



**WARHAMMER**  
**40,000**



**WARHAMMER**  
LEGENDS  
**CHAOS DAEMONS**

# WARHAMMER LEGENDS

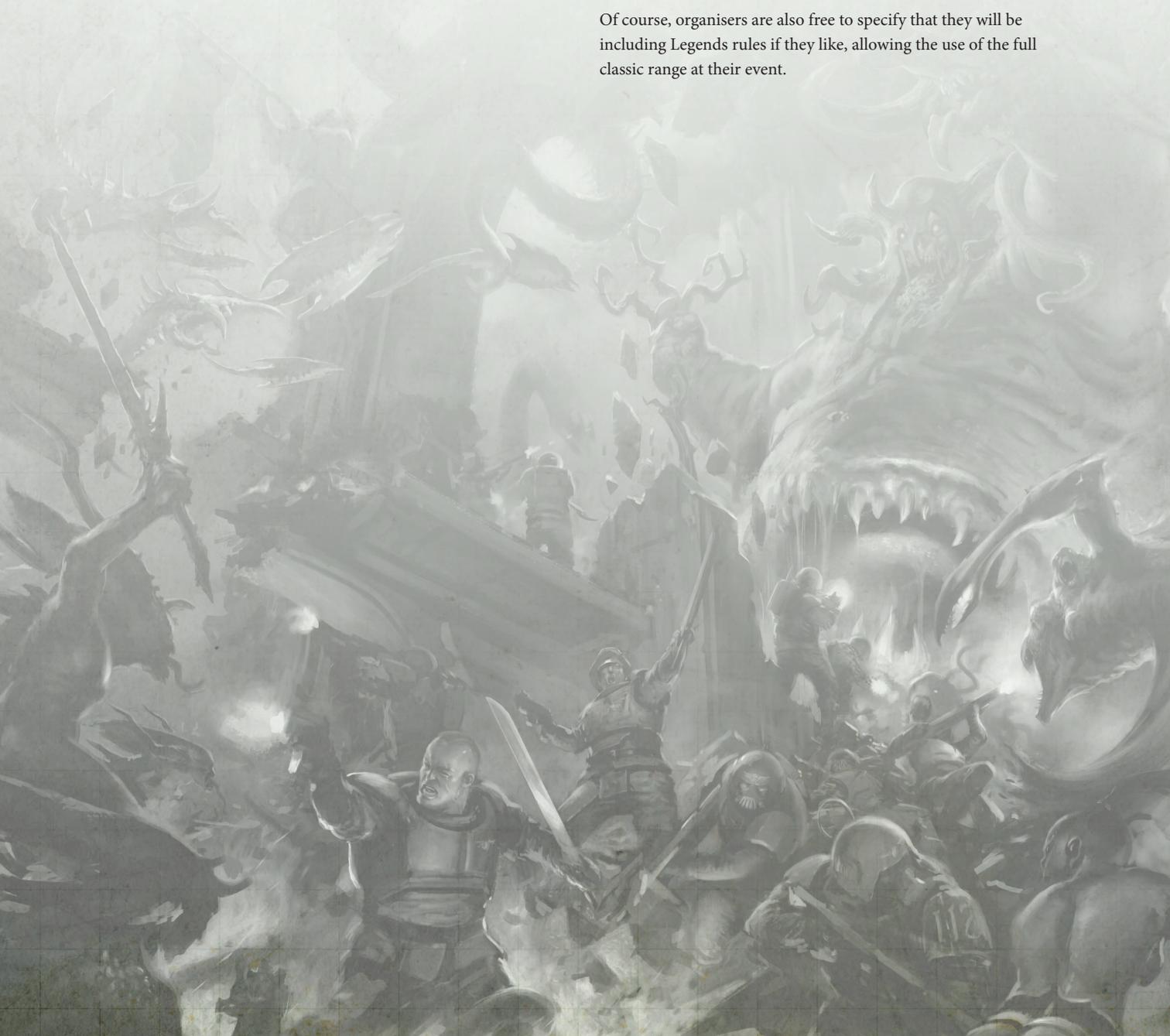
Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following page, you will find a datasheet that can be used alongside *Codex: Chaos Daemons* to field a Herald of Slaanesh on Steed 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.



# DATASHEETS

  <b>HERALD OF SLAANESH</b> <b>ON STEED</b>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Herald of Slaanesh on Steed	14"	2+	2+	4	3	5	4	8	6+	
A Herald of Slaanesh on Steed is a single model equipped with: lashing tongue; ravaging claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
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.			
Ravaging claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.			
ABILITIES	<b>Daemonic, Quicksilver Swiftiness, Daemonic Ritual</b> (see <i>Codex: Chaos Daemons</i> )  <b>Locus of Slaanesh:</b> Add 1 to the Strength characteristic of models in <b>SLAANESH DAEMON</b> units whilst their unit is within 6" of any friendly models with this ability.  <b>Unholy Speed:</b> When a charge roll is made for this unit, you can re-roll the dice.									
PSYKER	This model can attempt to manifest one psychic power 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 one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i> ).									
FACTION KEYWORDS	<b>CHAOS, SLAANESH, DAEMON</b>									
KEYWORDS	<b>CAVALRY, CHARACTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH</b>									

# POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Herald of Slaanesh on Steed	1	82

