

WARHAMMER 40,000



WARHAMMER
LEGENDS
DEATH GUARD

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: Death Guard*, these allow you to field certain legendary models in your games.

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.

DEATH GUARD 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. The profiles for the weapons in these lists can be found in *Codex: Death Guard*.

COMBI-WEAPONS

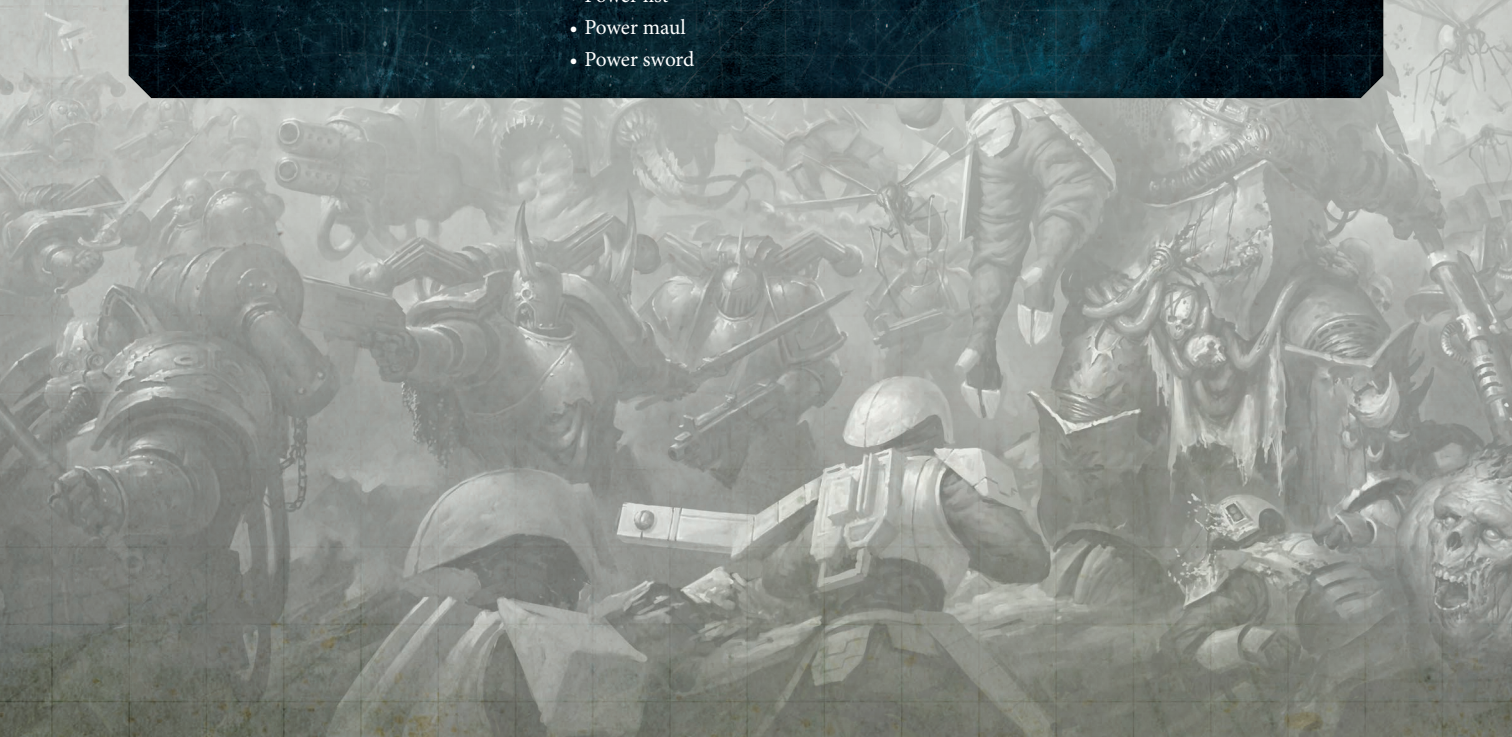
- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

MELEE WEAPONS

- Chainaxe
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword

PISTOLS

- Bolt pistol
- Plasma pistol





CHAOS LORD

ON PALANQUIN OF NURGLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaos Lord on Palanquin of Nurgle	5"	2+	2+	4	5	6	4	9	3+	
A Chaos Lord on Palanquin of Nurgle is a single model equipped with: bolt pistol; chainsword; nurglings' claws and teeth; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Nurglings' claws and teeth	Melee	Melee		2	0	1	When the bearer fights, it makes D6 additional attacks with this weapon and no more than those D6 attacks can be made with this weapon. When resolving an attack made with this weapon, re-roll a wound roll of 1.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	- This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Combi-weapons</i> list. - This model can be equipped with one of the following instead of 1 chainsword: 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list.									
ABILITIES	Death to the False Emperor (see <i>Codex: Death Guard</i>) Lord of Nurgle: Re-roll hit rolls of 1 for attacks made by models in friendly NURGLE <LEGION> units whilst their unit is within 6" of this model. Sigil of Corruption: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	CAVALRY, CHARACTER, DAEMON, CHAOS LORD									



WARGEAR OPTIONS

The datasheets from *Codex: Death Guard* that are listed below are updated as follows:

CHAOS LORD

This datasheet gains the following wargear options:

- This model can be equipped with 1 chainsword instead of 1 bolt pistol.
- This model can be equipped with 1 weapon from the *Pistols* list instead of 1 chainsword.
- This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

SORCERER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the *Melee Weapons* list.
- This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Lord on Palanquin of Nurgle	1	99

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Nurglings' claws and teeth	0

WARGEAR	
WARGEAR	POINTS PER ITEM
Jump pack	20

