

CODEX

ELDAR CORSAIRS

WARHAMMER

40,000

FANMADE CODEX

**THE ANGRY
INITIATIVE**



INTRODUCTION

Amidst the strife of the 41st millenium the Eldar Corsairs apply their trade. The mobility of the Corsair Fleets allow the Eldar Corsairs a degree of mobility unknown, even to that of other Eldar. Eldar Corsairs expect much of their leader, show them you can provide what your crew desires Eldar Corsairs Warlord!

DISCLAIMER

Games Workshop in no way endorses any of the Angry Codices. No infringement is intended with the Angry Codices. The intent of the Angry Initiative is NOT to make Games Workshop go out of business, but rather to bring the game part of the hobby up to speed with the most detailed setting of any game and arguably also the best miniatures of any miniature wargame.

THE ANGRY INITIATIVE

The Angry Initiative is about making more fair and fun codices. The core principle of the Angry Initiative is letting you play with the miniatures you own and love and punishing people as little as possible for making the "wrong" modeling and purchasing strategies. All fluff and pictures are left out, this makes room for all Forgeworld units and supplemental rules in the main codex, meaning you only need one book for each faction you play.

BALANCING

The balancing system is based on 10 Space Marines with a Sergeant, the Objective Secured, 6+ Feel No Pain special rules and a single Tactical Doctrines available, as being worth 130 pts, a plasma gun for said Squad being worth 15 pts, a lascannon for said squad being worth 20 pts and a Rhino for said Squad being worth an additional 35 pts. Worth meaning that the amount of situations in which one taking the option is better is not overwhelming compared to the amount of situations in which the options is worse. For example. 130 full Tactical Squads in Rhinos should be good in as many situations as 165 full Tactical Squads without Rhinos.

Units and options are put into a points range between a point value where they counter all the things they should counter (light armoured anti-armour units should counter heavy armoured anti-armour units and medium armoured anti-armour units) and get countered by all the things they should be countered by (light armoured anti-armour units should get countered by light armoured anti-light units). They are moved around within this range based on results from playtesting and debates on the discussion pages of codices. Note that while calculations have been made for the proper point range for many units and options, others have been placed based on the notions of what units are being played by competitive players in 40k at the moment.

The intent is not for the costs shown to be the final costs, but rather the start of a discussion which will eventually lead to the most balanced codices possible within the framework of a game where units are meant to counter and be countered by other units. The PDF codices are updated at most once each month to allow you to get a better feel

for how good units are before they are changed. Clarification and errors in grammar and wording is changed as they are found on 1d4chan.

ABOUT

This codex was made by the 1d4chan community and managed by the Angry Pirate. This codex was published by adding ?action=render at the end of the name of the codex' web page on 1d4chan and copy pasting the whole thing into Microsoft Word. Margins are at 0,5", the Georgia font is used for everything, except the front page which is Stencil. The logo was made in paint by writing on a coloured background and then using the "fill with colour" tool on the background. After some final minor revisions, the Word document was saved as a PDF.

FEEDBACK

Battle reports can be posted and read [here](#). General feedback of the Angry Codices can be made [here](#). Feedback on this codex can be made [here](#).



CORSAIR ROYAL

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Royal	8	7	3	3	3	7	4	10	4+
Bladesworn	5	4	3	3	1	5	2	9	4+

UNIT TYPE:

Infantry. The Corsair Royal is **Infantry (Character)**

UNIT COMPOSITION:

1 Corsair Royal

WARGEAR:

Corsair Royal:

- **Two shuriken pistols**
- **Two splinter pistols**
- **Close combat weapon**
- **Plasma grenades**
- **Shadowwave grenades (defensive grenades)**

Bladesworn

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

SPECIAL RULES:

- **Fearless**
- **Fleet**
- **Independent Character** (Corsair Royal only)
- **Void Strike** (Corsair Royal only)

Once per game a model with this special rule may make a shooting attack using one of the following profiles:

	Range	S	AP	Type
Pulsar Strike	∞	D	2	Assault 1, Barrage, Large Blast
Sonic Torpedo	∞	4	5	Assault 1, Apocalyptic Blast, Barrage, Ignores Cover, Pinning

Psyker:

Corsair Royals generate their powers from the **Divination**, **Telekinesis** and **Daemonology (Sanctic)** disciplines.

