

# CORSAIR COTERIE

## 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

MOVEMENT

**With a final flurry of gunshots, blade strikes and**

**When:** Your Movement phase, just after an Aeldari

**Target:** That Aeldari unit.

**Effect:** Until the end of the turn, your unit is eligible

1 CP

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CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

### Anhrathe raiders often find common ground with

**When:** Your Shooting phase.

**Target:** One Rangers or Shroud Runners unit

**Effect:** Until the end of the phase, ranged

1 CP

CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

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CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

### Anhrathe share bonds forged in battle. The loss of an

**When:** Your opponent's Shooting phase, just after an

**Target:** One ASURYANI MOUNTED unit from your army that destroyed

**Effect:** Your unit can make a Normal move of up to 7".'

1 CP

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PLOY STRATAGEM

SHOOTING

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CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

### Corsair raiders are swift to exploit gaps in the enemy

**When:** Your Shooting phase, just after an Anhrathe

**Target:** That Anhrathe unit.

**Effect:** After your unit has resolved all of its

1 CP

CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

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CORSAIR COTERIE – STRATEGIC  
PLOY STRATAGEM

SHOOTING

### Having secured their prize, the Anhrathe melt into the

**When:** Your opponent's Shooting phase, just after an

**Target:** One Aeldari Infantry unit from your army

**Effect:** Until the end of the phase, models in your

1 CP

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PLOY STRATAGEM

SHOOTING

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CORSAIR COTERIE – BATTLE TACTIC  
STRATAGEM

FIGHT

### In their pursuit of riches, Anhrathe warriors will fight

**When:** The Fight phase.

**Target:** One Aeldari unit from your army that has

**Effect:** Until the end of the phase, each time a

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CORSAIR COTERIE – BATTLE TACTIC  
STRATAGEM

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