

WARHAMMER 40,000



WARHAMMER
LEGENDS

LEGION OF THE DAMNED

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 datasheet and points values that can be used to field Damned Legionnaires 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.



8
POWER

DAMNED LEGIONNAIRES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	1	2	10	3+	
Legionnaire Sergeant	5"	3+	3+	4	4	1	3	10	3+	
This unit contains 1 Legionnaire Sergeant and 4 Legionnaires. It can additionally contain up to 5 Legionnaires (Power Rating +6). Every model is equipped with: bolt pistol; boltgun; frag grenades; Krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Flamer	8"	Assault D6		4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.			
Heavy flamer	8"	Heavy D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.			
Meltagun	12"	Assault 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.			
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.			
Plasma gun	When you choose this weapon to shoot with, select one of the profiles below.									
- Standard	24"	Rapid Fire 1		7	-3	1	-			
- Supercharge	24"	Rapid Fire 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.			
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.			
Storm 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.			
Power axe	Melee	Melee		+1	-2	1	-			
Power fist	Melee	Melee		x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.			
Power maul	Melee	Melee		+2	-1	1	-			
Power sword	Melee	Melee		User	-3	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">The Legionnaire Sergeant can be equipped with one of the following instead of 1 boltgun: 1 chainsword; 1 power axe; 1 power fist; 1 power maul; 1 power sword.The Legionnaire Sergeant can be equipped with one of the following instead of 1 bolt pistol: 1 plasma pistol; 1 storm bolter.1 Legionnaire can be equipped with one of the following instead of 1 boltgun: 1 heavy flamer; 1 multi-melta.1 Legionnaire can be equipped with one of the following instead of 1 boltgun: 1 flamer; 1 meltagun; 1 plasma gun.									
ABILITIES	And They Shall Know No Fear: When a Morale test is taken for this unit, you can re-roll the dice. Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing boltguns or storm bolters make double the number of attacks if any of the following apply: <ul style="list-style-type: none">The firing model's target is within half the weapon's maximum range.Every model in this unit remained stationary in your previous Movement phase. Unyielding Spectres: Models in this unit have a 3+ invulnerable save.						Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. Aid Unlooked For: During deployment, you can set up this unit in the aether 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 unit anywhere on the battlefield that is more than 9" away from any enemy models. Flaming Projectiles: When resolving an attack made with a ranged weapon by a model in this unit, the target does not receive the benefit of cover.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, LEGION OF THE DAMNED									
KEYWORDS	INFANTRY, DAMNED LEGIONNAIRES									

POINTS VALUES

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Damned Legionnaires	5-10	25

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Flamer	6
Frag grenades	0
Krak grenades	0
Multi-melta	22
Plasma gun	11
Plasma pistol	5
Storm bolter	2