Options:

- Corsair Royal may take one any of the following:
 - Harlequin's Kiss...*5 pts*
 - Lasblaster...*2 pts*
 - Shuriken catapult...*2 pts*
 - Fusion pistol...*10 pts*
 - Darklight pistol...*15 pts*
 - Power axe...*15 pts*
 - Void sabre...*25 pts*
 - Haywire grenades...*4 pts*
 - Balelight...*10 pts*
- May take one of the following:
 - Ghostplate armour...*5 pts*
 - Voidplate harness...*15 pts*
- Corsair Royal may take one of the following:
 - Shimmershield...*5 pts*
 - Force shield...*20 pts*
 - Shadowfield...*35 pts*
- May replace the Independent Character special rule for 2-5 Bladesworn...*10 pts/model*
- Any Bladesworn may replace their shuriken pistol or close combat weapon with:
 - Splinter pistol...*free*
 - Shuriken catapult...*2 pts/model*
 - Lasblaster...*3 pts/model*
 - Fusion pistol...*10 pts*
 - Power axe...*15 pts*
- All models may take one of the following:
 - Haywire grenades...*8 pts*
 - Meltabombs...*10 pts*
- Corsair Royal may take the Psyker (Mastery Level 1) and Ancient Doom special rules...*25 pts*
- Corsair Royal may take one of the following Warlord Traits:

- **Seeker of Forbidden Pleasures...30 pts**

Your Warlord and all Infantry, Jet Pack Infantry, Eldar Jetbikes in the same Detachment as your Warlord have the Ancient Doom and Combat Drugs special rules.

- **Traveller of Forgotten Paths...5 pts**

All models in the same Detachment as your Warlord gain the Deepstrike special rule.

- **Collector of Ancient Treasures...free**

Your Warlord and any Corsair Royals, Void Dreamers and Corsair Nobles in your army may each take one item from the **Relics of Cruelty**, **Relics of Glory** or **Relics of the Black Library** list.

- **Reaper of the Outer Dark...30 pts**

Your Warlord has the Rampage special rule. All models in the same Detachment as your Warlord gain the Rage and Ancient Doom special rules.

- **Wielder of Profane Powers...15 pts**

Your Warlord has the Psyker (Mastery Level 1) special rule and must generate at least one power from the **Daemonology (Malefic)** discipline. Your Warlord and all Psykers in the same Detachment as your Warlord may generate their powers from the **Daemonology (Malefic)** discipline. All models in the same Detachment as your Warlord gain the Ancient Doom special rule.

- **Survivor of Endless Darkness...10 pts**

Your Warlord has the It Will Not Die and Feel No Pain special rules. Whenever your Warlord fails to regenerate a wound with the It Will Not Die special rule all units (friend and foe) within 6" of your Warlord must immediately take a Pinning test.

- The entire unit may take one of the following:
 - Eldar jetbikes and lasblasters...12 pts + 8 pts/model
 - Jet packs...11 pts + 4 pts/model
- If the unit does not take Eldar jetbikes or jet packs, it may select a Corsair Venom or Corsair Falcon as a Dedicated Transport.



CORSAIR NOBLE

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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Corsair Noble

WARGEAR:

- **Two shuriken pistols**
- **Two splinter pistols**
- **Close combat weapon**
- **Plasma grenades**
- **Shadowwave grenades (defensive grenades)**

SPECIAL RULES:

- **Fleet**
- **Independent Character**

Psyker:

Corsair Nobles generate their powers from the **Divination**, **Telekinesis** and **Daemonology (Sanctic)** disciplines.

Options:

- May take one of the following:
 - Harlequin's Kiss...*5 pts*
 - Lasblaster...*2 pts*
 - Shuriken catapult...*2 pts*
 - Fusion pistol...*10 pts*
 - Darklight pistol...*15 pts*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*
 - Power sword...*15 pts*
 - Void sabre...*25 pts*
 - Balelight...*10 pts*

- May take one of the following:
 - Ghostplate armour...*3 pts*
 - Voidplate harness...*10 pts*
- May take one of the following:
 - Shimmershield...*4 pts*
 - Force shield...*15 pts*
 - Shadowfield...*35 pts*
- May take one of the following:
 - Haywire grenades...*4 pts*
 - Meltabombs...*5 pts*
- May take one of the following:
 - Eldar jetbike and lasblaster...*20 pts*
 - Jet pack...*15 pts*
- May take the Psyker (Mastery Level 1) and Ancient Doom special rules...*25 pts*



VOID DREAMER

	WS	BS	S	T	W	I	A	Ld	Sv
Void Dreamer	5	5	3	3	2	5	1	10	4+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Void Dreamer

WARGEAR:

- **Two shuriken pistols**
- **Two splinter pistols**
- **Witch staff**
- **Plasma grenades**
- **Shadowwave grenades (defensive grenades)**

SPECIAL RULES:

- **Ancient Doom**
- **Fleet**
- **Independent Character**
- **Psyker (Mastery Level 1)**

Psyker:

Void Dreamers generate their powers from the **Divination**, **Telekinesis** and **Daemonology (Sanctic)** disciplines.

