

# WARHAMMER

## 40,000

WARHAMMER  
LEGENDS

# 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 those found in *Codex: Space Marines* and its supplements, 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: 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.

## 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.

### PISTOLS

- Bolt pistol
- Grav-pistol
- Plasma pistol

### SPECIAL WEAPONS

- Flamer
- Grav-gun
- Meltagun
- Plasma gun

### MELEE WEAPONS

- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Thunder hammer

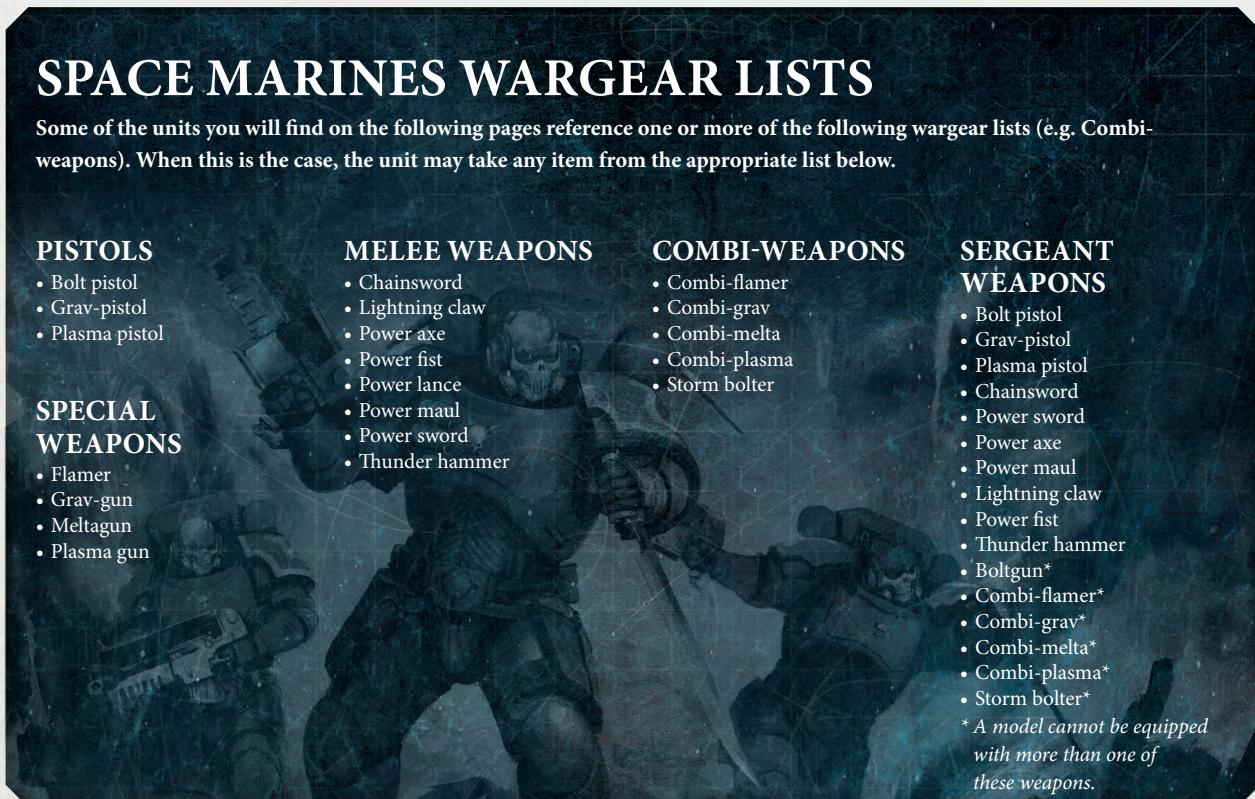
### COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

### SERGEANT WEAPONS

- Bolt pistol
- Grav-pistol
- Plasma pistol
- Chainsword
- Power sword
- Power axe
- Power maul
- Lightning claw
- Power fist
- Thunder hammer
- Boltgun\*
- Combi-flamer\*
- Combi-grav\*
- Combi-melta\*
- Combi-plasma\*
- Storm bolter\*

\* A model cannot be equipped with more than one of these weapons.



