RED CORSAIRS RENEGADE CHAPTER CHAOS SPACE MARINE ARMY LIST

v.3.15

RC1.1 RENEGADE CHAPTER CHAOS SPACE MARINES

Though never rivalling the size and power of the Legions of old, a Space Marine Chapter is a potent military force. When an entire Chapter turns renegade and eventually falls into the clutches of Chaos, it is a grave threat indeed. With all of the resources of a Space Marine Chapter at their disposal, the Renegades of Chaos destroy armies, conquer worlds, and despoil whole sectors of the Imperium. Such events warrant an extreme response from the Imperium, not to mention other Space Marine Chapters. It is perhaps the most trying test of faith for a Space Marine to fight another Space Marine, and these internecine conflicts often have a calamitous effect on other Chapters nearby. In these circumstances, such inter-Chapter wars tend to escalate quickly, engulfing many worlds in bloodshed. On occasion, those forces sent to deal with the treacherous Chapter may actually end up, in whole or in part, joining with those they were sent to destroy.

The Badab War

Close to the galactic core, on the edge of Imperial space, lies a giant permanent warp storm called the Maelstrom. The Maelstrom is marked in the material universe by a huge nebula of gas and dust and it has long been supposed that an area of warp/real space overlap causes the two features to co-exist in this way. The insurmountable difficulties of patrolling or even navigating the Maelstrom mean that it has been a refuge for deviants and heretics of all kinds. It is estimated that over 20 Ork empires and pirate kingdoms lurk within its sickly pall.

The Astral Claws Space Marine Chapter had been stationed in the Badab system for over three centuries keeping the south and western fringes of the Maelstrom secure. In 901.M41, the Master of the Astral Claws and Lord of Badab, Lufgt Huron, ordered the destruction of an Imperial investigation fleet as it entered orbit around Badab. Over 23,000 loyal servants of the Imperium were killed in the one-sided battle that followed. Gripped by an apparent fit of insanity Huron went on to declare himself Tyrant of Badab and announced the system's secession from the Imperium.

Inquisitors quickly uncovered plentiful evidence of why Huron had attacked the fleet sent to Badab. The Adeptus Mechanicus had filed numerous complaints about the tardiness of the Astral Claws in submitting gene-seed for routine purity checks, the Chapter had amassed a huge debt of planetary tithes stretching back over a century and a half and Huron's own evaluation reports betrayed ambition and a lust for power singularly inappropriate in the Master of a Space Marine chapter. Worst of all he illustrated a lack of the absolute devotion to mankind necessary in a Lord of the Imperium.

The Tyrant of Badab, as Huron became known in Imperial history, staved off two punitive expeditionary forces in 902.M41 and 903.M41. After the second attack three other Chapters, the Mantis Warriors, Executioners and Lamenters, pledged their support to the Astral Claws and the rebellion escalated drastically. Imperial shipping, always at risk in the pirate-infested systems around the Maelstrom, came under attack and in 904.M41 a ship belonging to the Fire Hawks was attacked and captured by the Mantis Warriors. The Fire Hawks retaliated immediately and soon five whole Chapters were involved in the fighting. The Marines Errant were recalled from the Eastern Fringes but they quickly found themselves fully occupied protecting Imperial ships in transit.

By 906.M41 more loyal Space Marine Chapters, the Red Scorpions and the Minotaurs, had been brought in to stabilise the situation and the threat to Imperial shipping was more or less quashed. Ork incursions in the Ultima Segmentum in 907.M41 necessitated the recall of the Red Scorpions and Fire Hawks but these were replaced by the Novamarines and Howling Griffons, along with additional naval squadrons from Segmentum Solar which continued to protect the shipping routes. Meanwhile, the Star Phantoms began the task of besieging the heavily fortified worlds of Badab while additional Space Marine Chapters were brought in to investigate worlds occupied by the Executioners and the Mantis Warriors.

The bulk of the Lamenters Chapter was caught in an ambush in 908.M41 and surrendered after bloody ship-to-ship fighting. The loss of the Lamenters was a great blow to the Tyrant and the rest of the war devolved into a succession of close sieges as one renegade stronghold after another was battered into submission. The uprising came to an end in 912.M41 with the fall of Badab and the defeat of the Astral Claws. Before the war was over, The Exorcists, Fire Angels, Salamanders, Space Sharks and Sons of Medusa all became involved for short periods of time; Chapters replacing other Chapters as pressures elsewhere necessitated their re-deployment.

With the rebellion over the Inquisition made an extensive investigation into the renegade Space Marine Chapters. They found slight evidence of heresy in the Chapter cults but these were not considered irredeemable. The Lamenters, the Mantis Warriors and the Executioners were granted the Emperor's forgiveness subject to undertaking a

hundred year crusade. The home worlds of the Executioners and the Mantis Warriors were forfeited to the Space Sharks and Star Phantoms, while other chapters received salvage rights to spacecraft damaged in the conflict and a proportion of the stolen cargoes which were recovered.

