

# KILL TEAM

# ELDAR CORSAIRS

## ELDAR CORSAIR ARMY LIST

This team list uses the special rules and wargear found in Imperial Armour 11 Second Edition, in addition to Codex: Eldar Craftworlds and Codex: Dark Eldar. If a rule differs from the Codex, it will be clearly stated.

## RECKLESS ABANDON

A model with this special rule that fires at an enemy unit within 12" of itself during the shooting phase may immediately move D6" after all the effects of the shooting attack have been resolved. If the model has the Jet Pack Infantry or Eldar Jetbike unit type, this move is increased to 2D6". This move cannot be used to move them closer to any unit targeted by the shooting attack.

## DANCING ON THE BLADE'S EDGE

A model with this special rule has two values listed for their Leadership value. The first is used in all respects except for Regroup and Kill Team Rout tests, when the second value is used instead. This rule does not prevent models from benefitting from Inspiring Presence and other Leadership modifiers.

## BRACE OF PISTOLS

A model equipped with this counts as being armed with two shuriken pistols and two splinter pistols, which do not need to be represented on the model and may be used in any combination in a given Shooting phase or Assault phase. The model also benefits from the Gunslinger rule for being equipped with multiple pistols, but may not score critical wounds with the pistols in shooting attacks if Injury rules are in play.

## CORSAIR JET PACK

In addition to gaining Jet Pack Infantry unit type and 4+ armour save, up to half (rounding up) of the models equipped with Corsair Jet Packs may be placed in Deep Strike reserve. If a model equipped with a Corsair Jet Pack enters Ongoing Reserves for whatever reason, it may return to play using the Deep Strike rules.

## VOID HARDENED ARMOUR

A model with this special rule may reroll failed armour saves against blast and template weapons.

## WILD PSYKER

Models with the Wild Psyker rule must use this table in the event of Perils of the Warp, as opposed to the table in the rulebook:

1) **Devoured:** The model gains Daemon of Slaanesh (Daemon, Hatred [Daemons of Khorne], Rending, and may Run an additional 3"), and no longer acts in its original controlling player's turn. It is now under the control of the opposing player, and is counted as an enemy model for the remainder of the game. If the model is within 1" of any of the original owner's other models, then those models are now locked in combat. If this occurs in a campaign setting, the model that suffered this result is automatically KIA.

2-3) **Soul-wracked:** This model counts as having failed a Pinning test and Go to Ground. The opposing player then chooses a new target for the power that was being attempted, and may choose to treat their own models as friendly or enemy for the purposes of targeting the power. The player may choose the power to fail if no alternative targets are available or possible.

4-5) **Warp Terrors:** All friendly Eldar Corsair models within 6", including this model, must make a morale check using 3D6 and keeping the two highest results.

6) **The Eye of She Who Thirsts:** For the remainder of this game, whenever this model takes a Psychic test, it suffers a Perils of the Warp result on any doubles rolled. A model already affected by this result re-rolls any results of 6 on this table.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

## EMISSARY OF THE FIRST PRINCE

Each Corsair Prince has his own obsession, his own escape from the dread that eats away at the Eldar psyche. Some travel the stars seeking the lost and hidden places of the galaxy, some find solace in red-handed slaughter, while others dare to indulge in the pleasures that doomed their ancestors. No matter what form this obsession takes, those Corsairs who are drawn to the Corsair Prince's service are moulded by his will and either learn to serve his desires or are cast bloodily aside. A Prince's lieutenants are no exception, and those that hold his favour invariably share his agenda.

An Eldar Corsair Kill Team may take one of the following options, at no additional points cost:

**Seeker of Forbidden Pleasures:** The Team Leader gains the Corsair Combat Drugs special rule, and any other model of the Eldar Jetbike, Infantry, or Jet Pack Infantry type may take the Corsair Combat Drugs special rule for +5 points:

**Corsair Combat Drugs:** Before deployment, roll a D6 on the following table and apply the effects of the result to all models with the Corsair Combat Drugs special rule for the duration of the battle:

### D6 Result

1 **Adrenalight:** +1 Attack

2 **Grave Lotus:** +1 Strength

3 **Hypex:** +1 Initiative

4 **Painbringer:** +1 Toughness

5 **Serpentin:** +1 Weapon Skill

6 **Chymaeric:** Roll two more results and apply both. This result may only be gained once – re-roll any further results of a 6.

**Traveller of Forgotten Paths:** The Team Leader gains a multiphase key generator, and any other Character model may purchase a multiphase key generator for +20 points.

