

WARHAMMER
40,000



**WARHAMMER
LEGENDS**

CHAOS SPACE MARINES

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

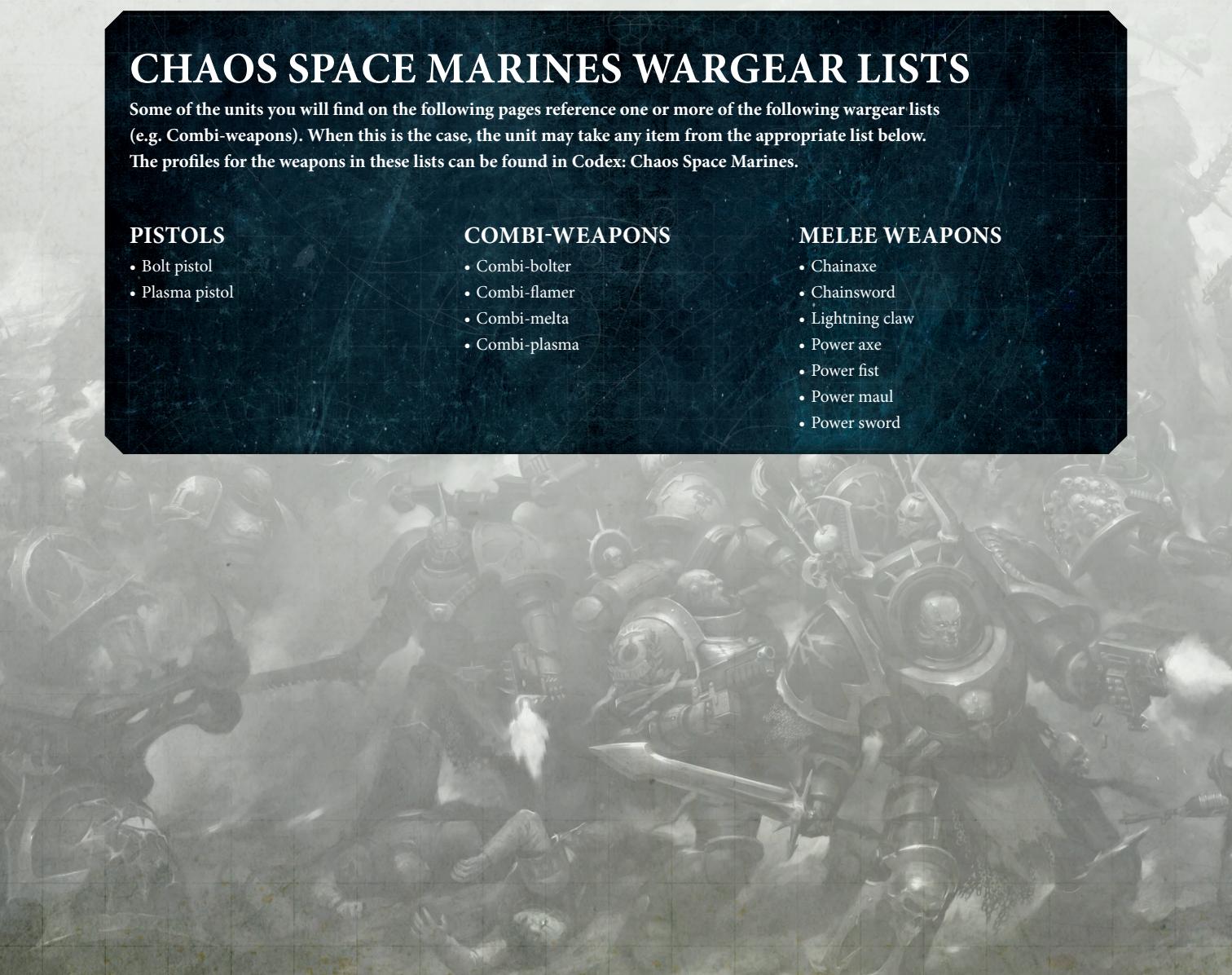
- Bolt pistol
- Plasma pistol

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



CHAOS LORD

ON BIKE



CHAOS LORD ON JUGGERNAUT OF KHORNE

6
POWER

CHAOS LORD

ON DISC OF TZEENTCH

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 Tzeentch is a single model equipped with: bolt pistol; chainsword; disc's blades; frag grenades; krak grenades.																				
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES													
Bolt pistol	12"	Pistol 1		4	0	1	-													
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack 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.													
Frag grenades	6"	Grenade D6		3	0	1	-													
Krak grenades	6"	Grenade 1		6	-1	D3	-													
WARGEAR OPTIONS	<ul style="list-style-type: none">This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Combi-weapons</i> list.This model can be equipped with one of the following instead of 1 chainsword: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list.																			
Abilities	Death to the False Emperor (see <i>Codex: Chaos Space Marines</i>)																			
Lord of Tzeentch: Re-roll hit rolls of 1 for attacks made by models in friendly TZEENTCH <LEGION> units whilst their unit is within 6" of this model.																				
Sigil of Corruption: This model has a 4+ invulnerable save.																				
Faction Keywords	CHAOS, TZEENTCH, HERETIC ASTARTES, <LEGION>																			
Keywords	CAVALRY, CHARACTER, DAEMON, FLY, CHAOS LORD																			



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POWER

CHAOS LORD

ON PALANQUIN OF NURGLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv									
Chaos Lord on Palanquin of Nurgle	5"	2+	2+	4	5	6	4	9	3+									
A Chaos Lord on Palanquin of Nurgle is a single model equipped with: bolt pistol; chainsword; nurglings' claws and teeth; frag grenades; krak grenades.																		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES											
Bolt pistol	12"	Pistol 1		4	0	1	-											
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack 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.											
Frag grenades	6"	Grenade D6		3	0	1	-											
Krak grenades	6"	Grenade 1		6	-1	D3	-											
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Combi-weapons</i> list. This model can be equipped with one of the following instead of 1 chainsword: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list. 																	
ABILITIES	Death to the False Emperor (see <i>Codex: Chaos Space Marines</i>)																	
Lord of Nurgle: Re-roll hit rolls of 1 for attacks made by models in friendly NURGLE <LEGION> units whilst their unit is within 6" of this model.																		
Sigil of Corruption: This model has a 4+ invulnerable save.																		
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>																	
KEYWORDS	CAVALRY, CHARACTER, DAEMON, CHAOS LORD																	





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POWER

CHAOS LORD ON STEED OF SLAANESH



8
POWER

SORCERER ON BIKE



SORCERER ON DISC OF TZEENTCH



SORCERER

ON PALANQUIN OF NURGLE

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 Nurgle is a single model equipped with: bolt pistol; force sword; nurglings' claws and teeth; frag grenades; krak grenades.												
WEAPON	RANGE	TYPE		S	AP	D	Abilities					
Bolt pistol	12"	Pistol 1		4	0	1	-					
Force axe	Melee	Melee		+1	-2	D3	-					
Force stave	Melee	Melee		+2	-1	D3	-					
Force sword	Melee	Melee		User	-3	D3	-					
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.					
Frag grenades	6"	Grenade D6		3	0	1	-					
Krak grenades	6"	Grenade 1		6	-1	D3	-					
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Combi-weapons</i> list. This model can be equipped with one of the following instead of 1 force sword: 1 force axe; 1 force stave. 											
ABILITIES	Death to the False Emperor (see <i>Codex: Chaos Space Marines</i>)											
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	CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>											
KEYWORDS	CAVALRY, CHARACTER, DAEMON, PSYKER, SORCERER											





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POWER

SORCERER ON STEED OF SLAANESH

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