The Astral Claws were reported to be all but destroyed. A contingent of around two hundred fought their way through the Imperial blockade and escaped into the Maelstrom, and the most corrupt elements from the other Chapters who had joined forces with the Tyrant of Badab soon followed after them. Nothing more was heard of these renegade Space Marines for many years afterwards. The fate of Imperial Commander Lufgt Huron, Master of the Astral Claws and Tyrant of Badab, remained unknown.

The Red Corsairs

The Tyrant lived. Critically injured by a melta blast near to the end of the siege of Badab in the fighting inside the Palace of Thorns, one side of his body had to be almost entirely reconstructed with bionics, the Techmarines and Apothecaries standing long vigils over him while the Astral Claws' ships hung in the shifting dust and gas of the Maelstrom. On the eighth day the Tyrant could speak again and he ordered his tiny fleet to seek a new home world to conquer. By the twelfth day Huron could stand and donned his power armour once more. His fanatical followers hailed his recovery as a miracle but if it was a miracle of any kind it was a black one.

Huron's limited forces were still great enough to overcome the first pirate stronghold he found within a matter of hours. The defeated pirates became his slaves and soon learned to fear his fury. Huron Blackheart was born.

Huron's power spread quickly as he welded together a piratical empire of heretics and renegades. Huron's dreaded Space Marines became known as the Red Corsairs for the blood-red markings they used to obliterate their old Chapter symbols and Imperial heraldry. The artifice pleased Huron greatly and all of the Renegade Space Marines who have joined him since have kept their old Chapter colours, but with parts of their armour repainted red to show their new allegiance.

The Red Corsairs have grown into a force to be reckoned with and their raids out of the Maelstrom have become more frequent and more bloody over the decades. Worst of all, the Inquisition has been increasingly disturbed by the number of individual Space Marines and occasionally whole units that have disappeared only to reappear in the armies of Huron Blackheart.

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.

CHAOS SPACE MARINE ICON BEARER

To reinforce their embrace of a particular Dark God retinues of Chaos Marines often display unholy banners to their God. These banners depict heretical Icons flaunting their dark allegiance and bringing favour from their chosen God. Often woven from the bodies of their victims and daubed with their blood these Icons sow terror and madness in those unlucky enough to gaze upon them.

CHAOS SPACE MARINE ICON BEARER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
(None)			

Notes: *Character, Daemonic Focus, Invulnerable Save, Leader*

CHAOS SPACE MARINE TERMINATORS

Just as in loyal Chapters, suits of Terminator Tactical Dreadnought armour are worn by the most experienced veterans of a renegade Space Marine Chapter. But where a loyal chapter's veterans are among the Galaxy's finest and most upstanding defenders of humanity, the veterans of a renegade chapter are among mankind's cruellest and most callous enemies. Jaded by centuries of warfare, no act is too vile for the Chaos Terminators, and with many lifetimes' experience, there are few who can stand before them.

CHAOS SPACE MARINE TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Combi Bolters	(15cm)	Small Arms	-
Power Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)
2 x Reaper Autocannon	30cm	AP4+/AT6+	-

Notes: *Reinforced Armour, Teleport, Thick Rear Armour*

CHAOS SPACE MARINE DREADNOUGHT

Whilst in the Imperium the Dreadnought is a living icon venerating a great warrior from the past, among the followers of Chaos the Dreadnought is a symbol of the unending pain and torment of the damned. The occupants of these infernal sarcophagi are kept alive but are in constant howling agony. Inevitable insanity does not curb the pain and within each machine the Chaos Space Marine rages against the world outside, a terrifying and unpredictable beast that needs to be shackled when not in battle.

CHAOS SPACE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+

Weapon	Range	Firepower	Notes
Twin Autocannon	45cm	AP4+/AT5+	-
Power Fist	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)

Notes: *Fearless, Walker*

CHAOS SPACE MARINES

Chaos Space Marines, or Traitor Marines, were once loyal Space Marines, charged with defending Mankind in the name of the Emperor. They have since renounced their vows of loyalty and allied themselves with the dark Gods of Chaos, putting their own selfish lust for power above all else. Their armour, weapons and even their physical form have changed to reflect their new loyalties and the darkness of their souls.

CHAOS SPACE MARINES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	-
Autocannon	45cm	AP5+/AT6+	-

KHORNE BERZERKERS

Khorne Berzerkers are Chaos Space Marines dedicated to the worship of Khorne. They are frightening, unrelenting warriors who fight with a manic frenzy to claim skulls for the Skull Throne of Khorne. Every member of the World Eaters Legion is a Berzerker, although not every Berzerker originates from that Legion. Many Chaos Marines feel the call of Khorne appealing alternately to their martial pride and their vengeful bloodlust and become Berzerkers as a consequence.

