

# CORSAIRS

## HOR

### IMPERIAL ARMOUR INDEX: XENOS

This Opus is based on Imperial Armour Index: Xenos. All abilities and wargear that are not listed in the opus can be found there. If an ability differs from an Index, it will be clearly stated. If a piece of wargear is not found in the index, its profile and point cost can be found on the list at the bottom. Some armoury items may also refer to other codexes, but you only need Imperial Armour Index: Xenos 1 to begin to play.

### FACTION KEYWORDS

All models in this list have the **AELDARI**, **ANHRAHE** and **<COTERIE>** keywords. The **<COTERIE>** keyword works in the same way as all keywords that are highlighted in brackets.

### ABILITIES

#### *Reckless Abandon*

**Change the Reckless Abandon ability to read the following:**

Each time your opponent declares a charge, you can declare that you will make a Reckless Abandon move instead of firing Overwatch. If you do, roll a die for each model with this ability that is a charge target. On a 4+, that model can make a 3" move in any direction that does not end within 3" of an enemy model, before the enemy unit makes its Charge move. Each model can move a maximum of 6" per phase in this way.

#### *Dancing on the Blade's Edge*

**The Dancing on the Blade's Edge ability is replaced with the following:**

Corsairs kill teams have different Threshold Levels for Rout tests compared to other teams.

Threshold 0 – More than 75% of the team's starting models are alive.

Threshold 1 – Between 75% and 25% of the team's starting models are alive.

Threshold 2 – Less than 25% of the team's starting models are alive.

### FELARCHS

If a Felarch successfully passes a Nerve test, each friendly model in your Kill Team that shares all of its Keywords with that model will automatically pass Nerve tests until the end of that phase. For the purpose of this ability and all other rules that refer to Felarchs, a Felarch is a model that includes the word in its name.

### MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

## WARGEAR LIST

Some of the Corsairs entries you will find in this opus reference the following wargear lists. Where this is the case, the model can take any item from the lists below.

FELARCH WEAPONS	SPECIAL WEAPONS	HEAVY WEAPONS
The model may take one of the following:	The model may replace its Pulse Blaster with one of the following:	The model may replace its Pulse Blaster with one of the following:
· Blast Pistol	· Blaster	· Aeldari Missile Launcher
· Dissonance Pistol	· Flamer	· Dark Lance
· Venom Blade	· Fusion Gun	· Shuriken Cannon
· Power Axe	· Shredder	· Splinter Cannon
· Power Lance		
· Power Sword		
· Void Sabre		

## PSYCHIC DISCIPLINE

Before the battle, generate the Psychic Powers for **PSYKERS** that can use powers from the *Aethermancy discipline* using the table below. You can either roll a D6 to generate their powers randomly, or you can select the Psychic Powers you wish the Psyker to have.

Note that these Psychic Powers are worded using the general rules for all Psychic Powers, and therefore are further affected by the Heralds of Ruins rules regarding Psychic Powers.

AETHERMANCY DISCIPLINE		
D6	Psychic Power	
1	<b>Path-Ward</b> Path-Ward has a warp charge value of 5. If manifested, choose a friendly <COTERIE> unit within 12" of the psyker. Until the beginning of your next Psychic phase, that unit always treats any die roll of less than 4 as a 4 when making Advance and Charge moves.	<b>Webway Breach</b> Webway Breach has a warp charge value of 5. If manifested, pick a point anywhere on the battlefield within 12" of the psyker, then roll a die for each enemy unit within 6" of that point. Units within 3" of that point suffer a Mortal Wound on a roll of a 5+, while units within 6" of that point suffer a Mortal Wound on a roll of a 6.
2	<b>Warp Tunnel</b> Warp Tunnel has a warp charge value of 6. If manifested, choose a friendly unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from enemy models.	<b>Webway Maze</b> Webway Maze has a warp charge value of 7. If manifested, choose an enemy unit within 12" of the psyker. Remove that unit from the battlefield, then set it up anywhere on the battlefield that is within 3D6" of its original position and more than 3" from friendly models.
3	<b>Dispersion Field</b> Dispersion Field has a warp charge value of 6. If manifested, choose a friendly unit within 12" of the psyker. Until your next Psychic phase, enemy units cannot make shooting attacks against that unit unless it is the closest visible enemy unit to theirs.	<b>Warp Blink</b> Warp Blink has a warp charge value of 6. If manifested, choose a unit, friend or foe, within 12" of the Psyker. Remove that unit from the battlefield. At the end of the turn, set that unit up as close as possible to its original location, more than 1" from any other models.

## COTERIE TRAITS

All models in a Corsairs Kill Team gain a Coterie Trait, so long as every model in your Kill Team is from the same Coterie. The Coterie Trait gained depends upon the Coterie they are from, as shown in the table below.

If your Corsairs are not from any of the listed Coterie, or if they do not otherwise have an associated trait, use the trait which you think will fit your Kill Team the most.

### SKY RAIDERS: ORGY OF VIOLENCE



Add 1 to the Attacks characteristic of models with this trait as long as there are more friendly models than enemy models within 1".

