

Eldar Corsairs Special Rules

Curse of the Void All Eldar, Dark Eldar, Harlequin or Corsair formations (friend or foe) within 15cm of a Malevolent unit suffers an additional -1 to their initiative. This includes any Flying WE transporting the Malevolents, but not Space Ships or the Malevolents themselves.

Lance A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Raiding Force Corsair, Dark Eldar and Harlequins are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch them disappear as quickly as they came. To represent these tactics, they are forbidden from garrisoning any formations in the Epic tournament game scenario.

Hit and Run Corsair, Dark Eldar and Harlequin formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action.

In addition Corsair, Dark Eldar and Harlequin formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

Webway Portal The Corsair player may keep **up to one** Corsair or Dark Eldar formation (and any number of Harlequin formations) per Webway Portal in the army in reserve inside the Webway. Any of these reserve formations may enter play via a Webway Portal by taking an action that allows them to move, then measuring its first move from a portal on the tabletop. No more than one formation may travel through a single portal each turn. Webway use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability.

Farsight Void Dreamers and Shadowseers allow their formations to ignore the -1 modifier for retaining the initiative.

Eldar Harlequins Special Rules

Enigmatic Warriors Harlequin formations may never be the army BTS, and cannot use the Corsair Prince's Supreme Commander re-roll. Only Harlequin formations can use the Great Harlequin's Supreme Commander re-roll.

Masters of the Webway

Mimes may re-roll 1:s rolled when testing for Teleport Mishap.

All Harlequin formations ignore the 1 formation limit that normally applies to Webway Portals.

All Harlequin formations may also re-enter the Webway through a Webway Portal, in which case they count as re-entering the reserves. If broken or having blast makers they stay that way, and can rally in the end phase as normal. Harlequin formations can't re-enter the battlefield from the reserves while broken.

Veil of Tears A formation including a Shadowseer always counts as being in cover, and gives the enemy an additional -1 to hit modifier to FF when engaging or supporting. Veil of Tears is negated if the shooting or FF attack has Ignore Cover.

The Dance Must Continue May choose to move twice when forced make a hold action.

Harlequin Holo-Suits & Holo-Fields Holo-Suits and Holo-Fields provide Harlequins and Harlequin vehicles with a special 3+ saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. No blast markers are placed for hits that are saved. Holo-Suits and Holo-Fields suffers normal negative modifiers for Crossfire and Sniper.

Void Dragons Eldar Corsairs v1.0b

Eldar Corsair armies have a strategy rating of 4. All Corsair and Harlequin formations have an initiative of 2+.

Dark Eldar formations have an initative of 1+

Webway Portal			
0-1 Webway Portal	At the start of the game nominate one objective on your half of the table as a Webway Portal before setting up spacecraft and garrisons. The objective functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Webway Portal to enter play.		50pts
Eldar Corsairs Core (The Curse of the Void formation is mandatory. The army may not contain more than one Curse of the Void formation)			
1 Curse of the Void	Six Malevolents	Corsair Jump Packs	150pts
Corsair Warband	One Felarch Character and Six Corsairs	Character, Transport, Corsair Jump Packs, Voidstorms/Balestrikes	175pts
Eldar Corsairs Support (Max two for every Corsair Warband formation)			
Ghost Walkers	Six Ghost Walkers		225pts
Cloud Dancers	One Felarch and Six Cloud Dancers	Character	225pts
Wasp Squadron	Four Wasp Walkers		200pts
Hornet Squadron	Five Hornets		225pts
Falcons	Four Falcons	Firestorms	225pts
Warp Hunters	Four Warp Hunters	Firestorms	250pts
Eldar Corsairs Elite and Dark Eldar Allies (Max one for every two Eldar Corsair Core formations)			
Dream Serpent	One Void Dreamer character, one Storm Serpent		275pts
Lynx Squadron	Two Lynx		300pts
0-1 Kabal Syndicate	1 Dracon, Six Dark Eldar Warriors, 3 Raiders	Wyches	225pts
Harlequin Saedaths (Max two for every Dream Serpent formation)			
0-1 Cegorath's Revenge	One Harlequin Avatar character, three Harlequin Troupes, one Death Jesters unit	Great Harlequin, Harlequin Transport	175pts
0-1 Cegorath's Summons	One Master Mime, four Mimes		200pts
0-1 Serpent's Blood	One Harlequin Avatar character, four Harlequin Skyweavers, two Voidweavers	Great Harlequin	225pts
0-1 Heroes' Path	One Shadowseer character, one Solitaire, one Death Jesters unit, one Mimes unit, one Harlequin Troupe	Harlequin Transport	250pts
Eldar Corsairs Navy (Max 33%)			
Nightwing Interceptors	Two Nightwing Interceptors		200pts
Void Dragon Pheonix	Three Void Dragon Phoenix Bombers		275pts
Vampire Hunter	One Vampire Hunter		225pts
Vampire Raider	One Vampire Raider		225pts
0-1 Spacecraft	Eclipse Cruiser or Void Dragon Battleship		150pts 300pts
Upgrades (Each upgrade may be taken once)			
Character	Replace the Felarch with a Void Dreamer 0-1 per Army: Replace the Felarch with Corsair Prince		25pts 50pts
Voidstorms/Balestrikes	Add 2 Voidstorm or Balestrike units		50pts
Corsair Jump Packs	Formation gains 35cm move, Jump Pack. May not take Transport.		50pts
Firestorm	Add two Firestorms		100pts
Wyches	Four Dark Eldar Wyches, 2 Raiders		100pts
Transport	Six Venoms Six Falcons		125pts 250pts
0-1 Great Harlequin	Replace the Harlequin Avatar character with a Great Harlequin character.		50pts
Harlequin Transport	Four Harlequin Venoms		150pts

