

A dramatic illustration of a Warhammer 40,000 character, likely a member of the Adeptus Mechanicus, standing amidst a chaotic, industrial battlefield. The character is clad in a red robe and a metallic, helmet-like headpiece with glowing red eyes. They hold a large, ornate power weapon in their right hand. The background is filled with mechanical structures, lightning, and other figures in the distance, creating a sense of intense action and conflict.

WARHAMMER

40,000

WARHAMMER
LEGENDS
CRAFTWORLDS

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: Craftworlds*, 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: Craftworlds*.

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.

CRAFTWORLDS WARGEAR LIST

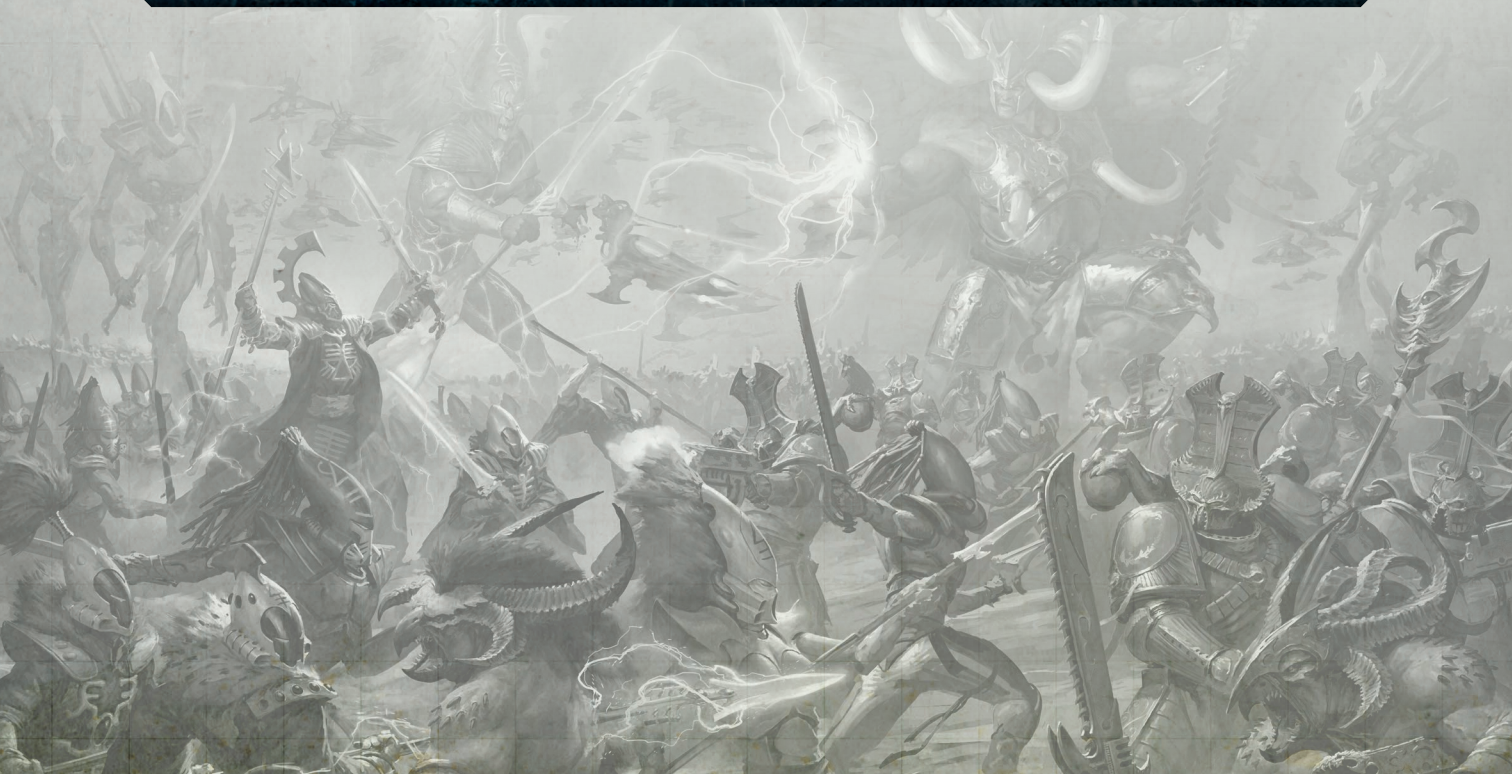
Some of the units you will find on the following pages reference the following wargear list. When this is the case, the unit may take any item from the list below. The profiles for the weapons in this list can be found in *Codex: Craftworlds*.

