WARHOSTS OF THE ASURYANI

These datasheets allow you to fight Apocalypse battles with your Asuryani miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically <**Craftworld**>, <**Conclave**> and <**Coterie**>. These are shorthand for keywords of your own choosing, as described below.

<CRAFTWORLD>

Most Asuryani units belong to a craftworld. Some datasheets specify what craftworld the unit belongs to, but where a datasheet does not, it will have the <**Craftworld**> keyword. When you include such a unit in your army, you must nominate which craftworld it is from. You then simply replace the <**Craftworld**> keyword in every instance on that unit's datasheet with the name of your chosen craftworld.

For example, if you were to include a Firestorm in your army, and you decided it was from Craftworld Iyanden, then its <**Craftworld**> keyword is changed to **Iyanden**, and the first sentence of its Transport rule would say 'This unit can transport up to 6 friendly **Phoenix Lord** or **Iyanden Infantry** models.'

<CONCLAVE>

All Asuryani Titans belong to a Conclave. Asuryani Titan datasheets have the <**Conclave**> keyword. When you include such a unit in your army, you must nominate which Conclave that unit is from. You then simply replace the <**Conclave**> keyword in every instance on that unit's datasheet with the name of your chosen Conclave.

<COTERIE>

All Corsairs belong to a Coterie. Corsairs datasheets have the <**Coterie**> keyword. When you include such a unit in your army, you must nominate which Coterie that unit is from. You then simply replace the <**Coterie**> keyword in every instance on that unit's datasheet with the name of your chosen Coterie.

SHADOW SPECTRES

6

Shadow Spectres are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Prism Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Shadow Spectres (5 models)	12"	3+	3+	1	1	6	6+
Shadow Spectres (10 models)	12"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Prism Rifles	Small Arms	18"	User	7+	7+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

ABILITIES

Stealth, Terror Troops

FACTION KEYWORDS: Aeldari, Asuryani, Aspect Warrior, <Craftworld>

KEYWORDS: Light, Infantry, Fly, Jet Pack, Jump Pack, Shadow Spectres

WASP ASSAULT WALKERS

8

Wasp Assault Walkers are a unit that contains 1 model. It can contain 2 models (**Power Rating 15**) or 3 models (**Power Rating 22**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Wasp Assault Walkers (1 model)	10"	3+	3+	1	2	6	7+
Wasp Assault Walkers (2 models)	10"	3+	3+	2	4	6	7+
Wasp Assault Walkers (3 models)	10"	3+	3+	3	6	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with two of the following in any combination: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.

ABILITIES

Deep Strike

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Wasp Assault Walkers

WRAITHSEER

A Wraithseer is a unit that contains 1 model. It is equipped with: Ghostspear.

	M	WS	BS	A	W	Ld	Sv
Wraithseer	8"	3+	3+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
D-cannon	Heavy	24"	1	6+	4+	Destroyer, Barrage
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Wraithcannon	Heavy	12"	1	6+	4+	Destroyer
Ghostspear	Melee	Melee	x2	5+	6+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 D-cannon (**Power Rating +8**); 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon; 1 Wraithcannon (**Power Rating +6**).

FACTION KEYWORDS: Aeldari, Asuryani, Spirit Host, <Craftworld>

KEYWORDS: Heavy, Monster, Psyker, Character, Wraith Construct, Wraithseer

HORNETS

6

Hornets are a unit that contains 1 model. It can contain 2 models (**Power Rating 12**) or 3 models (**Power Rating 18**). It is equipped with: Armoured Hulls.

	M	WS	BS	A	W	Ld	Sv
Hornets (1 model)	18"	6+	3+	1	2	6	6+
Hornets (2 models)	18"	6+	3+	2	4	6	6+
Hornets (3 models)	18"	6+	3+	3	6	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Hornet Pulse Laser	Heavy	36"	1	5+	10	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Armoured Hulls	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with two of the following in any combination: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Hornet Pulse Laser; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Hornets

WARP HUNTER

A Warp Hunter is a unit that contains 1 model. It is equipped with: D-flail (Blast); D-flail (Rift); Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Warp Hunter	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
D-Flail (Blast)	Heavy	36"	1	6+	4+	Barrage
D-Flail (Rift)	Heavy	12"	1	6+	4+	Inferno
Twin Shuriken Cannon	Heavy	24"	2	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Twin Shuriken Cannon (**Power Rating +1**).