Options:

- May take one of the following:
 - Harlequin's Kiss...*5 pts*
 - Lasblaster...*2 pts*
 - Shuriken catapult...*2 pts*
 - Fusion pistol...*10 pts*
 - Darklight pistol...*15 pts*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*
 - Power sword...*15 pts*

- Void sabre...*25 pts*
- Balelight...*10 pts*
- May take one of the following:
 - Ghostplate armour...*3 pts*
 - Voidplate harness...*10 pts*
- May take one of the following:
 - Shimmershield...*4 pts*
 - Force shield...*15 pts*
 - Shadowfield...*35 pts*
- May take one of the following:
 - Haywire grenades...*4 pts*
 - Meltabombs...*5 pts*
- May take one of the following:
 - Eldar jetbike and lasblaster...*20 pts*
 - Jet pack...*15 pts*
- May take up to two additional Mastery Levels...*25 pts each*



CORSAIR BAND

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

UNIT TYPE:

Infantry. The Felarch is **Infantry (Character)**

UNIT COMPOSITION:

5 Corsairs

WARGEAR:

- **Lasblaster**
- **Shadowwave grenades (defensive grenades)**
- **Plasma grenades**

SPECIAL RULES:

- **Wavering Loyalties**
- **Fleet**

Options:

- May include up to 15 additional Corsairs...*8 pts/model*
- One Corsair may be upgraded to a Felarch...*5 pts*
- The entire unit may take any of the following:
 - Haywire grenades...*8 pts*
 - jet packs...*3 pts/model*
- The entire unit may take one of the following:
 - Heavy mesh armour...*2 pts/model*
 - Ghostplate armour...*3 pts/model*
- Any model may exchange its lasblaster for one of the following:
 - Eldar longrifle...*1 (3 if the model is armed with a jet pack) pt/model*
 - Shuriken catapult...*free*
 - Splinter rifle...*2 pts/model*
 - Two shuriken pistols and two splinter pistols...*free*

- For every five models in the unit, one Corsair may replace their lasblaster with one of the following:
 - Eldar missile launcher...*20 pts/model*
 - Flamer...*5 pts/model*
 - Fusion gun...*10 pt/model*
 - Shredder...*5 pts/model*
 - Shuriken cannon...*10 pts/model*
 - Darklight blaster...*15 pts/model*

- For every five models in the unit, one Corsair may replace their lasblaster with one of the following:
 - Flamer...*5 pts/model*
 - Fusion gun...*10 pt/model*
 - Shredder...*5 pts/model*
 - Darklight blaster...*15 pts/model*

- The Felarch may replace its lasblaster with up to two of the following:
 - Close combat weapon...*free*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*
 - Power sword...*15 pts*
 - Venom blade...*5 pts*
 - Darklight pistol...*15 pts*

- If the unit does not take jet packs, it may select a Corsair Venom or Corsair Falcon as a Dedicated Transport.



CLOUD DANCER BAND

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

UNIT TYPE:

Eldar Jetbike. The Cloud Dancer Felarch is **Eldar Jetbike (Character)**

UNIT COMPOSITION:

3 Cloud Dancers

WARGEAR:

- **Two shuriken pistols**
- **Two splinter pistols**
- **Shuriken catapult**

SPECIAL RULES:

- **Wavering Loyalties**
- **Fleet**

Options:

- May include up to 7 additional Cloud Dancers...*19 pts/model*
- Up to three Cloud Dancers may be upgraded to Cloud Dancer Felarchs...*5 pts/model*
- The entire unit may take haywire grenades...*8 pts*
- Any model may replace its shuriken catapult with one of the following:
 - Shuriken cannon...*15 pts/model*
 - Scatter laser...*15 pts/model*
 - Dark lance...*25 pts/model*
 - Splinter cannon...*15 pts/model*
- Any Felarch may replace its two shuriken pistols and two splinter pistols with up to two of the following:
 - Close combat weapon...*free*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*

- Power sword...15 pts
- Venom blade...5 pts
- Darklight pistol...15 pts



VOIDSTORM BAND

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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

5 Felarchs

WARGEAR:

- **Lasblaster**
- **Shadowwave grenades (defensive grenades)**
- **Plasma grenades**

SPECIAL RULES:

- **Wavering Loyalties**
- **Fleet**

Options:

- May include up to 5 additional Felarchs...*8 pts/model*
- The entire unit may take any of the following:
 - jet packs...*3 pts/model*
 - Haywire grenades...*8 pts*
- The entire unit may take one of the following:
 - Heavy mesh armour...*2 pts/model*
 - Ghostplate armour...*3 pts/model*
 - Voidplate harness...*5 pts/model*
- Any model may exchange its lasblaster for one of the following:
 - Eldar longrifle...*1 (3 if the model is armed with a jet pack) pt/model*
 - Shuriken catapult...*free*
 - Splinter rifle...*2 pts/model*
 - Two shuriken pistols and twp splinter pistols...*free*

