



WARHAMMER
40,000

WARHAMMER
LEGENDS

ORKS

WARHAMMER LEGENDS

Over the years, Games Workshop has produced a wide array of diverse and interesting Citadel miniatures for players to use in their games of Warhammer 40,000. Today, some of those models are no longer available, but in keeping with the mighty deeds and extraordinary legends that these powerful warriors have wrought during their time, the rules for using them are being presented in this document.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside those found in *Codex: Orks*, 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: Orks*.

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.

ORKS WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Choppy 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: Orks*.

CHOPPY WEAPONS

- Big choppa
- Power claw

SHOOTY WEAPONS



- Kombi-weapon with rokkit launcha
- Kombi-weapon with skorcha
- Kustom shoota
- Shoota

SOUPED-UP WEAPONS

- Kombi-weapon with rokkit launcha
- Kombi-weapon with skorcha
- Kustom mega-blasta
- Kustom mega-slugga
- Rokkit launcha



DATASHEETS

  WARBOSS IN MEGA ARMOUR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Warboss in Mega Armour	4"	2+	5+	6	5	7	4	8	2+	
A Warboss in Mega Armour is a single model equipped with: kustom shoota; power klaw.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Kustom shoota	18"	Assault 4			4	0	1	-		
Power klaw	Melee	Melee			x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 kustom shoota: 1 weapon from the <i>Choppy Weapons</i> list; 1 weapon from the <i>Shooty Weapons</i> list. 									
ABILITIES	<p>'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Waaagh!: Friendly <CLAN> INFANTRY units can be chosen to charge with if they are within 6" of this model, even if they Advanced this turn.</p> <p>Breakin' Heads: When a Morale test taken for a friendly <CLAN> INFANTRY unit within 3" of this model is failed, this model can restore order with a brutal display of violence. If it does, no models flee and that unit suffers D3 mortal wounds instead.</p>									
FACTION KEYWORDS	ORK, <CLAN>									
KEYWORDS	INFANTRY, CHARACTER, MEGA ARMOUR, WARBOSS									





BIG MEK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Big Mek	5"	3+	5+	5	4	4	3	7	4+
Grot Oiler	5"	5+	4+	2	2	1	1	4	6+
A Big Mek is a single model equipped with: slugga, choppa, stikkbombs. It can be accompanied by a Grot Oiler.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Slugga	12"	Pistol 1		4	0	1	-		
Choppa	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Killsaw	Melee	Melee		x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack with this weapon profile.		
Stikkbombs	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 slugga: one weapon from the <i>Choppy Weapons</i> list; one weapon from the <i>Souped-up Weapons</i> list. This model can be equipped with one of the following instead of 1 choppa: 1 killsaw; 1 weapon from the <i>Choppy Weapons</i> list; 1 weapon from the <i>Souped-up Weapons</i> list. 								
ABILITIES	<p>'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Grot Oiler: Once per battle, a Grot Oiler can assist its master in making repairs. If it does so, the model being repaired regains 1 additional lost wound. When rolling to wound this unit, use the Big Mek's Toughness characteristic while it is on the battlefield. The death of a Grot Oiler is ignored for the purposes of Morale tests. The Grot Oiler is considered to have the CHARACTER keyword for the purposes of shooting attacks.</p> <p>Big Mekaniak: At the end of your Movement phase, this model can repair a single friendly <CLAN> VEHICLE model within 3". That model regains D3 lost wounds. Each model can only be repaired once per turn.</p>								
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS (BIG MEK)	CHARACTER, INFANTRY, BIG MEK								
KEYWORDS (GROT OILER)	INFANTRY, GRETCHIN, GROT OILER								

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POWER

BIG MEK

ON WARBIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Big Mek on Warbike	14"	3+	5+	5	5	5	3	7	4+
A Big Mek on Warbike is a single model equipped with: 2 dakkaguns; slugga; choppa; stikkbombs.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Dakkagun	18"	Assault 3		5	0	1	-		
Shokk attack gun	60"	Heavy D6		2D6	-5	D6	Each time this unit is chosen to shoot with, roll once to determine the Strength characteristic of this weapon. When resolving an attack made with this weapon, if a hit is scored and this weapon has a Strength characteristic of 11+, the target suffers D3 mortal wounds in addition to any other damage.		
Slugga	12"	Pistol 1		4	0	1	-		
Choppa	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Killsaw	Melee	Melee		x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack with this weapon profile.		
Stikkbombs	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 slugga: 1 shokk attack gun; 1 kustom force field; 1 weapon from the <i>Souped-up Weapons</i> list; 1 weapon from the <i>Choppy Weapons</i> list. This model can be equipped with one of the following instead of 1 choppa: 1 killsaw; 1 weapon from the <i>Souped-up Weapons</i> list; 1 weapon from the <i>Choppy Weapons</i> list. 								
ABILITIES	<p>'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Big Mekaniak: At the end of your Movement phase, this model can repair one friendly <CLAN> VEHICLE model within 1". That model regains D3 lost wounds. Each model can only be repaired once per turn.</p> <p>Kustom Force Field: If this model is equipped with a kustom force field, models in friendly ORK units have a 5+ invulnerable save against attacks made with ranged weapons whilst their unit is wholly within 9" of this model. In addition, if this model is equipped with a kustom force field and is embarked within a TRANSPORT model, that TRANSPORT model has a 5+ invulnerable save against attacks made with ranged weapons.</p>								
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	BIKER, CHARACTER, SPEED FREEKS, BIG MEK								