# DATASHEETS



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POWER

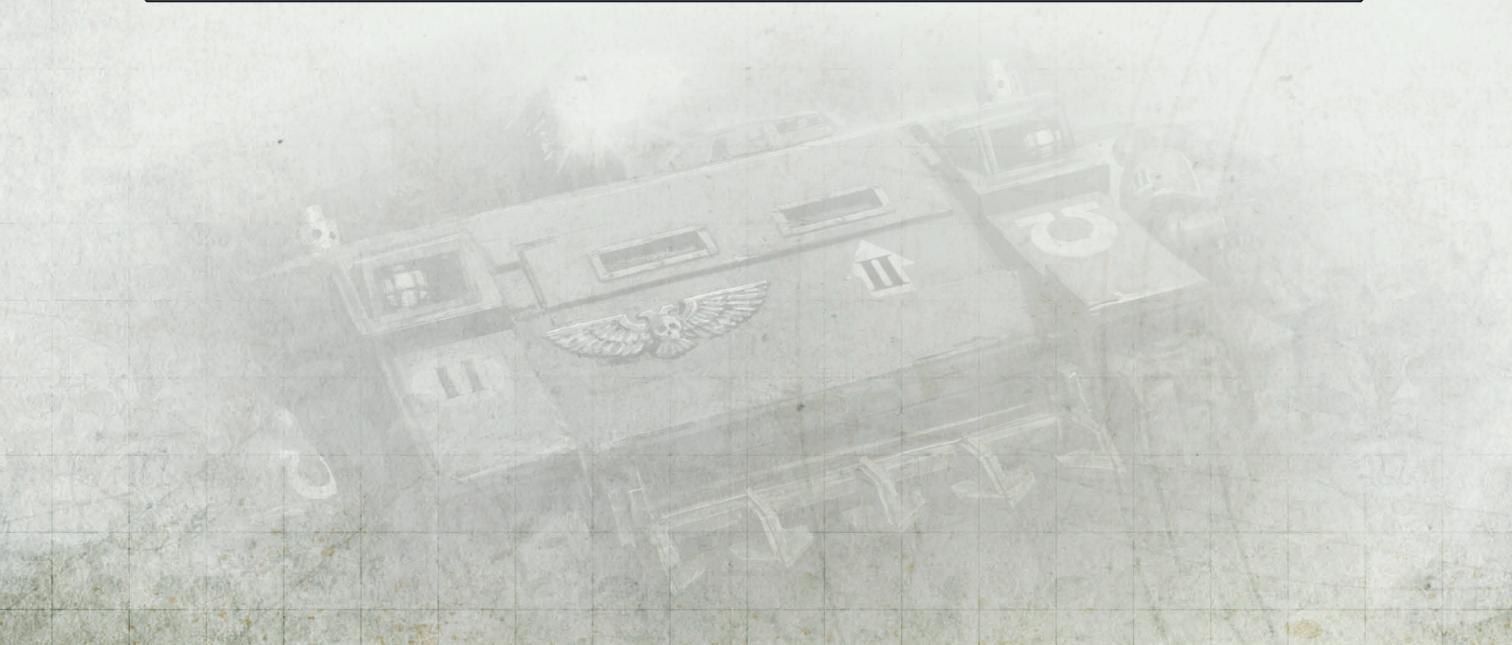
## RHINO PRIMARIS

Name	M	WS	BS	S	T	W	A	Ld	Sv			
Rhino Primaris	*	6+	*	6	7	10	*	8	3+			
A Rhino Primaris is a single model equipped with: twin plasma gun. It has an orbital comms array.												
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1		8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.					
Twin plasma gun	When you choose this weapon to shoot with, select one of the profiles below.											
- Standard	24"	Rapid Fire 2		7	-3	1						
- Supercharge	24"	Rapid Fire 2		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.					
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model can additionally be equipped with 1 hunter-killer missile.</li> </ul>											
<b>Abilities</b>	<p><b>Angels of Death</b> (see <i>Codex: Space Marines</i>)</p> <p><b>Smoke Launchers:</b> Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</p> <p><b>Explodes:</b> When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Orbital Comms Array:</b> In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within 6" of that point, subtracting 1 from the result if the unit being rolled for is a <b>CHARACTER</b>. On a 4+, the unit being rolled for suffers D3 mortal wounds.</p>											
<b>Transport</b>	This model has a transport capacity of 6 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, PRIMARIS, TERMINATOR or CENTURION models.											
<b>Faction Keywords</b>	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>											
<b>Keywords</b>	<b>VEHICLE, TRANSPORT, RHINO PRIMARIS</b>											

