

## **Eldar Corsair Army**

By Matt Plonski

### **Eldar Corsair Army List**

When the situation is such that a craftworld's intervention would be dangerous or improper, or if the full Seer Council does not agree to put their total might behind an action, the military branch of a craftworld's force is often sent out independently. This force consists primarily of tanks, jetbikes, and fliers loaded into massive Eldar star ships and sent after their foe. (It is interesting to note that the eldar titans, knights, and other wraith-constructs are in the province of the Warlocks or Spirit Seers as such creations are venerated as living saints rather than as vehicles or equipment.) The power and mobility of the Eldar military when unfettered by the Council's witches or the warrior monks from the Aspect Shrines is truly awe inspiring. If it wasn't for the need for the non-secular organizations to tend to the well being of the eldar consciousness, more craftworlds might form combat doctrines emphasizing a pure militaristic force.

Ritual and discipline are an essential part of an eldar's daily life, for without it the pull of the Great Enemy is dangerously strong. Those who adopt military service over other paths of the warrior are no different; they must imbue their actions with ceremony lest they fall to temptation. They choose to venerate the ancient eldar god of the forge, Vul, instead of the god of war, Khaine, as the Aspect Shrines do. The creation or maintenance of equipment and vehicles becomes sacrosanct, as each eldar soldier thinks as him or herself as an extension of Vul's spiritual being.

*The 'Corsairs' are the most common type of eldar encountered by Imperial forces, being the name given by other eldar to those that pilot the interstellar fleets. It is unknown whether these Corsairs are truly independent pirate raiders, if they are acting on behalf of a craftworld, or perhaps some combination of the two. They are almost certainly operated by the secular military, although any confirmation to that fact would be anxiously received by the Ordo Xenos.*

### **Special Rules**

#### **Fast and Furious**

Every unit in the Eldar Corsair Army must be mounted in a vehicle and be deployed inside it at the beginning of the game. The only exceptions are Rangers, one unit of Brigands, and Jetbike squadrons.

#### **Falcon Transport**

Many units may take a Falcon Grav Tank as a transport as noted in their specific unit entry. Falcons taken in this manner do not use up a heavy support option, but become an extension of the unit in the same manner as a Wave Serpent.

#### **Mobile Weaponry**

Eldar Corsairs are adept at providing mobile fire support. Wave Serpents in the Eldar Corsair army may be used to transport an Anti-Grav Platform. The weapon takes the place of two models in addition to its two crew members. During a turn in which the squad bearing the weapon wishes to disembark from the vehicle, neither the Wave Serpent, the squad, nor the weapon itself may fire or move more than the normal 2" disembarkation distance, since it requires the coordination of the entire unit and vehicle crew to set the Anti-Grav Platform up and get it ready. The restriction doesn't apply to embarking into the vehicle, because the weapon platform is much easier to tear down than to set up.

### **Equipment**

#### **Eldar Jetbike**

An Eldar Jetbike grants the user a 3+ armour save and +1 Toughness (not used when computing instant death) in addition to moving like a regular Eldar jetbike. The jetbike is equipped with twin-linked Shuriken Catapults.

### **Ability: Bonesinger**

A Bonesinger is an upgrade to Eldar Craftsingers. Craftsingers so upgraded use the Bonesinger characteristics profile, but retain access to the Corsair armory in addition to the normal Bonesinger options.

### **Displacer Field**

This rare artifact is a variant on the Warp Spider Jump Generator combined with sophisticated proximity sensors. It provides the character with a 3+ invulnerable save. At the end of any shooting or close combat phase where the character successfully saves a wound with the Displacer Field, the bearer is immediately moved D6" in a random direction indicated by the scatter die, with a 'hit' indicating that the bearer remains where he is. One displacement is made per phase regardless of the number of successfully saved wounds. The character may always choose to accept the wound, or use his regular armor save, instead of saving with the Displacer Field. Due to the disruptive nature of this device, the character may never join any unit or ride on a Jetbike and will always remain an independent character. The device will not function while the character is in a vehicle. The technology is sufficiently advanced as to prevent the character from being displaced into impassible terrain or within 1" of another model. If the displacement results in such a location, move the character the maximum possible distance in the indicated direction. The character may be moved into difficult terrain without any negative results, and it is possible to be moved off of the board. One per army.

### **Monomolecular Saber**

The Monomolecular Saber is an ancient weapon from the height of Eldar technology. Presented only to the highest officer in an Eldar war fleet, the sword is so finely crafted that it almost wields itself. The weapon's blade is fashioned from a plane of wraithbone molecules one molecule thick, making a mockery of all armor. A Monomolecular Saber is a power weapon, and the wielder rolls 2D6 + Strength versus vehicle armor. On a to-hit roll of 6, the target is wounded automatically and the wielder adds double their strength + 2D6 versus vehicle armor. Imperial forces familiar with this weapon have been known to refer to it as *The Can Opener*.

