	10

### VEHICLE TYPE: Skimmer, Fast, Open-Topped.

**WARGEAR:** Whispersong, twin-linked shuriken catapults.

### SPECIAL RULES: Aim for Glory, Loot and Pillage

# LORD-CAPTAIN MALAKAI

## The Wild Prince, Admiral of the Aetherborn

The Corsair known as Malakai commands the warship *Aetherborn*, a mighty Wraithship that once flew the colours of the Saim Hann Craftworld. Some claim it was a gift for services rendered, others that it was stolen from the Craftworld's docks from right under their noses. Whatever the truth, the *Aetherborn* has become well known for two reasons; the first is that it has served in more Corsair fleets than another ship known to pirate kind, and the second is the Wild Prince who commands it.

Lord-Captain Malakai is a sell-sword of great renown, gifted with a natural talent for warfare and an even greater talent for finding trouble. Corsairs the length and breadth of the galaxy have found Malakai and his ship suddenly in their midst, their services offered for nought but a fair share of the spoils. These arrivals are increasingly met with mixed feelings, for the *Aetherborn* and its crew are loyal only to themselves. Malakai will not hesitate to give the order to disengage and run for the Webway the moment he grows tired of his current adventure, but through whatever means he rarely leaves alone; invariably, Malakai's charisma and promise of ever greater spoils is enough to lure new Corsairs from his former allies, and sometimes entire ships will strike their colours to follow the *Aetherborn* to its destination.

Like the Lord-Captain himself, Malakai's crew are notoriously flippant and flighty. When battle is joined they fight with all their hearts, but most will not serve him long. Some simply cannot stomach the leadership of such a reckless Captain, whilst others are left burned out and longing for the peace and order of the lives they left behind. As such, once Malakai's latest adventure is over he will often be left with but a skeleton crew of diehard loyalists, and so the *Aetherborn* will make port to raise new Serpent squads, or seek another Corsair band to 'ally' with and begin their cycle anew.

	WS	BS	S	T	W	I	A	Ld	Sv
Malakai	6	6	3	3	3	6	5	10	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Powerblades, digi-weapons, wraithsuit, forceshield.

**The Unmaker:** The Unmaker is a unique shuriken catapult, built to unleash a devastating barrage of monomolecular projectiles, each of which is laced with deadly neurotoxin. A single scratch from this weapon can leave even the toughest soldier comatose and at the mercy of the Eldar...

	Range	S	AP	Special
The Unmaker	24"	X	5	Assault 3, Poisoned (3+)

**Picker-Pack:** This odd device is worn like a backpack and consists of a profusion of small, grasping mechanical arms. These arms can perform useful tasks, but most frequently find use plucking at everything of value within reach, including embellishments from armour and weapons from the enemies' furious hands.

Malakai earns one more Loot Counter than normal when he (or his unit) destroys an enemy unit in close combat.

**SPECIAL RULES:** Daring Leadership, Fleet, Independent Character, Loot and Pillage, Thirst for Glory, Unique.

**Thirst for Glory:** See the Serpents entry on Page 8. Malakai confers this special rule to any unit that he joins.

# BARON BESINATH

The Bloody Baron, Captain of the *Starshimmer*

Many Corsairs are aggressive and violent to the point of foolhardiness, but none are more so than Baron Besinath, a warrior who serves under the banner of the Grey Kindred band. It is said that the Bloody Baron, as he is known, is the finest captain a Pirate Prince could ask to have in his service, and in the same instant the worst Prince one could imagine as a leader. Indeed, he has been passed over for younger candidates more than once as members of the Grey Kindred's ruling council drift away from their Corsair lives or are slain in battle, but this seems to suit the Baron perfectly well.

Besinath relishes his post in command of his cruiser, the *Starshimmer*, and takes it into the thickest fighting of every engagement. Other than Serpents placed under his command to prove their mettle in the most extreme of environments, only the most bloodthirsty and warlike Corsairs serve aboard his ship or follow his lead in combat. The Bloody Baron is merciless in his attacks, rejoicing as he slicks decks and corridors in the blood of the foe – be they staunch defenders or slavehands begging for mercy.

Far from a mere butcher of the weak, though, Besinath is a consummate swordsman and fighter. In his hands, his slender power weapon whistles and sings through the air too quick for the naked eye to pick out as he parries, feints, and strikes through the guard of any opponent. He fancies himself as a noble duellist, and always seeks out the most skilled and dangerous opponents to strike down. When challenged about his bloody massacres, he plaintively claims that it is their fault for getting in his way while being so rude and dishonourable as to be a poor challenge for his abilities.

Naturally, a Corsair who throws himself into danger as frequently and vigorously as Besinath will accumulate a vast amount of treasure, and among the riches he has gained is a curious artefact called the *Cosmographer*. Made by some ancient race gifted in fusing the arcane and the technological, the *Cosmographer* has the shape of a golden clock with dials and intricate gears. It allows the Bloody Baron to periodically twist and manipulate the threads of time, allowing him to change the way a battle occurs or subtly change the outcome of an event.

Many times he has confounded enemies with his apparent ability to see several moves ahead and outwit them at every turn, and many such stories are retold in heroic song by the Corsairs of the Grey Kindred. In truth, though, the strange mechanics and unfamiliar nature of the *Cosmographer* mean that he can rarely exploit it to its full extent. His close friends and lieutenants often whisper that should he be able to unlock its whole potential, he will truly be an unstoppable fighter, able to craft deadly art with the strands of fate as deftly as a bard might with the strings of his lute. For now, Besinath insists that the greatest victory this artefact has won him has been letting him experience three nights in a row with a particularly adventurous exiled Wych.