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POWER

DA RED GOBBO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Da Red Gobbo	5"	4+	3+	3	3	3	3	6	5+
Da Red Gobbo is a single model equipped with: kustom grot blasta; Icon of da Revolushun; stikkbombs. You can only include one DA RED GOBBO model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Kustom grot blasta	12"	Pistol D3		5	-1	2	-		
Icon of da Revolushun	Melee	Melee		User	-1	1	When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
Stikkbombs	6"	Grenade D6		3	0	1	-		
ABILITIES	Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)						Has Yoo Been a Good Little Grot This Year?: At the end of your Movement phase, you can select one other friendly GRETCHIN unit within 3" of this model. If you do, roll one D6; on a 1, that unit suffers 1 mortal wound. On a 2+, models in that unit count as being equipped with stikkbombs until the end of the battle.		
	Da Revolushun!: Friendly GRETCHIN units can use this model's Leadership instead of their own whilst they are within 6" of this model.								
	Red Gobbo: This model can be included in an ORK Detachment without preventing other units in that Detachment from gaining a Clan Kultur. Note, however, that this model does not itself benefit from any Clan Kultur.								
FACTION KEYWORDS	ORK								
KEYWORDS	INFANTRY, CHARACTER, GRETCHIN, DA RED GOBBO								





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POWER

PAINBOY ON WARBIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Painboy on Warbike	14"	3+	5+	5	5	5	4	6	4+
A Painboy on Warbike is a single model equipped with: 2 dakkaguns; 'urty syringe; power klaw.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Dakkagun	18"	Assault 3		5	0	1	-		
Killsaw	Melee	Melee		x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack with this weapon profile.		
Power klaw	Melee	Melee		x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
'Urty syringe	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon. When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 4+ is successful.		
WARGEAR OPTIONS	• This model can be equipped with 1 killsaw instead of 1 power klaw.								
ABILITIES	'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>) Sawbonez: At the end of your Movement phase, this model can attempt surgery on one friendly <CLAN> INFANTRY or <CLAN> BIKER model within 3". If it does, roll one D6; on a 1 that friendly model loses 1 wound, otherwise it regains D3 lost wounds. Each model can only have surgery attempted on it once per turn. Dok's Tools: When a <CLAN> INFANTRY or <CLAN> BIKER model would lose a wound within 3" of any friendly <CLAN> PAINBOYS , roll one D6; on a 6, that wound is not lost.								
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	BIKER, CHARACTER, SPEED FREAKS, PAINBOY								



WARTRAKKS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wartrakk	12"	3+	5+	4	5	6	4	6	4+	
This unit contains 1 Wartrakk. It can additionally contain up to 2 Wartrakks (Power Rating +6), or up to 4 Wartrakks (Power Rating +11). Every model is equipped with: twin big shoota.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Rack of rokkits	24"	Assault 2			8	-2	3	-		
Twin big shoota	36"	Assault 6			5	0	1	-		
WARGEAR OPTIONS	• Any model can be equipped with 1 rack of rokkits instead of 1 twin big shoota.									
ABILITIES	<p>'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Outriders: During deployment, you can set up this unit on the army's flank instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models and wholly within 6" of any battlefield edge.</p>									
FACTION KEYWORDS	ORK, <CLAN>									
KEYWORDS	VEHICLE, SPEED FREEKS, WARTRAKKS									





SKORCHAS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skorcha	12"	3+	5+	4	5	6	4	6	4+
This unit contains 1 Skorcha. It can additionally contain up to 2 Skorchas (Power Rating +6), or up to 4 Skorchas (Power Rating +11). Every model is equipped with: skorcha.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Skorcha	8"	Assault D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
ABILITIES	'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)								
Outriders: During deployment, you can set up this unit on the army's flank instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models and wholly within 6" of any battlefield edge.									
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	VEHICLE, SPEED FREEKS, SKORCHAS								