### ELDRITCH RAIDERS: SPEAR OF TWILIGHT



You can re-roll Charge rolls for units with this trait. In addition, units with this trait can re-roll failed hit rolls of 1 in the Fight phase if they charged in the same turn.

### VOID DRAGONS: INFAMOUS LEGACY



Models with this trait add 1 to their Leadership characteristic, while enemy models within 6" of a model with this trait must subtract 1 from their Leadership characteristic.

### SUNBLITZ BROTHERHOOD: BURNED EARTH



All Grenade and Heavy weapons used by a model with this trait gain an extra -1 AP. In addition, you can re-roll failed Wound rolls of 1 for units with this trait when attacking with a Strength 8 or higher ranged weapon.

### BLACK SUNS: GUILE AND ARTIFICE



Your opponent must subtract 1 from their hit rolls in the shooting phase if the closest non-VEHICLE friendly model with this trait is not targeted.

### ALAI MERCENARY CORPS: BATTLE-PROVEN



Each time a model with this trait makes a Shooting attack, they can re-roll failed hit rolls of 1 if at least 1 other model with this trait shot at the same target this shooting phase. If at least 3 other models with this trait shot at the same target this shooting phase, they can re-roll all failed hit rolls instead.

### SKY SERPENTS: THE SERPENT'S FANGS



Units with trait make 1 extra attack with their ranged Poisoned Weapons if the target is within half-range. In addition, Spar-Glaives and Power Swords carried by models with this trait gain the Poisoned Weapon ability (see page 19).

### AELDARI OUTCASTS: AGAINST ALL ODDS



Each time a model with this trait suffers a Wound or Mortal Wound, roll a D6. On a 6, the Wound or Mortal Wound is ignored.

## PHILOSOPHIES

Corsairs kill teams have access to exclusive Philosophies, as described below, in addition to the ones found in the Kill Team rulebook. You can pick one of these philosophies for your Kill Team instead of the ones presented in the main rules (remember that your Kill Team can only have one Philosophy).

PHILOSOPHIES	
<b>Head Takers</b>	If you chose this philosophy, gain 1 TP if you cause the enemy Team Leader to be removed as a casualty. If the enemy Team Leader is the first enemy model removed as a casualty, gain 3 TP instead.
<b>Sky Burners</b>	If you chose this philosophy, gain 1 TP at the end of every Movement phase during which more than half of the models in your Kill Team made an Advance move.
<b>Night Hunters</b>	+3 TP if, before the beginning of the battle, you declare that you will not attack with a ranged weapon before an enemy model has been removed as a casualty.
<b>Vault Breachers</b>	At the end of each of your turns, roll a die. If the result is higher than the best Save characteristic amongst enemy models removed as casualties that turn, gain 1 TP. In addition, you gain 1 TP each time an enemy <b>VEHICLE</b> is removed as a casualty.
<b>Hate Bringers</b>	If you chose this philosophy, before the beginning of the battle, you must declare a keyword, except a faction keyword or the <b>INFANTRY</b> keyword. The first time you cause a model with that keyword to be removed as a casualty in the Fight phase, gain 2 TP.

## TACTICAL ACTIONS

Corsairs kill teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
<b>Burst of Speed</b>	1 TP	Declare you will use this action when a friendly model makes an Advance move. Roll 2D6 to determine how far the model can go, instead of 1D6.
<b>Thrust Move</b>	1 TP	Declare you will use this action at the beginning of your Shooting phase. Pick a friendly <b>BIKER</b> or <b>JET PACK</b> model: it can immediately move up to 2D6" in any direction that does not end within 3" of an enemy model, but it cannot make a shooting attack or charge that turn.
<b>Desperate Abandon</b>	1 TP	Declare you will use this action when declaring that you are making a Reckless Abandon move. Do not roll a dice to see if the models can move; each roll is automatically succesful.
<b>Dissonance Breach Charge</b>	2 TP	Declare you will use this action when a friendly models throws a Sunburst Grenade at a <b>VEHICLE</b> . Triple that Grenade's Strength.
<b>Fateskim</b>	1 TP	Declare you will use this action after an opponent succesfully denies a Psychic Power. The Psyker can immediately attempt to manifest that psychic power once again, but if they fail, they suffer D3 mortal wounds.
<b>Preemptive Strike</b>	1 TP	Declare you will use this action after your opponent sets up their last unit during deployment. You can redeploy up to D3 already deployed units in your Kill Team using the mission's deployment rules. You can spend 3 TP instead of 1 when using this tactical action; if you do, you can redeploy up to D6 units instead.