	WS	BS	S	T	W	I	A	Ld	Sv
Besinath	8	5	3	3	3	6	4	9	3+

**UNIT TYPE:** Infantry.

**WARGEAR:** Power weapon, shuriken pistol, plasma and haywire grenades, wraithsuit, forceshield.

**The Cosmographer:** This puzzling artefact allows the Baron to subtly bend the threads of causality and the flow of time. Once per game, Baron Besinath and any squad he is with may resolve the Movement, Shooting, and Assault phases in any order, resolved (including any combats) before any other units take any actions.

**SPECIAL RULES:** Fleet, Independent Character, Loot and Pillage, Unique.

**Glory Hound:** Baron Besinath has the Glory Hound Reputation; see the Corsair Captain entry on Page XX.

# LORD-REAVER AL'RHYEN NOVAE

## The Fire-Winged, Dra'Tuisich-Novae of the Rising Flame

Al'rhyen Novae is perhaps the perfect portrait of an Eldar Corsair – an individual driven by the cold fire of revenge, and a compassionate saviour in equal measure. He was once an Aspect Warrior of Biel-Tan, and the fighting skills of his warrior-self as a Swooping Hawk led many to believe he would one day wear the lonely mantle of Exarch.

Before this could come to pass, however, he bore witness to a Necron assault upon the Exodite colony on Hireshenah. Seeking subjects for their horrid experiments, the soulless machines carried off entire families of Exodites and left all but a handful of his winged brethren dead or captured to face a worse fate. From the moment he removed his helmet and broke the war-trance of the Aspect Warrior, Al'rhyen Novae fought tooth and nail in the unfamiliar theatre of diplomacy, urging the Seers and Autarchs of the Craftworld to pursue the Necron fiends. Seeing them as an eminent threat to the Eldar, he believed it was his duty to redeem his squad's failure by rescuing the captured Eldar – or at least ending their misery.

Skeptical, the lords of Biel-Tan blunted the young Novae's pleas at every turn; their divinations had revealed that little threat would come of the small Tomb World which had struck Hireshenah, and the significant resources of the Craftworld were needed elsewhere bringing the keen edge of the Swordwind to bear against Ork and Imperial interlopers.

Jilted and disillusioned, Al'rhyen made off with the other survivors of his squad and a host of other Eldar who shared his view, and took up the mantle of *Dra'Tuisich-Novae* – a simple soldier of Biel-Tan no more, the Lord-Reaver was born. Absconding with a handful of the Craftworld's starships, the newly-formed Reavers of the Rising Flame vanished into the webway before retribution could be brought against them. When they reappeared, it was in a storm of pulsar-lance fire that rained down upon the still-waking Tomb World of Cregnar. Though inexperienced in command himself, Novae had learned his lessons from the Swooping Hawks well, and directed his force in devastating hit-and-run attacks that confounding the slow-witted defenders before striking at the Tomb itself. Fighting side by side, the Lord-Reaver and his crew refused to retreat until every captive Eldar was freed or their Spirit Stone was reclaimed.

Since then, Novae and his new-found band of pirates have roamed the stars in search of adventure and glory, earning respect and terror in equal measure wherever their flames-on-obsidian armour is seen. With his warm manner and power of wit, the Lord-Reaver has on many occasions united disparate factions together and welded unlikely alliances to seize the day, though few last longer than is needed to see out the crisis at hand.

Despite his skill and magnanimous manner, a dark stain marks Lord-Reaver Novae and thus the actions of his armada. Whenever and wherever the Necrons are found, the Reavers of the Rising Flame will be there, their master throwing himself into the most one-sided and hopeless conflicts with deadly abandon.

Nowhere is this seen more than the world of Cregnar; since his first raid, it has woken fully and become a formidable threat, made no less so by its recent annexation by the expansive forces of Imotekh the Stormlord. Despite the danger posed by such a formidable target, the Novae has led half dozen further raids against. He, and all who follow him, know that there will be only one conclusion to this fued – either he will destroy every last Necron and leave Cregnar a blasted wasteland, or he will die senselessly in the attempt.

	WS	BS	S	T	W	I	A	Ld	Sv
Al'rhyen Novae	6	6	4	3	3	6	3	10	3+

**UNIT TYPE:** Jump Infantry.

**WARGEAR:** Jump pack, plasma and haywire grenades, wraithsuit, forcesshield.

**Kroot Longpistols:** These almost comically over-long pistols were a gift from the Kroot mercenaries whom Novae and his cadre once fought alongside, though they are now loaded with greatly over-powered shells. These pistols are treated as a single weapon.

	Range	S	AP	Special
Kroot Longpistols	18"	4	6	Pistol, Blast

**The Sorrowsword:** The Sorrowsword is a power weapon that confers +1 Strength (included in profile). In addition, enemy units that lose combat against Novae must reroll successful Morale tests to break from combat.

**SPECIAL RULES:** Daring Leadership, Deep Strike, Independent Character, Loot and Pillage, Unique.

**Desperate Heroics:** Once per turn, any single roll of a 1 made by Novae (to hit, to wound, for a save, etc.) may be treated as a roll of a 6 instead. However, he must immediately pass an Armour save or suffer a single wound.

Additionally, if he enters play by Deep Strike alone, he may assault the turn he arrives, but he may not join an existing combat, nor may additional friendly units join any combat he starts in this manner during that assault phase.

# THE CORSAIR ARMOURY

This section details the rules for using the weapons and equipment of the Eldar Corsairs in Warhammer 40,000.

## Weapons

**Bright Lance:** See Codex: Eldar.

**Flamer:** See the Warhammer 40,000 rulebook.

**Eldar Missile Launcher:** See Codex: Eldar.

**Fusion Gun:** See Codex: Eldar.

**Fusion Lance:** See page 13.

**Graviton Cannon:** Using archaic technology, weapons that manipulate gravity are used by the Corsairs not only to blow open bulkheads or pin defenders down with inescapable force, but also to maneuver in the void, completing heart stopping slingshots and jinks by exploiting the weightless environment of space.

	Range	S	AP	Special
Graviton Cannon	48"	6	-	Heavy 1, 3" Blast

Hits caused by a graviton cannon ignore cover saves, and hits caused to structures and fortifications roll 2D6 for armour penetration.