- For every five models in the unit, one Felarch may replace their lasblaster with one of the following:
 - Flamer...*5 pts/model*
 - Fusion gun...*10 pt/model*
 - Shredder...*5 pts/model*
 - Blaster...*15 pts/model*
- Any Felarch may replace its lasblaster with up to two of the following:
 - Close combat weapon...*free*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*
 - Power sword...*15 pts*
 - Venom blade...*5 pts*
 - Darklight pistol...*15 pts*



WASP ASSAULT WALKER BAND

	WS	BS	S	FA	SA	RA	I	A	HP
Wasp	4	4	5	10	10	10	5	2	2

UNIT TYPE:

Vehicle (Open-topped, Walker)

UNIT COMPOSITION:

1 Wasp

WARGEAR:

- **Two shuriken cannons**
- **Power field**

SPECIAL RULES:

- **Ancient Doom**
- **Battle Focus**
- **Fleet**
- **Scout**

Options

- May include up to two additional Wasps...*70 pts/model*
- Any model may exchange any Shuriken Cannon for one of the following:
 - Scatter laser...*free*
 - Splinter cannon...*free*
 - Dark lance...*5 pts each*
 - Bright lance...*5 pts each*
 - Starcannon...*5 pts each*
 - Eldar missile launcher...*5 pts each*



CORSAIR FALCON

	BS	FA	SA	RA	HP
Falcon	4	12	12	10	3

UNIT TYPE:

Vehicle (Fast, Skimmer, Transport)

UNIT COMPOSITION:

1 Falcon

WARGEAR:

- **Pulse laser**
- **Shuriken cannon**
- **Twin-linked lasblaster**

SPECIAL RULES:

- **Deep Strike**

TRANSPORT:

- **Transport Capacity:** 6 models
- **Fire Points:** None.
- **Access Points:** A Falcon has one Access Point at the Rear

Options

- May exchange its shuriken cannon for one of the following:
 - Scatter laser...*5 pts*
 - Bright lance...*5 pts*
 - Starcannon...*8 pts*
 - Bright lance...*10 pts*
 - Dark lance...*10 pts*
 - Eldar missile launcher...*10 pts*
- May exchange its twin-linked lasblaster with one of the following:
 - Twin-linked splinter rifle...*free*
 - Twin-linked shuriken catapult...*free*
 - Splinter cannon...*10 pts*
 - Shuriken cannon...*10 pts*

- May take any of the following:

- Holo-fields...*15 pts*
- Star engines...*15 pts*
- Void burners...*5 pts*
- Webway strike...*15 pts*



CORSAIR VENOM

	BS	FA	SA	RA	HP
Corsair Venom	4	11	10	10	2

UNIT TYPE:

Vehicle (Fast, Open-topped, Skimmer, Transport)

UNIT COMPOSITION:

1 Corsair Venom

WARGEAR:

- **Twin-linked lasblaster**
- **Shuriken cannon**

SPECIAL RULES:

- **Deep Strike**

TRANSPORT:

- **Transport Capacity:** Five models.

Options:

- May exchange its shuriken cannon for one of the following:
 - Scatter laser...*5 pts*
 - Bright lance...*5 pts*
 - Starcannon...*8 pts*
 - Bright lance...*10 pts*
 - Dark lance...*10 pts*
 - Eldar missile launcher...*10 pts*
- May exchange its twin-linked lasblaster with one of the following:
 - Twin-linked splinter rifle...*free*
 - Twin-linked shuriken catapult...*free*
 - Splinter cannon - 10 pts
 - Shuriken cannon - 10 pts
- May take any of the following:

- Chain-snares...*2 pts*
- Holo-fields...*15 pts*
- Star engines...*15 pts*
- Void burners...*5 pts*
- Webway strike...*15 pts*



HORNET BAND

	BS	FA	SA	RA	HP
Hornet	4	11	11	10	2

UNIT TYPE:

Vehicle (Fast, Skimmer)

UNIT COMPOSITION:

1 Hornet

WARGEAR:

- **Two shuriken cannons**
- **Star engines**

SPECIAL RULES:

- **Deep Strike**
- **Scout**

Options

- May include up to two additional Hornets...*70 pts/model*
- Any Hornet can exchange any shuriken cannon for one of the following:
 - Scatter Laser...*free*
 - Splinter cannon...*free*
 - Starcannon...*5 pts/model*
 - Bright lance...*10 pts/model*
 - Eldar Missile Launcher...*10 pts/model*
 - Pulse laser...*10 pts/model*
- Any Hornet may take any of the following:
 - Holo-fields...*10 pts/model*
 - Void burners...*5 pts/model*
 - Webway strike...*10 pts/model*



CORSAIR NIGHTWING

	BS	FA	SA	RA	HP
Corsair Nightwing	4	10	10	10	2

UNIT TYPE:

Vehicle (Flyer)

UNIT COMPOSITION:

1 Corsair Nightwing

WARGEAR:

- **Two bright lances**
- **Two shuriken cannons**

SPECIAL RULES:

- **Vector Dancer**
- **Supersonic**
- **Stealth**
- **Skilled Rider**

Options:

- **May take holo-fields...5 pts**



BALESTRIKE BAND

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

UNIT TYPE:

Infantry. The Felarch is **Infantry (Character)**

UNIT COMPOSITION:

5 Corsairs

WARGEAR:

- **Lasblaster**
- **Shadowwave grenades (defensive grenades)**
- **Plasma grenades**

SPECIAL RULES:

- **Wavering Loyalties**
- **Fleet**

Options:

- May include up to 15 additional Corsairs...*8 pts/model*
- One Corsair may be upgraded to a Felarch...*5 pts*
- The entire unit may take any of the following:
 - Haywire grenades...*8 pts*
 - Jet packs...*3 (13 for any model armed with a heavy weapon) pts/model*
- The entire unit may take one of the following:
 - Heavy mesh armour...*2 pts/model*
 - Ghostplate armour...*3 pts/model*
- Any model may exchange its lasblaster for one of the following:
 - Shuriken cannon...*10 pts/model*
 - Splinter cannon...*10 pts/model*
 - Eldar missile launcher - *20 pts/model*
 - Bright lance...*20 pts/model*

- Dark lance...*20 pts/model*
- The Felarch may replace its lasblaster with up to two of the following:
 - Close combat weapon...*free*
 - Power axe...*15 pts*
 - Power lance...*15 pts*
 - Power maul...*15 pts*
 - Power sword...*15 pts*
 - Venom blade...*5 pts*
 - Darklight pistol...*15 pts*
- If the unit does not take jet packs, it may select a Corsair Venom or Corsair Falcon as a Dedicated Transport.



NIGHT SPINNER BAND

	BS	FA	SA	RA	HP
Night Spinner	4	12	12	10	3

UNIT TYPE:

Vehicle (Fast, Skimmer, Tank)

UNIT COMPOSITION:

1 Night Spinner

WARGEAR:

- **Doomweaver**
- **Twin-Linked lasblaster**

SPECIAL RULES:

- **Deep Strike**
- **Monofilament Shroud:** If a Night Spinner squadron contains more than one model, the squadron can fire a Monofilament Shroud instead of firing normally. Nominate one model in the squadron as the firer; the other models in the squadron cannot fire their doomweavers this turn. The nominated model shoots, using the doomweaver's dispersed profiles, adding to the strength and number of shots fired for each other model in the squadron that could have otherwise fired its doom weaver normally. For example, a squadron of 3 Night Spinners, 1 of which is affected by a Crew Stunned result and cannot fire its doomweaver this turn, would fire 2 shots, each resolved at Strength 8.

Options

- May include up to two additional Night Spinners...*100 pts/model*
- Any model may exchange its its twin-linked lasblaster with one of the following:
 - Twin-linked splinter rifle...*free*
 - Twin-linked shuriken catapult...*free*
 - Splinter cannon...*10 pts*
 - Shuriken cannon...*10 pts*
- Any model may take any of the following:
 - Holo-fields...*15 pts/model*
 - Void burners...*5 pts/model*
 - Webway strike...*15 pts/model*



CORSAIR PHOENIX

	BS	FA	SA	RA	HP
Corsair Phoenix	4	10	10	10	3

UNIT TYPE:

Vehicle (Flyer)

UNIT COMPOSITION:

1 Corsair Phoenix

WARGEAR:

- **Two phoenix missile launchers**
- **Two shuriken cannons**
- **Pulse laser**

SPECIAL RULES:

- **Vector Dancer**
- **Supersonic**
- **Strafing Run**
- **Stealth**

Options:

- May replace pulse laser with one of the following:
 - One twin-linked bright lance...*free*
 - One twin-linked starcannon...*free*
- May replace two phoenix missile launchers with two nightfire missile launchers...*10 pts*
- May take holo-fields...*10 pts*



WARP HUNTER BAND

	BS	FA	SA	RA	HP
Warp Hunter	4	12	12	10	3

UNIT TYPE:

Vehicle (Fast, Skimmer)

UNIT COMPOSITION:

1 Warp Hunter

WARGEAR:

- **Distortion flail**
- **Twin-linked lasblaster**

SPECIAL RULES:

- **Deep Strike**
- **Distortion Vortex:** If a Warp Hunter Host contains three models, all distortion flail shots fired by models in the Host gain the **Vortex** special rule.

