



## BLACK ARK CORSAIRS



### MISSILE WEAPONS

Repeater Handbow

Range	Attacks	To Hit	To Wound	Rend	Damage
9"	2	5+	4+	-	1

### MELEE WEAPONS

Vicious Blade

Wicked Cutlass

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	5+	-	1
1"	1	4+	4+	-	1

### DESCRIPTION

A unit of Black Ark Corsairs has 10 or more models. Some units of Black Ark Corsairs pepper the foe with bolts from their Repeater Handbows before drawing close to attack with their Vicious Blades, while others prefer to attack with a Wicked Cutlass in one hand and a Vicious Blade in the other.

### REAYER

The leader of this unit is a Reayer. You can add 1 to any hit rolls for a Reayer.

### STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of any **SCOURGE PRIVATEERS HERO** from your army.

### HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll a single dice when determining how far this unit can charge if it includes any Hornblowers.

### ABILITIES

**Sea Dragon Cloaks:** You can re-roll save rolls of 1 for Black Ark Corsairs in the shooting phase.

**Flashing Steel:** You can add 1 to all hit rolls in the combat phase for a Black Ark Corsair if its unit has 20 or more models.

**Notorious Raiders:** Roll a dice each time an enemy model flees within 6" of this unit; on a 6 another model flees from its unit.

### KEYWORDS

ORDER, AELE, SCOURGE PRIVATEERS, BLACK ARK CORSAIRS