**Harlequin's Kiss:** See Codex: Eldar or Codex: Dark Eldar.

**Hydra Launcher:** See page 13.

**Power Weapon:** See the Warhammer 40,000 rulebook.

**Riveblades:** These shimmering blades are often fixed to the forearms or worn as glimmering bladed gauntlets, and are capable of utterly shredding a foe with crackling force.

Riveblades count as a power weapon, and additionally any model wounded by them suffers Instant Death, regardless of their Toughness or remaining Wounds.

**Scatter Laser:** See Codex: Eldar.

**Shuriken Catapult:** See Codex: Eldar.

**Shuriken Pistol:** See Codex: Eldar.

**Sky Axe:** See page 11.

**Shuriken Cannon:** See Codex: Eldar.

**Shrieker Cannon:** See Codex: Eldar.

**Singing Spear:** See Codex: Eldar.

**Tremor Hammer:** Similar to a power fist in application, these elegant hammers use the same technology as vibrocannons to set off catastrophic vibrations within a target.

A tremor hammer is treated in all respects like a power fist, but on any Armour Penetration roll of a 6, the vehicle suffers a Crew Stunned result in addition to any other damage.

**Whisperblade Cannon:** See page 13.

**Witchblade:** See Codex: Eldar.

## Cegniah The Razor

The stoic, bull-headed and solitary weaponsmith Cegniah is known by all Corsairs for the quality of shuriken weapons that he crafts; double-barreled, foe-seeking catapults are among the least outlandish of his works.

Abiding few companions, Cegniah resides at a secluded trading port on the Eastern Rim, trading services to those who offer him a fair price and often cutting the throats out of those who would presume to cheat him.

## Other Equipment

**Bio-Explosive Ammo:** This upgrade involves coating shurikens in extraordinarily potent genotoxins, causing foes wounded by them to explode in a spray of toxic viscera. If selected, it is applied to all weapons with “Shuriken” in their name that the model possesses. Each weapon becomes Poisoned (2+) and Assault 1, 3” Blast.

**Boarding Gear:** Corsairs carry everything from scaling ladders and grapnels to portable void shield generators and cutting lasers to enable them to board enemy vessels and protect themselves from threats like hull breaches or toxic fumes.

A model with boarding gear may reroll failed Dangerous Terrain tests.

**Combat Drugs:** Unlike the unstable concoctions used by the Dark Eldar and their extremely unpredictable effects, most Corsairs limit their use to stimulants and arcane medicines, which together confer the *Feel No Pain* special rule to the user.

**Digi-Weapons:** These stealthy, concealed weapons take the form of large rings which can be used to turn the tides in melee or take an opponent who thinks the wearer to be unarmed unawares.

A model with digital weapons gains +1 Attack.

**Forceshield:** See Codex: Eldar.

**Guardbeast:** Though the slaving, hideous beasts which go to war beside Ork warlords of Chaos renegades are reviled by the more refined Corsairs, there is no shortage of majestic and deadly beasts to be found on worlds across the galaxy. Some Pirate Princes keep beasts such as the white lions of Charcecon or dwarf mica-dragons as loyal pets.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardbeast	4	0	4	4	1	4	2	6	6+

Guardbeasts always have the same unit type as the model they are purchased for. Guardbeasts with the Infantry unit type may be carried in a transport. If the model who purchased the guardbeast is removed from play, the guardbeast is removed as well.

**Haywire Grenades:** See Codex: Eldar.

**Lucky Token:** Some Corsair leaders are given to superstition, and carry trinkets or tokens for luck. Others, however, acquire over their travels some artefact or other object which actually does tip the scales of fate in their favour. It might be a precognitive Warp Eye of the Agheghouls, a set of Eldar Seer’s runes, or even a creature such as a Seer-Hawk.

A model with a lucky token may ignore one unsaved wound per game. This may be a wound which causes Instant Death.

**Plasma Grenades:** See Codex: Eldar.

**Powerblades:** These small power weapons are worn on the owner’s forearm, or occasionally attached to a gauntlet. They allow the owner to make quick, deadly jabs and cuts while leaving the hands free for other weaponry.

A model with powerblades gains +1 Attack and counts as being armed with a power weapon. They must chose to attack as if using power weapon or using the special powers of another close combat weapon; other than additional Attacks, these rules do not ‘stack’.

**Screamer Helm:** Screamer helms are helmets which project amplified and distorted psychic war-cries. Though less advanced than the Banshee masks of the Craftworlds’ Aspect Warriors, they nonetheless can disorient and incapacitate foes.

A model wearing a Screamer Helm gains +2 Initiative in the first round of any assault.

**Tanglefoot Grenades:** Tanglefoot grenades cast out waves of distorting gravitational fields, throwing attackers off balance and stalling advances. They count as defensive grenades. Additionally, enemies charging a model with Tanglefoot grenades suffer -1 Initiative in the first round of combat.

**Webway Portal:** See Codex: Dark Eldar.

## Armour

**Carapace Armour:** Corsair carapace armour is similar to that worn by other Eldar, consisting of lightweight composite plates and a flexible bodyglove, but is frequently painted exotic colours or customized in an ostentatious or garish manner. Carapace armour confers a 4+ armour save.

**Mesh Armour:** Lightweight and flexible composites make up the weave of Eldar mesh suits, allowing almost unparalleled freedom of movement and superior protection to the bulky flak armour used by the Imperium. Mesh armour provides a 5+ armour save.

**Wraithsuit:** See Codex: Eldar.

## Vehicle Weapons

**Pulse Laser:** See Codex: Eldar.

## Vehicle Wargear

**Grappling Rig:** Some especially daring or flamboyant Corsairs fit their transports with an extending ramp or platform to allow them to snatch valuables on the fly, infuriating and confusing their opponents. Each turn, one model embarked on a transport with a grappling rig may make a single close combat attack against a model or unit within 6" of the transport, at any point along its movement (as long as it did not move Flat Out). If the attack scores a Wound (or a successful armour penetration roll against a vehicle), the unit scoring the hit gains one Loot Counter.