Options

- May add up to two additional Warp Hunters...*125 pts/model*
- Any model may exchange its twin-linked lasblaster with one of the following:
 - Twin-linked splinter rifle...*free*
 - Twin-linked shuriken catapult...*free*
 - Splinter cannon...*10 pts*
 - Shuriken cannon...*10 pts*
- Any model may take any of the following:
 - Holo-fields...*15 pts/model*
 - Void burners...*5 pts/model*
 - Webway strike...*15 pts/model*



FIRESTORM BAND

	BS	FA	SA	RA	HP
Firestorm	4	12	12	10	3

UNIT TYPE:

Vehicle (Fast, Skimmer)

UNIT COMPOSITION:

1 Firestorm...125 pts

WARGEAR:

- **Twin-linked Firestorm laser array**

Range	S	AP	Type
60"	6	6	Heavy 6, Skyfire, Interceptor, Twin-linked

- **Twin-linked lasblaster**

SPECIAL RULES:

- **Deep Strike**
- **Linked Fire:** If a unit with this special rule contains more than one model, the unit can link its prism cannons instead of firing normally. Nominate one model in the squadron as the firer; the other models in the squadron cannot fire their prism cannons this turn. The firer shoots with its prism cannon as normal, adding 1 to the number of shots and the Strength (to a maximum of 10) and subtracting 1 from the AP (to a minimum of 1) for each other Fire Prism in the squadron that could have otherwise fired its prism cannon normally. For example, a squadron of 3 Fire Prisms, 1 of which is affected by a Crew Stunned result and can only fire Snap Shots, could fire two focussed shots at Strength 8 AP1.

Options

- May add up to two additional Fire Prisms...125 pts/model
- Any model may exchange its its twin-linked lasblaster with one of the following:
 - Twin-linked splinter rifle...free
 - Twin-linked shuriken catapult...free
 - Splinter cannon...10 pts
 - Shuriken cannon...10 pts

- Any model may take any of the following:
 - Holo-fields...*15 pts/model*
 - Void burners...*5 pts/model*
 - Webway strike...*15 pts/model*



LYNX

	BS	FA	SA	RA	HP
Lynx	4	12	12	11	5

UNIT TYPE:

Super-heavy Flyer (Hover)

UNIT COMPOSITION:

1 Lynx

WARGEAR:

- **Pulsar**
- **Shuriken cannon**
- **Titan holo-fields**

SPECIAL RULES:

- **Sky-hunter:** While Zooming a model with this special rule may only fire snapshots.

Options:

- May replace pulsar with sonic lance...*free*
- May replace shuriken cannon with one of the following:
 - Scatter laser...*free*
 - Splinter cannon...*free*
 - Starcannon...*10 pts*
 - Bright lance...*10 pts*
 - Dark lance...*10 pts*
- May take star engines...*10 pts*



VAMPIRE

	BS	FA	SA	RA	HP
Vampire Raider	4	11	11	11	12
Vampire Hunter	4	11	11	11	12

UNIT TYPE:

Super-heavy Flyer (Hover, Transport)

UNIT COMPOSITION:

1 Vampire Raider

WARGEAR:

- **Scatter laser**
- **Two twin-linked phoenix missile launchers** (Vampire Hunter only)
- **Two twin-linked pulse lasers** (Vampire Raider only)
- **Improved holo-fields**

SPECIAL RULES:

- **Supersonic**
- **Strafing Run**

TRANSPORT:

- **Transport Capacity:** (Vampire Raider only) 30 models
- **Transport Capacity:** (Vampire Hunter only) 20 models
- **Fire Points:** None.
- **Access Points:** A Falcon has one Access Point at the Rear

Options:

- May be upgraded to a Vampire Hunter...*free*
- May replace two twin-linked phoenix missile launchers with a twin-linked pulsar...*free*



CORSAIR FLEET

RESTRICTIONS:

- This Detachment must include 1-5 Coterie Formations, 0-1 Lords of War choices, 0-1 Void Dreamer and 1 Corsair Royal.
- All units in this Detachment must have the Eldar Corsairs faction.

COMMAND BENEFITS:

- **Objective Secured:** All Troops units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.

FORMATIONS

- **Note that models from a Coterie Formation treat models from Coterie Formations other than its own as Allies of Convenience.**



TITAN BREAKER COTERIE

FORMATION:

- 1 Corsair Noble
- 1-3 Troops choices
- 0-2 Elites choices
- 0-2 Fast Attack choices
- 0-1 Heavy Support choice

RESTRICTIONS:

- All units in this Formation must have the Eldar Corsairs faction.
- You may not include multiple Titan Breaker Coterie in a single army.
- This Formation cannot be your Primary Detachment.

SPECIAL RULES:

- **Preferred Enemy (Superheavy Vehicles and Gargantuan Creatures)**
- **Titan Breakers:** When a unit with this special rule destroys a Superheavy Vehicle or a Gargantuan Creature you may discard one active tactical objective and score 1 Victory Point.



HEAD-TAKER COTERIE

FORMATION:

- 1 Corsair Noble
- 1-3 Troops choices
- 0-2 Elites choices
- 0-2 Fast Attack choices
- 0-1 Heavy Support choice

RESTRICTIONS:

- All units in this Formation must have the Eldar Corsairs faction.
- You may not include multiple Head-Taker Coterie in a single army.
- This Formation cannot be your Primary Detachment.

