

RED CORSAIRS RAIDERS

RED CORSAIRS RAIDER CHAMPION

M	T	SV	W	LD	OC
6"	4	3+	3	6+	2

AUFSTELLUNG

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

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.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	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

ABILITIES

RULES - Dark Pacts, Infiltrators

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.



Reaver's blade	Melee	4	3+	5	-1	1
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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 RULES

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).

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.