

WARHAMMER

40,000



WARHAMMER LEGENDS

INQUISITION

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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 page you will find some additional wargear options. Used alongside *Index: Inquisition*, these allow you to field certain historic models on the tabletop.

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.

WARGEAR OPTIONS

The datasheets from *Index: Inquisition* that are listed below are updated as follows:

INQUISITOR

This datasheet gains the following wargear options:

- This model can be equipped with 1 null rod instead of 1 chainsword.

ARMOURY OF THE ORDOS

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Null rod	Melee	Melee	User	-2	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of D3 for that attack.

POINTS VALUES

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Null rod	4