WARBUGGIES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Warbuggy	14"	3+	5+	4	5	5	4	6	4+	
This unit contains 1 Warbuggy. It can additionally contain up to 2 Warbuggies (Power Rating +5), or up to 4 Warbuggies (Power Rating +10). Every model is equipped with: twin big shoota.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Rack of rokkits	24"	Assault 2			8	-2	3	-		
Twin big shoota	36"	Assault 6			5	0	1	-		
WARGEAR OPTIONS	• Any model can be equipped with 1 rack of rokkits instead of 1 twin big shoota.									
ABILITIES	<p>'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Outriders: During deployment, you can set up this unit on the army's flank instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models and wholly within 6" of any battlefield edge.</p>									
FACTION KEYWORDS	ORK, <CLAN>									
KEYWORDS	VEHICLE, SPEED FREEKS, WARBUGGIES									





BIG GUNZ

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Big Gun	3"	5+	4+	2	5	3	2	4	5+
This unit contains 1 Big Gun and 2 grot krew. It can additionally contain up to 5 Big Gunz (Power Rating +1 each), with 2 grot krew each. Every Big Gun is equipped with: kannon.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Kannon	When you choose this weapon to shoot with, select one of the profiles below.								
- Frag	36"	Heavy D6	4	0	1	-			
- Shell	36"	Heavy 1	8	-2	D6	-			
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.			
Zzap gun	36"	Heavy 1	2D6	-3	3	Each time this weapon is chosen to shoot with, roll to determine the Strength characteristic of this weapon. When resolving an attack made with this weapon, if a hit is scored and this weapon has a Strength characteristic of 11+, the target suffers 3 mortal wounds, the bearer suffers 1 mortal wound, and the attack sequence ends.			
WARGEAR OPTIONS	• Any Big Gun can be equipped with one of the following instead of 1 kannon: 1 lobba; 1 zzap gun.								
ABILITIES	Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>) Grot Krew: Each Big Gun and its grot krew are treated as a single model for all rules purposes. The krew must remain within 1" of their Big Gun and cannot be targeted or attacked separately. The range and visibility of all attacks made by a Big Gun are measured from the Big Gun, not the krew.		Big Gunz: The first time this unit is set up on the battlefield, all of its Big Gunz must be placed within 6" of at least one other Big Gun, and with each grot krew within 1" of their Big Gun. From that point onwards, each Big Gun operates independently and is treated as a separate unit for all rules purposes.						
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	VEHICLE, ARTILLERY, GRETCHIN, BIG GUNZ								

WARGEAR OPTIONS

The datasheets from *Codex: Orks* that are listed below are updated as follows:

BURNA BOYZ

This datasheet gains the following wargear options:

- Any Spanner can be equipped with one of the following instead of 1 big shoota: 1 slugga and 1 choppa; 1 slugga and 1 killsaw.
- Any Spanner can be equipped with 1 weapon from the *Souped-up Weapons* list instead of 1 slugga.

DEFFKOPTAS

This datasheet gains the following wargear options:

- Any model can be equipped with 1 kustom mega-blasta instead of 1 twin big shoota.
- Any model can additionally be equipped with 1 killsaw.
- Any model can have 1 bigbomm. If it does, that model gains the Bigbomm ability (see below).

Bigbomm: Once per battle, at the end of your Movement phase, this model can drop its bigbomm on one enemy unit it moved over in that phase. To a maximum of five D6, roll one D6 for each model in that unit. For each roll of 5+ that unit suffers 1 mortal wound.

KOMMANDOS

This datasheet gains the following wargear options:

- The Boss Nob can be equipped with one of the following instead of 1 power klaw: 1 big choppa; 1 choppa.
- Up to 2 Kommandos can be equipped with one of the following instead of 1 slugga: 1 big shoota; 1 burna; 1 rokkit launcher.

MEK

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 kustom mega-slugga: 1 slugga; 1 weapon from the *Souped-up Weapons* list.



GUNZ AND GUBBINZ

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom grot blasta	12"	Pistol D3	5	-1	2	-
Rack of rokkits	24"	Assault 2	8	-2	3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icon of da Revolushun	Melee	Melee	User	-1	1	When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.

POINTS VALUES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Warboss in Mega Armour	1	107
Big Mek	1	55
- Grot Oiler	0-1	4
Big Mek on Warbike	1	81

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Painboy on Warbike	1	90

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Da Red Gobbo	1	30

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Skorchas	1-5	37
Warbuggies	1-5	33
Wartrakks	1-5	37

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Big Gunz	1-6	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Rack of rokkits	24

OTHER WARGEAR

ITEM	POINTS PER ITEM
Bigbomm	6

