

RED CORSAIRS ARMY LIST V3.3

Red Corsairs Renegade Chapter Chaos Space Marine armies have a strategy rating of 4. All Red Corsairs and Chaos Titan Legion formations have an initiative rating of 1+. Formations marked with a ^{1,2,3} or ⁴ and Chaos Navy aircraft formations have an initiative rating of 2+.

RED CORSAIRS CORE FORMATIONS

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
Hounds Squadron	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marine Bike units	Daemonic Pact, Icon Bearer	300 points
Terminator Retinue	One Chaos Space Marine Lord character upgrade and four Chaos Terminator units	Chaos Champion, Chaos Dreadnought, Chaos Drop Pods, Chaos Hunter, Chaos Land Raiders, Chaos Spawn, Chaos Vindicators, Daemonic Pact, Daemon Prince, Daemon Engines, Icon Bearer, Obliterators	275 points, +60 points each for up to two additional Chaos Terminator units
Renegade Warband	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marine units	All	275 points

RED CORSAIRS SUPPORT FORMATIONS

(Two may be taken per Red Corsairs Core Formation)

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
Armoured Company	Four to eight vehicles (may choose either Chaos Predators or Chaos Land Raiders or a combination of the two)	Chaos Hunter, Chaos Vindicators, Daemon Engines	50 points per Chaos Predator or 75 points per Chaos Land Raider
Chaos Strike Cruiser	One Chaos Strike Cruiser	Upgrade to Chaos Battle Barge (+150 points)	200 points
Chaos Thunderhawk	One Chaos Thunderhawk Gunship	none	250 points
Chosen	Six Chaos Space Marine units (Chaos Space Marines in the formation receive the <i>Scout</i> ability for free)	Chaos Champion, Chaos Drop Pods, Chaos Rhinos, Daemonic Pact	200 points
Cult Marines	One Chaos Space Marine Lord character upgrade and six Khorne Berzerker, Thousand Sons, Plague Marine OR Noise Marine units	Chaos Champion, Chaos Dreadnought, Chaos Drop Pods, Chaos Rhinos, Daemonic Pact, Daemon Engines	275 points
Defiler Assault Force	Four Defilers	Daemon Engines	250 points
Blood Slaughterer Pack ¹	Five Blood Slaughterers,	Daemon Engines	225 points
Brass Scorpion Onslaught ¹	Two Brass Scorpions	Daemon Engines	250 points
Silver Tower Circle ²	Four Silver Towers	Daemon Engines	250 points
Blight Drone Swarm ³	Six Blight Drones	Daemon Engines	300 points
Daemon Knight Pavane ⁴	Four Daemon Knights	Daemon Engines	250 points
Daemon Pool	Any number of Lesser Daemons and/or Greater Daemons	-	15 points per Lesser Daemon unit 50 points per Greater Daemon
Raptor Cult	One Chaos Space Marine Lord character upgrade and four Raptor units	Daemonic Pact	175 points, +35points each for up to four additional Raptor units

¹ Only if the army contains Khorne Berzerkers.

² Only if the army contains Thousand Sons.

³ Only if the army contains Plague Marines.

⁴ Only if the army contains Noise Marines.

RED CORSAIRS UPGRADES

(Four may be taken per Formation)

UPGRADE	DESCRIPTION	POINTS COST
Chaos Champion	Add one Chaos Champion character upgrade	+50 points
Chaos Dreadnought	Add up to three Chaos Dreadnoughts	50 points each
Chaos Drop Pods	Deploy the whole formation by <i>Planetfall</i> in Chaos Drop Pods. This upgrade may not be taken by formations that include any vehicles other than Dreadnoughts. In addition it requires a Chaos Strike Cruiser or Chaos Battle Barge in order to be used.	5 points per unit in the formation
Chaos Hunter	Add one Chaos Hunter	50 points
Chaos Land Raiders	Add up to four Chaos Land Raiders	75 points each
Chaos Rhinos	Add up to eight Chaos Rhinos. If you choose to take this option then you must take exactly enough Chaos Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over'.	10 points each
Chaos Spawn	Add up to three Chaos Spawn units	25 points each
Chaos Vindicators	Add up to three Chaos Vindicators	35 points each
Cult Marines	Replace four Chaos Space Marine units with four units from the following list: Khorne Berzerkers, Noise Marines, Plague Marines OR Thousand Sons	50 points
1 Chaos Warlord	Upgrade one Chaos Space Marine Lord to a Chaos Warlord	50 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points
0-1 Daemon Prince	Replace the unit in the formation that includes the Chaos Space Marine Lord character with a Daemon Prince unit. Only one Daemon Prince may be included in the army.	+50 points
Daemon Engines	Add up to three choices from the following list: Defiler or Desecrator Blood Slaughterer ¹ Silver Tower ² Blight Drone ³ Daemon Knight ⁴	75 points each 50 points each 75 points each 50 points each 75 points each
Havocs	Replace Four Chaos Space Marine units with four Havoc units	50 points
Icon Bearer	Add one Icon Bearer character upgrade	+25 points
Obliterators	Add up to three Obliterators or Maulers	85 points each

