



## RED CORSAIRS ARMY LIST

*“The only reward for loyalty is betrayal.”*

*The Tyrant of Badab*

### Forces

The Red Corsairs Army List uses the datasheets from the Red Corsair Forces section.

### Using The Army List

The following army list allows you to field a renegade Space Marine army based on the Red Corsairs. It can also be used as a “stand in” army list for other renegade chapters, such as the Angels of Ecstasy, Crimson Slaughter, Grey Death and The Scourged.

Red Corsairs formations come in two types: *core formations* and *support formation*. Each core formation you include in the army allows you to field any two support formations.

Although you can only take a support formation if you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up to four upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the “Upgrades” column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Red Corsair armies may be supported by Chaos Navy formations. Up to a third of the points available to the army may be spent on these formations.

### Special Rules

Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

### SPECIAL RULE

#### *Sacrifice*

A unit with a Champion of Chaos character may be sacrificed before rolling for summoning points to generate 6 summoning points to summon a Greater Daemon. The Greater Daemon must be placed within 10cm of the unit with the Champion of Chaos, which is then removed from play.

### SPECIAL RULE

#### *Fickle Masters*

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see Summoned Units). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

### **SPECIAL RULE** ***Summoned Units***<sup>1</sup>

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

<b><i>Faction</i></b>	<b><i>Daemons</i></b>
Khorne	Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1)
Nurgle	Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1)
Slaanesh	Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1)
Tzeentch	Lord of Change (8), Flamers (1), Daemonic Beasts (1)
Chaos	Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2),
Undivided	Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1)

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

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1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

## RED CORSAIRS ARMY LIST

Red Corsairs armies have a strategy rating of 4. Chaos Navy, Blight Drone, Blood Slaughterer, Brass Scorpion, Daemon Knight, Defiler and Silver Tower formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

RED CORSAIR CORE FORMATIONS			
FORMATION	UNITS	UPGRADES	COST
Hounds Squadron	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Renegade Warband	Eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	275 points
Terminator Retinue	Between four and six Chaos Space Marine Terminators, one with a Chaos Lord or Sorcerer Lord character	All except Cult Marines, Drop Pods, Havocs, Rhinos	300 points for four +50 points per extra

RED CORSAIR SUPPORT FORMATIONS			
<i>(Any two support formations may be fielded per each core formation.)</i>			
FORMATION	UNITS	UPGRADES	COST
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Defilers, Hunter, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Blight Drones	Six Blight Drones	None	300 points
Blood Slaughterers	Five Blood Slaughterers	None	225 points
Brass Scorpions	Two Brass Scorpions	None	250 points
Chosen	Six Chaos Space Marine Chosen	Chaos Champion, Daemonic Pact, Drop Pods, Rhinos	175 points
Cult Marines	One Chaos Lord or Sorcerer Lord character and eight Berzerkers or six Noise Marines, Plague Marines or Thousand Sons	Chaos Champion, Daemonic Pact, Defilers, Dreadnoughts, Drop Pods, Rhinos	275 points
Daemon Knights	Four Daemon Knights	None	250 points
Defilers	Four Defilers	None	275 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra
Silver Towers	Four Silver Towers	None	250 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Chaos Thunderhawk	None	200 points

RED CORSAIR UPGRADES			
<i>(Up to four upgrades may be taken once per formation.)</i>			
UPGRADE	UNITS	COST	
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+150 points	
Chaos Champion	Add one Champion of Chaos character	+50 points	
0-1 Chaos Warlord	Add one Chaos Warlord character to a unit with a Chaos Lord character	+50 points	
Cult Marines	Replace four Chaos Space Marines with four Berzerkers, Noise Marines, Plague Marines or Thousand Sons	+50 points	
0-1 Daemon Prince	Replace a unit with a Chaos Lord character with a Daemon Prince	+50 points	
Daemonic Pact	Add one Minor Daemon to the Daemon Pool. The formation may summon daemons.	+25 points	
Defilers	Add up to three Defilers	+75 points each	
UPGRADE	UNITS	COST	
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each	
Drop Pods	Transport a formation containing only infantry units and Chaos Dreadnoughts in Chaos Drop Pods	+10 points per unit	
Havocs	Replace four Chaos Space Marines with four Havocs	+50 points	
Hunter	Add one Hunter	+50 points	
Icon Bearer	Add one Icon Bearer character	+25 points	
Land Raiders	Add up to four Chaos Land Raiders	+75 points each	
Obliterators	Add up to three Obliterators	+75 points each	
Rhinos	Add one Chaos Rhino for every two infantry units not being transported in Chaos Land Raiders	+10 points each	
Vindicators	Add up to three Chaos Vindicators	+35 points each	