### **Power Shield**

A graceful wraithbone shield that attaches to the bearer's forearm, and provides a light defensive energy field. A Power Shield lowers the bearer's basic armor save by 1 (4+ becoming 3+, etc.), and grants an invulnerable save on a D6 roll of 6. As a single-handed weapon it does not provide +1 attack in close combat, but may be combined with Power Blades. Models normally allowed to *Fleet of Foot* may still do so when equipped with a Power Shield. Models riding Jetbikes may be equipped with Power Shields and a close combat weapon; the shield is strapped onto the arm used for steering. Power Shields are single handed weapons, and may be carried along with a two-handed weapon. A Power Shield does not modify a cover save or any other invulnerable saves.

### **Vehicle Upgrade: Veteran Craftmaster**

The Craftmaster responsible for the vehicle is a veteran of many hundreds of campaigns, and knows his craft and crew as if they were extensions of his own body. The vehicle has a Ballistic Score of 4, may re-roll any Dangerous Terrain tests that it is required to make (always keeping the second result), and may always fire at least one Defensive Weapon without regard to the speed that the vehicle traveled (but not if it is *Stunned* or *Shaken*). Only one vehicle of each type may have this upgrade per detachment.

### **Vehicle Upgrade: Orbital Deployment**

The Corsair Stardancer is a war leader and brilliant strategist. The element of surprise is useful in gaining tactical advantage, and as such the Eldar Corsair army will engage in maneuvers far more dangerous than those sanctioned by a Craftworld. Any non-flyer vehicle in the Eldar Corsair army with this upgrade may be deployed via *Deep Strike* in any scenario that allows it. If *Deep Strike* is not a special rule for the scenario, the vehicle must be deployed as normal. The vehicle counts as moving more than 6" on the turn it arrives, and troops may not disembark that turn. If the vehicle scatters onto a Difficult or Impassable Terrain Feature, make a Difficult Terrain Test as normal. This upgrade must be bought for every vehicle in a vehicle squadron (i.e. Vypers).

## Army List

### Armoury

Weaponry: One Handed	
Close Combat Weapon	1
Shuriken Pistol	1
Power Weapon	8
Web of Skulls	10
Power Shield	15
Monomolecular Saber <sup>1</sup>	20
Weaponry: Two Handed	
Lasblaster	3
Shuriken Catapult	3
Fusion Gun	10
Laser Lance (Jetbike only)	10
Choral Amplifier <sup>2</sup>	15
Executioner	15
Harp Blaster <sup>2</sup>	15

Weaponry: Jetbike Mount or Two Handed <sup>3</sup>	
Wraithpipes <sup>2</sup>	15
Firepike	25
Shuriken Cannon	25
Eldar Missile Launcher	30
Bright Lance	35
Wargear	
Plasma Grenades	1
Krak Grenades	2
Haywire Grenades	3
Melta Bombs	5
Digital Weapons	15
Refractor Field	15
Power Blades	15
Displacer Field	25

Abilities <sup>4</sup>	
Skillful Rider (Jetbike only)	2
Crack Shot	10
Withdraw	15
Fast Shot	15
Surprise Assault <sup>5</sup>	20
Bonesinger (Craftsingers only)	30

Vehicle Upgrades <sup>6</sup>	
Orbital Deployment	20
Veteran Craftmaster	30

<sup>1</sup> May only be taken by a Stardancer or Craftmaster

<sup>2</sup> May only be taken by a Bonesinger

<sup>3</sup> If mounted on a Jetbike the weapon replaces the Twin-linked Shuriken Catapults; if carried on foot, it is a two-handed weapon.

<sup>4</sup> A Craftsinger may only have one Ability, a Craftmaster may have two, and a Stardancer may have any number.

<sup>5</sup> Multiple instances of the same ability in one unit do not stack.

<sup>6</sup> All other Eldar Vehicle Upgrades are available as detailed in the specific unit entry from *Codex: Eldar*.

### HQ

0-1 Eldar Corsair Stardancer  
Eldar Corsair Craftmaster

### Troops

Rangers<sup>+</sup>  
Guardian Squadron<sup>+</sup>

### Heavy Support

Falcon  
Fire Prism

### Elites

Brigand Squadron

### Fast Attack

Jetbike Squadron<sup>+\$</sup>  
Lancer Jetbike Squadron  
Command Vyper  
Vyper Squadron

<sup>+</sup>: One model in the squad may be upgraded to a Craftsinger for +14 points. The Craftsinger may have access to the Eldar Corsair armoury. See the Brigand unit entry for the Craftsinger profile.

