

The background of the entire image is a dynamic, high-contrast illustration of a Warhammer 40,000 Astra Militarum battle scene. In the center, a prominent Imperial Guard Captain stands amidst the chaos, wearing a red-tinted helmet with a skull emblem and a dark, ornate tunic with a large, metallic, triangular pauldron. He holds a massive, blood-stained cut-throat sword across his chest. Behind him, a large Imperial Guard banner with a skull and wings is partially visible. The background is filled with the silhouettes of other soldiers, the smoke of battle, and the orange glow of fires or explosions. The overall tone is gritty and heroic.

WARHAMMER

40,000

WARHAMMER
LEGENDS
ASTRA MILITARUM

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 additional wargear options. Used alongside *Codex: Astra Militarum*, 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: Astra Militarum*.

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



ROUGH RIDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rough Rider	10"	4+	4+	3	3	2	1	6	5+
Rough Rider Sergeant	10"	4+	4+	3	3	2	2	7	5+
This unit contains 1 Rough Rider Sergeant and 4 Rough Riders. It can additionally contain up to 5 Rough Riders (Power Rating +2). Every model is equipped with: laspistol; chainsword; hunting lance; trampling hooves; frag grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1		3	0	1	-		
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.		
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Hunting lance	Melee	Melee			+2	-2	D3	When the bearer fights, it can only attack with this weapon if it has charged this turn.	
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	-	
Trampling hooves	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.	
Frag grenades	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">• The Rough Rider Sergeant can be equipped with 1 plasma pistol instead of 1 laspistol.• The Rough Rider Sergeant can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power lance; 1 power maul; 1 power sword.• Up to 2 Rough Riders can be equipped with one of the following instead of 1 hunting lance: 1 flamer; 1 grenade launcher; 1 meltagun; 1 plasma gun.								
ABILITIES	Flanking Manoeuvres: During deployment, you can set up this unit on the army's flank 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 and wholly within 6" of any battlefield edge.								
FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, <REGIMENT>								
KEYWORDS	CAVALRY, ROUGH RIDERS								

WARGEAR OPTIONS

The datasheets from *Codex: Astra Militarum* that are listed below are updated as follows:

COMMISSAR

This datasheet gains the following wargear options:

- For each power sword this model is equipped with, it can instead be equipped with: 1 power axe; 1 power maul.

COMPANY COMMANDER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.

INFANTRY SQUAD

This datasheet gains the following wargear options:

- The Sergeant can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.

LORD COMMISSAR

This datasheet gains the following wargear options:

- For each power sword this model is equipped with, it can instead be equipped with: 1 power axe; 1 power maul.

MILITARUM TEMPESTUS SCIONS

This datasheet gains the following wargear options:

- The Tempestor can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.

PLATOON COMMANDER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.

SPECIAL WEAPONS SQUAD

This datasheet gains the following wargear options:

- Any model can be equipped with 1 demolition charge and 1 lasgun instead of 1 flamer.

TEMPESTOR PRIME

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.

VETERANS

This datasheet gains the following wargear options:

- The Veteran Sergeant can be equipped with one of the following instead of 1 chainsword: 1 power axe; 1 power maul.



ARMOURY OF THE IMPERIUM

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolition charge	6"	Grenade D6	8	-3	D3	The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunting lance	Melee	Melee	+2	-2	D3	When the bearer fights, it can only attack with this weapon if it has charged this turn.
Power axe	Melee	Melee	+1	-2	1	
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Trampling hooves	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

POINTS VALUES

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Rough Riders	5-10	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Demolition charge	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Hunting lance	2
Power axe	5
Power lance	4
Power maul	4
Trampling hooves	0

