

BLACK ARK CORSAIRS

Cruel-hearted and avaricious, Black Ark Corsairs are the footsoldiers of the Scourge Privateers. Wielding a variety of lethal weapons, they thrive in the chaos of a swirling melee, where their superior swordsmanship can be put to deadly use.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handbow	9"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wicked Cutlass	1"	1	4+	4+	-	1
Vicious Blade	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Black Ark Corsairs has any number of models. The unit is armed with a Vicious Blade and one of the following weapon options: Repeater Handbow; or Wicked Cutlass.

REAYER: 1 model in this unit can be a Reaver. Add 1 to hit rolls for attacks made by this model.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Flashing Steel: *These warriors overwhelm the enemy in a blur of slashing blades.*

Add 1 to hit rolls for attacks made by this unit if it has 15 or more models.

Sea Dragon Cloak: *These cloaks of scaly hide protect the bearer from arrows and other projectiles.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, BLACK ARK CORSAIRS