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

D-flail: Each time this you make a Shoot action with this unit, select either its D-flail (Blast) or D-flail (Rift) to shoot with – you cannot shoot with both in the same Shoot action.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Warp Hunter

LYNX

15

A Lynx is a unit that contains 1 model. It is equipped with: Lynx Pulsar; Shuriken Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Lynx	**20"-60"**	**6+**	**3+**	**1**	**3**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Lynx Pulsar	Heavy	48"	2	5+	3+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Sonic Lance	Heavy	18"	3	3+	7+	Inferno
Starcannon	Heavy	36"	1	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Shuriken Cannon, this unit can be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Starcannon.
- Instead of 1 Lynx Pulsar, this unit can be equipped with 1 Sonic Lance.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 16" but it loses the Supersonic ability.

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Lynx

SCORPION

30

A Scorpion is a unit that contains 1 model. It is equipped with: Shuriken Cannon; Twin Scorpion Pulsar; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Scorpion	14"	6+	2+	3	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Twin Scorpion Pulsar	Heavy	60"	8	6+	4+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Shuriken Cannon, this unit can be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Starcannon.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Super-heavy, Vehicle, Fly, Titanic, Scorpion

COBRA

A Cobra is a unit that contains 1 model. It is equipped with: D-impaler; Shuriken Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Cobra	14"	6+	2+	3	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
D-Impaler	Heavy	36"	2	5+	3+	Destroyer
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Shuriken Cannon, this unit can be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Starcannon.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Super-heavy, Vehicle, Fly, Titanic, Cobra

NIGHTWING

A Nightwing is a unit that contains 1 model. It is equipped with: Twin Bright Lance; Twin Shuriken Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Nightwing	**20"-60"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Bright Lance	Heavy	36"	2	10+	5+	-
Twin Shuriken Cannon	Heavy	24"	2	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Nightwing

PHOENIX

A Phoenix is a unit that contains 1 model. It is equipped with: Phoenix Missile Array; Phoenix Pulse Laser; Twin Shuriken Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Phoenix	**20"-50"**	**6+**	**3+**	**1**	**3**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Nightfire Missile Array	Heavy	48"	2	7+	10+	-
Phoenix Missile Array	Heavy	48"	1	9+	6+	-
Phoenix Pulse Laser	Heavy	48"	2	9+	6+	-
Twin Bright Lance	Heavy	36"	2	10+	5+	-
Twin Shuriken Cannon	Heavy	24"	2	6+	8+	-
Twin Starcannon	Heavy	36"	2	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Phoenix Pulse Laser, this unit can be equipped with one of the following: 1 Twin Bright Lance; 1 Twin Starcannon.
- Instead of 1 Phoenix Missile Array, this unit can be equipped with 1 Nightfire Missile Array.

ABILITIES

Supersonic

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Phoenix

VAMPIRE RAIDER

34

A Vampire Raider is a unit that contains 1 model. It is equipped with: Scatter Laser; 2 Twin Pulse Lasers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vampire Raider	**20"-50"**	**6+**	**2+**	**3**	**6**	**7**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scatter Laser	Heavy	36"	1	7+	9+	-
Twin Pulse Lasers	Heavy	48"	4	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 30 friendly **Phoenix Lord** or **Light <Craftworld>** models. **Wraithguard** and **Wraithblade** models take up the space of 2 other models. It cannot transport **Jump Pack** models.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Super-heavy, Vehicle, Fly, Aircraft, Transport, Titanic, Vampire, Vampire Raider

VAMPIRE HUNTER

A Vampire Hunter is a unit that contains 1 model. It is equipped with: Scatter Laser; 2 Twin Pulse Lasers; Twin Vampire Pulsar; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vampire Hunter	**20"-50"**	**6+**	**2+**	**3**	**6**	**7**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scatter Laser	Heavy	36"	1	7+	9+	-
Twin Pulse Lasers	Heavy	48"	4	10+	5+	-
Twin Vampire Pulsar	Heavy	60"	8	6+	4+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>

KEYWORDS: Super-heavy, Vehicle, Fly, Aircraft, Titanic, Vampire, Vampire Hunter

SKATHACH WRAITHKNIGHT

24

A Skathach Wraithknight is a unit that contains 1 model. It is equipped with: 2 Deathshroud Cannons; 2 Titanic Wraithbone Fists.

