



WARHAMMER
40,000

WARHAMMER
LEGENDS
THOUSAND SONS

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 mixture of datasheets and additional wargear options. Used alongside *Codex: Thousand Sons*, 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.

THOUSAND SONS 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: Thousand Sons*.

PISTOLS

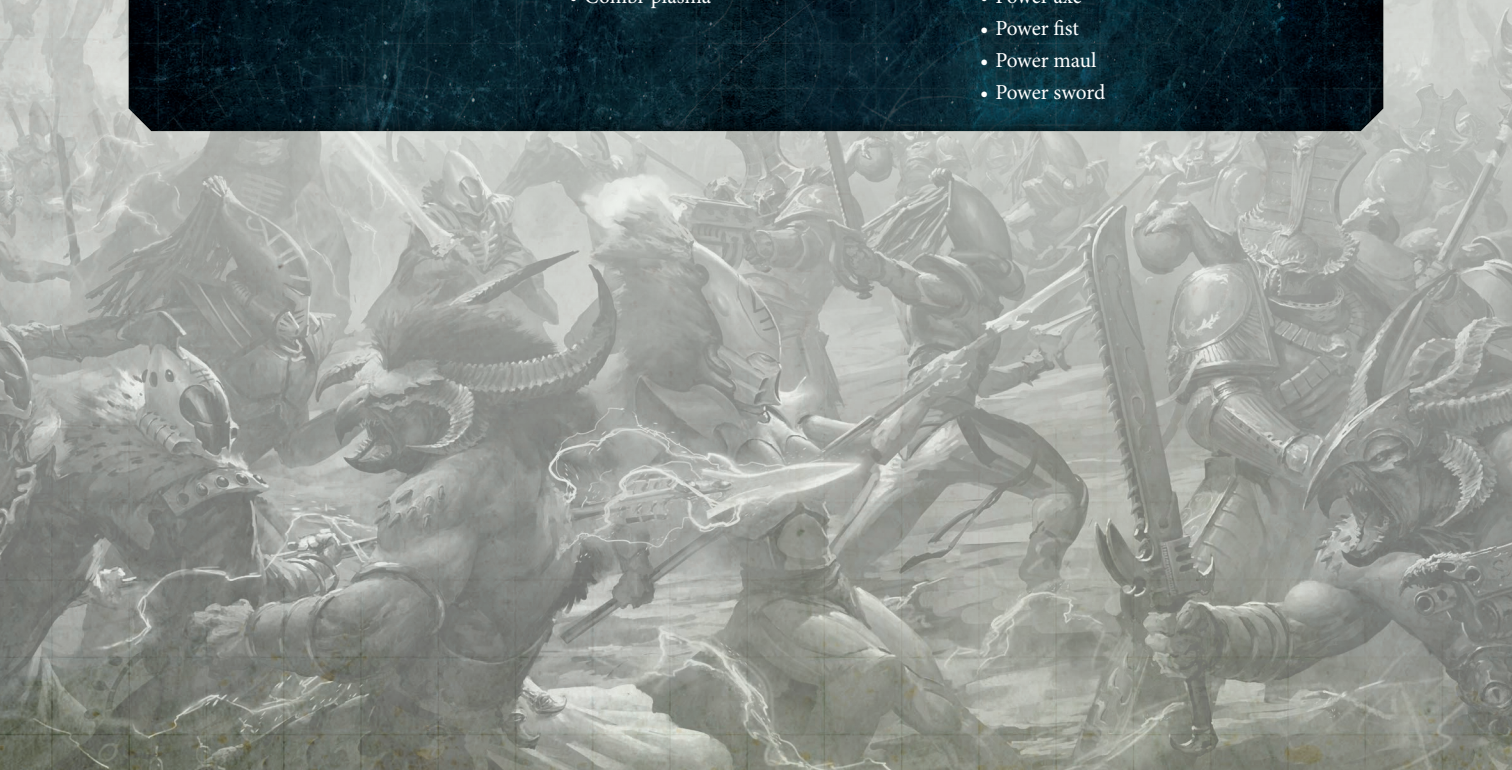
- Bolt pistol
- Plasma pistol

COMBI-WEAPONS

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

MELEE WEAPONS

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





SORCERER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sorcerer on Disc of Tzeentch	12"	3+	3+	4	4	4	3	9	3+	
A Sorcerer on Disc of Tzeentch is a single model equipped with: bolt pistol; disc's blades; force sword; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Disc's blades	Melee	Melee		4	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.			
Force axe	Melee	Melee		+1	-2	D3	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
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 force sword: 1 force axe; 1 force stave.									
ABILITIES	Death to the False Emperor (see <i>Codex: Thousand Sons</i>)									
	Favour of Tzeentch: This model has a 5+ invulnerable save.									
PSYKER	This model can attempt to manifest two psychic powers 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 two psychic powers from the Discipline of Change (see <i>Codex: Thousand Sons</i>) and/or Dark Hereticus discipline (see <i>Codex: Thousand Sons</i>).									
FACTION KEYWORDS	CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS									
KEYWORDS	CAVALRY, CHARACTER, DAEMON, FLY, PSYKER, SORCERER									

WARGEAR OPTIONS

The datasheets from *Codex: Thousand Sons* that are listed below are updated as follows:

SORCERER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 inferno bolt pistol: 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
- This model can be equipped with 1 force axe instead of 1 force sword.
- 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 IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 force stave: 1 force axe; 1 force sword.
- This model can be equipped with one of the following instead of 1 inferno combi-bolter: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 weapon from the *Combi-weapons* list.



ARMOURY OF TIZCA

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainaxe	Melee	Melee	+1	-1	1	-
Disc's blades	Melee	Melee	4	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.
Force axe	Melee	Melee	+1	-2	D3	-
Lightning claw	Melee	Melee	User	-2	1	When resolving an attack made with this weapon, you can re-roll the wound roll. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack with this weapon profile.
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	-

POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Sorcerer on Disc of Tzeentch	1	146

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Jump pack	20

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Combi-plasma	11

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainaxe	1
Disc's blades	0
Force axe	10
Lightning claw	6
Power axe	5
Power fist	9
Power maul	4