SPECIAL RULES:

- **Hatred**
- **Head Takers:** When a unit with this special rule destroys a unit in close combat you may discard one active tactical objective and score 1 Victory Point.



VAULT BREACHER COTERIE

FORMATION:

- 1 Corsair Noble
- 1-3 Troops choices
- 0-2 Elites choices
- 0-2 Fast Attack choices
- 0-1 Heavy Support choice

RESTRICTIONS:

- All units in this Formation must have the Eldar Corsairs faction.
- You may not include multiple Vault Breacher Coterie in a single army.
- This Formation cannot be your Primary Detachment.

SPECIAL RULES:

- **Preferred Enemy (Buildings and Fortifications)**
- **Vault Breachers:** When a unit with this special rule destroys a Building or Fortification included in your opponent's army you may discard one active tactical objective and score 1 Victory Point.



SKY BURNER COTERIE

FORMATION:

- 1 Corsair Noble
- 1-3 Troops choices
- 0-2 Elites choices
- 0-2 Fast Attack choices
- 0-1 Heavy Support choice

RESTRICTIONS:

- All units in this Formation must have the Eldar Corsairs faction.
- You may not include multiple Sky Burner Coterie in a single army.
- This Formation cannot be your Primary Detachment.

SPECIAL RULES:

- **Interceptors**
- **Sky Burners:** When a unit with this special rule destroys a Flyer, Flying Monstrous Creature or a unit in the turn in which that unit deep struck you may discard one active tactical objective and score 1 Victory Point.



NIGHT HUNTER COTERIE

FORMATION:

- 1 Corsair Noble
- 1-3 Troops choices
- 0-2 Elites choices
- 0-2 Fast Attack choices
- 0-1 Heavy Support choice

RESTRICTIONS:

- All units in this Formation must have the Eldar Corsairs faction.
- You may not include multiple Night Hunter Coterie in a single army.
- This Formation cannot be your Primary Detachment.

SPECIAL RULES:

- **Night Vision**
- **Stealth**
- **Infiltrate**
- **Scout**

APPENDIX

This section of the book details many of the rules for using an army of the Imperial Guard in your games of Warhammer 40,000.

LEVELS OF ALLIANCE

Models with the Eldar Corsairs faction treat Allies of Convenience as Battle Brothers for the purpose of Warlord traits.

Models with the Eldar Corsairs Faction have the following levels of alliance with other units from different Factions in the same army:

Battle Brothers: Eldar Corsairs.

Allies of Convenience: Craftworld Eldar, Dark Eldar, Eldar Exodites, Harlequins.

Desperate Allies: Adepta Sororitas, Adeptus Mechanicus, Grey Knights, Imperial Guard, Inquisition, Legion of the Damned, Officio Assasinorum, Orks, Space Marines, Space Wolves, Tau Empire.

Come the Apocalypse: Chaos Daemons, Chaos Space Marines, Genestealer Cults, Necrons, Renegades and Heretics, Tyranids.

SPECIAL RULES

An Imperial Guard army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

ANCIENT DOOM

Models with this special rule must take Fear tests using 3D6 and discard their lowest result when fighting one or more units with the Daemon of Slaanesh special rule.

COMBAT DRUGS

If you have any models with the Combat Drugs special rule, roll a dice at the start of the game, before deployment and consult the combat drugs table below. All models with the Combat Drugs special rule add +1 to the relevant characteristic:

D6	Bonus
1	Adrenalight: Attack
2	Grave Lotus: Strength
3	Hypex: Initiative
4	Painbringer: Toughness
5	Serpentin: Weapon Skill
6+	Splintermind: The model gains the Stubborn special rule, in addition you may roll once more on the Combat Drugs table.

WAVERING LOYALTIES

When testing to regroup, a model with this special rule has its Leadership characteristic lowered by 3 unless the model is within 12" of a friendly Independent Character with the Eldar Corsairs faction.

WARGEAR OF THE CORSAIR FLEETS

MELEE WEAPONS

HARLEQUIN'S KISS

Range	S	AP	Type
-	User	-	Melee, Kiss of Death

Kiss of Death: When a model equipped with a weapon with this special rule makes its close combat attacks, one of its Attacks will be a Kiss of Death Attack (roll this Attack separately). Kiss of Death Attacks are resolved at Strength 6 AP 2. To Wound rolls of 6 made with Kiss of Death Attacks have the Instant Death special rule.

VENOM BLADE

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+)

VOID SABRE

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

Tainted: A model equipped with a weapon with this special rule treat Craftworld Eldar allies as Desperate Allies.