## COTERIE-SPECIFIC TACTICAL ACTIONS

Corsairs kill teams that are from a specific Coterie have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS (cont.)		
<b>Unstoppable Furor</b>	2 TP	Sky Raiders only. Declare you will use this action at the beginning of the Fight phase. Pick a friendly model: that model and all friendly models within 3" can fight twice this Fight phase, instead of just once.
<b>From the Void</b>	3 TP	Void Dragons only. Declare you will use this action before the beginning of the battle, when it is your turn to deploy a unit. Pick a Felarch and up to 4 friendly <b>CORE</b> models in your Kill Team. Deploy those units in the webway instead of placing them on the battlefield. At the end of any of your Movement phases, the models can arrive from the Webway: place the Felarch anywhere on the battlefield that is more than 12" from enemy models, then place each other model so that it is wholly within 3" of the Felarch. Any models you cannot place are removed as casualties.
<b>Eclipse</b>	1 TP	Black Suns only. Declare you will use this action at the beginning of any phase. Exchange the location of two friendly models with the same base size that are not within 1" of enemy units. At the end of the phase, you can do this again (picking other models if you so choose).
<b>Secret Venom</b>	1 TP	Sky Serpents only. Declare you will use this action when an opponent fails a Save roll against a melee attack. The model that was being rolled for suffers 1 mortal wound. You can spend 3 TP instead of 1 when using this tactical action; if you do, the model suffers D3 mortal wounds instead.
<b>For Yriel!</b>	3 TP	Eldritch Raiders only. Declare you will use this action before a friendly <b>BIKER</b> model makes a charge move. That model can charge up to 12"; do not roll a die.
<b>Heat Rain</b>	1 TP	Sunblitz Brotherhood only. Declare you will use this action when a friendly model throws a Sunburst Grenade. Change that weapon's type to Grenade 2D6.
<b>Mercenary Discipline</b>	1 TP	Alai Mercenary Corps only. Declare you will use this action during your Shooting phase. Pick a friendly model: until the end of the phase, that model and all friendly models within 6" are treated as not having moved or advanced in the previous Movement phase for the purpose of shooting with their ranged weapons.
<b>Soul Brokers</b>	1 TP	Aeldari Outcasts only. Declare you will use this action when a Wound is allocated to a friendly model (before any saves are made and damage is rolled for). Transfer that Wound to another friendly model within 12". This Tactical Action cannot be used to transfer Wounds to or from <b>VEHICLES</b> .

# TEAM LEADERS

BARON									25
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baron	8"	2+	3+	3	3	3	3	8	3+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Tyrant:</b> While this model is alive, your Kill Team can re-roll failed Rout tests.</li> <li>· <b>Force of Will:</b> Add 1 to the dice roll for friendly &lt;COTERIE&gt; models within 6" of this model when making a Reckless Abandon move.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· May replace its Brace of Pistols with a Balelight Pistol.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, BARON								

BARON									31
With Skyreaver Jet Pack									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baron	16"	2+	3+	3	3	3	3	8	3+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Tyrant:</b> While this model is alive, your Kill Team can re-roll failed Rout tests.</li> <li>· <b>Force of Will:</b> Add 1 to the dice roll for friendly &lt;COTERIE&gt; models within 6" of this model when making a Reckless Abandon move.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· May replace its Brace of Pistols with a Balelight Pistol.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, JET PACK, FLY, BARON								

BARON									
On Cloud Dancer Jetbike									40
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baron	18"	2+	3+	3	4	4	3	8	3+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Twin Shuriken Catapult</li> <li>· Brace of Pistols</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Tyrant:</b> While this model is alive, your Kill Team can re-roll failed Rout tests.</li> <li>· <b>Force of Will:</b> Add 1 to the dice roll for friendly &lt;COTERIE&gt; models within 6" of this model when making a Reckless Abandon move.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Brace of Pistols with a Balelight Pistol.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· BIKER, FLY, BARON</li> </ul>								

VOID DREAMER									
									30
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Dreamer	8"	3+	3+	3	3	3	2	7	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Witch Staff</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Wild Psyker:</b> At the beginning of your Psychic phase, this model must discard its current <i>Aethermancy</i> power and pick a different power from the <i>Aethermancy</i> discipline.</li> <li>· <b>The Eye of She Who Thirsts:</b> Roll two dice and discard the lowest when rolling to inflict mortal wounds because of a Perils of the Warp caused by this model.</li> <li>· <b>Shimmershield:</b> The Void Dreamer and all friendly models within 3" have a 5+ invulnerable save.</li> </ul>								
<b>Psyker</b>	<ul style="list-style-type: none"> <li>· A Void Dreamer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. It knows the <i>Smite</i> power and one power from the <i>Aethermancy</i> discipline.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, PSYKER, VOID DREAMER</li> </ul>								



VOID DREAMER									
With Skyreaver Jet Pack									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Dreamer	16"	3+	3+	3	3	3	2	7	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Witch Staff</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Wild Psyker:</b> At the beginning of your Psychic phase, this model must discard its current <i>Aethermancy</i> power and pick a different power from the <i>Aethermancy</i> discipline.</li> <li>· <b>The Eye of She Who Thirsts:</b> Roll two dice and discard the lowest when rolling to inflict mortal wounds because of a Perils of the Warp caused by this model.</li> <li>· <b>Shimmershield:</b> The Void Dreamer and all friendly models within 3" have a 5+ invulnerable save.</li> </ul>								
<b>Psyker</b>	<ul style="list-style-type: none"> <li>· A Void Dreamer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. It knows the <i>Smite</i> power and one power from the <i>Aethermancy</i> discipline.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, JET PACK, FLY, PSYKER, VOID DREAMER</li> </ul>								