**Holofields:** See Codex: Eldar.

**Molten Ram:** Boarding actions are desperate, bloody affairs, and oft require sacrifice to prevail. Thus, some Corsair vehicles are fitted with immensely powerful fusion batteries on their prows, to use in a last resort to break through a critical blast door or breach the hull of an enemy vessel when striking through the void. These rams have no firing apparatus, and simply rely on proximity to the target to deliver their devastating payload.

A vehicle with a molten ram may, once per game, make a Tank Shock or ramming attack against an enemy vehicle or Monstrous Creature (even if it is not a tank). The targeted model automatically suffers a S10 AP1 hit, which rolls 2D6 for armour penetration or inflicts D3 wounds (if the To Wound roll is successful) on the victim.

In addition to the normal damage received from ramming, the attacking vehicle then suffers an immediate penetrating hit; other wargear or special rules of the vehicle (such as Holofields or Spirit Stones) have no effect in mitigating this damage.

**Razorfield:** Some Corsair vehicles are fitted with special pods which eject bundles of microfilament wire or countless tiny shurikens into to their powerful anti-grav fields, creating a shroud of slicing blades around themselves. Any model assaulting or being Tank Shocked by a vehicle with a razorfield suffers a S3 AP- hit.

**Spirit Stones:** See Codex: Eldar.

**Star Engines:** See Codex: Eldar.

# ASSEMBLING A CORSAIR CADRE

*"There's treasure in sight,  
We are robbing you blind,  
I hope you don't mind,  
We are taking it all tonight!"  
-- From Wolves of the Sea by Alestorm*

## **Atmosphere**

The Eldar Corsairs offer a unique opportunity among Eldar forces; while the Craftworld Eldar are by necessity stern and focussed, and the Dark Kin universally sadistic and cruel simply to save their souls, the Eldar Corsairs have much more leeway in their characterization and thus the 'mood' of an army.

Your forces could be capricious reapers, magnanimous saviours, just in it for the loot and the glory, or a treacherous balance of all of the above. Prone to shifts in mood and persona, the Eldar Corsairs can be anything from as serious and clinical as their Craftworld brethren to as wild and comically, raucously violent as an Ork warband if you so desire.

## **Modelling**

Corsairs can – and in fact should – be modelled differently from both Craftworld and Dark Eldar, and can be represented in a variety of different ways. Combining 'bitz' from the different Eldar ranges works well, as does bringing in more esoteric parts. Warhammer Fantasy components can add a great deal of flair to your Corsair army, using not just obvious conversions such as Dark and High Elf parts, but also more esoteric additions such as garish, feather-plumed hats, anachronistic greatcoats, and blunderbusses from the Empire range to enhance the 'pirate' motif in the army. Wood Elf parts are a fine basis for Exodite models, while all manner of monsters and other esoteric models and parts can find their way into a Corsair army; the only limit is your creativity.



# EQE

## Lord-Captain Malakai ..... 110 Points

Page 25

	WS	BS	S	T	W	I	A	Ld	Sv
Malakai	6	6	3	3	3	6	5	10	3+

**Unit Type:**

- Infantry

**Composition:**

- 1 (Unique)

**Wargear:**

- The Unmaker
- Powerblades
- Picker-pack
- Digi-weapons
- Plasma grenades
- Wraithsuit
- Forceshield

**Special Rules:**

- Daring Manoeuvres
- Fleet
- Independent Character
- Loot and Pillage
- Thirst for Glory

## Baron Besinath ..... 125 Points

Page 26

	WS	BS	S	T	W	I	A	Ld	Sv
Besinath	8	6	3	3	3	6	3	10	2+

**Unit Type:**

- Infantry

**Composition:**

- 1 (Unique)

**Wargear:**

- Power weapon
- Shuriken pistol
- The Cosmographer
- Plasma grenades
- Haywire grenades
- Wraithsuit
- Forceshield

**Special Rules:**

- Daring Manoeuvres
- Fleet
- Independent Character
- Loot and Pillage
- Reputation (Glory Hound)

## Lord-Reaver Al'rhyen Novae ..... 150 Points

Page 27

	WS	BS	S	T	W	I	A	Ld	Sv
Lord-Reaver Novae	6	6	4	3	3	7	3	9	3+

**Unit Type:**

- Infantry

**Composition:**

- 1 (Unique)

**Wargear:**

- Kroot longpistols
- The Sorrowsword
- Plasma grenades
- Haywire grenades
- Wraithsuit
- Forceshield

**Special Rules:**

- Daring Manoeuvres
- Deep Strike
- Desperate Heroics
- Fleet
- Independent Character
- Loot and Pillage

## Prince Yriel of Iyanden ..... See Codex: Eldar

An army including Yriel may include 0-2 Wraithguard units and 0-1 Wraithlord. Wraithguard units may be accompanied by Warlocks, and may be mounted in Wave Serpents. Duke Siliscus and Yriel of Iyanden may never be included in the same army.

## Duke Siliscus ..... See Codex: Dark Eldar

An army including Duke Siliscus may include 0-2 squads of Kabalite Warriors and/or Kabalite Trueborn. These units may select Raider transports. Duke Siliscus and Yriel of Iyanden may never be included in the same army.

# E HQ E

## Pirate Prince

**75 Points**
**Page 14**

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

**Unit Type:**

- Infantry

**Composition:**

- 1 Pirate Prince

**Wargear:**

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Wraithsuit
- Forceshield

**Special Rules:**

- Daring Manoeuvres
- Fleet
- Independent Character
- Loot and Pillage

**Psychic Powers:**

- The Pirate Prince may be made a Psyker, with any two Eldar Corsair psychic powers, for +35 points.

