

RC1.2 RED CORSAIRS UNITS

The following section describes all of the different units used by the Red Corsairs Renegade Chapter Chaos Space Marines, and provides all of the information you will need to use them in your games of Epic. Red Corsairs Renegade Chapter Chaos Space Marine armies have a strategy rating of 4, and all Red Corsairs formation have an initiative rating of 1+.



DAEMON PRINCE

The ultimate prize for every Lord of Chaos is the ascension from the mortal realm to the position of Daemon Prince. Only the most powerful Lords have made this transition from mighty, yet still mortal,

Lord to accept the full gifts of the Chaos Gods and the Warp and been transformed into a supremely powerful Daemon Prince. More powerful than a Greater Daemon those that have risen to being a Daemon Prince now wield power in both the mortal realm and the Warp which even the fabled Primarchs could merely dream of.

DAEMON PRINCE

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (30cm)	3+ (4+)	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Macro-weapon, Extra Attack (+1)	

Notes: *Commander, Fearless, Leader, Reinforced Armour, Teleport.* The Daemon Prince may have wings. If this option is taken he counts as having the *Jump Packs* ability and his speed is increased to 30cm. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above. If taken as a replacement for a Warlord then the Daemon Prince also receives the *Supreme Commander* ability.



CHAOS SPACE MARINE LORD

When a Chapter turns to Chaos, its command structure is often re-organised as some officers are purged and other

ambitious members of the chapter stake their claims to power. Once the situation stabilises, only the most ruthless individuals remain standing. The Lords of Chaos are both skilled officers and ruthless tyrants, commanding both fear and loyalty from their followers.

CHAOS SPACE MARINE LORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Daemon Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
OR				
Warp Bolt	(15cm)	Small Arms	Macro-weapon, Extra Attack (+1)	

Notes: Chaos Lords can be one of three types: Chaos Warlord, Sorcerer Lord or Chaos Lord. All are *Characters* and have the *Commander, Invulnerable Save* and the *Leader* abilities. Chaos Warlords and Chaos Lords carry a Daemon Weapon. Sorcerer Lords have the Warp Bolt weapon (listed in the weapon section above) instead of the Daemon Weapon. A Chaos Warlord also has the *Supreme Commander* ability.



CHAOS SPACE MARINE CHAMPION

Although every Chaos Space Marine is a monster, forever damned by his treachery, a few individuals stand out from the

crowd. Whether through prowess in battle, extraordinary zeal in service to their terrible new masters, or through exceptional acts of depravity, they earn the attention of their dark patrons and the title of Champion among their brethren. These Champions act as Lieutenants to their Lords, helping to lead the armies of Chaos. Should the Lords fall, their Champions stand ready to take their place.

CHAOS SPACE MARINE CHAMPION

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Daemon Artefact	(base contact)	Assault Weapons	First Strike, Extra Attack (+1)	
OR				
Daemonic Bolt	(15cm)	Small Arms	First Strike, Extra Attack (+1)	

Notes: *Character, Invulnerable Save, Augment Summoning (+2D3).* A Chaos Champion is outfitted depending on the faction of the formation he is attached to: Khorne, Nurgle and Undivided Champions wield the Daemon Artefact. Slaanesh and Tzeentch Champions are equipped with the Daemonic Bolt.