¹ Only for formations containing Khorne Berzerkers, Blood Slaughterers or Brass Scorpions

² Only for formations containing Thousand Sons or Silver Towers

³ Only for formations containing Plague Marines or Blight Drones

⁴ Only for formations containing Noise Marines or Daemon Knights

CHAOS NAVY AIRCRAFT

FORMATION TYPE	POINTS COST
Three Hellblade Interceptors	200 points
Two Hell Talon Fighter-bombers	250 points
One Harbinger Bomber	400 points

CHAOS TITAN LEGION BATTLEGROUPS

FORMATION TYPE	POINTS COST
One Chaos Warlord Class Titan	850 points
One Chaos Reaver Class Titan	625 points
One Chaos Warhound Class Titan	300 points

REFERENCE SHEETS

This section of the supplement includes reference sheets for each of the armies covered in this book. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninety-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are used on the reference sheets:

AC - Aircraft	SC - Spacecraft	FxF - Fixed Forward Arc	Slw - Slow-firing
AV - Armoured Vehicle	CC - Close Combat	FwA - Forward Fire Arc	TK - Titan Killer
CH - Character	FF - Firefight	RrA - Rear Fire Arc	DC - Damage Capacity
INF - Infantry	BPs - Barrage Points	Ind - Indirect Fire	Crit - Critical Damage
LV - Light Vehicle	+1A - +1 Extra Attack	MW - Macro-weapon	Sh - Shields

CHAOS NAVY REFERENCE SHEET

STRATEGY RATING n/a INITIATIVE 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Hellblade Interceptor	AC	Fighter	6+	n/a	n/a	2 x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FwA	-
Hell Talon Fighter-Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Helltalon Lascannon	30cm	AT4+/AA4+, FxF	-
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
						Bombs	15cm	2BP, Ignore Cover, FxF	
Harbinger Bomber	WE/A	Bomber	5+	n/a	n/a	Reaper Autocannon	30cm	AP4+/AT6+/AA5+, FxF	<i>Invulnerable Save, Reinforced Armour, DC4</i>
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Right Arc	
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Left Arc	
						Firebombs	15cm	6BP, Ignore Cover, FxF	

CHAOS TITAN LEGION REFERENCE SHEET

STRATEGY RATING n/a INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Chaos Warlord Titan	WE	15cm	4+	2+	3+	2 x Inferno Gun	30cm	3BP, Ignore Cover, FxF	<i>Fearless, Reinforced Armour, Thick Rear Armour, Walker, DC8, 6Sh</i>
						Close Combat Weapon	(base contact)	Assault Weapon, Titan Killer (D3), +3A, FwA	
						Plasma Destructor	75cm	4 x MW2+, FwA	
Chaos Reaver Titan	WE	20cm	4+	3+	3+	Gatling Blaster	60cm	4 x AP4+/AT4+, FwA	<i>Fearless, Reinforced Armour, Walker, DC6, 4Sh</i>
						Close Combat Weapon	(base contact)	Assault Weapon, Titan Killer (D3), +3A, FwA	
						Apocalypse Missile Launcher	60cm	3BP, FxF	
Chaos Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+, FwA	<i>Fearless, Inspiring, Reinforced Armour, Walker, DC3, 2Sh</i>
						Plasma Blastgun	45cm	2 x MW2+, Slow Firing, FwA	

