

“CRIMSON BONDSMEN” ARMY LIST

All formations have an initiative rating of 2+, except Titans and Chaos Space Marine Formations which have an initiative rating of 1+. Crimson Bondsmen armies have a strategy rating of 2.

CRIMSON BONDSMEN WARBAND FORMATIONS

FORMATION	UNITS	COST
Infantry Warband	One Bondsmen Commander unit and Twelve Bondsmen Infantry units.	250 Points
Heavy Tank Warband	Nine Ragnarok Heavy Tanks	450 Points
Artillery Warband	Nine Basilisks	600 Points

CRIMSON BONDSMEN DETACHMENT FORMATIONS

(Two may be taken for each Warband Formation present in the army)

FORMATION	UNITS	COST
Stalk Tank Detachment	Six Stalk Tanks	250 Points
Defiler Detachment	Four Defilers	250 Points
Artillery Detachment	Three Basilisks	250 Points
Sentinel Detachment	Four Sentinels	100 Points
Mechanised Detachment	Twelve Bondsmen Infantry units and six Chimeras	375 Points
Camp Followers Detachment	Six Bondsmen Cultist units and six Bondsmen Mutant units	200 Points
Super Heavy Tank Detachment	One Baneblade or Stormsword	200 Points
0-1 Deathstrike Detachment	Two Deathstrike Missile Launchers	200 Points

CRIMSON BONDSMAN WARBAND UPGRADES

(Each Warband formation may select up to three Upgrades)

UPGRADE	UNITS	COST
Flak	Add one Hydra	50 Points
Flame Tanks	Add three Hellhounds	125 Points
Stalk Tanks	Add three Stalk Tanks	125 Points
Fire Support	Add three Bondsmen Fire Support units	100 Points
Daemon Prince	Add a Daemon Prince unit	75 Points
0-1 Supreme Commander	Add the <i>Supreme Commander</i> ability to one unit in the formation	50 Points
Thaumaturge Coven	Add one, two, or three Thaumaturge Coven units	25 Points Each

CHAOS DAEMONS

(Any number of Chaos Daemon units may be selected)

DAEMON TYPE	UNITS	COST
Lesser Daemons	Five Lesser Daemons	75 Points
Greater Daemon	One Greater Daemon	75 Points

ALLIES

(Up to 33% of your list may be taken from the Allied units below)

RED CORSAIR CHAOS SPACE MARINE ALLIES

FORMATION	COST
Red Corsairs Eight Chaos Space Marine units, one Chaos Space Marine Lord Upgrade, and four Rhinos	300 Points
Traitor Retinue	

CHAOS AIRCRAFT ALLIES

FORMATION	COST
Three Hellblade Fighters	200 Points
Two Hell Talon Fighter-Bombers	175 Points
One Harbinger Bomber	500 Points

TITAN LEGION ALLIES

FORMATION	COST
One or two Warhound Titans	250 Points Each
One Chaos Reaver Titan	675 Points
One Chaos Warlord Titan	825 Points