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1



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POWER

# LAND RAIDER EXCELSIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+

A Land Raider Excelsior is a single model equipped with: grav-cannon and grav-amp; 2 twin lascannons.

## DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excelsior combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made with this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model can additionally be equipped with 1 hunter-killer missile.</li> <li>This model can additionally be equipped with 1 storm bolter.</li> <li>This model can additionally be equipped with 1 multi-melta.</li> <li>This model can additionally be equipped with 1 Excelsior combi-plasma.</li> </ul>					
<b>Abilities</b>	<p><b>Angels of Death</b> (see <i>Codex: Space Marines</i>)</p> <p><b>Aquila Aegis Field:</b> This model has a 5+ invulnerable save.</p> <p><b>Data Augurs:</b> When resolving an attack made with a ranged weapon by this model, if it is within 24" of any friendly &lt;CHAPTER&gt; RHINO PRIMARIS models, add 1 to the hit roll.</p> <p><b>Smoke Launchers:</b> Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</p>					
	<p><b>Rites of Battle:</b> Re-roll hit rolls of 1 for attacks made by models in friendly &lt;CHAPTER&gt; units whilst their unit is within 6" of this model.</p> <p><b>Power of the Machine Spirit:</b> This model does not suffer the penalty for moving and firing Heavy weapons.</p> <p><b>Explodes:</b> When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>					
<b>Transport</b>	This model has a transport capacity of 10 <CHAPTER> INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION model takes the space of three other models. It cannot transport PRIMARIS models.					
<b>Faction Keywords</b>	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>					
<b>Keywords</b>	<b>VEHICLE, LAND RAIDER, TRANSPORT, LAND RAIDER EXCELSIOR</b>					



## IMPERIAL SPACE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+				
An Imperial Space Marine is a single model equipped with: disintegration combi-gun; disintegration pistol; frag grenades; krak grenades. Only one IMPERIAL SPACE MARINE model can be included in your army.													
WEAPON	RANGE	TYPE	S	AP	D	Abilities							
Disintegration combi-gun			When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.										
- Boltgun	24"	Rapid Fire 1	4	0	1	-							
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-							
Disintegration pistol	9"	Pistol 1	5	-3	D6	-							
Frag grenades	6"	Grenade D6	3	0	1	-							
Krak grenades	6"	Grenade 1	6	-1	D3	-							
Abilities	Angels of Death (see Codex: Space Marines)												
Faction Keywords	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>												
Keywords	INFANTRY, CHARACTER, IMPERIAL SPACE MARINE												