VOID DREAMER									
On Cloud Dancer Jetbike									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Dreamer	18"	3+	3+	3	4	4	2	7	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Witch Staff</li> <li>· Twin Shuriken Catapult</li> <li>· Brace of Pistols</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Wild Psyker:</b> At the beginning of your Psychic phase, this model must discard its current <i>Aethermancy</i> power and pick a different power from the <i>Aethermancy</i> discipline.</li> <li>· <b>The Eye of She Who Thirsts:</b> Roll two dice and discard the lowest when rolling to inflict mortal wounds because of a Perils of the Warp caused by this model.</li> <li>· <b>Shimmershield:</b> The Void Dreamer and all friendly models within 3" have a 5+ invulnerable save.</li> </ul>								
<b>Psyker</b>	<ul style="list-style-type: none"> <li>· A Void Dreamer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. It knows the <i>Smite</i> power and one power from the <i>Aethermancy</i> discipline.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, JET PACK, FLY, PSYKER, VOID DREAMER</li> </ul>								



# CORE

REAYER									7
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reaver	8"	3+	3+	3	3	1	1	6	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· For every five <b>REAYERS</b> in your Kill Team, one may take items from the <b>Special Weapons</b> or <b>Heavy Weapons</b> list.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, REAYER</li> </ul>								

GHOSTWALKER									10
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ghostwalker	8"	3+	3+	3	3	1	1	6	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Glimmervoid Cloaks:</b> If an attack would hit a Ghostwalker on a 2+ or a 3+ (after other modifiers are taken into account), it hits it on a 4+ instead.</li> <li>· <b>Invisible Stalkers:</b> During deployment, you can set up this unit in reserves instead of placing it on the battlefield. At the beginning of the first battle round, but before the first turn begins, the Ghostwalker emerges: place them anywhere on the battlefield that is more than 9" from enemy models.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Pulse Blaster with a Ghostrifle or Spar-Glaive.</li> <li>· For every five <b>GHOSTWALKERS</b> in your Kill Team, one may take an item from the <b>Special Weapons</b> list.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, GHOSTWALKER</li> </ul>								

# SKYREAYER

Your Kill Team cannot include more than **10** units in any combination of Skyreavers and Skyreaver Felarchs.

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyreaver	16"	3+	3+	3	3	1	1	6	5+
Equipment	<ul style="list-style-type: none"><li>· Pulse Blaster</li><li>· Brace of Pistols</li><li>· Sunburst Grenade</li></ul>								
Abilities	<ul style="list-style-type: none"><li>· <b>Reckless Abandon</b></li></ul>								
Wargear Options	<ul style="list-style-type: none"><li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li><li>· For every five <b>SKYREAYERS</b> in your Kill Team, one may take items from the <b>Special Weapons</b> or <b>Heavy Weapons</b> list.</li></ul>								
Keywords	<ul style="list-style-type: none"><li>· <b>INFANTRY, JET PACK, FLY, SKYREAYER</b></li></ul>								



*Void Dragons Skyreaver.*

## CLOUD DANCER

Your Kill Team cannot include more than **3** units in any combination of Cloud Dancers and Cloud Dancer Felarchs.

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cloud Dancer	18"	3+	3+	3	4	2	1	6	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Twin Shuriken Catapult</li> <li>· Brace of Pistols</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Twin Shuriken Catapult with a Shuriken Cannon, Scatter Laser, Dark Lance, Splinter Cannon or Dissonance Cannon.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>BIKER, FLY, CLOUD DANCER</b></li> </ul>								

## BALESTRIKE

Your Kill Team cannot include more than **5** units in any combination of Balestrikes and Balestrike Felarchs.

9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Balestrike	8"	3+	3+	3	3	1	1	6	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Melta Bomb</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· One <b>BALESTRIKE</b> in your Kill Team may take items from the <b>Heavy Weapons</b> list. If your Kill Team includes 5 <b>BALESTRIKES</b>, two more may do so.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>INFANTRY, BALESTRIKE</b></li> </ul>								

# SPECIAL

MALEVOLENT										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Malevolent	8"	3+	3+	4	3	2	3	7	5+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Brace of Pistols</li> <li>· Spar-Glaive</li> <li>· Sunburst Grenade</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>No Sensation:</b> Malevolents have a 5+ invulnerable save.</li> <li>· <b>Suicidal Fury:</b> Each time a Malevolent is removed as a casualty, do not remove them from the battlefield immediately. After the enemy model has finished making all its attacks, you can move the dead Malevolent up to 3" in any direction: if this brings the Malevolent within 1" of an enemy unit, then you immediately attack with the Malevolent as if it were the Fight phase. It is then removed as a casualty as usual.</li> <li>· <b>Curse of the Void:</b> Subtract 1 from the Leadership of all units (friend and foe) that are within 6" of any Malevolents, except Malevolents themselves.</li> </ul>									
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· Up to two <b>MALEVOLENTS</b> in your kill team may replace their Spar-Glaive with a Power Axe, Power Lance, Power Sword, Venom Blade or Void Sabre.</li> <li>· May take <u>one</u> <b>MALEVOLENTS Only</b> items from the <b>Corsair Armoury</b>, but may not take other armoury items.</li> </ul>									
<b>Keywords</b>	· INFANTRY, MALEVOLENT									