KHORNE BERZERKERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	2+	5+

Weapon	Range	Firepower	Notes
Bolt Pistols	(15cm)	Small Arms	-
Chainaxes	(base contact)	Assault Weapons	-

Notes: *Fearless*

NOISE MARINES

Noise Marines are followers of Slaanesh who crave all manner of visceral sensation. Their practices are both despicable and unspeakable, their history of atrocity going all the way back to the Horus Heresy. Their cravings have led to the use of a range of sonic weapons. Noise Marines hear the subtlest changes in pitch and volume and this in turn affect their brain, causing extreme emotional reactions. The louder and more discordant the noise, the greater the effect.

NOISE MARINES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+

Weapon	Range	Firepower	Notes
Sonic Blasters	(15cm)	Small Arms	-
Blastmasters	30cm	AP5+/AT6+	Disrupt

Notes: *Fearless*

PLAGUE MARINES

Plague Marines are followers of Nurgle who have chosen to be the vessel for all manner of contagion and pestilence in return for immunity from their effects. Bloated and diseased Plague Marines are horrific to behold but can endure tremendous punishment thanks to Grandfather Nurgle's blessings. The Death Guard Legion was the sole source of all the original Plague Marines although since the Heresy there have been many whose will to live was strong enough to make them sacrifice their souls for continued existence.

PLAGUE MARINES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	-
Plague Knife	(base contact)	Assault weapon	-

Notes: *Fearless*

THOUSAND SONS

The Thousand Sons Legion of Space Marines serves Tzeentch and has always included many Sorcerers capable of wielding powerful psychic energies. Since the Heresy many other initiates with a talent for sorcery have turned to Tzeentch but there is one category of warrior that will always be unique to the Legion. In an attempt to arrest fast-spreading mutation within the Legion the Sorcerer Ahriman cast a spell known as the Rubric of Ahriman, which was so potent that every member of the Thousand Sons who was not a Sorcerer was turned to dust and bound forever in his armour as a disembodied spirit.

THOUSAND SONS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	-

Notes: *Fearless, Reinforced Armour*

CHAOS SPACE MARINE BIKE SQUADRON

Where loyal Marines venerate their wargear, the relationship between Chaos bikers and their vehicles is altogether stranger. Many Chaos Bikers virtually live in the saddle, dismounting only to customise their bikes, shaping them to fit their owners' character. The cruelty of Chaos bike units is remarkable even among their twisted brethren, and they take a dark delight in running down their foes, killing and maiming them with the sharp blades and spikes that adorn their mounts.

CHAOS SPACE MARINE BIKE

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	-
Chainswords	(base contact)	Assault weapon	-

Notes: *Mounted*

CHAOS SPACE MARINE RAPTORS

Jump packs are difficult to maintain, and without access to Imperial supply a renegade Chapter can often keep only a limited number in operation. The few jump-pack-equipped troops that remain become a strange breed, addicted to the thrill of soaring through the skies above a battlefield. Raptors often consider themselves an elite, looking down on their brethren figuratively as well as literally. Such arrogance does not endear them to the rest of the chapter, but few question their efficacy in battle as they fall from the skies to slaughter their prey.

CHAOS SPACE MARINE RAPTORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Melta Guns	(15cm)	Small Arms	-
Chainswords	(base contact)	Assault weapon	-

Notes: *Jump Packs*

CHAOS SPAWN

To gain the attention of the Chaos gods is a supremely risky venture. It may lead to power and riches beyond measure, but it may equally result in the supplicant being reduced to something far less than a man by the corrupting gifts of Chaos. Chaos spawn are heaving, ever changing masses of flesh, bone and gristle which really have no sane right to be moving around under their own power. But they do move and chase and eat and...well it all gets pretty ugly pretty quickly. Chaos legions use spawn as terror weapons, unleashing packs of them to hurl themselves at the enemy in a nightmare wave of hopping, drooling, tentacular madness.

CHAOS SPAWN

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	none

Weapon	Range	Firepower	Notes
Horrific Mutations	(base contact)	Assault Weapons	Extra Attack (+D3)

Notes: *Fearless, Invulnerable Save*

CHAOS SPACE MARINE HAVOCS

While many Chaos Space Marines like to engage their opponents up-close so they can see the fear in their enemies' eyes and hear their screams as they fall, some prefer to rain death upon their foes from a distance. Such individuals make up Havoc units. Equipped with heavy weapons they provide ranged support for their brethren, and while their approach to warfare may be less personal than some, they are no less vicious.

CHAOS SPACE MARINE HAVOCS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2 x Autocannon	45cm	AP5+/AT6+	-

OBLITERATORS

Obliterators have dwelt too long in the Eye of Terror and have contracted a contagion that sears their flesh to their armour. Marine and armour become one entity, growing down the centuries into hulking, weirdly baroque leviathans able to reshape their forms to spew death at their enemies. Obliterators are no longer even Chaos Space Marines; instead they are an amalgam of Marine, Daemon and Armour, each part inseparable from the rest.

OBLITERATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Body Weapons	45cm	3 x AP5+/AT5+	-
OR	(15cm)	Small Arms	Extra Attack (+1)
OR	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)

Notes: *Fearless, Reinforced Armour, Teleport, Thick Rear Armour*

CHAOS SPACE MARINE RHINO

Renegade Chapters still make extensive use of Rhinos even if these vehicles are twisted and warped so as to be nearly unrecognisable. Spikes, trophy racks, and the bodies of the victims of the Traitor Marines adorn every surface and the power of Chaos has even fused driver and Rhino into one.

CHAOS SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Combi-bolter	(15cm)	Small Arms	-

Notes: *Transport (may carry two of the following units: Chaos Space Marines, Khorne Berzerkers, Noise Marines, Plague Marines, Thousand Sons & Havocs)*

CHAOS SPACE MARINE HUNTER

Few Hunters remain operable once a Space Marine Chapter turns traitor and is cut off from Imperial supply. Those few which do remain operable are highly valued for their anti-aircraft abilities.

CHAOS SPACE MARINE HUNTER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Hunter-killer	60cm	AT4+/AA4+	-

CHAOS SPACE MARINE PREDTOR

The Predator is a mainstay of Space Marine armour in the Imperium, and traitor forces are no different. Although their external appearance is often warped by the influence of Chaos, these vehicles are every bit as effective when deployed against the Imperium as they were in its defence.

CHAOS SPACE MARINE PREDATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+	-
2 x Heavy bolter	30cm	AP5+	-

CHAOS SPACE MARINE VINDICATOR

Much more common after the Horus Heresy, many renegade Space Marine Chapters make use of the Vindicator, selling their precious services to the highest bidder to bring down the fortifications of the hated Imperium of Man.

CHAOS SPACE MARINE VINDICATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover

CHAOS SPACE MARINE LAND RAIDER

Not only is the Land Raider one of the most effective battle tanks in the Imperium, it is also a powerful symbol of Imperial might. When a Chapter turns rogue, it will inevitably take these precious machines with it. The loss to the Imperium of a Land Raider is tragic, but when they are corrupted and deployed against those they once defended, the tragedy is far greater.

CHAOS SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	-
Twin Heavy Bolter	30cm	AP4+	-

Notes: *Reinforced Armour, Thick Rear Armour, Transport (may carry one Chaos Terminators unit OR two of the following units: Chaos Space Marines, Khorne Berzerkers, Noise Marines, Plague Marines, Thousand Sons & Havocs)*

DEFILER

The Defiler was fashioned at the command of Abaddon the Despoiler. It is a six-legged, baroquely-forged machine with savage hooks and barbs along its limbs. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it strides over and batters down the strongest defences with its mighty battle cannon.

DEFILER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	3+

Weapon	Range	Firepower	Notes
Battlecannon	75cm	AP4+/AT4+	-
Reaper Autocannon	30cm	AP4+/AT6+	-
Twin Heavy Flamer	15cm	AP3+	Ignore Cover
Battle Claws	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)

Notes: *Fearless, Infiltrator, Invulnerable Save, Walker*

DESECRATOR

One of the most recent threats to have appeared within traitor forces is a spider-like walking monstrosity Imperial forces have dubbed Desecrators. The constructs are manifestations of madness and no two are exactly alike but they clearly share characteristics with the blasphemous defiler. Sitting atop six or eight scuttling legs the squat hull of the Desecrator is dotted with scanning arrays or searching daemonic eyes, scrutinising the sky for prey. With a piercing shriek, the daemon engine uses its primary weapon system to engage and destroy enemy aircraft, most commonly some form of diabolical sonic weapon although some have been encountered that spew warp-flame into the sky. The daemon engine is perfectly capable of defending itself against enemy infantry or tanks, turning secondary weapon systems against them or tearing them apart using its spiked legs.

DESECRATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Ultrasonic Disruptor	45cm	2 x AP5+/AT6+/AA5+	Disrupt
Reaper Autocannon	30cm	AP4+/AT6+	-
Havoc Launcher	45cm	AP4+	-
Battle Talons	(base contact)	Assault Weapons	Extra Attack (+1)

Notes: *Fearless, Invulnerable Save, Walker*

BLOOD SLAUGHTERER OF KHORNE

The Blood Slaughterer is a nightmarish embodiment of pure malevolent fury. Its hulking mechanical body plays host to a daemon of Khorne, and its external form is well-suited to its violent purpose. As it closes with the enemy, its many bladed appendages tear its foes apart in a orgy of bloody mayhem.

BLOOD SLAUGHTERER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	3+	none

Weapon	Range	Firepower	Notes
Cleavers	(base contact)	Assault Weapons	Macro-weapon, Extra Attacks (+2)

Notes: *Fearless, Infiltrator, Invulnerable Save, Walker*

SILVER TOWER OF TZEENTCH

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the fine snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield.

SILVER TOWER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Arcane Cannons	45m	3 x AP4+/AT4+	-
Beam of Power	60cm	MW5+	Macro-weapon

Notes: *Fearless, Invulnerable Save, Skimmer*

BLIGHT DRONE OF NURGLE

Bloated and disgusting, each Blight Drone houses a daemon of Nurgle. Like overgrown mechanical flies, they hover above the battlefield, spreading foulness and disease as they go.