Insert Picture

CRIMSON BONDSMEN REFERENCE SHEET

VERSION 1.00

BONDSMEN UNITS

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Bondsmen Commander	Infantry	15cm	5+	4+	5+	Combat Weapons Missile Launcher	(Base Contact) 45cm	Assault Weapons, Extra Attacks (+1) AP5+ / AT6+	Commander
Bondsmen Infantry	Infantry	15cm	—	6+	5+	Missile Launcher	45cm	AP5+ / AT6+	(only one unit in every two has a missile launcher)
Bondsmen Cultists	Infantry	15cm	—	5+	5+	Laspistols	(15cm)	Small Arms	
Bondsmen Mutants	Infantry	15cm	6+	4+	6+	Assorted Weapons	(Base Contact)	Assault Weapons	
Bondsmen Fire Support	Infantry	15cm	—	6+	4+	2x Missile Launchers	45cm	AP5+ / AT6+	
Daemon Prince	Infantry	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Bolt	(Base Contact) (15cm)	Assault Weapons, Extra Attacks (+2), Macro Weapon Small Arms, Extra Attacks (+1), Macro Weapon	Commander, Fearless, Leader, Reinforced Armour, Teleport. May have Wings, which grants the Jump Pack ability. If Wings are selected use the alternate stats listed in brackets.
Thaumaturge Coven	Infantry	15cm	—	6+	5+	Arcane Powers Warp Bolt	30cm (15cm)	MW6+ Small Arms, Extra Attacks (+1), Macro Weapon	Daemonic Pact, Invulnerable Save, Augment Summoning (+1D3) Daemonic Focus
Lesser Daemon	Infantry	15cm	4+	3+	—	Claws and Fangs	(Base Contact)	Assault Weapons	Invulnerable Save, 1SP
Greater Daemon	WE	15cm	4+	3+	—	Possessed Weapon	(Base Contact)	Assault Weapons, Extra Attacks (+2), Macro Weapon	Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, DC3. 6SP
Sentinel	LV	20cm	6+	6+	5+	Multi-Laser	30cm	AP5+/AT6+	Walker
Stalk Tank	AV	25cm	4+	5+	4+	2x Twin Multi-Laser	30cm	AP4+ / AT5+	Walker
Ragnarok Tank	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2x Heavy Stubbers	60cm 30cm	AP4+ / AT4+ AP6+	Walker, Reinforced Armour
Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 30cm	AP4+ / AT4+ or 1BP, Indirect Fire AP5+	May only use Indirect Fire if firing in BP mode.
Defiler	AV	20cm	4+	4+	3+	Battlecannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (Base Contact)	AP4+ / AT4+ AP4+ / AT6+ AP3+, Ignores Cover Assault Weapons, Extra Attacks (+1), Macro Weapon	Fearless, Infiltrator, Invulnerable Save, Walker
Hydra	AV	30cm	6+	6+	5+	2x Hydra Autocannons Heavy Bolter	45cm 30cm	AP4+ / AT5+ / AA5+ AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignores Cover AP5+	
Deathstrike Launcher	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, Titan Killer (D6), Indirect Fire AP5+	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battlecannon 2x Lascannon Autocannon 3x Twin Heavy Bolters Demolisher Cannon	75cm 45cm 45cm 30cm 30cm	AP3+ / AT3+ AT5+ AP5+ / AT6+ AP4+ AP3+ / AT4+, Ignores Cover	DC3. Critical = Destroyed, all units within 5cm take a hit on a 6+. Reinforced Armour.
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2x Twin Heavy Bolters Heavy Bolter 2x Heavy Flamers	45cm 30cm 30cm 15cm	3BP, Disrupt, Ignores Cover, Fixed Forwards AP4+ AP5+ AP4+, Ignores Cover	DC3. Critical = Destroyed, all units within 5cm take a hit on a 6+. Reinforced Armour.

ALLIED UNITS

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Chaos Space Marine Squad	Infantry	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+ / AT6+	
Chaos Space Marine Lord	Char	—	—	—	—	Daemon Weapon Warp Bolt	(Base Contact) (15cm)	Assault Weapons, Macro Weapon, Extra Attacks (+1) Small Arms, Macro Weapon, Extra Attacks (+1)	Character, Commander, Invulnerable Save, Leader. May have a Daemon Weapon or a Warp Bolt, not both.
Hellblade interceptor	Aircraft	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+ / AT6+ / AA5+, Forward Arc	
Helltaion fighter-bomber	Aircraft	Fighter Bomber	5+	n/a	n/a	Twin Lascannon Havoc Launcher Bombs	30cm 45cm 15cm	AT4+ / AA4+, Fixed Forwards Arc AP4+, Fixed Forwards Arc 1BP, Ignores Cover, Fixed Forwards Arc	
Harbinger bomber	Aircraft	Bomber	5+	n/a	n/a	Reaper Autocannon Reaper Autocannon Reaper Autocannon Bombs	30cm 15cm 15cm 15cm	AP4+ / AT6+ / AA5+, Fixed Forwards Arc AP4+ / AT6+ / AA5+, Left Arc AP4+ / AT6+ / AA5+, Right Arc 6BP, Ignores Cover, Fixed Forwards Arc	Reinforced Armour, DC4 Critical = Destroyed
Chaos Warhound Titan (Standard Config.)	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Megabolter	45cm 45cm	MW2+, Slow Firing, Forward Arc 4x AP3+ / AT5+, Forward Arc	Reinforced Armour, Fearless, Walker, 3DC, 2 Shields
Chaos Reaver Titan (Heaven Attack Config.)	WE	20cm	4+	3+	3+	Melta Cannon Titan Close Combat Wpn Apoc. Missile Launcher	30cm AND (15cm) (Base Contact) 60cm	MW2+, TK (D3), Forward Arc Small Arms, EA (+1), TK (D3), Forward Arc Extra Attacks (+3), Titan Killer (D3), Forward Arc 3BP, Fixed Forward Arc	Reinforced Armour, Fearless, Walker, 6DC, 4 Shields
Chaos Warlord Titan (Inferno Config.)	WE	15cm	4+	3+	2+	2x Inferno Gun Titan Close Combat Wpn Plasma Destructor	30cm (Base Contact) 75cm	3BP, Ignores Cover, Fixed Forward Arc Extra Attacks (+3), Titan Killer (D3), Forward Arc 4x MW2+, Slow Firing	Reinforced Armour, Fearless, Walker, Thick Rear Armour, 8DC, 6 Shields,