REAYER FELARCH										12
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Reaver F.	8"	3+	3+	3	3	1	2	7	5+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>									
<b>Abilities</b>	· <b>Reckless Abandon</b>									
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· For every five <b>REAYERS</b> in your Kill Team, one may take items from the <b>Special Weapons</b> or <b>Heavy Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>									
<b>Keywords</b>	· INFANTRY, REAYER									

GHOSTWALKER FELARCH									15
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ghostwalker F.	8"	3+	3+	3	3	1	2	7	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Glimmervoid Cloaks:</b> If an attack would hit a Ghostwalker on a 2+ or a 3+ (after other modifiers are taken into account), it hits it on a 4+ instead.</li> <li>· <b>Invisible Stalkers:</b> During deployment, you can set up this unit in reserves instead of placing it on the battlefield. At the beginning of the first battle round, but before the first turn begins, the Ghostwalker emerges: place them anywhere on the battlefield that is more than 9" from enemy models.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Ghostrifle or Spar-Glaive.</li> <li>· For every five <b>GHOSTWALKERS</b> in your Kill Team, one may take an item from the <b>Special Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, GHOSTWALKER								

SKYREAYER FELARCH									15
Your Kill Team cannot include more than <b>10</b> units in any combination of Skyreavers and Skyreaver Felarchs.									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyreaver F.	16"	3+	3+	3	3	1	2	7	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	· <b>Reckless Abandon</b>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· For every five <b>SKYREAYERS</b> in your Kill Team, one may take items from the <b>Special Weapons</b> or <b>Heavy Weapons</b> list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, JET PACK, FLY, SKYREAYER								

## CLOUD DANCER FELARCH

Your Kill Team cannot include more than **3** units in any combination of Cloud Dancers and Cloud Dancer Felarchs.

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cloud Dancer F.	18"	3+	3+	3	4	2	2	7	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Twin Shuriken Catapult</li> <li>· Brace of Pistols</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Twin Shuriken Catapult with a Shuriken Cannon, Scatter Laser, Dark Lance, Splinter Cannon or Dissonance Cannon.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>BIKER, FLY, CLOUD DANCER</b></li> </ul>								

## BALESTRIKE FELARCH

Your Kill Team cannot include more than **5** units in any combination of Balestrikes and Balestrike Felarchs.

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Balestrike F.	8"	3+	3+	3	3	1	2	7	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Melta Bomb</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· One <b>BALESTRIKE</b> in your Kill Team may take items from the <b>Heavy Weapons</b> list. If your Kill Team includes 5 <b>BALESTRIKES</b>, two more may do so.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>INFANTRY, BALESTRIKE</b></li> </ul>								

VOIDSTORM FELARCH									15
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidstorm F.	8"	2+	3+	3	3	1	2	8	3+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Pulse Blaster</li> <li>· Brace of Pistols</li> <li>· Sunburst Grenade</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take items from the <b>Felarch Weapons</b> list.</li> <li>· May replace its Pulse Blaster with a Shuriken Catapult, Shardcarbine or Spar-Glaive.</li> <li>· One <b>VOIDSTORM FELARCH</b> in your Kill Team may take items from the Special Weapons list.</li> <li>· May take items from the <b>Corsair Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, VOIDSTORM FELARCH</li> </ul>								

WASP ASSAULT WALKER									55
Maximum of <b>1</b> of this unit in your Kill Team. This unit takes up two Special slots.									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wasp	10"	3+	3+	5	6	7	2	8	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Two Shuriken Cannons</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Reckless Abandon</b></li> <li>· <b>Power Field:</b> The Wasp Assault Walker has a 5+ invulnerable save.</li> <li>· <b>Explodes:</b> If this model is reduced to 0 wounds, roll a die for each unit within 3". On a 1, the unit being rolled for suffers a mortal wound.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace any Shuriken Cannon with one of the following : Aeldari Missile Launcher, Dark Lance, Starcannon, Scatter Laser.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· VEHICLE, FLY, WASP ASSAULT WALKER</li> </ul>								



# ARMOURY

## COMMON WARGEAR

Any number of models in your Kill Team can take items from this list, and the same item may be taken by more than one model.