CHAOS NAVY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+50 points each
Minor Daemon	+10 points each



## RED CORSAIR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact Daemon Bolt	(bc) (15cm)	Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS	<i>Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon.</i>
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander.</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Invulnerable Save, Leader.</i>
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Fearless.</i>
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted.</i>
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	<i>Scout.</i>
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2× Reaper Autocannon Power Weapons	30cm  (bc)	AP4+/AT6+  Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Teleport, Thick Rear Armour.</i>
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i>
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Minor Daemons	INF	15cm	4+	4+	-	Fangs	(bc)	Assault Weapons	<i>Expendable, Invulnerable Save. Costs 1 Summoning Point to summon.</i>
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	<i>Fearless.</i>
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons	45cm	AP5+/AT5+/AA6+	<i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour.</i>
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	<i>Fearless.</i>
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs.</i>
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	<i>Fearless, Reinforced Armour.</i>
Blight Drone	AV	35cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+, IC AP4+/AT6+	<i>Fearless, Invulnerable Save, Skimmer.</i>
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	(bc)	Assault Weapons, EA(+2), MW	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	<i>Fearless, Walker.</i>
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.</i>
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2× Heavy Bolter	45cm 30cm	AT4+ AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	<i>Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.</i>

Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	Walker.
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	Fearless, Invulnerable Save, Scout, Walker.
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	Fearless, Infiltrator, Invulnerable Save, Walker.
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	Fearless, Invulnerable Save, Skimmer.
						Beam of Power	60cm	MW5+	
Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Cannon	30cm	2× AP3+/AT5+	Damage Capacity 2, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
						2× Hellmaw Cannon	15cm	AP4+, IC	
						Demolisher	30cm	AP3+/AT4+, IC	
						Claws	(bc)	Assault Weapons, EA(+1), MW	
Greater Daemon	WE	15cm	4+	3+	-	2× Claws	(bc)	Assault Weapons, EA(+1), MW	Damage Capacity 3, Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Costs 6 Summoning Points to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
Chaos Thunderhawk	AC/ WE	Bomber	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+, FxF	Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units or Chaos Dreadnoughts; Chaos Space Marine Terminators, Chaos Dreadnoughts and Obliterators count as two units each. May counts as a Thunderhawk Gunship for the purposes of being transported. Critical Hit Effect: The unit and all units being carried are destroyed.
						2× Twin Heavy Bolter	30cm	AP4+/AA5+, FxF	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Left	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Right	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon	30cm	AP4+/AT6+/AA5+, FxF	Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs	15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs	15cm	2BP, FxF, IC	
						Twin Lascannon	30cm	AT4+/AA4+, FxF	
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.



Chaos Drop Pod

Special

n/a

n/a

n/a

n/a

Deathwind

15cm

AP5+/AT5+

*Planetfall, Transport. Counts as a Drop Pod for the purposes of being transported. May transport one formation of only the following units: Berzerkers, Chaos Dreadnoughts, Chaos Space Marine Chosen, Chaos Space Marines, Daemon Prince, Havocs, Noise Marines, Plague Marines, Thousand Sons. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.*

**SPECIAL RULE**

***Augmented Summoning***

Some chaos units are noted as having *Augmented Summoning* (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see *Summoned Units*). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

**SPECIAL RULE**

***Daemonic Focus***

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.