Name	Type	Move	A	CC	FF	Armament	Range	Damage	Notes
Corsair Prince	Char	-	-	-	-	Brace of Pistols Void Sabre	(15cm) (b-t-b)	EA +1, EA +1, MW	Notes Supreme Commander, Inspiring, Invulnerable Save
Void Weaver	Char	-	-	-	-	Sorcerous Blast	(15cm)	EA +1, MW	Notes Invulnerable Save, <i>Farsight</i>
Felarch	Char	-	-	-	-	Brace of Pistols Void Sabre	(15cm) (b-t-b)	EA +1, EA +1, MW	Notes Invulnerable Save
Corsairs	Inf	15cm	5+	5+	4+	Lasblasters	(15cm)	(small arms)	-
Voidstorms	Inf	35cm	5+	4+	6+	Brace of Pistols Void Sabres	(15cm) (b-t-b)	EA +1, EA +1, MW	Jump Packs
Balestrikes	Inf	35cm	5+	6+	3+	Dark Lance Shuriken Cannon	30cm 30cm	AT5+, Lance AP5+	Jump Packs
Ghost Walkers	Inf	35cm	5+	5+	5+	Long Rifles	30cm	AP5+, Sniper	Notes Scout, Jump Packs
Cloud Dancers	Inf	35cm	5+	5+	4+	Dissonance Cannons	15cm	AP5+/AT6+, D	Notes Mounted, Skimmer
Malevolents	Inf	15cm	4+	4+	-				Notes Fearless, Invulnerable Save, <i>Curse of the Void</i>
Wasp Walker	LV	35cm	6+	5+	5+	Twin Starcannon	30cm	AP3+/AT4+	Notes Reinforced Armour, Scout, Walker, Jump Packs
Hornet	LV	40cm	4+	6+	5+	Twin Hornet Pulse Laser	30cm	2x AT4+	Notes Scout, Skimmer
Venom	LV	35cm	4+	6+	5+	Splinter Cannon	15cm	AP5+	Notes Skimmer, Transport 1 (May carry Corsairs, Voidstroms, Balestrikes)
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Notes Skimmer, Transport 1 (May carry Corsairs, Voidstroms, Balestrikes)
Firestorm	AV	35cm	5+	6+	4+	Firestorm Array	45cm	2x AP5+/AT5+/AA5+	Notes Skimmer
Warp Hunter	AV	35cm	5+	6+	4+	D-Cannon (and)	30cm (15cm)	MW4+ (small arms) MW	Notes Skimmer
Storm Serpent	WE	30cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	DC 3 Notes Reinforced Armour, Skimmer, <i>Webway Portal Crit</i> Destroyed. Units within 5cm suffer hit on 6+
Lynx	WE	30cm	5+	6+	5+	Revenant Pulse Laser Shuriken Cannon	45cm 30cm	2x MW3+, FxF AP5+, FwA	DC 2 Notes Reinforced Armour, Skimmer Crit Destroyed. Units within 5cm suffer hit on 6+
Dracon	Char	-	-	-	-	Agonizer	(b-t-b)	EA +1, MW	Notes Leader, Commander, Invulnerable Save
Dark Eldar Warriors	Inf	15cm	6+	5+	4+	Splinter Cannon	15cm	AP5+	-
Dark Eldar Wyches	Inf	15cm	6+	3+	5+	-	-	-	Notes First Strike, Infiltrate
Dark Eldar Raider	LV	35cm	4+	6+	6+	Dark Lance	30cm	AT5+, Lance	Notes Skimmer, Transport 2 (May carry 2 Dark Eldar Warriors or Dark Eldar Wyches)
Great Harlequin	Char	-	-	-	-	Harlequins Kiss	(b-t-b)	EA +1, Sniper, FS	Notes Supreme Commander, Inspiring