ITEM	DESCRIPTION
Craftworld Ascendancy (4 pts)	<b>BARON</b> only. Only one Ascendancy per model. This model does not suffer a penalty To Hit for advancing and firing with Assault weapons. In addition, this model may take an item from the <b>Autarch Weapons</b> list instead of the <b>Felarch Weapons</b> list (see Codex: Craftworlds).
Commorrite Ascendancy (4 pts)	<b>BARON</b> only. Only one Ascendancy per model. You can re-roll the dice when making Charge or Advance moves for this model. In addition, this model may take an item from the <b>Weapons of Torture</b> list or a Huskblade instead of the <b>Felarch Weapons</b> list (see Codex: Drukhari).
Exodite Ascendancy (4 pts)	<b>BARON</b> only. Only one Ascendancy per model. This model receives +2 to its armour save for being in cover, rather than +1. In addition, instead of taking an item from the <b>Felarch Weapons</b> list, this model may take a second Pulse Blaster, or, if it is mounted on a Cloud Dancer Jetbike, a Laser Lance (see Codex: Craftworlds).
Harlequin Ascendancy (4 pts)	<b>BARON</b> only. Only one Ascendancy per model. This model can Fall Back and still shoot and/or charge in the same turn. In addition, this model may replace its Brace of Pistols with a Harlequin's Caress, a Harlequin's Embrace or a Harlequin's Kiss instead of taking an item from the <b>Felarch Weapons</b> list (see Codex: Harlequins).
Exile Ascendancy (4 pts)	<b>BARON</b> only. Only one Ascendancy per model. Each time you make a hit roll of a 6+ for this model when making an attack with a weapon from the <b>Felarch Weapons</b> list in the Fight phase, it can immediately make another close combat attack using the same weapon. Those extra attacks cannot generate any further attacks.
Profane Teachings (12 pts)	<b>BARON</b> only. The model is a <b>PSYKER</b> that can attempt to manifest one psychic power per friendly Psychic phase and to deny one psychic power per enemy Psychic phase. It knows the <i>Smite</i> psychic power and gains The Eye of She Who Thirsts ability (see Void Dreamer profile).
Unnatural Speed (3 pts)	<b>MALEVOLENTS</b> only. This model always fights first in the Fight phase, even if it did not charge that turn. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Soul-Scarred (4 pts)	<b>MALEVOLENTS</b> only. <b>PSYKERS</b> (friend or foe) within 6" of this model must subtract 1 from any psychic tests and deny the witch tests that they make while within 6" of this model.
Hellbent (3 pts)	<b>MALEVOLENTS</b> only. Each time the model charges or is charged, add 1 to its Strength and Attacks characteristics until the end of the turn.

ITEM	DESCRIPTION
Fleeting (6 pts)	<b>MALEVOLENTS</b> only. Add 1 to all Invulnerable Save rolls made for the model.
Surnatural Toughness (5 pts)	<b>MALEVOLENTS</b> only. Each time the model loses a wound, roll a die – on a 5 or 6, it does not lose that wound.
Corsairs Combat Drugs (5 pts)	Once per battle, the model can make D3 additional attacks in the Fight phase.
Blade Sworn (4 pts)	Felarch Only. Roll a D6 each time your Team Leader loses a wound whilst they are within 3" of this model. On a 2+, this model intercepts the hit: your Team Leader suffers no wound but this model suffers a Mortal Wound.
Stones of Annulment (6 pts)	<b>VOID DREAMER</b> only. One use only. Use when the model suffers Perils of the Warp. The psychic power that the model was attempting to manifest automatically fails, but it does not suffer the effects of Perils of the Warp.
Shadowwave Grenade (2 pts)	One use only. Use when this model or a model within 3" is targeted for an attack in the opponent's Shooting phase. This model, and all friendly models within 3" of the user, add 1 to their Save characteristic until the end of that phase.
Tanglefield Grenade (3 pts)	One use only. Use after an enemy model makes a succesful charge attempt against this model or a friendly model within 3". The enemy model must re-roll the charge distance.
Ace Shot (5 pts)	<b>BALESTRIKES</b> only. Add 1 to the model's Hit rolls with its ranged weapons, except Pistols or Grenades, if the target of the attack is within 6" of the weapons's maximum range.
Shade Killer (5 pts)	<b>GHOSTWALKERS</b> only. Add 1 to the model's Hit rolls in the shooting phase if the target of the attack is in cover.
Kinetic Disruptor (8 pts)	<b>BIKER</b> and <b>JET PACK</b> models only. Cannot be taken with the Kinetic Shroud. Your opponent must subtract 1 from any Hit rolls made against this model in the Shooting phase if it Advanced in the previous turn.
Immortal Arrogance (3 pts)	<b>BARON</b> and <b>VOIDSTORM FELARCHS</b> only. The model has a 2+ invulnerable save against the first Wound it suffers in the battle. (If the model suffers multiple Wounds simultaneously, choose which one to take the save against).

## LEGENDARY WARGEAR

Only one of the following items may be taken in your Kill Team.