BLIGHT DRONE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+

Weapon	Range	Firepower	Notes
Maw Cannon	30cm	AP3+/AT5+	Ignore Cover
Twin Reaper Autocannon	30cm	AP3+/AT5+	-

Notes: *Fearless, Invulnerable Save, Skimmer*

DAEMON KNIGHT OF SLAANESH

The Hell-Scourge, Hell-Strider and Hell-Knight are collectively known as the Daemon Knights of Slaanesh. These sleek and graceful machines lope across the battlefield, striding into the heart of the opposing army before unleashing a devastating volley of fire from their cannons. As living daemonic machines they crush the opponents of Chaos and delight in the destruction of their foes, screeching deafening hunting cries across the battlefield. They are machine-predators, the perfect hunters who mercilessly run down their quarry with bounding strides from their elegant powerful legs. Daemon Knights have a pact instinct and are in constant telepathic communication with each other. They make exceptional scouts using coordinated attacks and out flank the enemy with ease.

DAEMON KNIGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	5+	4+

Weapon	Range	Firepower	Notes
Castigator Cannon	45m	3 x AP3+/AT5+	-

Notes: *Fearless, Invulnerable Save, Scout, Walker*

BRASS SCORPION OF KHORNE

Bound into its abominable form a Daemon of Khorne gives life to the Brass Scorpion: a hellish construction solely designed to murder the Emperor's followers in a most bloody and brutal fashion. Even if destroyed Brass Scorpions are notorious for exploding in a spectacular manner to kill even more foes in the name of the Blood God.

BRASS SCORPION

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	3+	3+

Weapon	Range	Firepower	Notes
Scorpion Cannon	30cm	2 x AP3+/AT5+	-
2 x Hellmaw Cannon	15cm	AP4+	Ignore Cover
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover
Claws	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)

Damage Capacity 2. Critical Hit Effect: The Brass Scorpion's reactor explodes. The Brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4.

Notes: *Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker*

SUMMONED GREATER DAEMON

Over time a daemon will consume more and more souls gaining more and more power and consciousness in the process. The most powerful daemons are known as Greater Daemons. Not all are dedicated to one of the four Great Gods of Chaos. Countless smaller gods exist and each has its own host of daemons with the mighty Greater Daemons as their generals.

SUMMONED GREATER DAEMON

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	none

Weapon	Range	Firepower	Notes
Claws and Fangs	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+2)

Damage Capacity 3. Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. Any summoned daemonic units within 5cms will be dragged back into the warp with the Greater Daemon and destroyed on a roll of 6.

Notes: *Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker*. Costs six points to summon.

SUMMONED LESSER DAEMONS

Unseen by the human eye daemons wait inside of the warp to be summoned on the battlefield to join the bloody slaughter and feed from their victims' souls and fear.

SUMMONED LESSER DAEMONS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	none

Weapon	Range	Firepower	Notes
Claws and Fangs	(base contact)	Assault Weapons	-

Notes: *Invulnerable Save*. Costs one point to summon.

CHAOS SPACE MARINE STRIKE CRUISER

As each Chapter has its own fleet of spaceships it is no wonder that as they turn their gaze away from the light of the Emperor that they will take their ships with them. Once floating cathedrals of the Imperial Faith they are now bloody altars to the Ruinous Powers.

CHAOS SPACE MARINE STRIKE CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	5BP	Macro-weapon

Notes: *Transport (may carry twenty of the following units: Chaos Space Marines, Raptors, Havocs, Khorne Berzerkers, Thousand Sons, Plague Marines, Noise Marines, Chaos Bikes, Chaos Terminators, Obliterators or Chaos Dreadnought units plus six Chaos Thunderhawks and enough Chaos Drop Pods to carry any other units on board).*

CHAOS SPACE MARINE BATTLE BARGE

Possessing space to transport over 300 Renegade Chaos Space Marines, a corrupted Battle Barge is a truly fearsome enemy. Dropping its deadly payload on an unsuspecting world to wreak havoc in the name of the Ruinous Powers.

CHAOS SPACE MARINE BATTLE BARGE

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	14BP	Macro-weapon

Notes: *Transport (may carry sixty of the following units: Chaos Space Marines, Raptors, Havocs, Khorne Berzerkers, Thousand Sons, Plague Marines, Noise Marines, Chaos Bikes, Chaos Terminators, Obliterators or Chaos Dreadnought units plus six Chaos Thunderhawks and enough Chaos Drop Pods to carry any other units on board), Slow and steady – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.*

CHAOS SPACE MARINE THUNDERHAWK GUNSHIP

For rapid insertion, re-deployment and/or evacuation, there are few options more effective than the Thunderhawk Gunship. Renegade Chapters continue to make use of these mighty birds of war, swooping down from the skies to lay waste to the hapless servants of the false Emperor.