AUTARCH WEAPONS


- Avenger shuriken catapult
- Death spinner
- Fusion gun*
- Lasblaster*

- Power sword
- Reaper launcher*
- Scorpion chainsword

*A model can only be equipped with one of these weapons.



DATASHEETS

<div><div><div></div><div>5</div><div>POWER</div></div><div>AUTARCH</div><div>WITH WARP JUMP GENERATOR</div></div>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Autarch with Warp Jump Generator	7"	2+	2+	3	3	5	4	9	3+	
An Autarch with Warp Jump Generator is a single model equipped with: shuriken pistol; plasma grenades. It has a forceshield.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Fusion pistol	6"	Pistol 1			8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll one additional D6 when inflicting damage with it and discard one of the dice.		
Shuriken pistol	12"	Pistol 1			4	0	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -3 for that attack.		
Plasma grenades	6"	Grenade D6			4	-1	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model can additionally be equipped with up to 2 weapons from the <i>Autarch Weapons</i> list.• This model can be equipped with 1 fusion pistol instead of 1 shuriken pistol.• This model can have one of the following: banshee mask; mandiblasters.									
ABILITIES	<div><div>Ancient Doom, Battle Focus, The Path of Command (see <i>Codex: Craftworlds</i>)</div><div>Warp Strike: During deployment, you can set up this model in preparation to launch a warp strike 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 model anywhere on the battlefield that is more than 9" away from any enemy models.</div><div>Forceshield: This model has a 4+ invulnerable save.</div><div>Banshee Mask: If this model has a banshee mask, enemy units cannot fire Overwatch at this model.</div></div> <div>Warp Jump Generator: In your Movement phase, when this model is chosen to move with, it can use its warp jump generator. If it does, until the end of the turn, add 4D6" to its Movement characteristic and it gains the Fly keyword, but cannot Advance or charge. In addition, this model can shoot in a turn in which it Fell Back while using its warp jump generator.</div> <div>Mandiblasters: If this model has mandiblasters, then at the start of the Fight phase, you can select one enemy INFANTRY unit within 1" of this model. Roll one D6; on a 6, that enemy unit suffers 1 mortal wound.</div>									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, AUTARCH									





BONESINGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Bonesinger	7"	3+	3+	3	3	4	1	7	6+	
A Bonesinger is a single model equipped with: psytronome shaper.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Psytronome shaper	Melee	Melee		User	0	D3	-			
ABILITIES	Ancient Doom, Battle Focus (see <i>Codex: Craftworlds</i>)						Path of the Shaper: In your Psychic phase, instead of attempting to manifest psychic powers, this model can reknit the wraithbone of one friendly <CRAFTWORLD> VEHICLE or <CRAFTWORLD> WRAITH CONSTRUCT model within 3". If it does, that model regains D3 lost wounds. Each model can only be reknit once per turn.			
	Rune Armour: This model has a 4+ invulnerable save.									
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> power.									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	CHARACTER, INFANTRY, PSYKER, BONESINGER									

WARGEAR OPTIONS

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

AUTARCH

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 star glaive: 1 fusion pistol; 1 shuriken pistol. If it is, it has the following additional wargear options:
 - This model can additionally be equipped with up to 2 weapons from the *Autarch Weapons* list.
 - This model can have one of the following: banshee mask; mandiblasters.

AUTARCH WITH SWOOPING HAWK WINGS

This datasheet gains the following wargear options:

- This model can be equipped with 1 shuriken pistol instead of 1 power sword and 1 fusion pistol. If it is, it loses the Mandiblasters ability and has the following additional wargear options:
 - This model can additionally be equipped with up to 2 weapons from the *Autarch Weapons* list.
 - This model can have one of the following: banshee mask; mandiblasters.
 - This model can be equipped with 1 fusion pistol instead of 1 shuriken pistol.