<sup>\$</sup>: Any model may purchase a Power Shield for +25 points.

## HQ

### Corsair Stardancer

*“Stardancer” is the title given to the high admiral of a craftworld’s military fleet and, as with most Eldar terms, is only a rough translation. Someone with this honorific commands the craftworld’s ships and vehicles in an intricately coordinated spatial ballet, the subtle nuances of this ability and responsibility are all found within the true name of Illi’nan. As an embodiment of Vaul’s Spirit, his natural intuition was honed over thousands of years of experience, and his knowledge of stratagem is second only to his own formidable martial ability.*

*The Craftmaster is typically the highest ranking Eldar aboard any particular vessel, and is in command of all actions and activities. That is, unless a member of the Seer Council is present, or an Exarch from a Warrior Shrine, in which case command must be relinquished and the Craftmaster must serve. It is easy to see how a Craftmaster, as embodiment of Vaul’s Mind, may come to feel that better opportunities might exist outside of the envelope of the craftworld.*

*It is interesting to note that the title of ‘Craftmaster’ is given to the commander of any Eldar vessel, from a massive Void Stalker battleships to a Wave Serpent troop transport to a Vyper heavy jetbike. When a smaller vessel is being transported on a larger one only one true Craftmaster can be aboard. The commander of the smaller vessel is referred to as a Craftmaster-singer whenever outside of his vehicle, and defers to the Craftmaster of the ship he is being transported on at all times. It is typically only the Craftmasters of the larger interstellar craft that break away from the craftworld to form their own Corsair warhosts, although it has been known for several tank commanders to band together and try their luck on their own.*

CORSAIR COMMANDER										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Corsair Stardancer	60	6	5	4	3	3	6	3	10	3+
Corsair Craftmaster	30	5	4	3	3	2	5	3	10	4+

#### Options:

The Corsair Commander may be given any equipment allowed by the Eldar Corsair armoury.

#### Bodyguard:

If mounted in a Falcon or Wave Serpent, the Commander may be accompanied by up to 9 Brigands (see separate entry) space providing. If mounted on a Jetbike, the Corsair Commander may be accompanied by up to 9 Corsair Jetbikes (see separate entry). All bodyguard units are equipped as normal, and do not take up an additional space in the force organization chart. Any number of models in the Corsair Stardancer’s bodyguard may be upgraded to Craftsingers, ignoring the usual restrictions.

#### Special Rules:

##### *Independent Character:*

A Corsair Commander is an Independent Character and therefore follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

##### *Fleet of Foot:*

Despite having a save of 3+, Corsair Stardancers are exceptions to the normal rule and may still benefit from the Fleet of Foot special rule as described in Codex: Eldar.

##### *Fast and Furious:*

The Corsair Commander must be transported onto the battlefield. He may ride an Eldar Jetbike (with twin-linked Shuriken Catapults) for +25 points, a Wave Serpent for +110 points, a Falcon for +120 points, or a

Command Vyper for +60 points. A Stardancer may choose to ride in any vehicle allowed in the Eldar Corsair Army for the vehicle's basic cost +20 points. A non-transport-capable vehicle chosen in this manner counts as having a *Veteran Craftmaster*. The Stardancer may disembark this non-transport vehicle as if it was a normal transport, but may never re-embark. If the vehicle is destroyed with the Stardancer aboard, he may test to see if he survives as if disembarking a destroyed transport vehicle. A vehicle chosen to transport the Corsair Commander does not count as a selection in the force organization chart.

## Elites

### Corsair Brigand Squadron

CORSAIR BRIGANDS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Brigands	14	4	4	3	3	1	5	1	8	4+
Craftsinger	+8	4	4	3	3	1	5	2	9	4+

#### Squad:

The squad consists of between 5 and 10 Corsair Brigands.

#### Weapons:

Shuriken Catapult.

#### Options:

Any model may exchange their Shuriken Catapult for a Shuriken Pistol and Close Combat weapon for free or a Power Shield and Close Combat weapon for +10 points.

The entire squad may be equipped with Plasma, Krak, and Haywire grenades at +4 points per model.

Every third model may exchange their weapons for a Fusion Gun at +6 points, a Flamer at +3 points, Ranger Long Rifle for +2 points, a Firepike for +25 points, a Power Weapon and Shuriken Pistol for +5 points, or a Power Weapon and Power Shield for +15 points. If the entire rest of the squad is equipped with Power Shields, Brigands with two-handed weapons may be given Power Shields for +10 points.

#### Character:

One model in the squad may be upgraded to a Craftsinger for +8 points. The Craftsinger may have access to the Eldar Corsair armoury.

