

# WARHAMMER

## 40,000



WARHAMMER  
LEGENDS  
**DARK ANGELS**

# 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: Dark Angels*, these allow you to field certain legendary models in your games. The units described by datasheets in this document can be drawn from a successor Chapter instead of the Dark Angels Chapter, following the guidelines found in *Codex: Dark Angels*.

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.

## DARK ANGELS 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

### 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



# DATASHEETS



**5**  
POWER

## RHINO PRIMARIS

### 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

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>And They Shall Know No Fear</b> (see <i>Codex: Dark Angels</i>)</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 D6" 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> <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>				
<b>TRANSPORT</b>		This model has a transport capacity of 6 <b>DARK ANGELS INFANTRY</b> models. It cannot transport <b>JUMP PACK</b> , <b>PRIMARIS</b> , <b>TERMINATOR</b> or <b>CENTURION</b> models.				
<b>FACTION KEYWORDS</b>		<b>IMPERIUM</b> , <b>ADEPTUS ASTARTES</b> , <b>DARK ANGELS</b>				
<b>KEYWORDS</b>		<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>RHINO PRIMARIS</b>				



16  
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>And They Shall Know No Fear</b> (see <i>Codex: Dark Angels</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 <b>DARK ANGELS RHINO PRIMARIS</b> 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 <b>DARK ANGELS</b> 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 <b>DARK ANGELS INFANTRY</b> models. Each <b>JUMP PACK</b> or <b>TERMINATOR</b> model takes the space of two other models and each <b>CENTURION</b> model takes the space of three other models. It cannot transport <b>PRIMARIS</b> models.					
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS</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	And They Shall Know No Fear (see Codex: Dark Angels)									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS	INFANTRY, CHARACTER, IMPERIAL SPACE MARINE									





5  
POWER

# CHAPLAIN ON BIKE



7  
POWER

# LIBRARIAN ON BIKE



A black octagonal badge with a white border. Inside, the number '6' is prominently displayed in large white digits. Below it, the word 'POWER' is written in smaller white capital letters.

# TECHMARINE ON BIKE



4  
POWER

# **INTERROGATOR-CHAPLAIN ON BIKE**

# WARGEAR OPTIONS

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

## BELIAL

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 storm bolter and 1 Sword of Silence: 2 lightning claws; 1 thunder hammer and 1 storm shield.

## 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.

## INTERROGATOR-CHAPLAIN IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 storm bolter: 1 lightning claw; 1 power fist; 1 thunder hammer; 1 storm shield.

## 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

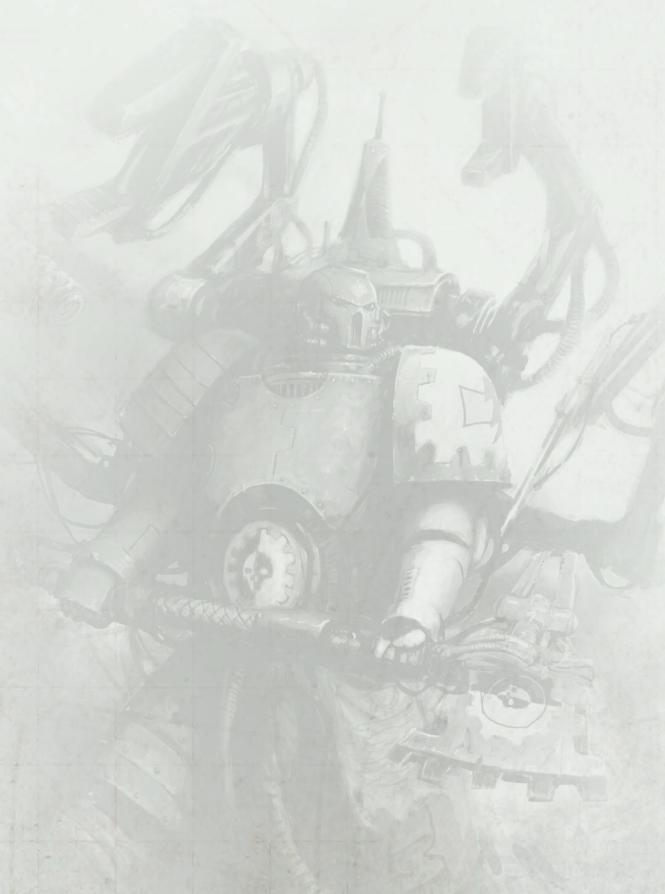
This datasheet gains the following wargear options:

- 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 ROCK

## 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.
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
Power lance	Melee	Melee	+2	-1	1	-

# POINTS VALUES

## HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (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

## RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Conversion beamer	20
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28

## ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Imperial Space Marine	1	60

## MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Power lance	4