ITEM	DESCRIPTION
Multiphase Key Generator (11 pts)	Leader only. Once per battle, during your Movement phase, you can remove the model from the battlefield and set it up anywhere within 36" of its original position and more than 9" from enemy models. This counts as the model's movement for that turn.
Glaive of the Destroyer (12 pts)	Model with Void Sabre only. Replaces the model's Void Sabre.* This white-hot glaives sings a song of searing flesh to the wielder's enemies. This is a melee weapon the profile of which can be found below.
Kinetic Shroud (12 pts)	<b>BIKER</b> and <b>JET PACK</b> only. Cannot be taken with a Kinetic Disruptor. The model has a 5+ invulnerable save. This is improved to a 3+ invulnerable save if the model Advanced in its previous Movement phase.
Soulphaze Helm (10)	<b>BARON</b> Or Felarch only. The model adds 6" to the range of all its ranged weapons, except Pistols and Grenades. In addition, the model can target <b>PSYKER CHARACTERS</b> with ranged weapons even if they are not the closest enemy unit.
Sunmaker (11 pts)	Model with Pulse Blaster only. Replaces the model's Pulse Blaster.* This pulse blaster is powered by a fragment of a star core and has a high-unparalleled rate of fire. This is a ranged weapon the profile of which can be found below.
Pistols of the Frozen Prince (12 pts)	Model with Brace of Pistols only. Replaces the model's Brace of Pistols.* This pair of pistols was found floating on the corpse of an unknown Corsair Prince, deep within the reaches of a hidden nebula. This is a ranged weapon the profile of which can be found below.
Brand of She-Who-Thirsts (10 pts)	<b>MALEVOLENT</b> only. Add 1 to the model's Strength, Toughness and Wounds characteristics. In addition, the range of its Curse of the Void ability is increased to 12".
Void Song (12 pts)	Model with Flamer only. Replaces the model's Flamer.* This esoteric weapon showers the target not in gouts of fiery fuel, but with the very cold of outer space. This is a ranged weapon the profile of which can be found below.
Dreamstave (10 pts)	Model with Witch Staff only. Replaces the model's Witch Staff.* In the hands of a skilled Psyker, this stave can be made to emits pillars of light that eat away at a foe's soul. This weapon has both a melee and ranged component and its profile can be found below.

\*only pay the point cost of the legendary wargear piece.

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Spar-Glaive	0
Venom Blade	2
Power Axe	4
Power Lance	4
Power Sword	4
Void Sabre	7
Witch Staff	0

### ***Poisoned Weapon***

This weapon wounds on a 4+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.

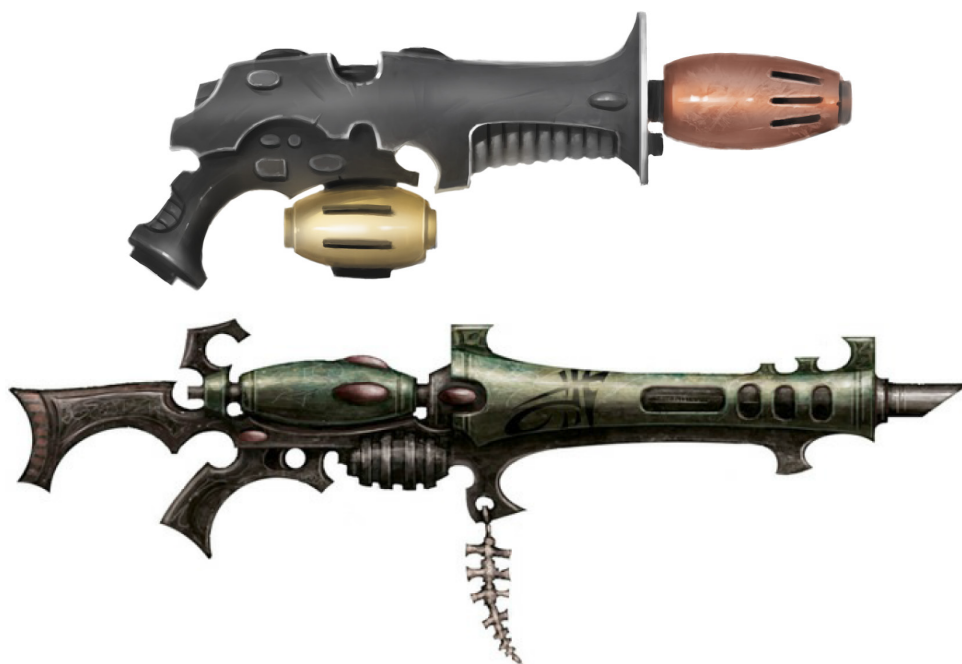


RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari Missile Launcher	20
Balelight Pistol	6
Blast Pistol	10
Blaster	17
Brace of Pistols	2
Dark Lance	20
Dissonance Cannon	16
Dissonance Pistol	5
Fusion Gun	14
Flamer	6
Ghostrifle	0
Melta Bomb	0
Pulse Blaster	0
Shuriken Catapult	0
Shuriken Cannon	10
Shredder	8
Shardcarbine	0
Splinter Cannon	10
Starcannon	13
Scatter laser	7
Twin Shuriken Catapult	2

