

ENHANCEMENTS

Infamy (Aura)

25 pts

Anhrathe unit only. While an enemy unit is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit (to a minimum of 1).

Webway Pathstone

25 pts

Anhrathe unit only. Models in this unit have the Deep Strike ability. In addition, once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, it can use this ability. If it does, remove this unit from the battlefield and place it into Strategic Reserves.

Archraider

35 pts

Anhrathe Character unit only. At the start of the battle, select one Character model in this unit. That model has the following ability:

Lord of Deceit (Aura): Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

Voidstone

15 pts

Anhrathe Infantry unit only. Models in this unit have a 5+ invulnerable save.

DETACHMENT-REGEL

While an objective marker is under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Anhrathe units from your army have the following ability:

Void Thieves: At the end of a phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

STRATAGEMS

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

LETHAL RUSE

When: Your Movement phase, just after an AELDARI unit from your army Falls Back.

Target: That AELDARI unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If it is an Anhrathe unit, also select one enemy unit your unit was within Engagement Range of at the start of the phase, and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

CLOAK AND SHADOW

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Aeldari Infantry unit from your army that is within range of an objective marker that you control and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Stealth ability and your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

INTO THE BREACH

When: Your Shooting phase, just after an Anhrathe unit from your army destroyed one or more enemy units.

Target: That ANHRATHE unit.

Effect: After your unit has resolved all of its shooting attacks, it can make a Normal move of up to D6+1".

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

OUTCAST AMBUSH

When: Your Shooting phase.

Target: One Rangers or Shroud Runners unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] and [RAPID FIRE 1] abilities, and until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1.

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

VENGEFUL SORROW

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One AELDARI INFANTRY unit from your army, if one or more models in that unit were destroyed as a result of those attacks, and if that AELDARI unit is neither Battle-shocked nor within Engagement Range of one or more enemy units.

Effect: Your unit can make a surge move of up to D6+1".

1 CP

CORSAIR COTERIE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

PIRATES' DUE

When: The Fight phase.

Target: One AELDARI unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit has the Anhrathe keyword, then until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.