**Multiphase Key Generator:** A model with a multiphase key generator gains Deep Strike (and does not count towards the Deep Strike limit imposed by Corsair Jet Packs), representing its ability to carve temporary gateways in the fabric of the Webway. In addition, the multiphase key generator may be activated during any Shooting phase instead of firing any weapons and allows the controlling player to place a Webway Gate marker anywhere within 3" of the model. Any friendly non-vehicle unit that enters play from Reserves may choose to enter play within 3" of the Webway Gate marker as if they had entered play by Deep Striking, but without rolling to scatter or for any Mishap. Any friendly non-vehicle unit that ends its Movement phase with all models within 3" of a Webway Gate marker and is not Falling Back, may choose to immediately return to Ongoing Reserves.

**Collector of Ancient Treasures:** A Team Leader with this trait may select any one item from the Leader Only or Unrestricted sections of following factions' armouries, paying the noted points cost:

- Eldar Craftworlds
- Dark Eldar
- Harlequins

Additionally, any model may make any one weapon which they are equipped with Master-crafted for +10 points.

**Reaper of the Outer Dark:** The Team Leader gains the Rampage special rule, and any model of the Eldar Jetbike, Infantry, or Jet Pack Infantry type may take the Rage special rule for no additional points cost. However, both the Team Leader and all models upgraded to have the Rage special rule must declare a charge when within 8" of an enemy model at the beginning of the Assault phase. If the model fires at an enemy unit that is not within 8" at the start of the Assault phase, it must still declare a charge at an enemy model that is within 8" at the start of the Assault phase.

**Wielder of Profane Powers:** A Team Leader with this trait gains an additional level of Psychic Mastery, and must choose to select at least one or more Psychic powers from the following Malefic Daemonology powers (**\*Modified Summoning, Dark Flame**). In addition, when rolling on the Wild Psyker Perils of the Warp table, replace the last entry, The Eye of She Who Thirsts, with:

**Lust for Dark Power:** For the rest of the game, during the controlling player's Psychic phase, before any other psychic powers are manifested, this model must attempt to manifest any one Malefic Daemonology power it has access to using at least 2 Warp Charge points. If for whatever reason the model is unable to attempt to manifest a power, then that model is treated as though it had failed a Pinning test (if it is currently locked in combat, this has no effect).

**\*Modified Summoning: Warp Charge 2,** Summoning is a *conjuration* with a range of 12" that creates one of the following models (your choice): Bloodletter of Khorne, Pink Horror of Tzeentch, Plaguebearer of Nurgle, Daemonette of Slaanesh. Rules for these models can be found in the current Heralds of Ruin: Chaos Daemons Kill Team list.

**Survivor of Endless Darkness:** A Team Leader with this trait gains the It Will Not Die and Feel No Pain (5+) special rules, but if an It Will Not Die test is failed, the Team Leader and any friendly models within 3" must make an immediate Pinning test. Any other model may take the Feel No Pain (5+) special rule for +10 points.

# TEAM LEADERS

## CORSAIR BARON

25 points

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

### Unit Type:

Infantry (Character)

### Wargear:

- Brace of pistols
- Close combat weapon
- Shadowweave Grenade
- Plasma Grenade
- Heavy mesh armour

A Corsair Baron that is upgraded to a Psyker may select from the following powers in the Divination (**Prescience**) and Telekinesis (**Assail**) Disciplines.

### Tyrant:

Any model within 6" of the Corsair Baron may attempt to retake any failed Leadership tests. If the subsequent test is failed, then the model automatically suffers a wound. Armour saves may be attempted normally.

### Special Rules:

- Inspiring Presence
- Reckless Abandon
- Fleet
- Tyrant

### Options:

- May take any of the following:
  - Wild Psyker (Mastery Level 1) special rule 15 pts
  - Corsair jet pack 5 pts
  - Void hardened armour 5 pts
- May be equipped with any of the following:
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Blast pistol 20 pts
  - Dissonance pistol 10 pts
  - Fusion pistol 20 pts
  - Void sabre 20 pts
  - Balelight 15 pts
- May be equipped with one of the following:
  - Shimmershield 10 pts
  - Forceshield 10 pts
  - Shadowfield 30 pts
- May be equipped with one of the following:
  - Ghostplate armour 5 pts
  - Voidplate harness 10 pts
- *May take wargear from the Eldar Corsairs armoury, including Leader-only equipment*

## CORSAIR CLOUD DANCER BARON

45 points

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

### Unit Type:

Eldar Jetbike (Character)

### Wargear:

- Brace of pistols
- Close combat weapon
- Shadowweave Grenade
- Plasma Grenade
- Heavy mesh armour
- Eldar jetbike

A Corsair Baron that is upgraded to a Psyker may select from the following powers in the Divination (**Prescience**) and Telekinesis (**Assail**) Disciplines

### Cloud Dancer:

If a Cloud Dancer Baron is taken as Team Leader, the limit on Cloud Dancers is increased to 6.

