

RED CORSAIRS CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
Renegade Warband	One Chaos Space Marine Lord character and eight Chaos Space Marine units	All	275
Red Corsairs Terminator Retinue	One Chaos Space Marine Lord character and four Chaos Space Marine Terminator units	Champion, Daemonic Pact, Daemon Prince, Dreadnoughts, Defilers, Icon Bearer, Land Raiders, Obliterators, Warlord, Vindicators Add one or two Chaos Space Marine Terminator units for 50 points each	300
Hounds Squadron	One Chaos Space Marine Lord character and eight Chaos Space Marine Bike units	Daemonic Pact, Icon Bearer	300

RED CORSAIRS SUPPORT FORMATIONS

(Up to two for each Red Corsairs core formation taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to eight Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders	Hunter, Vindicators, Defilers	50 each Predator 75 each Land Raider
0-1 Spacecraft	One Red Corsairs Strike Cruiser	Upgrade to a Red Corsairs Battle Barge for 150 points	200
Red Corsairs Thunderhawk	One Red Corsairs Thunderhawk	-	200
Chaos Space Marine Chosen	Six Chaos Space Marine Chosen units <u>or</u> four Chaos Space Marine Chosen units and two Chaos Space Marine Rhinos	Champion, Daemonic Pact, Drop Pods	200
Raptor Cult	One Chaos Space Marine Lord character and four Chaos Raptor units	Daemonic Pact Add one to four Chaos Raptor units for 35 points each	175
Defiler Assault Pack	Four Defilers	-	275
Cult Marines	One Chaos Space Marine Lord character and one choice from the following: eight Berzerker units <u>or</u> six Noise Marine units <u>or</u> six Plague Marine units <u>or</u> six Thousand Sons units	Champion, Dreadnought, Daemonic Pact, Drop Pods, Defilers, Rhinos	275
Brass Scorpions may be taken if the army includes Berzerkers. Blight Drones may be taken if the army includes Plague Marines. Silver Towers may be taken if the army includes Thousand Sons. Daemonic Knights may be taken if the army includes Noise Marines			
Brass Scorpions	Two Chaos Brass Scorpions	-	250
Blight Drones	Four Chaos Blight Drones	-	200
Silver Towers	Four Chaos Silver Towers	-	300
Daemonic Knights	Four Chaos Daemon Knights	-	300

RED CORSAIRS UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Warlord	Replace one Chaos Space Marine Lord character with a Chaos Space Marine Warlord character	50
Champion	Add one Chaos Space Marine Champion character associated with the formations faction	50
Land Raiders	Add up to four Chaos Space Marine Land Raiders	75 each
Vindicators	Add up to three Chaos Space Marine Vindicators	35 each
Cult Marines	Replace four Chaos Space Marine units with four Berzerkers <u>or</u> four Noise Marines <u>or</u> four Plague Marines <u>or</u> four Thousand Sons units	50
0-1 Daemon Prince	Replace the unit in the formation that includes a Chaos Space Marine Lord or Chaos Space Marine Warlord character with a Daemon Prince unit. If a Warlord Character is replaced the Daemon Prince gains the Supreme Commander ability	50
Daemonic Pact	Allows the formation to summon daemons and adds one lesser daemon to the lesser daemon pool	25
Defilers	Add up to three Chaos Defilers	75 each
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 each
Havocs	Replace four Chaos Space Marine units with four Havoc units	50
Hunter	Add one Chaos Hunter	50
Obliterators	Add up to three Chaos Obliterator units	75 each
Icon Bearer	Add one Icon Bearer character	25
Rhinos	Add up to eight Chaos Rhinos. You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible	10 each
Drop Pods	Transport the entire formation in Chaos Drop Pods	10 each unit

CHAOS NAVY AIRCRAFT

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Chaos Hellblade Fighters	200
Helltaion Flight	Two Chaos Helltaion Fighter Bombers	225

DAEMONS OF CHAOS

FORMATION	UNITS	POINTS COST
Lesser Daemon Pool	Add any number of Lesser Daemons	15 each

USING THE ARMY LIST

A maximum of up to a third of the points available to the army may be spent on Chaos Navy aircraft.

