

CHAOS - CHAOS SPACE MARINES

RED CORSAIRS
RAIDERS

110–210 PTS



RED CORSAIRS RAIDER CHAMPION

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol 	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer   	12"	D6	N/A	3	0	1
Meltagun 	12"	1	3+	9	-4	D6

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

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.

ABILITIES

- 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.
- 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.

CORE 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]**

◆ 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.