CHAOS SPACE MARINE THUNDERHAWK GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc

Damage Capacity 2. Critical Hit Effect: The Chaos Thunderhawk's control surfaces are damaged. The pilot loses control and the Chaos Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Chaos Space Marines, Raptors, Havocs, Khorne Berzerkers, Thousand Sons, Plague Marines, Noise Marines, Chaos Bikes, Chaos Terminators, Obliterators or Chaos Dreadnought units. Chaos Terminators, Obliterators and Chaos Dreadnoughts take up two spaces each.)*

CHAOS SPACE MARINE DROP POD

Drop pods are notoriously difficult to maintain, and renegade Chapters will rarely be able to keep many of them in operation after they defect. Nonetheless, their usefulness ensures that most Chapters will keep a small number in a usable state, allowing them to fall upon their enemies in a dark rain of terror and destruction.

CHAOS SPACE MARINE DROP POD

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none

Weapon	Range	Firepower	Notes
Deathwind	15cm	AP5+/AT5+	See special rules below.

Notes: *Planetfall, Transport (may carry one formation that includes only Chaos Space Marines, Havocs, Khorne Berzerkers, Thousand Sons, Plague Marines, Noise Marines, or Chaos Dreadnought units).* After the Chaos drop pod lands, its Deathwind attacks all enemy units within 15cms. 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 Chaos drop pod must disembark within 5cms of the Chaos drop pod or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the Chaos drop pod. Chaos drop pods may not be used to claim a crossfire.

RC1.3 CHAOS NAVY

The following section provides information that will allow you to use Chaos Navy aircraft in your games of Epic. Chaos Navy aircraft can be used in support of Chaos armies, and will have the same strategy rating as the army they are supporting. All Chaos Navy formations have an initiative rating of 2+

Manufactured on the damned forge world of Xana II and hired from treacherous subjects the forces of Chaos use a plethora of aerospace fighters. But most common are the Hell Blade Interceptor and the Hell Talon Fighter-bomber, piloted by corrupted servitors, to haunt the worlds of the Imperium.

CHAOS NAVY HELL BLADE CLASS INTERCEPTOR

Scything through the air like screaming daggers the swift and agile Hell Blades are well known to attack in hordes to bring down Imperial aircraft.

CHAOS NAVY HELL BLADE INTERCEPTOR (Xana II Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	n/a	n/a

Weapon	Range	Firepower	Notes
2 x Reaper Autocannon	15cm	AP4+/AT6+/AA5+	Forward arc

CHAOS NAVY HELL TALON CLASS FIGHTER-BOMBER

The screaming howl of the Hell Blades vector engines are feared throughout the Imperim. Its incendiary bombs drench whole march columns in burning promethium, the screams of the burning a pleasure for the ears of the Gods of Chaos.

CHAOS NAVY HELL TALON FIGHTER-BOMBER (Xana II Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	5+	n/a	n/a

Weapon	Range	Firepower	Notes
Twin Lascannon	30cm	AT4+/AA4+	Fixed forward
Havoc Launcher	45cm	AP4+	Fixed forward
Bombs	15cm	1BP	Ignore Cover, Fixed Forward

CHAOS NAVY HARBINGER CLASS BOMBER

The Harbinger is a truly enormous aircraft. Bristling with autocannon and laden with tonnes of explosives, it casts a dark shadow over the battlefield as it swoops overhead. When at last it disgorges its terrible payload, scores perish in the flames.

CHAOS NAVY HARBINGER BOMBER (Xana II Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	n/a	n/a

Weapon	Range	Firepower	Notes
Reaper Autocannon	30cm	AP4+/AT6+/AA5+	Fixed Forward Arc
Reaper Autocannon	15cm	AP4+/AT6+/AA5+	Left Fire Arc
Reaper Autocannon	15cm	AP4+/AT6+/AA5+	Right Fire Arc
Bombs	15cm	6BP	Ignore Cover, Fixed Forward Arc

Damage Capacity 4. Critical Hit Effect: The Harbinger's munitions are hit, causing the craft to explode in a spectacular fireball, raining burning debris all around. The Harbinger is destroyed and all units — both aircraft and ground units — within 15cm of the final position are hit on a D6 roll of 6+.

Notes: *Reinforced Armour*

RC1.3 THE CHAOS TITAN LEGIONS

The following section provides information that will allow you to use Chaos Titans in your games of Epic. Chaos Titans can be used in support of Chaos armies, and will have the same strategy rating as the army they are supporting.

All Chaos Titan formations have an initiative rating of 1+

Many of the Titan Legions turned traitor during the Horus Heresy and some of these fearsome corrupted incarnations of the Machine-God remained to prowl the galaxy since. Today they sell their services to whomever is willing to pay their unspeakable prices...

CHAOS WARLORD CLASS BATTLE TITAN

Their bodies nothing more than dried husks, the crew of the dreaded Chaos Warlord Titan are fused with its corrupted machine spirit. Screaming for blood and slaughter and wearing the warped face of Chaos on its mutated hull, the Chaos Warlord strides over the battlefield, smashing its foes like tiny insects.