<sup>1</sup>Only available if the Pirate Prince has one or more psychic powers.

<sup>2</sup>The Pirate Prince may not have both a Jump Pack and an Eldar Jetbike.

**Options:**

Replace close combat weapon and/or shuriken pistol with:

- Fusion pistol ..... 10 points
- Harlequin's Kiss ..... 5 points
- Power weapon ..... 10 points
- Riveblades ..... 35 points
- Sky axe ..... 10 points
- Singing spear <sup>1</sup> ..... 18 points
- Tremor hammer ..... 20 points
- Witchblade <sup>1</sup> ..... 15 points

Take any of the following:

- Bio-explosive ammunition ..... 5 points
- Boarding gear ..... 2 points
- Combat drugs ..... 15 points
- Digi-weapons ..... 10 points
- Eldar Jetbike <sup>2</sup> ..... 30 points
- (0-2) Guardbeasts ..... 15 points/model
- Haywire grenades ..... 5 points
- Jump pack <sup>2</sup> ..... 20 points
- Lucky token ..... 20 points
- Powerblades ..... 20 points
- Screamer helm ..... 5 points
- Spirit stones <sup>1</sup> ..... 20 points
- Tanglefoot grenades ..... 10 points
- Webway portal ..... 35 points

## Corsair Captain

**50 Points**
**Page 15**

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Captain	5	5	3	3	2	6	2	9	3+

**Unit Type:**

- Infantry

**Composition:**

- 1 Corsair Captain

**Wargear:**

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Wraithsuit
- Forceshield

**Special Rules:**

- Fleet
- Independent Character
- Loot and Pillage
- Reputation

<sup>1</sup>The Corsair Captain may not have both a Jump Pack and an Eldar Jetbike.

**Options:**

Replace close combat weapon and/or shuriken pistol with:

- Fusion pistol ..... 10 points
- Harlequin's Kiss ..... 5 points
- Power weapon ..... 10 points
- Riveblades ..... 35 points
- Sky axe ..... 10 points
- Tremor hammer ..... 20 points

Take any of the following:

- Bio-explosive ammunition ..... 5 points
- Boarding gear ..... 2 points
- Combat drugs ..... 15 points
- Digi-weapons ..... 10 points
- Eldar Jetbike <sup>1</sup> ..... 30 points
- (0-2) Guard beasts ..... 10 points/model
- Haywire grenades ..... 5 points
- Jump pack <sup>1</sup> ..... 20 points
- Powerblades ..... 20 points
- Screamer helm ..... 5 points
- Tanglefoot grenades ..... 10 points
- Webway portal ..... 35 points

# ELITES

## Corsair Retinue

### 12 Points/Model

Page 16

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Praefactor	4	4	3	3	1	5	2	9	4+

#### Unit Type:

- Infantry

#### Composition:

- 5-10 Praefactors

#### Wargear:

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Carapace armour

Your army may include one Corsair Retinue for each Pirate Prince or Corsair Captain. The squad does not occupy any Force Organization slots but otherwise counts as an HQ choice.

<sup>1</sup> Only available to a Malefactor that is a Psyker.

<sup>2</sup> The squad may not have both Eldar Jetbikes and Jump Packs.

#### Transport:

- The squad may select a Venom or Leviathan dedicated transport.

#### Special Rules:

- Fleet
- Loot and Pillage

#### Psychic Powers:

- Any Malefactor may be made a Psyker for +10 points. They gain the Wild Caster special rule and any one of the Eldar Corsairs psychic powers.

#### Options:

Promote any Praefactor to a Malefactor ..... 6 points

The entire unit may take any of the following:

- Bio-explosive ammunition ..... 5 points/model
- Boarding gear ..... 1 point/model
- Combat drugs ..... 15 points/model
- Eldar Jetbike <sup>2</sup> ..... 20 points/model
- Haywire grenades ..... 3 points/model
- Jump pack <sup>2</sup> ..... 10 points/model
- Tanglefoot grenades ..... 3 points/model

Up to half the squad may replace shuriken catapult with:

- Flamer ..... 5 points
- Fusion gun ..... 10 points

Any model may replace close combat weapon and/or shuriken pistol with:

- Fusion pistol ..... 10 points
- Harlequin's Kiss ..... 3 points
- Power weapon ..... 5 points
- Singing spear <sup>1</sup> ..... 18 points
- Tremor hammer ..... 15 points
- Witchblade <sup>1</sup> ..... 15 points

One model may take a single item from the following list:

- Plunderer's banner ..... 25 points
- Targeting array ..... 30 points
- Webway portal ..... 35 points

## Cobra Squad

### 14 Points/Model

Page 10

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Cobra	4	4	3	3	1	5	2	9	4+

#### Unit Type:

- Infantry

#### Composition:

- 5-10 Cobras

#### Wargear:

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Carapace armour

#### Character:

- The squad may be joined by a single Malefactor for +18 points (see entry on page 16).

#### Transport:

- The squad may select a Leviathan dedicated transport.

#### Special Rules:

- Fleet
- Loot and Pillage
- Pirate Oath

#### Options:

The entire unit may take any of the following:

- Bio-explosive ammunition ..... 5 points/model
- Boarding gear ..... 1 point/model
- Haywire grenades ..... 3 points/model
- Tanglefoot grenades ..... 3 points/model

Up to two models may replace shuriken catapult with:

- Flamer ..... 5 points
- Fusion gun ..... 10 points

... or replace shuriken pistol or close combat weapon with:

- Fusion pistol ..... 10 points
- Harlequin's Kiss ..... 3 points
- Power weapon ..... 5 points
- Tremor hammer ..... 15 points

# ELITES

## Ghostwalkers

### 20 Points/Model

### Page 18

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Ghostwalker	4	4	4	5	1	4	1	10	3+

#### Unit Type:

- Infantry

#### Composition:

- 3-8 Ghostwalkers

#### Wargear:

- Two Shuriken catapults

<sup>1</sup> No model may have more than one of these weapons.

