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 Ecstacy, 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

Red Corsairs Epic Tournament Special Rules

Formation Allegiance: Each formation in a Red Corsairs army owes allegiance to Chaos Undivided.

Summoning Point Costs: The summoning point costs for a Red Corsairs army are below.

Lesser Daemons	Summoning Points
Minor Daemons	1

Greater Daemons	Summoning Points
Greater Daemon	6

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 lesser daemons 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 lesser 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

Unbroken formations with Daemonic Pact are able to summon daemons with a similar allegiance (or daemons of any allegiance if the formation owes allegiance to Chaos Undivided) to the battlefield from the Daemon Pool.

Daemons in the Daemon Pool are noted only as being lesser or greater daemons when they are purchased, they should be thought of as markers. The Chaos player must declare the number of lesser and greater daemons in the Daemon Pool in some fashion that is easily apparent to their opponent at all times. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons to the battlefield.

A formation may summon daemonic units from the Daemon Pool as part of its action before declaring which action it will carry out. The formation generates 2d3 summoning points that can be used to move daemons from the Daemon Pool to the battlefield where they are converted to actual daemonic units. The allegiance of the summoning formation determines which daemonic units it may summon, while the daemonic units available to summon (and their respective summoning point costs) are defined in the specific Chaos army lists. Summoning points must be used immediately or lost, but un-summoned daemons in the Daemon Pool remain to be summoned by other formations or on later turns.

Summoned daemonic units must be placed within 5cm of a unit from the formation that was there prior to summoning, you may not place a "chain" of summoned units. They also may not be placed in enemy zone of control or in impassable terrain. Finally, an army may only have one greater daemon with a given allegiance on the battlefield at any one time. Summoned daemonic units count as part of the formation that summoned them while they remain on the battlefield.

Daemonic units that are destroyed are removed from play and not put back into the Daemon Pool. If a formation with daemonic units is broken then all the daemonic units are removed from play as well. If a formation with daemonic units loses an assault (see Work Out Result) the extra hits it suffers occur before it becomes broken and the daemonic units are removed from play. Also note that daemonic units do count towards the "For each kill you have inflicted during the assault" assault modifier of your opponent.

In the End phase, after all rally tests, all summoned daemonic units are converted back into daemon markers and returned to the Daemon Pool. Note that this may lead to the formation breaking. War Engine units that are returned to the Daemon Pool keep their current DC and do not heal back to full DC. If they are summoned again they will have the same DC they had before being returned to the Daemon Pool.

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

(Any two support formations may be fielded per each core formation.)

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	300 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Chaos Thunderhawk	None	200 points

RED CORSAIR UPGRADES

(Up to four upgrades may be taken once per formation.)

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

(Up to a third of the points available may be spent on these formations.)

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	*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. A unit with this character may be sacrificed (removed from play without its formation receiving a Blast marker) before rolling for summoning points. This changes its Augmented Summoning from (+2D3) to (+6), and a Greater Daemon must be summoned. Place the Greater Daemon within 10cm of the point where the sacrificed unit was removed.*
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	*Fearless.*
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Scout.*
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2× Reaper Autocannon Power Weapons	30cm (bc)	AP4+/AT6+ Assault Weapons, EA(+1), MW	*Reinforced Armour, Teleport, Thick Rear Armour.*
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	*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+.*
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Minor Daemons	INF	15cm	4+	4+	-	Fangs	(bc)	Assault Weapons	*Expendable, Invulnerable Save.*
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	*Fearless.*
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons	45cm	AP5+/AT5+/AA6+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour.*
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	*Fearless.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	*Fearless, Reinforced Armour.*
Blight Drone	AV	35cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+, IC AP4+/AT6+	*Fearless, Invulnerable Save, Skimmer.*
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	(bc)	Assault Weapons, EA(+2), MW	*Fearless, Infiltrator, Invulnerable Save, Walker.*
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	*Fearless, Walker.*
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*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.*
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	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*

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. 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. Critical Hit Effect: The unit and all units being carried are destroyed. Counts as a Thunderhawk Gunship for the purposes of being transported.*
						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. 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. Counts as a Drop Pod for the purposes of being transported.*

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.