RED CORSAIRS REFERENCE SHEET

STRATEGY RATING n/a INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Blast	(base contact) (15cm)	Assault Weapon, MW +2A Small Arms, MW +1A	Commander, Fearless, Leader, Reinforced Armour, Teleport
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon Warp Bolt	(base contact) (15cm)	Assault Weapon, MW +1A Small Arms, MW +1A	Character, Commander, Invulnerable Save, Leader Chaos Lord = Daemon Weapon Sorcerer Lord = Warp Bolt Warlord = Supreme Commander, Daemon Weapon
Chaos Champion	CH	n/a	n/a	n/a	n/a	Daemon Artefact Daemonic Bolt	(base contact) (15cm)	Assault Weapon, First Strike +1A Small Arms, First Strike +1A	Character, Invulnerable Save, Augment Summoning (+2D3) Khorne, Nurgle, Undivided = Daemonic Artifact Tzeentch, Slaanesh = Daemonic Bolt
Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Character, Daemonic Focus, Invulnerable Save, Leader
Chaos Terminators	INF	15cm	4+	3+	3+	Combi Bolters Power Weapons 2 x Reaper Autocannon	(15cm) (base contact) 30cm	Small Arms Assault Weapon MW +1A AP4+/AT6+	Reinforced Armour, Teleport, Thick Rear Armour
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (base contact)	AP4+/AT5+ Assault Weapon MW +1A	Fearless, Walker
Chaos Space Marines	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Khorne Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols Chainaxes	(15cm) (base contact)	Small Arms Assault Weapon	Fearless
Noise Marines	INF	15cm	4+	4+	3+	Sonic Blasters Blastmasters	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Plague Marines	INF	15cm	3+	3+	4+	Bolters Plague Knife	(15cm) (base contact)	Small Arms Assault Weapon	Fearless
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	Fearless, Reinforced Armour
Chaos Bikes	INF	35cm	4+	3+	4+	Bolters Chainswords	(15cm) (base contact)	Small Arms Assault Weapon	Mounted
Raptors	INF	30cm	4+	3+	4+	Melta Guns Chainswords	(15cm) (base contact)	Small Arms Assault Weapon	Jump Packs
Chaos Spawn	INF	15cm	3+	3+	none	Horrific Mutations	(base contact)	Assault Weapon +D3A	Fearless, Invulnerable Save
Havocs	INF	15cm	4+	5+	3+	2 x Autocannon	45cm	AP5+/AT6+	-
Mauler	INF	15cm	4+	3+	2+	Body Weapons	(base contact)	3 x AP5+/AT5+ /AA6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Obliterator	INF	15cm	4+	2+	2+	Body Weapons	45cm	Assault Weapon MW +1A	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-bolter	(15cm)	Small Arms	Transport (2)
Chaos Hunter	AV	30cm	5+	6+	6+	Hunter-killer	60cm	AT4+/AA4+	-
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2 x Heavy bolter	45cm 30cm	AT4+ AP5+	-
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
Chaos Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (1 or 2)
Defiler	AV	20cm	4+	4+	3+	Battlecannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (base contact)	AP4+/AT4+ AP4+/AT6+ AP3+, Ignore Cover Assault Weapon, MW +1A	Fearless, Infiltrator, Invulnerable Save, Walker
Desecrator	AV	20cm	4+	4+	4+	Ultrasonic Disruptor Reaper Autocannon Havoc Launcher Battle Talons	45cm 30cm 45cm (base contact)	2 x AP5+/AT6+/AA5+ , Disrupt AP4+/AT6+ AP4+ Assault Weapon, +1A	Fearless, Invulnerable Save, Walker
Blood Slaughterer	AV	15cm	3+	3+	none	Cleavers	(base contact)	Assault Wpn. MW +2A	Fearless, Infiltrator, Invulnerable Save, Walker
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons Beam of Power	45m 60cm	3 x AP4+/AT4+ MW5+	Fearless, Invulnerable Save, Skimmer
Blight Drone	AV	35cm	5+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+ , Ignore Cover AP4+/AT6+	Fearless, Invulnerable Save, Skimmer
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3 x AP3+/AT5+	Fearless, Invulnerable Save, Scout, Walker
Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Cannon 2 x Hellmaw Cannon Demolisher Cannon Claws	30cm 15cm 30cm (base contact)	2 x AP3+/AT5+ AP4+, Ignore Cover AP3+/AT4+, Ignore Cover Assault Weapon, MW +1A	Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker, DC2
Summoned Greater Daemon	WE	15cm	4+	3+	none	Claws and Fangs	(base contact)	Assault Weapon, MW +2A	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, DC3, 6SP
Summoned Lesser Daemons	INF	15cm	4+	3+	none	Claws and Fangs	(base contact)	Assault Weapon	Invulnerable Save, 1SP
Chaos Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport (20)
Chaos Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport (60), Slow and steady
Chaos Thunderhawk Gunship	WE/A	Bomber	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter 1 x Twin Heavy Bolter 1 x Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, Fx,F AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	Planetfall, Reinforced Armour, Transport (8), DC2
Chaos Drop Pod	AV	Immobile	5+	none	none	Deathwind	15cm	AP5+/AT5+	See datasheet for rules