\*

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari Missile Launcher		When attacking with this weapon, choose one of the profiles below.				
-Sunburst	48"	Heavy D6	4	-1	1	
-Starshot	48"	Heavy 1	8	-2	D6	
Balelight Pistol	8"	Pistol 3D3	3	0	1	When attacking with this weapon, it gains an extra -1 AP for each Wound roll of a 6+ made with it, to a maximum of -4.
Blast Pistol	6"	Pistol 1	8	-4	D6	
Blaster	18"	Assault 1	8	-4	D6	
Brace of Pistols	8"	Pistol D6	*	0	1	<b>Poisoned Weapon.</b> Each time you make a Wound roll of 6+ with this weapon, that hit is resolved with an AP of -1 instead of 0.
<i>Pistols of the Frozen Prince</i>	8"	<i>Pistol 4</i>	4	-1	1	<i>Each time you make a Wound roll of 6+ with this weapon, the target suffers a Mortal Wound in addition to any other damage.</i>
Dark Lance	36"	Heavy 1	8	-4	D6	Change this weapon's type to Assault if it is mounted on a Vehicle.
Dissonance Cannon	24"	Heavy 2	5	-2	D3	Each time you make a hit roll of 6+ with this weapon, that hit is resolved at Strength 6 and AP -3 instead of Strength 5 and AP -2.
Dissonance Pistol	12"	Pistol 1	5	-2	1	Each time you make a hit roll of 6+ with this weapon, that hit is resolved at Strength 6 and AP -3 instead of Strength 5 and AP -2.
Fusion Gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
<i>Void Song</i>	8"	<i>Assault D6</i>	4	0	1	<i>This weapon automatically hits its target. If you make a succesful Wound roll with this weapon when firing Overwatch, the wounded model must subtract 2" from its charge roll.</i>
Ghostrifle	18"	Assault 1	4	0	1	This weapon can target a <b>CHARACTER</b> even if it is not the closest enemy unit. Each time you make a Wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Melta Bomb	4"	Grenade 1	8	-4	D6	

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse Blaster	24"	Assault 2	3	0	1	Make 1 extra attack with this weapon if the target is within half range.
Sunmaker	24"	Assault 4	3	0	1	<i>Make 2 extra attacks with this weapon if the target is within half range. Enemy models that suffer any hits from this weapon lose the benefits of cover until the end of the phase.</i>
Shredder	12"	Assault D6	6	-1	1	When attacking an <b>INFANTRY</b> unit, re-roll failed Wound rolls for this weapon.
Splinter Cannon	36"	Rapid Fire 3	*	0	1	<b>Poisoned Weapon.</b>
Starcannon	36"	Heavy 2	6	-3	D3	
Twin Shuriken Catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shardcarbine	18"	Assault 3	*	0	1	<b>Poisoned Weapon.</b>
Shuriken Catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Scatter Laser	36"	Heavy 4	6	0	1	
Sunburst Grenade	6"	Grenade D6	4	-1	1	



MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spar-Glaive	Melee	Melee	U	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Venom Blade	Melee	Melee	*	0	1	<b>Poisoned Weapon.</b> Add 2 to Wound rolls made for this weapon, except against <b>VEHICLES</b> .
Power Axe	Melee	Melee	+1	-2	1	
Power Lance	Melee	Melee	+2	-1	1	
Power Sword	Melee	Melee	U	-3	1	
Void Sabre	Melee	Melee	+1	-3	2	
<i>Glaive of the Destroyer</i>	<i>Melee</i>	<i>Melee</i>	<i>+2</i>	<i>-3</i>	<i>1</i>	<i>Each succesful Wound roll made for this weapon inflicts a mortal wound in addition to any other damage.</i>
Witch Staff	Melee	Melee	*	0	2	This weapon always wounds on a roll of a 2+.
<i>Dreamstave</i>	<i>This weapon has both a melee and ranged profile.</i>					
- melee	<i>Melee</i>	<i>Melee</i>	<i>*</i>	<i>0</i>	<i>2</i>	<i>This weapon always wounds on a roll of a 2+.</i>
- ranged	<i>18"</i>	<i>Assault 3</i>	<i>*</i>	<i>0</i>	<i>1</i>	<i>This weapon can be fired while within 1" of an enemy model. This weapon always wounds on a roll of a 2+.</i>





## RECOMMENDED BASE SIZES

The following base sizes are recommended for use with this opus:

### Team Leaders

- **Baron:** 25mm round base
- **Baron with Skyreaver Jet Pack:** 25mm round base
- **Baron on Cloud Dancer Jetbike:** 32mm flying base
- **Void Dreamer:** 25mm round base
- **Void Dreamer with Skyreaver Jet Pack:** 25mm round base
- **Void Dreamer on Cloud Dancer Jetbike:** 32mm flying base

### Core

- **Reaver (and Felarch):** 25mm round base
- **Ghostwalker (and Felarch):** 25 mm round base
- **Skyreaver (and Felarch):** 25mm round base
- **Cloud Dancer (and Felarch):** 32mm flying base
- **Balestrike (and Felarch):** 25 mm round base

### Special

- **Malevolent:** 25mm round base
- **Voidstorm Felarch:** 25mm round base
- **Wasp Assault Walker:** 60mm round base