#### Transport:

- The squad may select a Leviathan dedicated transport.

#### Special Rules:

- Fearless
- Stable
- Wraithsight

#### Options:

Replace either shuriken catapult with:

- Bright lance <sup>1</sup> ..... 30 points
- Close combat weapon ..... Free
- Eldar missile launcher <sup>1</sup> ..... 20 points
- Flamer ..... 5 points
- Fusion gun ..... 10 points
- Graviton cannon ..... 15 points
- Power weapon ..... 10 points
- Shuriken cannon <sup>1</sup> ..... 15 points
- Tremor hammer ..... 20 points

#### Character:

- The squad may be joined by a single Malefactor for +18 points (see entry on page 16).
- One Ghostwalker or Assassin Ghostwalker unit may be joined by Sian'aele Ravenheart for +100 points (see entry on page 23).

## Assassin Ghostwalkers

### 25 Points/Model

### Page 18

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Assassin Ghostwalker	4	4	4	5	1	4	1	10	3+

#### Unit Type:

- Infantry

#### Composition:

- 3-8 Assassin Ghostwalkers

#### Wargear:

- Two wraithblades

#### Special Rules:

- Fearless
- Infiltrate
- Stable
- Stealth
- Wraithsight

#### Options:

Replace either wraithblade with:

- Shuriken catapult ..... Free
- Flamer ..... 5 points
- Fusion gun ..... 10 points
- Power weapon ..... 15 points
- Tremor hammer ..... 20 points

#### Character:

- The squad may be joined by a single Malefactor for +18 points (see entry on page 16).
- One Ghostwalker or Assassin Ghostwalker unit may be joined by Sian'Aeleh Ravenheart for +100 points (see entry on page 23).

	WS	BS	S	T	W	I	A	Ld	Sv
Sian'aele Ravenheart	5	5	3	3	2	5	2	9	3+

#### Unit Type:

- Infantry

#### Composition:

- Sian'Aeleh (Unique)

#### Special Rules:

- Fleet
- Loot and Pillage
- Wrath of the Dead

#### Wargear:

- Shuriken pistol
- Witchblade
- Cloak of Souls

## Harlequin Troupe

### See Codex: Eldar or Codex: Dark Eldar

# E TROOPS E

## Dragon Squad

### 10 Points/Model

### Page 09

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Dragon	4	4	3	3	1	5	1	9	4+

#### Options:

The entire unit may take:

- Boarding gear ..... 1 point/model
- Haywire grenades ..... 3 points/model

One model may replace shuriken catapult with:

- Flamer ..... 5 points
- Fusion gun ..... 10 points

... or replace their shuriken pistol or close combat weapon with:

- Power weapon ..... 5 points
- Tremor hammer ..... 15 points

If the squad numbers 10 models, a second model may replace choose an option from the list above, or replace shuriken catapult with:

- Bright lance ..... 30 points
- Shuriken cannon ..... 15 points

#### Unit Type:

- Infantry

#### Composition:

- 5-10 Dragons

#### Wargear:

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Carapace armour

#### Character:

- The squad may be joined by a single Malefactor for +18 points (see entry on page 16).

#### Transport:

- The squad may select a Leviathan dedicated transport.

#### Special Rules:

- Fleet
- Loot and Pillage

## Serpent Squad

### 8 Points/Model

### Page 08

	WS	BS	S	T	W	I	A	Ld	Sv
Praefactor (Probatii)	4	4	3	3	1	5	2	9	4+
Serpent	3	3	3	3	1	4	1	8	5+

#### Options:

Up to two models may replace shuriken catapult with:

- Flamer ..... 5 points
- Fusion gun ..... 10 points

#### Character:

- Promote one Serpent to a Probatii ..... 10 points

The Probatii may replace his shuriken pistol or close combat weapon with:

- Fusion pistol ..... 10 points
- Harlequin's Kiss ..... 3 points
- Power weapon ..... 5 points
- Tremor hammer ..... 15 points

The Probatii may take any of the following:

- Bio-explosive ammunition ..... 5 points
- (0-2) Guardbeasts ..... 15 points/model
- Haywire grenades ..... 3 points

#### Unit Type:

- Infantry

#### Composition:

- 10-20 Serpents

#### Wargear:

- Shuriken catapult
- Shuriken pistol (Probatii)
- Close combat weapon
- Plasma grenades
- Carapace armour (Probatii)
- Mesh armour (Serpents)

#### Transport:

- The squad may select a Leviathan dedicated transport.

#### Special Rules:

- Fleet
- Thirst for Glory
- Loot and Pillage

'On through the dark, swords in the night; take what we please, revel in the fight.

We are the Corsairs!

Your vault is our right, we shall have all we want of your gold and wine.

Then off, away, shadows in the dark, back to the secret places from whence our band harks.

You shall know fear!

Keep us not from our riches due,

For we are the Corsairs, and we're coming for you!

-- From "Plunderers in the Night", widespread Corsair drinking song.

# Ξ TROOPS Ξ

## Exodite Wayfarers

**15 Points/Model**
**Page 19**

	WS	BS	S	T	W	I	A	Ld	Sv
Wayfarer	3	4	3	3	1	4	1	8	5+
Way-Keeper	4	5	3	3	1	5	2	9	5+

**Options:**
*The entire squad may take:*

- Tanglefoot grenades ..... 3 points/model

*Any Wayfarer may exchange lasblaster for:*

- Long rifle ..... 2 points/model

**Character:**

- Promote one Wayfarer to a Way-Keeper ..... 15 points

*The Way-Keeper may exchange lasblaster for:*

- Dragonbane rifle ..... 10 points
- Power weapon ..... 5 points

**Unit Type:**

- Infantry

**Composition:**

- 3-10 Wayfarers

**Wargear:**

- Lasblaster
- Eldar laspistol
- Plasma grenades
- Mesh armour

**Special Rules:**

- Evasive Fighters
- Infiltrate

Exodite Wayfarer squads may never fill compulsory Troops choice slots.