#### Transport:

The squad may be transported in either a Wave Serpent for +110 points or a Falcon for +120 points. See *Deployment* below.

#### Special Rules:

##### Deployment:

Up to one Brigand squad in the army may use either the *Infiltrators* or *Deep Strike* special rules as detailed in the Warhammer 40,000 rulebook, and thereby do not need to be purchased with a transport. All other Brigand squads must be purchased with a transport and must be deployed in it as detailed in the *Fast and Furious* special rule.

### Corsair Lancer Jetbike Squadron

*The Corsairs, as disciples of Vaul, tend to favor more powerful equipment over the mundane. It is common for a Shuriken Cannon Jetbike to be customized and upgraded with scavenged weaponry, as the pilots continually attempt to one-up each*

*other, displaying their affinity for the vehicles that they are masters of. They form a tight knit group and often show off on the battlefield.*

CORSAIR LANCER JETBIKE SQUADRON										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Guardian	40	3	3	3	3(4)	1	4	1	8	3+

**Availability:**

One unit of Lancer Jetbikes may be taken per unit of Corsair Jetbikes.

**Squad:**

The squad consists of between 1 and 5 Corsair Guardians on Eldar Jetbikes.

**Weapons:**

Shuriken Cannon (on Jetbike) and close combat weapon

**Options:**

Any model may exchange their Shuriken Cannon for Twin-linked Shuriken Catapults and a Laser Lance for free. Any model may purchase a Power Shield for +25 points.

Every second model in the unit may exchange their Shuriken Cannon for a Bright Lance for +15 points, Eldar Missile Launcher for +15 points, or Fire Pike for +5 points.

**Corsair Command Vyper**

*With a desire to lead from the ultimate battlefield position, a Stardancer will commandeer a Vyper heavy jetbike and either ride in it himself or direct one of his trusted subordinates to do so. A Vyper provides an unbeatable combination of speed and maneuverability, while still allowing a superior view of the action.*

CORSAIR COMAMND VYPER									
	Points	WS	BS	S	Front	Side	Rear	I	A
Command Vyper	70	*	3**	*	10	10	10	*	*

**Type:**

Open-topped Fast Skimmer

**Availability:**

One per army

**Squad:**

The squad consists of 1 Corsair Command Vyper Heavy Jetbike

**Weapons:**

Twin-linked Shuriken Catapults, turret-mounted Shuriken Cannon, and the commander has a close combat weapon

**Options:**

The twin-linked Shuriken Catapults may be upgraded to a single Shuriken Cannon for +20 points. The turret-mounted Shuriken Cannon may be upgraded to a Bright Lance for +15 points, an Eldar Missile Launcher for +20 points, a Scatter Laser for +5 points, or a Star Cannon for +15 points.

The commander may have any equipment allowed from the armory to someone with his rank, with the exception that operating the turret-mounted weapon counts as a two-handed weapon. If not purchased as a

transport for a HQ choice, the command Vyper is assumed to be commanded by a Craftsinger for 70 points as a Fast Attack choice.

A Command Vyper may take any vehicle upgrades available to the Corsair army.

### **Special Rules:**

#### ***Commander:***

One Vyper in the Corsair army may serve as personal transport for a Corsair officer (Stardancer, Craftmaster, or Craftsinger). The officer takes the place of the turret gunner. As Corsair officers are formidable close combat fighters as well as excellent marksmen, the command Vyper gains close combat abilities similar to those of a Walker.

- The commander's Weapon Skill, Strength, Initiative, and number of Attacks (marked with \*) are used in close combat, along with any special close combat weaponry the commander may have.
- The commander's Ballistic Skill may be used when shooting the turret-mounted weapon. The pilot's Ballistic Skill of 3 (marked with \*\*) is used for the twin-linked Shuriken Catapults or Shuriken Cannon upgrade.
- The Vyper retains all movement and shooting rules for a Fast Skimmer. In addition, the command Vyper may make a 6" assault move in the beginning of its assault phase if it moved less than 12" in the previous movement phase. In close combat, the command Vyper and officer fight as a single model using the rules for a Walker but is still only hit back on a to-hit roll of 6 (as a Skimmer).
- A command Vyper follows all morale rules for vehicles.
- If the command Vyper is destroyed (and only if it is destroyed), the commander may test to see if he survives as if disembarking from a destroyed transport vehicle. If he survives, he retains all equipment purchased from the armory (but not the turret weapon, obviously). For all other damage results, treat the command Vyper and the commander as a single vehicle model.
- Any protective fields or armour saves given to the commander do not extend to the Vyper, although they may protect the commander when disembarking from the destroyed vehicle as normal.