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POWER

# CHAPLAIN ON BIKE



# LIBRARIAN ON BIKE



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**TECHMARINE**  
ON BIKE



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POWER

# APOTHECARY ON BIKE



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POWER

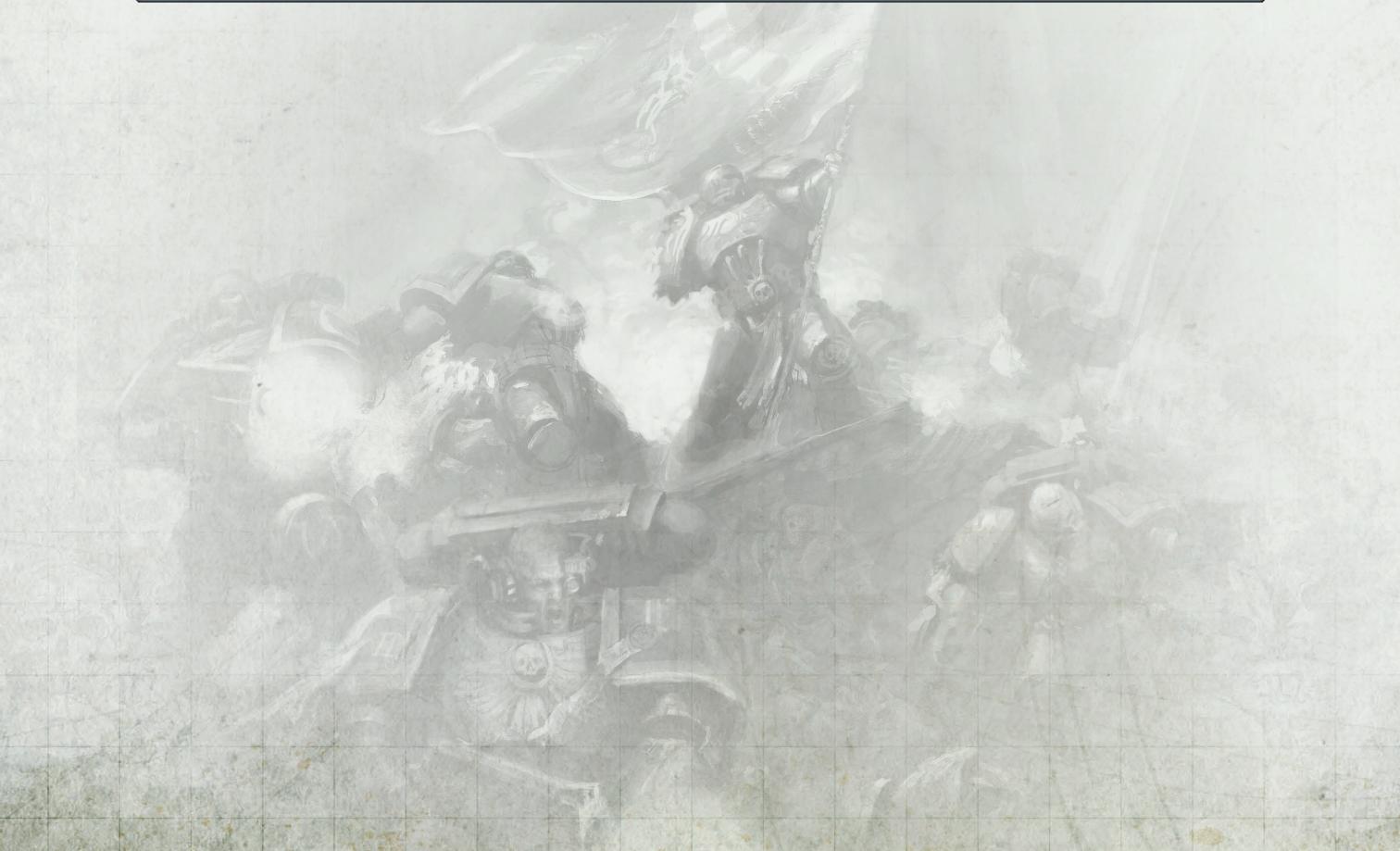
# COMPANY ANCIENT ON BIKE



# COMPANY CHAMPION

## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Company Champion on Bike	14"	2+	3+	4	5	5	4	8	3+														
A Company Champion on Bike is a single model equipped with: bolt pistol; twin bolter; master-crafted power sword; frag grenades; krak grenades. It has a combat shield.																							
WEAPON	RANGE	TYPE		S	AP	D	Abilities																
Bolt pistol	12"	Pistol 1		4	0	1	-																
Twin bolter	24"	Rapid Fire 2		4	0	1	-																
Master-crafted power sword	Melee	Melee		User	-3	2	-																
Frag grenades	6"	Grenade D6		3	0	1	-																
Krak grenades	6"	Grenade 1		6	-1	D3	-																
<b>Abilities</b>	<b>Angels of Death</b> (see Codex: Space Marines)																						
<b>Honour or Death:</b> This model must perform a Heroic Intervention if it is able to do so. It can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a CHARACTER, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model.																							
<b>Martial Superiority:</b> If this model is within 1" of any enemy CHARACTER models at the start of the Fight phase, it can fight first in that Fight phase, even if it did not charge. If the enemy has units that have charged or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.																							
<b>Superlative Duellist:</b> When resolving an attack made with a melee weapon by this model against a CHARACTER unit, you can re-roll the hit roll and you can re-roll the wound roll																							
<b>Combat Shield:</b> This model has a 5+ invulnerable save.																							
<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.																							
<b>Faction Keywords</b>	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>																						
<b>Keywords</b>	<b>BIKER, CHARACTER, COMPANY CHAMPION</b>																						



