

CORSAIR COTERIE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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).

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.

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.

Voidstone

15 pts

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

DETACHMENT RULE

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.