Harlequin Avatar	Char	-	-	-	-	Harlequins Kiss	(b-t-b)	EA +1, Sniper, FS	Notes Leader
Shadowseer	Char	-	-	-	-	Shards of Light Miststave	15cm (b-t-b)	AP4+, Sniper EA +1, MW	Notes Leader, <i>Farsight</i> , <i>Veil of Tears (may only join Harlequins Troupe)</i>
Master Mime	Char	-	-	-	-	Monomolecular Blade	(b-t-b)	EA +1, FS	Notes Leader, Inspiring
Solitaire	Inf	15cm	3+	2+	6+	Harlequin's Caress Harlequins Kiss	(b-t-b) (b-t-b)	EA +1, MW EA +1, Sniper	Notes Infiltrate, Scout, Invulnerable Save, First Strike, Fearless, Inspiring, <i>Holo-Suit (4+)</i> (<i>no characters may join this unit</i>)
Death Jesters	Inf	15cm	3+	5+	3+	2 x Shrieker Cannons	30cm	AP3+, D, IC	Notes Infiltrate, <i>Holo-Suit (3+)</i>
Harlequins Troupe	Inf	15cm	3+	3+	6+	Harlequin's Embrace	(b-t-b)	EA +1, First Strike	Notes Infiltrate, <i>Holo-Suit (3+)</i>
Mimes	Inf	15cm	3+	2+	-	Concealed Blades	(b-t-b)	First Strike	Notes Infiltrate, Scout, Teleport, <i>Holo-Suit(3+)</i>
Harlequin Skyweaver	Inf	35cm	3+	3+	5+	Shuriken Cannon	30cm	AP5+	Notes Skimmer, Mounted, <i>Holo-Field (3+)</i>
Harlequin Venom	LV	35cm	3+	6+	5+	Splinter Cannon	15cm	AP5+	Notes Skimmer, <i>Holo-Field (3+)</i> , Transport 1 (May carry Harlequins, Death Jesters, Solitaire)
Harlequin Voidweaver	LV	35cm	3+	6+	4+	Prismatic Cannon Haywire Cannon	30cm 15cm	AP4+/AT3+, Lance AT4+, Disrupt	Notes Skimmer, <i>Holo-Field (3+)</i>
Nightwings	AC	F	4+	-	-	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, L, FxF	
Void Dragon Pheonix Bomber	AC	F/B	5+	-	-	Twin Shuriken Cannon Twin Starcannon Night Spinner	30cm 15cm 15cm	AP4+/AA5+, FxF AP3+/AT4+/AA5+ FxF 1BP, D, FxF	Notes Reinforced Armour
Vampire Hunter	AC/WE	B	5+	-	-	2x V. Hunter Twin Pulsar Twin Missile Launcher Scatter Laser	30cm 45cm 30cm	2x MW2+, FxF AP4+/AT5+/AA5+ FxF AP5+/AT5+	Notes Reinforced Armour
Vampire Raider	AC/WE	B	5+	6+	4+	Twin Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+/AA5+ FxF	Notes Reinforced Armour, Transport (8) (May transport up to 8 Corsairs, Voidstorms, Ghost Walkers, Balestrikes, Malevolents. Wasp Walkers take 2 spaces each).
Eclipse Cruiser	SS	-	-	-	-	1x Orbital Bombardment 1x Pinpoint Attack	- -	3BP, MW MW2+, TK(D3)	Transport (8 Vampire Raiders and their cargo)
Void Dragon Battleship	SS	-	-	-	-	1x Orbital Bombardment 1x Pinpoint Attack	- -	6BP, MW MW2+, TK(D3)	Transport (12 Vampire Raiders and their cargo)