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# COMPANY VETERANS

## ON BIKES

NAME	M	WS	BS	S	T	W	A	Ld	Sv					
Space Marine Veteran Biker	14"	3+	3+	4	5	2	2	8	3+					
Veteran Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+					
This unit contains 1 Veteran Biker Sergeant and 1 Space Marine Veteran Biker. It can additionally contain up to 3 Space Marine Veteran Bikers ( <b>Power Rating +7</b> ). Every model is equipped with: bolt pistol; twin bolter; chainsword; frag grenades; krak grenades.														
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Bolt pistol	12"	Pistol 1		4	0	1	-							
Bolter	24"	Rapid Fire 1		4	0	1	-							
Twin bolter	24"	Rapid Fire 2		4	0	1	-							
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.							
Frag grenades	6"	Grenade D6		3	0	1	-							
Krak grenades	6"	Grenade 1		6	-1	D3	-							
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>The Veteran Biker Sergeant can be equipped with up to 2 weapons from the <i>Sergeant Weapons</i> list instead of 1 bolt pistol and 1 chainsword.</li> <li>Any Space Marine Veteran Biker can be equipped with one of the following instead of 1 bolt pistol: 1 storm shield; 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list.</li> <li>Any Space Marine Veteran Biker can be equipped with one of the following instead of 1 chainsword: 1 bolter; 1 storm shield; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Special Weapons</i> list.</li> </ul>													
<b>Abilities</b>	<p><b>Angels of Death</b> (see <i>Codex: Space Marines</i>)</p> <p><b>Command Squad Bodyguard:</b> When a friendly &lt;CHAPTER&gt; CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.</p> <p><b>Turbo-boost:</b> When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.</p> <p><b>Storm Shield:</b> A model with a storm shield has a 3+ invulnerable save.</p>													
<b>Faction Keywords</b>	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>													
<b>Keywords</b>	<b>BIKER, COMPANY VETERANS</b>													



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## HONOUR GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Honour Guard	6"	3+	3+	4	4	2	2	9	2+
This unit contains 2 Honour Guard. Every model is equipped with: bolt pistol; boltgun; power axe; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Power axe	Melee	Melee		+1	-2	1	-		
Power lance	Melee	Melee		+2	-1	1	-		
Power maul	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Relic blade	Melee	Melee		+2	-3	D3	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any model can be equipped with one of the following instead of 1 power axe: 1 power maul; 1 power sword; 1 relic blade.								
Abilities	Angels of Death (see Codex: Space Marines)								
<b>Honour Guard:</b> When a friendly <CHAPTER> CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.									
Faction Keywords	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
Keywords	INFANTRY, HONOUR GUARD								



The Honour Guard take to the field, the Chapter Champion and Chapter Ancient at the forefront of their advance.

