

RED CORSAIRS RAIDERS

Dark Pacts Infiltrators

M6"

T5

SV3+

W3

LD6+

OC2

120–220 PTS
Base 40mm



1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hand flamer IGNORES COVER PISTOL TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Meltagun MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4 ANGRIFF

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5 NAHKAMPF

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

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

Reaver's blade

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

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OO 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.

GEHEN 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
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –
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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 deploym...
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.