

WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside *Codex: Chaos Space Marines*, these allow you to field certain legendary models in your games. Some datasheets found within this document contain keywords within angular brackets – rules for determining which keyword these can be replaced with can be found in *Codex: Chaos Space Marines*.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

CHAOS SPACE MARINES WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combi-weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in Codex: Chaos Space Marines.

PISTOLS

- Bolt pistol
- Plasma pistol

COMBI-WEAPONS

- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

MELEE WEAPONS

- Chainaxe
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword

DATASHEETS

6 howes			Cı	HAC ON	S I		RD		State.		
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Chaos Lord on Bike	14"	2+	2+	4	5	6	4	9	3+		
A Chaos Lord on Bike is	a single mo	del equi	pped with	n: bolt pi	stol; co	mbi-bo	lter; cha	insword	frag grenades; krak grenades.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Combi-bolter	24"	Rap	id Fire 2		4	0	1	-			
Chainsword	Melee	Mel	ee		User	0	1		the bearer fights, it makes 1 addit eapon.	ional attack with	
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	list; 1 • This r	weapon nodel ca	from the	Pistols lipped w	list; 1 v ith one	eapon of the f	from the	Combi-	of 1 bolt pistol: 1 weapon from the veapons list. of 1 chainsword: 1 weapon from t		
ABILITIES	Death t	o the F	alse Emp	eror (see	e Code.	x: Chao.	s Space 1	Marines)			
		Lord of Chaos: Re-roll hit rolls of 1 for attacks made by models in friendly LEGION > units whilst their unit is within 6" of this model.									
	Sigil of Corruption: This model has a 4+ invulnerable save.										
			Vhen this ng an Ad			ces, add	6" to its	Move c	aracteristic until the end of the M	ovement phase	
FACTION KEYWORDS	Снао	s, <ma< td=""><td>RK OF C</td><td>CHAOS</td><td>, Hei</td><td>RETIC</td><td>ASTART</td><td>res, <l< td=""><td>GION></td><td></td></l<></td></ma<>	RK OF C	CHAOS	, Hei	RETIC	ASTART	res, <l< td=""><td>GION></td><td></td></l<>	GION>		
KEYWORDS	BIKER	, Снаі	RACTER,	Снао	s Lor	D					

2 Power		(IAOS E			E		
NAME	M	WS	BS	S T	W	A	Ld	Sv	
Chaos Lord on Juggernaut of Khorne	8"	2+	2+	5 5	6	4	9	3+	
A Chaos Lord on Juggernau	t of Khor	ne is a s	ingle mode	el equipped v	vith: bla	ded hor	n; chains	sword; bolt pistol; frag grenades; krak grenades.	
WEAPON	RANGE	TYP	E	S	AP	D	ABILIT	TIES	
Bolt pistol	12"	Pist	ol 1	4	0	1	-		
Bladed horn	Melee	Mel	ee	5	-1	1	with	n the bearer fights, it makes 3 additional attacks this weapon and no more than 3 attacks can be e with this weapon.	
Chainsword	Melee	Melee		User	0	1		n the bearer fights, it makes 1 additional attack this weapon.	
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1	6	-1	D3	-		
WARGEAR OPTIONS	list; 1	weapon nodel ca	from the <i>I</i> in be equip	Pistols list; 1	weapon :	from the	Combi-	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapon-weapons</i> list. d of 1 chainsword: 1 weapon from the <i>Melee</i>	
ABILITIES	Death t	o the Fa	alse Emper	or (see Code	x: Chao.	s Space 1	Marines)		
	Devastating Charge: This model's bladed horn weapon has a Strength characteristic of 7 if the bearer made a charge move this turn. Lord of Khorne: Re-roll hit rolls of 1 for attacks made by models in friendly Khorne < Legion > units whilst their unit is within 6" of this model.								
				model has a					
FACTION KEYWORDS				RETIC ASTA					
KEYWORDS	CAVALRY, CHARACTER, DAEMON, CHAOS LORD								