	M	WS	BS	A	W	Ld	Sv
Skathach Wraithknight	12"	3+	3+	4	5	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathshroud Cannon	Heavy	48"	2	6+	6+	-
Inferno Lance	Heavy	24"	1	10+	4+	Destroyer
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Titanic Wraithbone Fist	Melee	Melee	2	4+	4+	-

WARGEAR OPTIONS

- For each Deathshroud Cannon this model is equipped with, it can instead be equipped with 1 Inferno Lance.
- Instead of 1 Deathshroud Cannon or 1 Inferno Lance, this unit can have a Scattershield. If this unit has a Scattershield, it has a Save characteristic of 5+.
- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): Scatter Laser; Shuriken Cannon; Starcannon.

ABILITIES

Deep Strike

Webway Rupture: When this unit makes a Move action, it can open a rupture in the webway instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot open a rupture in the webway if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

FACTION KEYWORDS: Aeldari, Asuryani, Spirit Host, <Craftworld>

KEYWORDS: Super-heavy, Monster, Titanic, Wraith Construct, Skathach Wraithknight

REVENANT TITAN

70

A Revenant Titan is a unit that contains 1 model. It is equipped with: Cloudburst Missile Launcher; 2 Pulsars; Titanic Feet.

	M	WS	BS	A	W	Ld	Sv
Revenant Titan	36"	4+	2+	4	10	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cloudburst Missile Launcher	Heavy	48"	4	8+	8+	Anti-air
Pulsar	Heavy	60"	4	6+	4+	-
Sonic Lance	Heavy	18"	6	3+	7+	Inferno
Titanic Feet	Melee	Melee	User	5+	5+	-

WARGEAR OPTIONS

- Instead of 2 Pulsars, this unit can be equipped with 2 Sonic Lances (**Power Rating +24**).

ABILITIES

Distortion Fields: This unit is always an obscured target.

Catastrophic Collapse: In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **Super-heavy** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

FACTION KEYWORDS: Aeldari, Asuryani, Spirit Host, <Conclave>

KEYWORDS: Super-heavy, Monster, Titanic, Jet Pack, Fly, Revenant Titan

CORSAIR CLOUD DANCER BAND

5

A Corsair Cloud Dancer Band is a unit that contains 1 model. It can contain 6 models (**Power Rating 10**) or 9 models (**Power Rating 15**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Corsair Cloud Dancer Band (3 models)	18"	3+	3+	1	1	5	7+
Corsair Cloud Dancer Band (6 models)	18"	3+	3+	2	2	5	7+
Corsair Cloud Dancer Band (9 models)	18"	3+	3+	3	3	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Lance	Heavy	36"	1	10+	5+	-
Dissonance Cannon	Heavy	24"	2	8+	8+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Dark Lance; 1 Dissonance Cannon (**Power Rating +1**); 1 Scatter Laser (**Power Rating +1**); 1 Shuriken Cannon; 1 Splinter Cannon (**Power Rating +1**); 1 Twin Shuriken Catapult.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>

KEYWORDS: Light, Biker, Fly, Corsair Cloud Dancer Band

IRILLYTH

Irillyth is a unit that contains 1 model. It is equipped with: The Spear of Starlight (Ranged); The Spear of Starlight (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Irillyth	12"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Spear of Starlight (Ranged)	Heavy	24"	2	6+	7+	-
The Spear of Starlight (Melee)	Melee	Melee	User	8+	8+	-

ABILITIES

Deep Strike, Stealth, Terror Troops

The Shade of Twilight: Re-roll hit rolls of 1 for attacks made by friendly **Shadow Spectre** units whilst they are within 6" of this unit.

Reaper of Souls: Re-roll wound rolls of 1 for attacks made with ranged weapons by this unit that target **Light** units.

FACTION KEYWORDS: Aeldari, Asuryani, Aspect Warrior

KEYWORDS: Light, Infantry, Fly, Character, Jet Pack, Jump Pack, Phoenix Lord, Irillyth

PHANTOM TITAN

130

A Phantom Titan is a unit that contains 1 model. It is equipped with: 2 D-bombards; Starcannon; Voidstorm Missile Launcher; Titanic Feet.