### Special Rules:

- Inspiring Presence
- Reckless Abandon
- Fleet
- Outflank
- Tyrant
- Cloud Dancer

### Options:

- May take any of the following:
  - Wild Psyker (Mastery Level 1) special rule 15 pts
- May be equipped with any of the following:
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Blast pistol 20 pts
  - Dissonance pistol 10 pts
  - Fusion pistol 20 pts
  - Void sabre 20 pts
  - Balelight 15 pts
- May be equipped with one of the following:
  - Shimmershield 10 pts
  - Forceshield 10 pts
- May be equipped with one of the following:
  - Ghostplate armour 5 pts
  - Voidplate harness 10 pts
- The Cloud Dancer Baron's elder jetbike must be equipped with one of the following:
  - Twin-linked lasblasters free
  - Twin-linked shuriken catapults free
  - Twin-linked splinter rifles free
- *May take wargear from the Eldar Corsairs armoury, including Leader-only equipment*

## CORSAIR VOID DREAMER

45 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	10	4+

### Unit Type:

Infantry (Character)

### Wargear:

- Brace of pistols
- Close combat weapon
- Shadowweave Grenade
- Plasma Grenade
- Heavy mesh armour

A Void Dreamer may select from the following powers in the Aethermancy (**Warp Blink**, **Dispersion Field**, **Webway Rift**), Divination (**Prescience**), and Telekinesis (**Assail**) Disciplines.

### Special Rules:

- Inspiring Presence
- Reckless Abandon
- Fleet
- Wild Psyker (Mastery Level 1)

### Options:

- May take any of the following:
  - Wild Psyker (Mastery Level 2) special rule 15 pts
  - Corsair jet pack 5 pts
  - Void hardened armour 5 pts
- May be equipped with any of the following:
  - Witch staff 10 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Blast pistol 20 pts
  - Dissonance pistol 10 pts
  - Fusion pistol 20 pts
  - Void sabre 20 pts
  - Balelight 15 pts
- May be equipped with one of the following:
  - Shimmershield 10 pts
  - Forceshield 10 pts
  - Shadowfield 30 pts
- May be equipped with one of the following:
  - Ghostplate armour 5 pts
  - Voidplate harness 10 pts
- *May take wargear from the Eldar Corsairs armoury, including Leader-only equipment*

## CORE

## COSAIR REAVER

10 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8(5)	5+

### Unit type:

Infantry

### Wargear:

- Lasblaster
- Mesh Armour
- Plasma Grenade
- Shadowweave Grenade

### Special Rules:

- Dancing on the Blade's Edge
- Reckless Abandon
- Fleet

### Options:

- May replace Lasblaster with:
  - Splinter rifle Free
  - Shuriken Catapult Free
  - Brace of pistols and Close combat weapon Free
- May take any of the following:
  - Corsair jet pack 5 pts
  - Void hardened armour 3 pts
  - Heavy mesh armour 5 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- For every five Corsair Reavers in your team, two may replace their Lasblaster with:
  - Flamer 5 pts
  - Shredder 5 pts
  - Blaster 10 pts
  - Fusion gun 10 pts

## COSAIR GHOSTWALKER

12 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8(5)	5+

**Unit type:**

Infantry

**Wargear:**

- Lasblaster
- Mesh Armour
- Plasma Grenade
- Shadowweave Grenade

**Special Rules:**

- Dancing on the Blade's Edge
- Reckless Abandon
- Fleet
- Stealth
- Infiltrate
- Scout

**Options:**

- May replace Lasblaster with:
  - Brace of pistols and Close combat weapon Free
  - Eldar longrifle 1 pt
- May take any of the following:
  - Corsair jet pack 5 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- For every five Corsair Ghostwalkers in your team, one may replace their Lasblaster with:
  - Flamer 5 pts
  - Shredder 5 pts
  - Blaster 10 pts
  - Fusion gun 10 pts

## COSAIR CLOUD DANCER

(0 — 3 limit) 20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	5	1	8(5)	3+