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# TERMINUS ULTRA

## DAMAGE

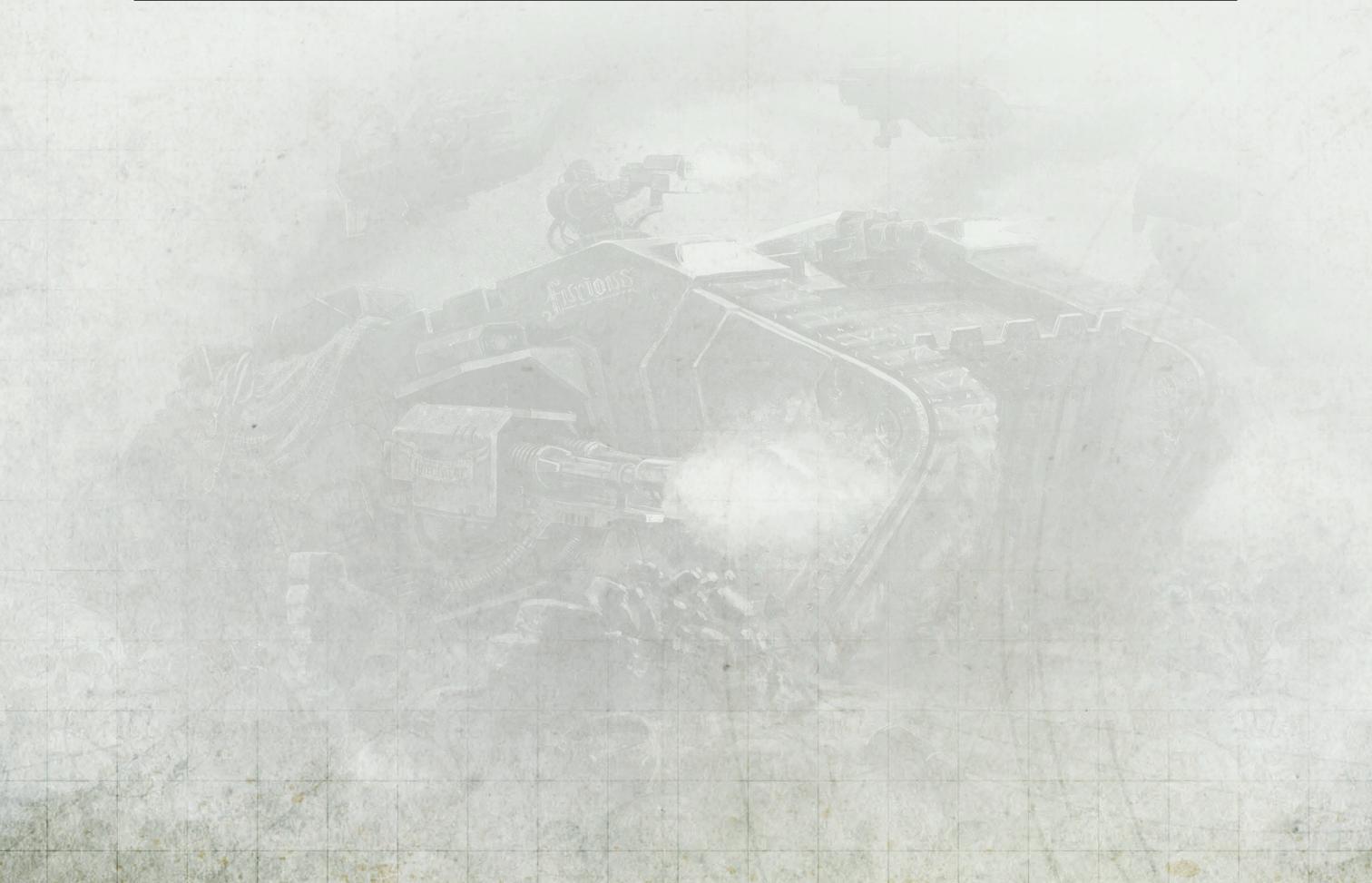
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminus Ultra	*	6+	*	8	8	16	*	9	2+

A Terminus Ultra is a single model equipped with: 2 lascannons; 3 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model can additionally be equipped with 1 hunter-killer missile.</li> <li>This model can additionally be equipped with 1 storm bolter.</li> <li>This model can additionally be equipped with 1 multi-melta.</li> </ul>					
<b>ABILITIES</b>	<b>Angels of Death</b> (see <i>Codex: Space Marines</i> )					
	<b>Smoke Launchers:</b> Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.					
	<b>Power of the Machine Spirit:</b> This model does not suffer the penalty for moving and firing Heavy weapons.					
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>					
<b>KEYWORDS</b>	<b>VEHICLE, LAND RAIDER, TERMINUS ULTRA</b>					





