

CHAOS - CHAOS SPACE MARINES

RED CORSAIRS RAIDERS

Dark Pacts Infiltrators

M6"53+36+2

120–220 PTS

Base 40mm



1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Boltgun

R24"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Hand flamerIGNORES COVERPISTOLTORRENT

R12"

A D6

BS N/A

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

MeltagunMELTA 2

R12"

A1

BS3+

S9

AP-4

D D6

VERWUNDET

2+T1–4

3+T5–8

4+T9

5+T10–17

6+T18+

4ANGRIFF

5NAHKAMPF

Power fist

RMelee

A3

WS3+

S8

AP-2

D2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Reaver's blade

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

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.

Tzeentch

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

GEGEN DIESE EINHEIT				
W5 · RW 3+ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

REGELN & KEYWORDS KURZ

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.

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 deploy...

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 mod...

MELTA This ability always takes the form [MELTA X].

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

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

AUFSTELLUNG

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

4x Red Corsairs Raider

- 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.