CODEX CHAOS SPACE MARINES – RED CORSAIRS

Strategy Rating: 4

Initiative: 1+ (Brass Scorpions, Demonic Knights, Silver Towers and Blight Drones 2+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Space Marine Warlord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Supreme Commander
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+1) Small Arms, MW, EA (+1)	Invulnerable Save, Commander, Leader Can be either a Sorcerer or a Lord, Sorcerers receive a Warp Bolt and Lords receive a Daemon Weapon.
Chaos Space Marine Champion	CH	n/a	n/a	n/a	n/a	Daemonic Artefact Daemonic Bolt	(base contact) (15cm)	Assault Wpns, EA (+1), First Str Small Arms, EA (+1), First Str	Augment Summoning (2D3), Invulnerable Save Sacrifice to gain Augment Summoning (6) Champions of Khorne, Nurgle or Undivided receive a Daemonic Artefact, Slaanesh and Tzeentch Champions have a Daemonic Bolt.
Chaos Space Marine Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Daemonic Focus, Invulnerable Save, Leader
Daemon Prince	Inf	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+2) Small Arms, MW, EA (+1)	Commander, Fearless, Leader, Reinforced Armour, Teleport. May have wings for speed 30cm, Armour 4+
Chaos Space Marine Terminators	Inf	15cm	4+	3+	3+	Combi-Bolters Power Weapons 2 × Reaper Autocannons	(15cm) (base contact) 30cm	Small Arms Assault Wpns, MW, EA (+1) AP4+/AT6+	Reinforced Armour, Teleport, Thick Rear Armour
Chaos Space Marine Bikes	Inf	35cm	4+	3+	3+	Combi-Bolters Chainswords	(15cm) (base contact)	Small Arms Assault Wpns	Mounted
Chaos Space Marines	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Chaos Space Marine Chosen	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	Scouts
Chaos Space Marine Havocs	Inf	15cm	4+	5+	3+	Bolters 2 × Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Berzerkers	Inf	15cm	4+	2+	5+	Bolt Pistols Chain Axes	(15cm) (base contact)	Small Arms Assault Wpns	Fearless
Noise Marines	Inf	15cm	4+	4+	3+	Sonic Blasters Blast Masters	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Plague Marines	Inf	15cm	3+	3+	4+	Bolters Plague Knives	(15cm) (base contact)	Small Arms Assault Wpns	Fearless
Thousand Sons	Inf	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	Reinforced Armour, Fearless
Chaos Raptors	Inf	30cm	4+	3+	4+	Melta Weapons Chainswords	(15cm) (base contact)	Small Arms Assault Wpns	Jump Packs
Chaos Obliterators	Inf	15cm	4+	3+	2+	3 × Body Weapon	45cm	AP5+/AT5+/AA6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Chaos Dreadnought	AV	15cm	4+	4+	4+	Power Fist Twin Autocannons	(base contact) 45cm	Assault Wpns, MW, EA (+1) AP4+/AT5+	Fearless, Walker
Chaos Space Marine Rhino	AV	30cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Chaos Space Marines, Berzerkers)
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one World Eaters Terminator <u>or</u> up to two: Berzerkers)
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
Chaos Defiler	AV	20cm	4+	4+	3+	Reaper Autocannon Battlecannon Battle Claws Twin Heavy Flamers and	30cm 75cm (base contact) 15cm (15cm)	AP4+/AT6+ AP4+/AT4+ Assault Wpns, MW, EA (+1) AP3+, Ignore Cover Small Arms, Ignore Cover	Fearless, Infiltrator, Invulnerable Save, Walker
Chaos Hunter	AV	30cm	5+	6+	6+	Hunter Killer	60cm	AT4+/AA4+	-
Chaos Blight Drones	AV	25cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT6+ AP4+/AT6+	Fearless, Invulnerable Save, Skimmer
Chaos Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3 × AP3+/AT5+	Fearless, Invulnerable Save, Scout, Walker
Chaos Silver Tower	AV	20cm	4+	6+	4+	Beam of Power Arcane Cannons	60cm 45cm	MW5+ 3 × AP4+/AT4+	Fearless, Invulnerable Save, Skimmer

