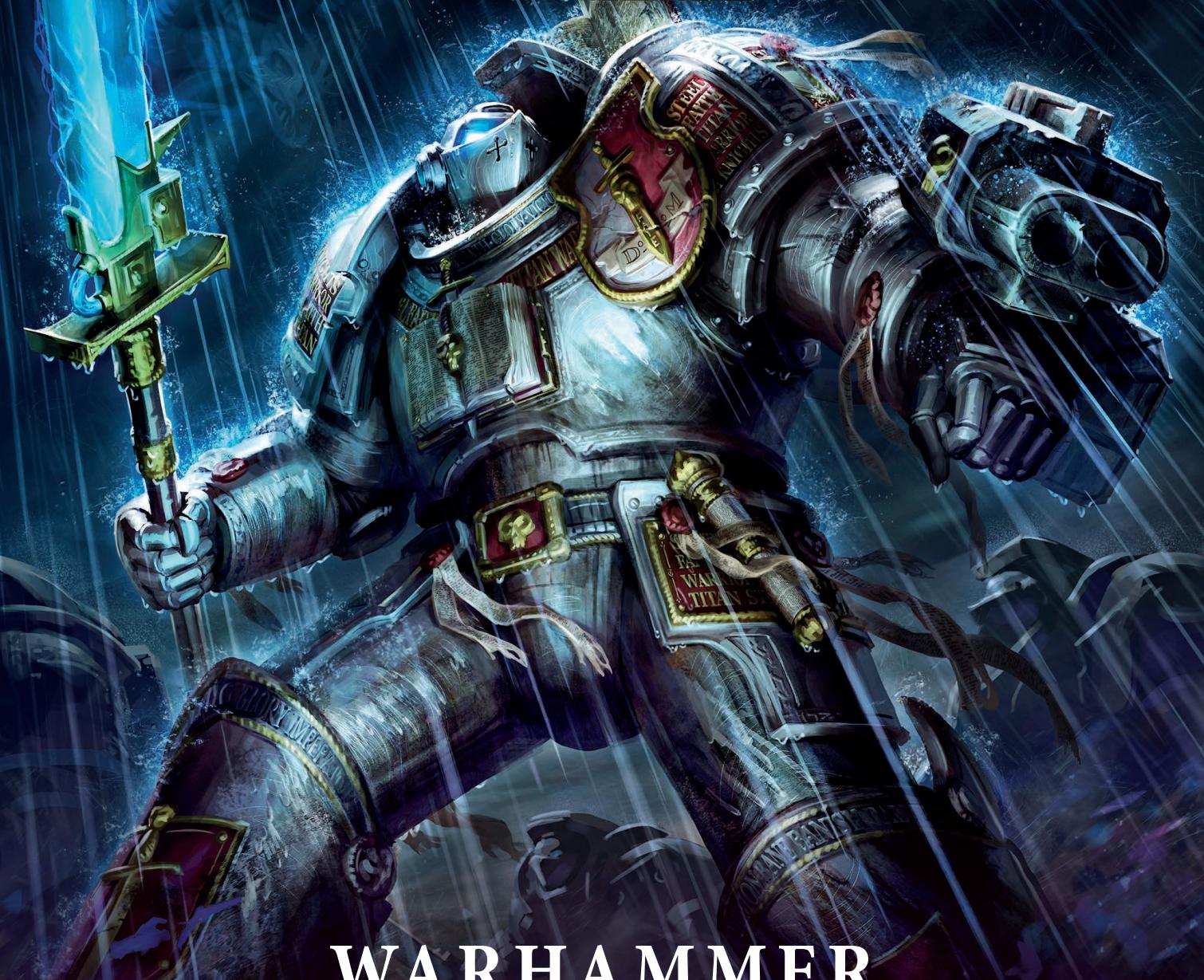


# WARHAMMER

## 40,000



WARHAMMER  
LEGENDS  
**GREY KNIGHTS**

# 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 page you will find some additional wargear options. Used alongside *Codex: Grey Knights*, 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 *Codex: Grey Knights* 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.

## TECHMARINE

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 boltgun: 1 combi-flamer; 1 combi-grav; 1 combi-melta; 1 combi-plasma; 1 grav-pistol; 1 plasma pistol; 1 storm bolter.
- This model can be equipped with one of the following instead of 1 power axe: 1 chainsword; 1 lightning claw; 1 power fist; 1 power lance; 1 power maul; 1 power sword; 1 thunder hammer.
- This model can be equipped with 1 conversion beamer instead of 2 servo-arms, 1 plasma cutter and 1 flamer.

## 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 TITAN

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-grav	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	-
- Grav-gun	18"	Rapid Fire 1	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.
Conversion beamer	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.					
Grav pistol	12"	Pistol 1	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.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	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.
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.

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Lightning claw	Melee	Melee	User	-2	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile. When resolving an attack made with this weapon, you can re-roll the wound roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.

# POINTS VALUES

## MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Lightning claw	6
Power fist	9
Power lance	4
Power maul	4
Power sword	4
Thunder hammer	40

## RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Combi-grav	13
Conversion beamer	20
Grav pistol	8
Plasma pistol	5
Twin autocannon	20
Twin heavy flamer	28