**Unit Type:**

Eldar Jetbike

**Wargear:**

- Brace of pistols
- Eldar jetbike (twin-linked shuriken catapults)

**Special Rules:**

- Dancing on the Blade's Edge
- Reckless Abandon
- Outflank

**Options:**

- May be take any of the following:
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- For every three Corsair Cloud Dancers taken, one may exchange its twin-linked shuriken catapults with:
  - Shuriken cannon 15 pts
  - Splinter cannon 15 pts
  - Scatter laser 20 pts
  - Dark lance 20 pts
  - Dissonance cannon 10 pts

# SPECIAL

## COSAIR FELARCH

15 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	5	2	9(6)	4+

**Unit type:**  
Infantry (Character)

- Wargear:**
- Lasblaster
  - Heavy Mesh Armour
  - Plasma Grenade
  - Shadowweave Grenade

- Special Rules:**
- Dancing on the Blade's Edge
  - Reckless Abandon
  - Fleet

**Options:**

- May replace Lasblaster with:
  - Splinter rifle Free
  - Shuriken Catapult Free
  - Brace of pistols and Close combat weapon Free
- May take any of the following:
  - Corsair jet pack 5 pts
  - Void hardened armour 3 pts
  - Voidplate harness 10 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- For every two Corsair Felarchs taken, one may replace their Lasblaster with:
  - Flamer 5 pts
  - Shredder 5 pts
  - Blaster 10 pts
  - Fusion gun 10 pts
- May be equipped with two of the following:
  - Close combat weapon free
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Blast pistol 20 pts
  - Dissonance pistol 10 pts
- *May take wargear from the Eldar Corsairs armoury*

## COSAIR CLOUD DANCER FELARCH

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	4	1	5	2	9(6)	3+

**Unit Type:**  
Eldar Jetbike (Character)

- Wargear:**
- Brace of pistols
  - Eldar jetbike

- Special Rules:**
- Dancing on the Blade's Edge
  - Reckless Abandon
  - Fleet
  - Outflank

**Options:**

- May take any of the following:
  - Corsair jet pack 5 pts
  - Void hardened armour 3 pts
  - Voidplate harness 10 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- May be equipped with two of the following:
  - Close combat weapon free
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Blast pistol 20 pts
  - Dissonance pistol 10 pts
- The Cloud Dancer Felarch's elder jetbike must be equipped with one of the following:
  - Twin-linked lasblasters free
  - Twin-linked shuriken catapults free
  - Twin-linked splinter rifles free
- *May take wargear from the Eldar Corsairs armoury*

## COSAIR MALEVOLENT

15 points

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

**Unit type:**

Infantry

**Wargear:**

- Brace of pistols and Close combat weapon
- Mesh Armour
- Plasma Grenade

**Special Rules:**

- Reckless Abandon
- Fleet
- Fearless
- Furious Charge
- Rage
- Feel No Pain (5+)
- Curse of the Void

**Curse of the Void:** Any unit, friendly or enemy, with the Faction Craftworld Eldar, Dark Eldar, Eldar Corsairs or Harlequins suffers a -1 modifier to their Leadership value while within 12" of at least one Corsair Malevolent. In addition, a Corsair Malevolent never counts as scoring under any circumstances.

**Options:**

- May take any of the following:
  - Corsair jet pack 5 pts
  - Void hardened armour 3 pts
  - Voidplate harness 10 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts
- May take any of the following:
  - Corsair jet pack 5 pts
  - Heavy mesh armour 5 pts
- Up to two Malevolents may exchange their close combat weapon for one of the following:
  - Power weapon 15 pts
  - Venom blade 10 pts
  - Two melta bombs 5 pts

## COSAIR BALESTRIKE

10 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8(5)	5+

**Unit type:**

Infantry

**Wargear:**

- Lasblaster
- Mesh Armour
- Plasma Grenade
- Shadowweave Grenade

**Special Rules:**

- Dancing on the Blade's Edge
- Reckless Abandon
- Fleet

**Options:**

- May exchange their Lasblaster for:
  - Shuriken cannon 15 pts
  - Splinter cannon 15 pts
  - Eldar missile launcher (equipped with starshot and plasma missiles) 25 pts
  - Dark lance 20 pts
  - Dissonance cannon 10 pts
- May take any of the following:
  - Corsair jet pack 5 pts
  - Void hardened armour 3 pts
  - Heavy mesh armour 5 pts
  - Haywire grenade 5 pts
  - Tanglefield grenade 2 pts

