

RED CORSAIRS RAIDERS - CHAOS -
CHAOS SPACE MARINES

120–220 PTS

RED CORSAIRS RAIDER CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

AUFSTELLUNG

1x Red Corsairs Raider Champion - Equipped with: Boltgun, Reaver's blade, Bolt pistol, Hand flamer (40mm)
4x Red Corsairs Raider (40mm)

Wargear Options:

- Each Red Corsairs Raider Champion can replace its Bolt pistol with Hand flamer.
- Up to 4 models can have their Boltgun replaced with 1x Meltagun or 1x Meltagun and 1x Power fist.
- Up to 4 models can be equipped with 1x Power fist.

KEYWORDS: Infantry, Grenades, Red Corsairs Raiders, Chaos

FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

ABILITIES

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Legionaries unit, it can be attached to this unit instead.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Trophy Takers

The first time this unit destroys an enemy unit, until the end of the battle, while this unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in this unit.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Ignores Cover

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.