E 6					OS I					· ANT			
NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Chaos Lord on Disc of Tzeentch	12"	2+	2+	4	4	5	4	9	3+				
A Chaos Lord on Disc of T	Tzeentch is	a single	model	equipp	ed with: l	olt pist	ol; chair	nsword;	disc's bla	des; frag grenades; krak grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Chainsword	Melee	Me	Melee			0	1		When the bearer fights, it makes 1 additional attack withis weapon.				
Disc's blades	Melee	Me	Melee		4	0	1	this v	When the bearer fights, it makes 1 additional attack we this weapon and no more than 1 attack can be made with this weapon.				
Frag grenades	6"	Gre	nade D	6	3	0	1	-					
Krak grenades	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	list; 1 • This n	weapor nodel ca	from the	ne <i>Pisto</i> uippeo	ols list; 1 v l with one	veapon	from the	e Combi-	-weapons	t pistol: 1 weapon from the <i>Melee We</i> s list. hinsword: 1 weapon from the <i>Melee V</i>			
ABILITIES	Death t	o the F	alse Em	peror	(see Code	x: Chao	s Space 1	Marines)					
	Lord of Tzeentch: Re-roll hit rolls of 1 for attacks made by models in friendly Tzeentch <legion></legion> units whilst their unit is within 6" of this model.												
	Sigil of	Corruj	otion: T	his mo	del has a	1+ invu	lnerable	save.					
FACTION KEYWORDS	Снаоз	s, Tzei	ENTCH	HER	ETIC AS	TARTE	s, <leg< td=""><td>GION></td><th></th><th></th><td></td></leg<>	GION>					
KEYWORDS	ROS CAVALRY, CHARACTER, DAEMON, FLY, CHAOS LORD												



NAME	D/I	WE	ON PA		Ţ				Cu.
NAME	M	WS	BS	S	ı	W	A	Ld	Sv
Chaos Lord on Palanquin of Nurgle	5"	2+	2+	4	5	6	4	9	3+
A Chaos Lord on Palanquin krak grenades.	of Nurgl	e is a si	ngle mod	el equi	pped wit	h: bolt	pistol; cl	nainswo	ord; nurglings' claws and teeth; frag grenades;
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES
Bolt pistol	12"	Pist	tol 1		4	0	1	-	
Chainsword	Melee	Me	lee		User	0	1		en the bearer fights, it makes 1 additional attack with weapon.
Nurglings' claws and teeth	Melee	Me	lee		2	0	1	with be m	en the bearer fights, it makes D6 additional attacks a this weapon and no more than those D6 attacks canade with this weapon. When resolving an attack le with this weapon, re-roll a wound roll of 1.
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	list; 1 • This n	weapor nodel ca	from the	e <i>Pistol</i> ipped	s list; 1 w with one	eapon of the f	from the	Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapon</i> . i-weapons list. d of 1 chainsword: 1 weapon from the <i>Melee</i>
ABILITIES	Lord of unit is v	Nurgle vithin 6	alse Emp :: Re-roll " of this r	hit roll nodel.	ls of 1 for	attack	s made b	y mode	els in friendly Nurgle <legion></legion> units whilst their
FACTION KEYWORDS			GLE, HE						
I AUTION NET HUNDU	CIIAO	3, 11UK	GLL, III	TILL III	CILIAI	CILO,	LLGIO	11/	



5					OS I				
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Chaos Lord on Steed of Slaanesh	12"	2+	2+	4	4	6	5	9	3+
A Chaos Lord on Steed of	f Slaanesh is	a singl	e model	equip	ped with:	bolt pis	tol; chai	nsword;	lashing tongue; frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Bolt pistol	12"	Pist	tol 1		4	0	1	-	
Chainsword	Melee	Me	lee		User	0	1		n the bearer fights, it makes 1 additional attack with weapon.
Lashing tongue	Melee	Me	Melee		4	0	1	with	on the bearer fights, it makes 2 additional attacks this weapon and no more than 2 attacks can be e with this weapon.
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	list; 1 • This n	weapor nodel ca	from tl an be eq	ne <i>Pisto</i> uipped	ols list; 1 w	eapon of the f	from th	e Combi-	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> -weapons list. d of 1 chainsword: 1 weapon from the <i>Melee</i>
ABILITIES	Death t	o the F	alse Em	peror ((see Code:	c: Chao.	s Space 1	Marines)	
	Lord of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH <legion></legion> units whilst their unit is within 6" of this model.								
	Unholy Speed: When a charge roll is made for this unit, you can re-roll the dice.								
	Sigil of	Corruj	otion: T	his mo	del has a 4	+ invul	lnerable	save.	
FACTION KEYWORDS	Снаоз	S, SLA	ANESH	HERI	ETIC AST	ARTES	s, <leg< td=""><td>SION></td><th></th></leg<>	SION>	
KEYWORDS	CAVALRY, CHARACTER, DAEMON, CHAOS LORD								