	M	WS	BS	A	W	Ld	Sv
Phantom Titan	28"	3+	2+	6	22	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bright Lance	Heavy	36"	1	10+	5+	-
D-bombard	Heavy	72"	2	5+	3+	Apocalyptic Destroyer
Dire Pulsar	Heavy	120"	4	5+	3+	-
Starcannon	Heavy	36"	1	8+	6+	-
Voidstorm Missile Launcher	Heavy	72"	4	7+	7+	Anti-air
Titanic Feet	Melee	Melee	User	5+	5+	-
Wraith Glaive	Melee	Melee	User	4+	4+	Apocalyptic Destroyer

WARGEAR OPTIONS

- For each D-bombard this unit is equipped with, it can instead be equipped with one of the following: 1 Dire Pulsar; 1 Wraith Glaive and 1 Starcannon (**Power Rating +24**).
- For each Starcannon this unit is equipped with, it can instead be equipped with 1 Bright Lance.

ABILITIES

Distortion Fields: This unit is always an obscured target.

Apocalyptic Destroyer: If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

Catastrophic Collapse: In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **Super-heavy** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

FACTION KEYWORDS: Aeldari, Asuryani, Spirit Host, <Conclave>

KEYWORDS: Super-heavy, Monster, Titanic, Wraith-Titan, Phantom Titan

CORSAIR REAVER BAND

3

A Corsair Reaver Band is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**) or 15 models (**Power Rating 9**). It is equipped with: Corsair Weapons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Corsair Reaver Band (5 models)	8"	3+	3+	1	1	5	8+
Corsair Reaver Band (10 models)	8"	3+	3+	2	2	5	8+
Corsair Reaver Band (15 models)	8"	3+	3+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Dark Lance	Heavy	36"	1	10+	5+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Corsair Weapons	Small Arms	24"	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Aeldari Missile Launcher; 1 Dark Lance; 1 Shuriken Cannon; 1 Splinter Cannon.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>

KEYWORDS: Light, Infantry, Corsair Reaver Band

CORSAIR SKYREAVER BAND

5

A Corsair Skyreaver Band is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Corsair Weapons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Corsair Skyreaver Band (5 models)	16"	3+	3+	1	1	5	8+
Corsair Skyreaver Band (10 models)	16"	3+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Dark Lance	Heavy	36"	1	10+	5+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Corsair Weapons	Small Arms	24"	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Aeldari Missile Launcher; 1 Dark Lance; 1 Shuriken Cannon; 1 Splinter Cannon.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>

KEYWORDS: Light, Infantry, Fly, Jet Pack, Jump Pack, Corsair Skyreaver Band

FIRESTORM

A Firestorm is a unit that contains 1 model. It is equipped with: Firestorm Scatter Laser; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Firestorm	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Firestorm Scatter Laser	Heavy	60"	3	7+	8+	Anti-air
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 6 friendly **Phoenix Lord** or **<Craftworld> Infantry** models. Each **Wraithguard** or **Wraithblade** model takes the space of 2 other **Infantry** models. It cannot transport **Jump Pack** models.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>
KEYWORDS: Heavy, Vehicle, Transport, Fly, Firestorm

CORSAIR FALCON

10

A Corsair Falcon is a unit that contains 1 model. It is equipped with: Pulse Laser; Shuriken Cannon; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Corsair Falcon	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Pulse Laser	Heavy	48"	2	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Shuriken Cannon, this unit can be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Starcannon.
- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 6 <Coterie> Infantry models. It cannot transport Jump Pack models.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Corsair Falcon

CORSAIR VENOM

6

A Corsair Venom is a unit that contains 1 model. It is equipped with: Splinter Cannon; Twin Splinter Rifle; Bladevanes.

	M	WS	BS	A	W	Ld	Sv
Venom	16"	4+	3+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Twin Splinter Rifle	Small Arms	24"	User	5+	12+	Rapid Fire
Bladevanes	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Splinter Rifle, this unit can be equipped with 1 Splinter Cannon.

ABILITIES

Open-topped

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 5 friendly <**Coterie**> **Infantry** models. It cannot transport **Jump Pack** models.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Corsair Venom