

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

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PLOY STRATAGEM

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Target: One Rangers or Shroud Runners unit

Effect: Until the end of the phase, ranged

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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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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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Target: That Anhrathe unit.

Effect: After your unit has resolved all of its

1 CP

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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Target: One Aeldari Infantry unit from your army

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

1 CP

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

1 CP

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STRATAGEM

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