S (8)			5		RCEI n Biki					A PANE D	
NAME	М	WS	BS	S	Ī	W	A	Ld	Sv		
Sorcerer on Bike	14"	3+	3+	4	5	5	3	9	3+		
A Sorcerer on Bike is a	single model e	quippe	d with: b	olt pist	ol; combi	-bolter	; force sv	vord; fra	g grer	nades; krak grenades.	
WEAPON	RANGE	TYPI			S	AP	0	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Combi-bolter	24"	Rap	id Fire 2		4	0	1	-			
Force axe	Melee	Mel	ee		+1	-2	D3	-			
Force stave	Melee	Mel	ee		+2	-1	D3	-			
Force sword	Melee	Mel	Melee		User	-3	D3	-			
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	list; 1	weapon	from th	e Pistol	s list; 1 w	eapon f	from the	Combi-	weapo	oolt pistol: 1 weapon from the <i>Melee Weapon</i> ons list. orce sword: 1 force axe; 1 force stave.	
ABILITIES	Death t	o the Fa	lse Emp	peror (s	see Codex	:: Chaos	Space N	(Iarines			
		Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.									
PSYKER	power i	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).									
FACTION KEYWORDS	Снаоз	s, <ma< td=""><td>RK OF</td><td>Снао</td><td>s>, Her</td><td>ETIC A</td><td>ASTART</td><td>es, <l< td=""><td>EGION</td><th>N></th></l<></td></ma<>	RK OF	Снао	s>, Her	ETIC A	ASTART	es, <l< td=""><td>EGION</td><th>N></th></l<>	EGION	N>	
KEYWORDS	BIKER	Biker, Character, Psyker, Sorcerer									

2 Lower					RCEI of Tz				A AND D
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Disc of Tzeentch	12"	3+	3+	4	4	4	3	9	3+
A Sorcerer on Disc of Tze	entch is a si	ingle mo	del equi	pped w	ith: bolt	pistol;	disc's bla	des; for	rce sword; frag grenades; krak grenades.
WEAPON	RANGE	TYPI			S	AP	D	ABILI	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Disc's Blades	Melee	Mel	Melee		4	0	1	with	en the bearer fights, it makes 1 additional attack n this weapon and no more than 1 attack can be le with this weapon.
Force axe	Melee	Mel	Melee		+1	-2	D3	-	
Force stave	Melee	Mel	ee		+2	-1	D3	-	
Force sword	Melee	Mel	ee		User	-3	D3	-	
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	list; 1	weapon	from th	e Pistol	s list; 1 w	reapon	from the	Combi	nd of 1 bolt pistol: 1 weapon from the <i>Melee Weapon i-weapons</i> list. and of 1 force sword: 1 force axe; 1 force stave.
ABILITIES	Death t	o the Fa	lse Emp	eror (s	see Code	c: Chao	s Space N	(Iarines	;)
	Favour	of Tzee	ntch: Th	is mod	el has a 5	+ invu	lnerable	save.	
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).								
FACTION KEYWORDS	Снаоз	s, Tzer	NTCH,	HERE	TIC AST	ARTE	s, <leg< td=""><td>ION></td><td></td></leg<>	ION>	
KEYWORDS	Cavalry, Character, Daemon, Fly, Psyker, Sorcerer								