## COSAIR WASP ASSAULT WALKER

(0—2 limit) 50 points

WS	BS	S	F	S	R	I	A	HP
4	4	5	10	10	10	5	2	2

**Unit type:**

Vehicle (Walker, Open-topped)

**Wargear:**

- Corsair kinetic shroud
- Wasp jump pack

**Special Rules:**

- Reckless Abandon
- Fleet
- Scout

**Options:**

- Must be equipped with any two of the following:
  - Shuriken cannon 10 pts
  - Scatter Laser 15 pts
  - Splinter cannon 10 pts
  - Starcannon 15 pts
  - Dark Lance 15 pts
  - Bright Lance 15 pts
  - Eldar missile launcher (equipped with starshot and plasma missiles) 20 pts
- May take the following:
  - Corsair void burners 5 pts

# ARMOURY

## WORK IN PROGRESS

See Codex: Tau Empire for rules on the following pieces of armoury wargear:

**Shield Generator (Battlesuit Only)** – 25 pts  
**Stimulant Injector (Battlesuit Only)** – 15 pts  
**Counterfire Defence System (Battlesuit Only)** – 5 pts  
**Early Warning Override (Battlesuit Only)** – 5 pts  
**Positional Relay (Battlesuit Only)** – 5 pts  
**Vectored Retro-Thrusters (Battlesuit Only)** – 5 pts  
**Drone Controller (Battlesuit Only)** – 5 pts  
**Advanced Targeting System (Battlesuit Only)** – 3 pts

### **Multi-targeting Array (Leader Only)** – 15 pts

This is an AI-assisted sensor array that scans for hostiles and automatically aligns weapon arms. The model can shoot each of its weapons at a different target.

### **Kodachi (Leader Only)** – 10 pts

Although the Tau usually eschew any form of melee combat, some individuals have learned that it is good idea to have a weapon to fall back on when melee is unavoidable. A Kodachi counts as a Power Sword.

### **Command Node (Leader Only)** – 10 pts

A sophisticated communications system. Increases a Leader's Inspiring Presence radius from 6" to 12".

### **Extended Drone Controller (Leader Only)** – 10 pts

Any friendly Gun Drones and Marker Drones within 12" of the Team Leader may use his BS instead of their own.

### **Hard-wired Light Shield (Shas'ui Only)** – 15 pts

Grants the Shas'ui a 5+ invulnerable save.

### **XV05 Armour (Shas'ui Only)** – 5 pts

An advanced light-weight personal armour. Grants the model a 3+ armour save. A Pathfinder Shas'ui may not take this item.

### **Master of the Hunt (Shaper Only)** - 10 pts

The Kroot Shaper is adept at detecting hiding enemies. Hidden models are automatically revealed if they come within 12" of a Kroot Shaper, and if the Shaper is deployed before enemy Infiltrators no enemy may Infiltrate within 24" of him.

### **DNA Samples (Shaper Only)** – 15 pts

The Kroot physiology is able to consume DNA in order to absorb its genetic traits. At the start of every battle, roll a D6. Consult the chart below to find out what trait the Shaper gains for the duration of that battle:

1. *Dud DNA* – No effect.
2. *Human* – +1 Leadership.
3. *Eldar* – +1 Initiate.
4. *Tyranid* – 3+ armour save.
5. *Space Marine* – +1 Strength.

6. *Ork* – +1 Toughness.

### **Blood of the Stalker (Shaper Only)** - 5 pts

The Shaper has daubed themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. The model gains the Acute Senses special rule.

### **Specialist Hunter (Shaper Only)** - 5 pts

By consuming one foe for an extended period of time, the Shaper has grown to greater understand them. The model gains Preferred Enemy (Codex). Choose the 'Codex' when the model buys this wargear.

### **Vicious Strain (Vespid Only)** – 5 pts

The DNA strain the Vespid has developed from is particularly ferocious. The model gains the Furious Charge special rule.

### **Stabilised Jet (Battlesuit Only)** - 10 pts

The battlesuit is fitted with a superior jet system. The model may roll 3D6 and choose two of the dice for the distance rolled for its additional move in the Assault phase.

### **Low Weight Composite (Battlesuit Only)** – 5 pts

The model is immune to Strikedown.

### **Coolant Injectors (Battlesuit Only)** - 5 pts

The battlesuit is fitted with sophisticated coolant injectors, designed to put out fires and reduce overheating. The model automatically passes Initiative tests caused by 'Flaming' weapons.