WITCH STAFF

Range	S	AP	Type
-	User	-	Melee, Armourbane, Fleshbane, Soul Blaze

RANGED WEAPONS

BALELIGHT

Range	S	AP	Type
12"	3	6	Pistol 3D3, Blind, Rending, One Use Only

DARKLIGHT WEAPONS

	Range	S	AP	Type
Darklight blaster	12"	D	3	Assault 1, Destroyer, Darklight
Darklight pistol	6"	D	3	Pistol, Destroyer, Darklight

Darklight: When rolling on the strength D table, subtract 2 from the D6 result. Treat any roll below 2 as 1.

DISTORTION FLAIL

Range	S	AP	Type
36"	D	2	Heavy 1, Large Blast, Distort (2)

Distort (x): When rolling on the destroyer table with a weapon with this rule subtract the number in brackets from your roll. Treat any rolls below 2 as a 1.

ELDAR LONG RIFLE

	Range	S	AP	Type
36"	X	6	Heavy 1, Sniper	

FUSION WEAPONS

	Range	S	AP	Type
Fusion pistol	6"	8	1	Pistol, Melta
Fusion gun	12"	8	1	Assault 1, Melta

MISSILE WEAPONS

	Range	S	AP	Type
Eldar missile launcher				
	48"	4	4	Heavy 1, Blast
	48"	8	2	Heavy 1
	48"	8	2	Heavy 1, Skyfire
Nightfire missile launcher	48"	4	5	Heavy 3, Blast, Ignores Cover, Pinning
Phoenix missile launcher	48"	5	3	Heavy 3

DOOMWEAVER

Range	S	AP	Type
48"	7	6	Heavy 1, Barrage Large Blast, Monofilament
Template	7	6	Heavy 1, Monofilament, Torrent

SHREDDER

Range	S	AP	Type
Template	6	-	Assault 1, Shardstorm, Shred, Pinning

Shardstorm: When a unit suffers one or more unsaved wounds, from a weapon with this rule, place a Shardstorm counter next to the unit. All other weapons with the Shardstorm special rule that fire at the unit gain the Shred special rule. Remove all Shardstorm counters at the end of each phase.

PRISM CANNON

	Range	S	AP	Type
60"	4	4	Heavy 1, Large Blast	
60"	6	3	Heavy 1, Blast	
60"	9	1	Heavy 1, Lance	

SPLINTER WEAPONS

Weapon	Range	S	AP	Type
Splinter Pistol	12"	1	5	Pistol, Poisoned (4+)
Splinter rifle	24"	1	5	Rapid Fire, Poisoned (4+)
Splinter cannon	36"	1	5	Salvo 4/6, Poisoned (4+)

PULSAR

Range	S	AP	Type
48"	D	2	Heavy 2, Large Blast

SONIC LANCE

Range	S	AP	Type
Hellstorm	4	2	Heavy 1, Armourbane, Torrent, Pinning, Poisoned (3+)

SHURIKEN WEAPONS

Weapon	Range	S	AP	Type
Shuriken Pistol	12"	4	5	Pistol, Bladestorm
Shuriken Catapult	24"	4	5	Assault 1, Bladestorm
Shuriken Cannon	24"	6	5	Assault 3, Bladestorm

Bladestorm: Any To Wound roll of 6 is resolved at AP2.

LASER WEAPONS

	Range	S	AP	Type
Bright lance	36"	8	2	Heavy 1, Lance
Dark lance				
	36"	7	2	Heavy 1, Twin-linked
	36"	7	2	Heavy 1, Lance
Scatter laser	36"	6	6	Heavy 4
Lasblaster	24"	3	5	Assault 3
Laser array	60"	6	6	Heavy 6, Skyfire, Interceptor

SPECIAL ISSUE WARGEAR

ELDAR JETBIKE

Models armed with an Eldar Jetbike replace the Infantry unit type with the Eldar Jetbike unit type.

GHOSTPLATE ARMOUR

A model equipped with a heavy mesh armour has a 4+ Armour save and a 6+ invulnerable save.

HEAVY MESH ARMOUR

A model equipped with a heavy mesh armour has a 4+ Armour save.

JET PACK

Models armed with a Jet Pack gain the Jet Pack unit type.

SHADOW FIELD

A shadow field confers a 2+ invulnerable save. The shadow field save is lost for the rest of the battle at the end of any phase in which the model suffers one or more unsaved Wounds.

FORCESHIELD

A model armed with a forceshield has a 4+ invulnerable save.

SHIMMERSHIELD

All models in a unit including a model armed with a shimmershield have a 5+ invulnerable save.

VOIDEPLAT HARNESS

A model equipped with a voidplate harness has a 3+ Armour save. Models equipped with a voidplate harness lose the Fleet special rule if it has it, but may re-roll failed Difficult and Dangerous terrain rolls.

VEHICLE EQUIPMENT

HOLO-FIELDS

Unless it is Immobilized, a vehicle armed with holo-fields has a 5+ invulnerable save.

TITAN HOLO-FIELDS

A vehicle armed with titan holo-fields has a 4+ invulnerable save.