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Brass Scorpion	WE	20cm	5+	3+	3+	Massive Claws Scorpion Cannon Demolisher Cannon 2 × Hellmaw	(base contact) 30cm 30cm 15cm	Assault Wpns, EA (+1), MW 2 × AP3+/AT5+ AP3+/AT4+, Ignore Cover AP4+, Ignore Cover	Fearless, Invulnerable Save, Infiltrator, Reinforced Armour, Walker. Dam Cap: 2 Crit: Destroyed
Red Corsairs Thunderhawk	WE, Aircraft	Bomber	4+	6+	4+	Battle Cannon 2 × Twin Heavy Bolters Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AT4+/AP4+, FF Arc AP4+/AA5+, FF Arc AP4+/AA5+, R Arc AP4+/AA5+, L Arc	Damage Capacity: 2, Crit: All Destroyed Planetfall, Reinforced Armour, Transport (up to eight: Chaos Space Marine Bikes, Berzerkers, Chaos Space Marine Havocs, Noise Marines, Daemon Princes, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines and Thousand Sons. Chaos Dreadnoughts, Chaos Space Marine Terminator and Obliterators may also be carried but take up two spaces each).
Red Corsairs Strike Cruiser	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport (up to twenty: Daemon Prince, Chaos Space Marine Bikes, Berzerkers, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines, Thousand Sons, Chaos Dreadnoughts, Chaos Space Marine Terminator and Obliterator units; plus up to six Thunderhawks and enough Drop Pods to carry any units onboard).
Red Corsairs Strike Battle Barge	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport (up to sixty: Daemon Prince, Chaos Space Marine Bikes, Berzerkers, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines, Thousand Sons, Chaos Dreadnoughts, Chaos Space Marine Terminator and Obliterator units; plus up to nine Thunderhawks and enough Drop Pods to carry any units onboard). Slow and Steady
Chaos Drop Pod	n/a	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+, See special rules	Planetfall, Transport (may carry one formation that includes only: Daemon Prince, Berzerkers, Chaos Dreadnoughts, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines and Thousand Sons) Deathwind attacks all enemy units within 15cms of the centre of the Drop Pod.

RED CORSAIRS CHAOS NAVY SUPPORT

Strategy Rating: 4

Initiative: 2+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Hellblade Fighter	Air	Fighter	6+	-	-	2 × Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FF Arc	-
Chaos Helltalon Fighter Bomber	Air	Fighter Bomber	5+	-	-	Incendiary Bombs Twin Lascannons Havoc Launcher	15cm 30cm 45cm	2BP, Ignore Cover, FF Arc AT4+/AA4+, FF Arc AP5+/AT6+, FF Arc	-

RED CORSAIRS – CHAOS DAEMONS

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Minor Daemons – Lesser Daemons	Inf	15cm	4+	4+	-	Claws & Fangs	(base contact)	Assault Wpns	Invulnerable Save, Summoning Cost (1)

Red Corsairs Special Rules

Summoned Units	<p>Formations that purchase the Daemonic Pact upgrade, or units with this ability, allow the Chaos player to summon daemons to the battlefield. To summon Daemons the player must also have a Daemonic pool from which to summon. This pool contains lesser daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available. As daemons are summoned the pool must be changed to reflect its current size.</p> <p>To summon daemons the Chaos player chooses a formation with a daemonic pact and declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, up to the number of points left in the daemonic pool. Any points not used are lost.</p> <p>The faction of the summoning formation determines what type of daemons may be summoned.</p> <p>Red Corsair armies may only summon Minor Daemons</p> <p>Summoned units must be set up within 5cm of a non-summoned unit in the summoning formation. They cannot be placed in enemy zones of control or impassable terrain.</p> <p>Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers when they are destroyed, however daemonic units killed in an assault count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.</p> <p>Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and returned to the daemonic pool. This may cause the formation to break as it may now have equal or more blast markers than its number of units.</p> <p>When a formation breaks all of its summoned units are destroyed. When calculating victory points, the Lesser Daemon pool scores half points if the pool has less than or equal to half (round up) its original number of daemons remaining. The Lesser Daemon pool scores full points if the pool has less than or equal to a quarter (round up) its daemons remaining. Treat Greater Daemons as war engines for the purpose of calculating victory points.</p>
Favour of the Gods	<p>In the strategy phase of each turn if the World Eaters player rolls a 6 they are rewarded with 1D3 summoning points to add to any lesser daemon pool, however, if they roll a 1 then they lose 1D3 summoning points from any lesser daemon pool.</p>
Augment Summoning	<p>Units with the augment summoning ability add to the dice roll when their formation summons daemons. For example a unit with Augment Summoning (2D3) would give its formation 4D3 summoning points when it summons daemons and a unit with Augment Summoning (6) would give its formation 2D3 + 6 summoning points.</p>
Daemonic Focus	<p>Any formation with a unit with the daemonic focus ability may elect to keep any or all summoned units in play in the end phase. Broken formations may not use this ability as any daemons summoned by this formation are lost when the formation breaks.</p>
Drop Pods	<p>Drop Pods allow a chaos formation to enter play using the planetfall rules if a spaceship has been purchased to carry them. Units in a formation with Drop Pods deploy using the planetfall rules. The following units may be deployed using Drop Pods: Daemon Prince, Berzerkers, Chaos Dreadnoughts, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines and Thousand Sons</p>
Chaos Lords	<p>Chaos Space Marine Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.</p>

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