# Ξ TRANSPORTS Ξ

## Leviathan

**65 Points**
**Page 20**

	BS	Front	Side	Rear
Leviathan	4	12	10	10

**Vehicle Type:**

- Skimmer, Fast, Open Topped

**Squadron:**

- 1 Leviathan

**Wargear:**

- Shuriken cannon
- Twin-linked shuriken catapults

**Transport:**

- 12 models.
- Ghostwalkers count as 2 models.

**Special Rules:**

- Armoured Prow

**Options:**
*Replace shuriken cannon with:*

- Bright lance ..... 25 points
- Eldar missile launcher ..... 15 points
- Scatter laser ..... 10 points
- Starcannon ..... 20 points

*Replace twin-linked shuriken catapults with:*

- Hydra launcher ..... 20 points
- Shuriken cannon ..... 10 points

*May take any of the following:*

- Grappling rig ..... 15 points
- Holo-fields ..... 25 points
- Molten ram ..... 25 points
- Razorfield ..... 15 points
- Spirit stones ..... 15 points
- Star engines ..... 15 points
- Treasure stowage ..... 20 points

## Corsair Venom

**45 Points**
**See Codex: Dark Eldar**

	BS	Front	Side	Rear
Venom	4	10	10	10

**Vehicle Type:**

- Skimmer, Fast, Open-Topped

**Squadron:**

- 1 Venom

**Wargear:**

- Shuriken cannon
- Twin-linked shuriken catapults

**Transport:**

- 5 models (may not transport Ghostwalkers).

**Options:**
*Replace shuriken cannon with:*

- Fusion lance ..... 15 points
- Hydra launcher ..... 10 points

*May take any of the following:*

- Grappling rig ..... 15 points
- Holo-fields ..... 25 points
- Spirit stones ..... 15 points
- Star engines ..... 15 points

# FAST ATTACK

## Skyraider Squad

**35 Points/Model**
**Page 12**

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3(4)	1	6	2	9	3+
Skyraider	4	4	3	3(4)	1	5	1	9	3+

**Options:**

*One in three Skyriders may replace twin-linked shuriken catapults with:*

- Shrieker cannon ..... 10 points

*One in three models may take:*

- (0-2) Guardbeasts ..... 15 points/model

**Character:**

- The squad may be joined by a single Malefactor for +48 points (see entry on page 16).

**Unit Type:**

- Infantry

**Composition:**

- 3-10 Skyriders

**Wargear:**

- Bio-explosive ammunition
- Shuriken pistol
- Plasma grenades
- Eldar Jetbike

**Special Rules:**

- Loot and Pillage
- Poisoned (4+) attacks (Guardbeasts)

## Mistwing Squad

**18 Points/Model**
**Page 11**

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Mistwing	4	4	3	3	1	5	1	9	4+

**Options:**

*Any Mistwing may replace close combat weapon with:*

- Sky axe ..... 5 points

*Up to two Mistwings may replace shuriken pistol or close combat weapon with:*

- Fusion pistol ..... 10 points
- Power weapon ..... 10 points
- Tremor hammer ..... 15 points

**Character:**

- The squad may be joined by a single Malefactor for +38 points (see entry on page 16).

**Unit Type:**

- Jump Infantry

**Composition:**

- 5-10 Mistwings

**Special Rules:**

- Loot and Pillage

**Wargear:**

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades
- Snares
- Jump pack
- Mesh armour

## Exodite Raider-Knights

**17 Points/Model**
**Page 19**

	WS	BS	S	T	W	I	A	Ld	Sv
Raider-Knight	4	3	3	3(4)	1	4	1	8	4+
Dragonborn	4	3	3	3(4)	1	5	2	9	4+

**Options:**

*The entire squad may take:*

- Tanglefoot grenades ..... 3 points/model

*Any Raider-Knight may exchange close combat weapon for:*

- Power lance ..... 10 points/model

**Character:**

- Promote one Raider-Knight to a Dragonborn .. 15 points

*The Dragonborn may exchange close combat weapon for:*

- Bright lance ..... 30 points
- Laser lance ..... 5 points

**Unit Type:**

- Cavalry

**Composition:**

- 3-10 Raider-Knights

**Wargear:**

- Eldar laspistol
- Close combat weapon
- Plasma grenades
- Mesh armour

**Special Rules:**

- Evasive Fighters
- Scouts

# E HEAVY SUPPORT E

## Shadowhand Squad

### 10 Points/Model

### Page 13

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	5	5	3	3	1	6	2	9	4+
Shadowhand	4	4	3	3	1	5	1	9	4+

#### Options:

*The entire squad may take:*

- Boarding gear ..... 1 point/model
- Tanglefoot grenades ..... 3 points/model

*Any Shadowhand may replace shuriken catapult with:*

- Hydra Launcher ..... 20 points
- Fusion lance ..... 15 points
- Whispermace cannon ..... 10 points

#### Character:

- The squad may be joined by a single Malefactor for +18 points (see entry on page 16).
- One squad may be joined by Nyrnoth the Blade-Handed for +60 points (see entry on page 24).

#### Unit Type:

- Infantry

#### Composition:

- 3-6 Shadowhands

#### Wargear:

- Shuriken catapult
- Shuriken pistol
- Close combat weapon
- Plasma grenades

#### Transport:

- The squad may select a Leviathan or Venom dedicated transport.

