

RED CORSAIRS REAVE-CAPTAIN

60 PTS

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power maul	Melee	5	2+	5	-2	2
Power sword SUSTAINED HITS 1	Melee	7	2+	5	-2	1

ABILITIES

- CORE - Leader
- 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.
- Khorne
- Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle
- Add 1 to this model's Toughness characteristic.
- 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.
- Slaanesh
- Add 2" to this model's Move characteristic.
- Tzeentch
- Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader
- This model can be attached to the following units: Chosen, Legionaries, Red Corsairs Raiders

WEAPON ABILITIES

- 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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- 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.
- Sustained Hits
- This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Red Corsairs Reave-captain
- Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Power maul, Power sword
- Wargear Options:
- This model can be equipped with 1x Plasma pistol.
- This model can replace its Power sword with Power maul.



KEYWORDS: Character, Infantry, Chaos, Red Corsairs Reave-captain

FACTION KEYWORDS: Heretic Astartes

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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.

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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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Chaos, Red Corsairs Reave-captain
FACTION KEYWORDS: Heretic
Astartes