

RED CORSAIRS
REAVE-CAPTAIN

M6"53+56+14+

65 PTS
Base 32mm



LeaderDark PactsInfiltrators

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Plasma pistol - standardPISTOL

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma pistol - superchargeHAZARDOUSPISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

Brutal Raider

Each time this model's unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.

Raider's Due

Each time this unit declares a Charge that targets one or more units that are within range of one or more objective markers, you can re-roll the Charge roll.

5NAHKAMPF

Power maul

R	A	WS	S	AP	D
Melee	5	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Power swordSUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

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+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	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 deployment zone.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that can lead.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Red Corsairs Reave-captain

Ausrüstung: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Power maul, Power sword

- This model can be equipped with 1x Plasma pistol.
- This model can replace its Power sword with Power maul.

Anführer

This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

KEYWORDS Character, Infantry, Chaos, Red Corsairs Reave-captain, Leader · FRAKTION Heretic Astartes