#### Special Rules:

- Fleet
- Loot and Pillage

	WS	BS	S	T	W	I	A	Ld	Sv	Wargear:	Special Rules:
Nyrnoth the Blade-Handed	4	4	3	3	2	5	2	9	4+	<ul style="list-style-type: none"> <li>• Whispersong</li> <li>• Power weapon</li> <li>• Carapace armour</li> <li>• Plasma grenades</li> </ul>	<ul style="list-style-type: none"> <li>• Aim for Glory</li> <li>• Fleet</li> <li>• Loot and Pillage</li> </ul>

**Unit Type:**  
• Infantry

**Composition:**  
• Nyrnoth (Unique)

## Hornet

### 80 Points

### Page 21

	BS	Front	Side	Rear
Hornet	4	11	11	10

#### Vehicle Type:

- Skimmer, Fast

#### Squadron:

- 1 Hornet

#### Wargear:

- Two shuriken cannons

#### Special Rules:

- Aerial Assault

#### Options:

*Replace either shuriken cannon with:*

- Bright lance ..... 25 points
- Eldar missile launcher ..... 15 points
- Graviton cannon ..... 15 points
- Pulse laser ..... 30 points
- Scatter laser ..... 10 points
- Starcannon ..... 20 points

*May take any of the following:*

- Holo-fields ..... 25 points
- Molten ram ..... 25 points
- Razorfield ..... 20 points
- Spirit stones ..... 15 points
- Star engines ..... 15 points

## CORSAIR ARMOURIES

Unlike the quiet perfectionism of Eldar Bonesingers the brutal claustrophobia of Commograth's slave factories, the shops in which the Corsairs build and maintain their vehicles and weapons are as diverse and varied as their fleets themselves.

Commonly, the bulk of the Corsairs equipment is gleaned from Craftworlds which they visit, and may be traded in exchange for anything from information to protection, or 'appropriated' by raiders covertly. Corsair vessels and hideouts have machine shops and halls for Bonesingers, mostly crewed by Eldar with backgrounds

as craftsmen, but many cruel or pragmatic Pirate Princes have slaves and prisoners perform much of their labour.

Other Corsairs source their arms and wargear from much stranger sources. Rumours abound that the Sons of Vaul, zealous raiders who see themselves as chosen of the dead smith god, gain most of their equipment from an automated alien foundry of unknown origin, which produces everything from shurikens to jetbikes in exchange for a steady 'tribute' of blood. Whether such rumours are true, and the role that Vaul has in this smithy, are hotly contested.



# E HEAVY SUPPORT E

## Darkstar Fighter

## 160 Points

## Page 22

	BS	Front	Side	Rear
Darkstar	4	10	10	10

### Vehicle Type:

- Skimmer, Fast

### Squadron:

- 1 Darkstar

### Wargear:

- Two twin-linked bright lances
- Twin-linked shuriken cannons
- Four haywire missiles

### Special Rules:

- Aerial Assault
- Air Supremacy
- Supersonic

### Options:

Replace any number of haywire missiles with:

- Tanglefoot missiles ..... 5 points/missile

May take any of the following:

- Holofields ..... 25 points
- Spirit stones ..... 15 points

## Mockingbird Squadron

## 60 Points/Model

## Page 21

	BS	Front	Side	Rear
Mockingbird	4	10	10	10

### Vehicle Type:

- Skimmer, Fast, Open-Topped

### Squadron:

- 1-3 Mockingbirds

### Wargear:

- Shadow weaver
- Twin-linked shuriken catapults

### Options:

Replace shadow weaver with:

- D-Cannon ..... 20 points
- Graviton cannon ..... 5 points
- Vibrocannon ..... 15 points

Replace twin-linked shuriken catapults with:

- Shuriken cannon ..... 10 points

May take any of the following:

- Holofields ..... 25 points
- Spirit stones ..... 15 points
- Star engines ..... 15 points

- One Mockingbird unit may be joined by Nyrnoth the Blade-Handed for +80 points (see entry on page 24).

	BS	Front	Side	Rear	Special Rules:	Wargear:
Nyrnoth's Mockingbird	4	10	10	10	<ul style="list-style-type: none"> <li>• Aim for Glory</li> <li>• Loot and Pillage</li> </ul>	<ul style="list-style-type: none"> <li>• Whispersong</li> <li>• Twin-linked shuriken catapults</li> <li>• Spirit stones</li> </ul>
<b>Unit Type:</b>					<b>Composition:</b>	
• Skimmer, Fast, Open-Topped					• Nyrnoth's Mockingbird (Unique)	

# CORSAIRS AMONG THE STARS

This section provides rules for using some of the Corsair characters introduced above in games of Battlefleet Gothic.

## Fleet Lists

Characters detailed here may be used in the usual Gothic Sector or Later Gothic War fleet lists (refer to the Battlefleet Gothic rules).



### Lord-Reaver Novae ..... 500 Points

Lord-Reaver Novae is a Pirate Prince (Ld 10) with two re-rolls.

#### **The Hour of Oblivion:**

Novae's flagship is treated as an Eclipse-class cruiser with two additional hits (for a total of 8) and a prow weapons battery (30cm, front arc, firepower 6) in addition to its normal weaponry.

#### **Alliances:**

A fleet including Lord-Reaver Novae may include more than one Pirate Prince; you can bring as many as you like! However, you may only have a single Pirate Prince per vessel, and only Novae counts as the Fleet Commander.



### Sian'Aeleh Ravenheart ..... 335 Points

Sian'Aeleh is a Pirate Prince (Ld 10) with a single re-roll.

#### **The Ravenheart:**

Sian'Aeleh commands a Shadow-Class Cruiser, which has the Ghostship special rule (see the Iyanden fleet list for details of using Ghostships).



### Lord-Captain Malakai ..... 300 Points

Lord-Captain Malakai is a Pirate Prince (+2 Ld).

#### **The Aetherborn:**

The Lord-Captain's ship is a Wraithship and is always armed with a weapons battery and a launch bay. It rolls for leadership randomly (Malakai's crew changes frequently).

#### **Looting Rights:**

If the Corsair player 'holds the field' at the end of the game, all enemy hulks are worth an additional 10% more Victory Points. If the *Aetherborn* is Crippled, this bonus is reduced to 5% as the crew reluctantly focus on repairs instead of plunder.