CHAOS WARLORD CLASS BATTLE TITAN
Mars pattern, Inferno Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
2 x Inferno Gun	30cm	3BP	Ignore Cover, Fixed Forward Arc
Close Combat Weapon	(base contact)	Assault Weapon	Titan Killer (D3), Extra Attacks (+3), Forward Arc
Plasma Destructor	75cm	4 x MW2+	Slow Firing, Forward Arc

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Chaos Warlord's plasma reactor has been damaged. Roll a D6 for the Chaos Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Chaos Warlord, on a roll of 2-3 the Chaos Warlord suffers one further point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Chaos Warlord will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour, Walker*. May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall.

CHAOS REAVER CLASS BATTLE TITAN

Faster and more lightly armed than the bigger Chaos Warlords the Chaos Reavers are almost as common a sight as their bigger brethren. Nevertheless battlegroups of them are a match to any Imperial force.

CHAOS REAVER CLASS BATTLE TITAN
Mars pattern, Close Support Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Gatling Blaster	60cm	4 x AP4+/AT4+	Forward Arc
Close Combat Weapon	(base contact)	Assault Weapon	Titan Killer(D3), Extra Attacks (+3), Forward Arc
Apocalypse Missile Launcher	60cm	3BP	Fixed Forward Arc

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Chaos Reaver's plasma reactor has been damaged. Roll a D6 for the Chaos Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Chaos Reaver, on a roll of 2-3 the Chaos Reaver suffers one further point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Chaos Reaver will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker*. May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

CHAOS WARHOUND CLASS SCOUT TITAN

Filled by a predatory mind the Warhounds of Chaos stalk the battlefield to seek and hunt down new victims for their bigger brethren. Chaos Warhounds are also known to attack lone squadrons or platoons, tearing them apart with their deadly array of weapons before retreating, only to appear from another direction to enjoy the slaughter once more.

CHAOS WARHOUND CLASS SCOUT TITAN
Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Arc
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Forward Arc

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Chaos Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the unit normally).

Notes: *Fearless, Inspiring, Reinforced Armour, Walker*. May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall. The Plasma Blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.

RC1.5 GAMING WITH THE RED CORSAIRS

Using The Army List

The following army list allows you to field a Renegade Chapter Chaos Space Marine army based on Lufgt Huron's Red Corsairs. It can also be used as a 'stand in' army list for other Renegade Chapter Chaos Space Marines, such as the The Flawless Host, Death Shadows, Skulltakers, Lords of Decay, etc*. Note that the army does not include Chaos Cultists, which are being covered instead by the separate The Lost and the Damned army list, nor Renegade Chapter Space Marines, which can be represented with the Codex Astartes army list.

Renegade Chapter Chaos Space Marines are organised into Core Formations and Support Formations. Each Core Formations allows you to field two Support Formations. Each formation (regardless if it is a Core or a Support Formation) is made up of four or more units and may also include a number of extra units called upgrades. The formations that may be taken are shown on the chart below. The chart also shows what units comprise the formation, what upgrades are allowed, and its points cost. For example, a Renegade Retinue consists of eight Chaos Space Marine units and a Chaos Lord character for 275 points, and may include a number of upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the retinue or company, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each formation can only take a maximum of four (4) upgrades. Each upgrade may only be taken once per formation.

Red Corsair armies may be supported by Chaos Navy aircraft and Chaos Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

**DESIGN CONCEPT: Many players will wish to — and are strongly encouraged to — paint every formation and/or unit in a different Renegade Chapter's colour scheme to represent a mixed force of a powerful Chaos Lord to whom several warbands have sworn their allegiance.*

SPECIAL RULES

RC1.5.1 Summoned Units

Formations that purchase the Daemonic Pact upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a players must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon. 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 will be listed on its data sheet, but as a general rule Greater Daemons cost 6 summoning points and all other units cost 1 summoning point each). 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 Demon of in the army on the board at one time. For example, if you already have a summoned a Greater Daemon on the board you are not allowed to summon another Greater Daemon 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.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. 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 to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are 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 RC1.3.3 below). Greater Daemons that are returned to the Daemon Pool keep the same Damage Capacity they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same Damage Capacity.

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.

RC1.5.2 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see RC 1.3.1 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

RC1.5.3 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.

Example: A Chaos player purchases a Daemon Pool to be used by her summoning formations. She purchases 14 Lesser Daemons and 2 Greater Daemons. When purchasing formations she chooses the Daemonic Pact upgrade for two formations. During her first turn she indicates that one formation will be summoning daemons. She rolls 2D3 and gets 5 summoning points. She decides to summon 5 Lesser Daemons, each stand costing a single summoning point. She removes 5 Lesser Daemons from the Daemon Pool leaving 9 Lesser Daemons left and places 5 Lesser Daemons on the table. In her second turn she decides to summon daemons using the other formation. She also purchased a Chaos Champion for this formation so she rolls 2D3, the base amount she gets to summon, and then rolls an additional 2D3 because of the Champion's Augment Summoning ability. She receives 10 summoning points. She uses 6 points to summon a Greater Daemon and the last 4 points to summon 4 Lesser Daemons. This leaves her with 5 Lesser Daemons and 1 Greater Daemon in her Daemon Pool.