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# MARNEUS CALGAR



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# MARNEUS CALGAR

## IN ARTIFICER ARMOUR



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# CHIEF LIBRARIAN TIGURIUS

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## KAYVAAN SHRIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+			
Kayvaan Shrike is a single model equipped with: bolt pistol; Raven's Talons; frag grenades; krak grenades. Only one <b>KAYVAAN SHRIKE</b> model can be included in your army.												
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Bolt pistol	12"	Pistol 1		4	0	1	-					
Raven's Talons	Melee	Melee		User	-3	D3	When resolving an attack made with this weapon, you can re-roll the wound roll.					
Frag grenades	6"	Grenade D6		3	0	1	-					
Krak grenades	6"	Grenade 1		6	-1	D3	-					
ABILITIES	<b>Angels of Death</b> (see <i>Codex: Space Marines</i> )						<b>Jump Pack Assault:</b> During deployment, you can set up this model high in the skies 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 model anywhere on the battlefield that is more than 9" away from any enemy models.  <b>Winged Deliverance:</b> You can re-roll charge rolls made for friendly <b>RAVEN GUARD JUMP PACK</b> units whilst they are within 6" of this model.					
<b>FACTION KEYWORDS</b> IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD												
KEYWORDS	<b>CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, KAYVAAN SHRIKE</b>											



Chapter Master Kayvaan Shrike is a legendary figure – a hero to the Imperium and a harbinger of swift death to its enemies.



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# KOR'SARRO KHAN



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POWER

# KOR'SARRO KHAN

## ON MOONDRAKKAN

# WARGEAR OPTIONS

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

## DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

## LIBRARIAN IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

- This model can have a storm shield instead of being equipped with 1 storm bolter.

## TECHMARINE

This datasheet gains the following wargear options:

- If this model is not equipped with a plasma cutter, it can be equipped with 1 conversion beamer instead of 1 servo-arm. A model equipped with a conversion beamer cannot be equipped with a plasma cutter.

## VENERABLE DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.



# ARMOURY OF THE SPACE MARINES

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Conversion beamer	42"	Heavy D3	6	0	1	When resolving an attack made with this weapon against a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 for that attack.
Disintegration combi-gun						When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Excelsior combi-plasma						When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made with this weapon. Only one plasma gun profile can be selected.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Twin plasma gun						When you choose this weapon to shoot with, select one of the profiles below.
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Moonfang	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon against a CHARACTER unit, this weapon has a Strength characteristic of x2 for that attack.
Power lance	Melee	Melee	+2	-1	1	-
Raven's Talons	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, you can re-roll the wound roll.
Rod of Tigurius	Melee	Melee	+3	-1	D3	-

# POINTS VALUES

<b>HQ</b>		
<b>UNIT</b>	<b>MODELS PER UNIT</b>	<b>POINTS PER MODEL</b> (Excluding wargear)
Chaplain on Bike	1	95
Land Raider Excelsior	1	200
Librarian on Bike	1	119
Rhino Primaris	1	52
Techmarine on Bike	1	70

<b>NAMED CHARACTERS</b>		
<b>UNIT</b>	<b>MODELS PER UNIT</b>	<b>POINTS PER MODEL</b> (Including wargear)
Chief Librarian Tigurius	1	115
Kayvaan Shrike	1	150
Kor'sarro Khan	1	90
Kor'sarro Khan on Moondrakkan	1	132
Marneus Calgar	1	250
Marneus Calgar in Artificer Armour	1	235

<b>ELITES</b>		
<b>UNIT</b>	<b>MODELS PER UNIT</b>	<b>POINTS PER MODEL</b> (Excluding wargear)
Apothecary on Bike	1	80
Company Ancient on Bike	1	88
Company Champion on Bike	1	80
Company Veterans on Bikes	2-5	34
Honour Guard	2	21
Imperial Space Marine	1	60

<b>LORDS OF WAR</b>		
<b>UNIT</b>	<b>MODELS PER UNIT</b>	<b>POINTS PER MODEL</b> (Excluding wargear)
Terminus Ultra	1	250

<b>RANGED WEAPONS</b>	
<b>WEAPON</b>	<b>POINTS PER WEAPON</b>
Conversion beamer	20
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28
Twin plasma gun	22

<b>MELEE WEAPONS</b>	
<b>WEAPON</b>	<b>POINTS PER WEAPON</b>
Power lance	4