2 (7)					RCEI QUIN (
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sorcerer on Palanquin of Nurgle	5"	3+	3+	4	5	6	3	9	3+	
A Sorcerer on Palanquin of krak grenades.	Nurgle is	a single	model	equipp	ed with: b	olt pist	ol; force	sword;	nurglings' claws and teeth; frag grenades;	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Force axe	Melee	Mel	ee		+1	-2	D3	-		
Force stave	Melee	Mel	ee		+2	-1	D3	-		
Force sword	Melee	Melee			User	-3	D3	-		
Nurglings' claws and teeth	Melee	Melee			2	0	1	with can b	n the bearer fights, it makes D6 additional attacks this weapon and no more than those D6 attacks be made with this weapon. When resolving an k made with this weapon, re-roll a wound roll of 1.	
Frag grenades	6"	Gre	nade De	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	list; 1	weapon	from th	ne Pisto	<i>ls</i> list; 1 w	eapon	from the	Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapon</i> -weapons list. d of 1 force sword: 1 force axe; 1 force stave.	
ABILITIES	Death t	o the F	alse Em	peror (see Code	c: Chao	s Space I	Marines)		
PSYKER	power i	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).								
FACTION KEYWORDS	Снаоз	s, Nur	GLE, H	ERETI	c Astai	RTES, «	<legio< td=""><td>N></td><td></td></legio<>	N>		
KEYWORDS	CAVALRY, CHARACTER, DAEMON, PSYKER, SORCERER									



2 Power					RCEI				A SA TAYEN	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Sorcerer on Steed of Slaanesh	12"	3+	3+	4	4	5	4	9	3+	
A Sorcerer on Steed of S	laanesh is a s	ingle m	odel equ	iipped	with: bolt	pistol;	force sw	vord; las	shing tongue; frag grenades; krak grenades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Force axe	Melee	Mel	ee		+1	-2	D3	-		
Force stave	Melee	Mel	ee		+2	-1	D3	-		
Force sword	Melee	Mel	ee		User	-3	D3	-		
Lashing tongue	Melee	Mel	Melee		4	0	1	with	en the bearer fights, it makes 2 additional attacks this weapon and no more than 2 attacks can be be with this weapon.	
Frag grenades	6"	Gre	nade De	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	list; 1	weapon	from th	ne Pisto	ls list; 1 w	eapon	from the	e Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapons i-weapons</i> list. d of 1 force sword: 1 force axe; 1 force stave.	
ABILITIES	Death t	o the Fa	alse Em	peror (see Codes	c: Chao	s Space I	Marines))	
	Unholy	Speed:	When a	charg	e roll is m	ade for	this uni	it, you ca	an re-roll the dice.	
PSYKER	power i	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).								
FACTION KEYWORDS	Снаоз	S, SLAA	NESH,	HERE	ETIC AST	ARTE	s, <leg< td=""><td>SION></td><td></td></leg<>	SION>		
KEYWORDS	CAVALRY, CHARACTER, DAEMON, PSYKER, SORCERER									

THE FORBIDDEN ARMOURY

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bladed horn	Melee	Melee	5	-1	-1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Disc's blades	Melee	Melee	4	0	1	When the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Lashing tongue	Melee	Melee	4	0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon
Nurglings' claws and teeth	Melee	Melee	2	0	1	When the bearer fights, it makes D6 additional attacks with this weapon and no more than those D6 attacks can be made with this weapon. When resolving an attack made with this weapon, re-roll a wound roll of 1.

POINTS VALUES

HQ		
UNIT	MODELS Per unit	POINTS PER MODEL (Excluding wargear)
Chaos Lord on Bike	1	113
Chaos Lord on Disc of Tzeentch	1	100
Chaos Lord on Juggernaut of Khorne	1	125
Chaos Lord on Palanquin of Nurgle	1	99
Chaos Lord on Steed of Slaanesh	1	94
Sorcerer on Bike	1	130
Sorcerer on Disc of Tzeentch	1	125
Sorcerer on Palanquin of Nurgle	1	123
Sorcerer on Steed of Slaanesh	1	115

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bladed horn	0
Disc's blades	0
Lashing tongue	0
Nurglings' claws and teeth	0