RC1.5.4 Chaos Warlord

*One Chaos Space Marine Lord character in the army **must** be selected to be the Chaos Warlord which costs 50 points.*

All other Chaos Space Marine Lord characters must be either Chaos Lords or Sorcerer Lords.

RC1.5.5 Chaos Space Marine Lord Upgrade

The Chaos Space Marine Lord upgrade can only be applied to one of the Core units of a Red Corsair Formation. For example, the Chaos Lord upgrade for a Retinue could only be added to the Chaos Space Marine units in that formation. It could not be added to any units, such as Obliterators or Cult Marines, purchased as an Upgrade.

RED CORSAIRS ARMY LIST

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+. Chaos Navy aircraft formations have an initiative rating of 2+.

RED CORSAIRS CORE FORMATIONS

FORMATION TYPE	UNITS	UPGRADES ALLOWED	POINTS COST
Bike Retinue	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	300 points, +65 points each for up to four additional Chaos Terminator units
Traitor Retinue	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marine units	Chaos Champion, Chaos Dreadnought, Chaos Drop Pods, Chaos Hunter, Chaos Land Raiders, Chaos Rhinos, Chaos Spawn, Chaos Vindicators, Cult Marines, Daemon Engines, Daemonic Pact, Daemon Prince, Havocs, Icon Bearer, Obliterators	275 points

RED CORSAIRS SUPPORT FORMATIONS

(Two may be taken per Core Formation)

FORMATION TYPE	UNITS	UPGRADES ALLOWED	POINTS 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	Chaos Battle Barge	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 *Scout* 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
Daemon Engine Summoning	Four Defilers, two Brass Scorpions, four Blood Slaughterers, four Silver Towers, five Blight Drones OR four Daemon Knights	Daemon Engines	250 points
Daemon Pool	Any number of Lesser Daemons and/or Greater Daemons	-	15 points per Lesser Daemon unit, 75 points per Greater Daemon
Raptor Cult	One Chaos Space Marine Lord character upgrade and four Raptor units	Daemonic Pact	175 points, +40 points each for up to four additional Raptor units

RED CORSAIRS UPGRADES

(Four may be taken per Formation)

UPGRADE	DESCRIPTION	POINTS COST
Chaos Battle Barge	Replace Chaos Strike Cruiser with Chaos Battle Barge	+150 points
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 *Planetfall* 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
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 75 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	+50 points
Obliterators	Add up to three Obliterators	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 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

CHAOS NAVY AIRCRAFT

FORMATION TYPE	POINTS COST
Three Hellblade Interceptors	200 points
Two Hell Talon Fighter-bombers	175 points
One Harbinger Bomber	500 points

APPENDIX

RED CORSAIRS REFERENCE SHEET

STRATEGY RATING 4 INITIATIVE 1+/2+

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	*Fearless, Invulnerable Save*
Havocs	INF	15cm	4+	5+	3+	2 x Autocannon	45cm	AP5+/AT6+	-
Obliterators	INF	15cm	4+	4+	4+	Body Weapons	45cm (15cm) (base contact)	3 x AP5+/AT5+ Small Arms, +1A 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	-
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 Twin Reaper Autocannon	30cm 30cm	AP3+/AT5+ , Ignore Cover AP3+/AT5+	*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	*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+, FxF 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
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 Lascannon Havoc Launcher Bombs	30cm 45cm 15cm	AT4+/AA4+, FxF AP4+, FxF 1BP, Ignore Cover, FxF	-
Harbinger Bomber	WE/A	Bomber	5+	n/a	n/a	Reaper Autocannon Reaper Autocannon Reaper Autocannon Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+, FxF AP4+/AT6+/AA5+, Right Arc AP4+/AT6+/AA5+, Left Arc 6BP, Ignore Cover, FxF	*Reinforced Armour*, DC4
Chaos Warlord Titan	WE	15cm	4+	2+	3+	2 x Inferno Gun Close Combat Weapon Plasma Destructor	30cm (base contact) 75cm	3BP, Ignore Cover, FxF Assault Weapon, Titan Killer (D3), +3A , FwA 4 x MW2+ , FwA	*Fearless, Reinforced Armour, Thick Rear Armour, Walker*, DC8, 6Sh
Chaos Reaver Titan	WE	20cm	4+	3+	3+	Gatling Blaster Close Combat Weapon Apocalypse Missile Launcher	60cm (base contact) 60cm	4 x AP4+/AT4+ , FwA Assault Weapon, Titan Killer (D3), +3A , FwA 3BP, FxF	*Fearless, Reinforced Armour, Walker*, DC6, 4Sh
Chaos Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4 x AP3+/AT5+ , FwA 2 x MW2+, Slow Firing , FwA	*Fearless, Inspiring, Reinforced Armour, Walker*, DC3, 2Sh