AUTARCH SKYRUNNER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 power sword: 1 fusion pistol; 1 shuriken pistol. If it is, it gains the following additional wargear options:
 - This model can additionally be equipped with one of the following: up to 2 weapons from the *Autarch Weapons* list; 1 laser lance and up to 1 weapon from the *Autarch Weapons* list.
 - This model can have one of the following: banshee mask; mandiblasters.

STORM GUARDIANS

This datasheet gains the following wargear option:

- Up to two models can be equipped with 1 power sword instead of 1 Aeldari blade.

STRIKING SCORPIONS

This datasheet gains the following wargear option:

- The Striking Scorpion Exarch can be equipped with 2 chainsabres instead of 1 shuriken pistol and 1 scorpion chainsword.

SWOOPING HAWKS

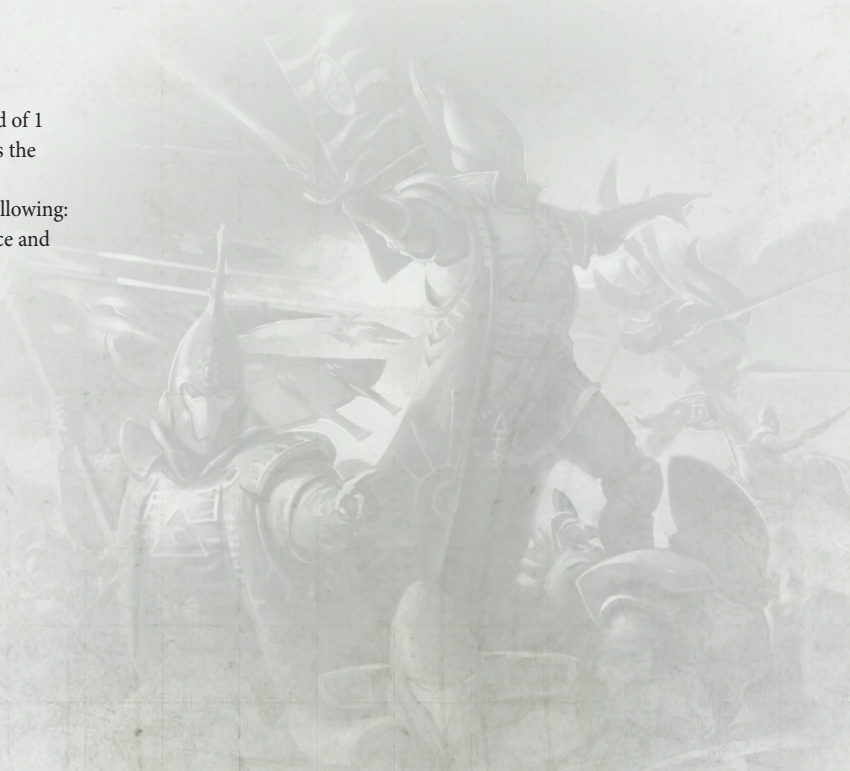
This datasheet gains the following wargear option:

- The Swooping Hawk Exarch can be equipped with 1 sunrifle instead of 1 lasblaster.

WARP SPIDERS

This datasheet gains the following wargear option:

- The Warp Spider Exarch can be equipped with 1 spinneret rifle instead of 1 death spinner.



THE FORGE OF VAUL

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spinneret rifle	18"	Rapid Fire 1	6	-4	1	-
Sunrifle	24"	Assault 4	3	-2	1	When resolving an attack made with this weapon, if the saving throw is failed, the target is blinded until the end of the turn. When resolving an attack made by a model in a blinded unit, subtract 1 from the hit roll.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsabre	Melee	Melee	+1	0	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack with this weapon profile.
Psytronome shaper	Melee	Melee	User	0	D3	-

OTHER WARGEAR

WARGEAR	EFFECT
Banshee mask	If a model has a banshee mask, enemy units cannot fire Overwatch at that model.
Mandiblasters	If a model has mandiblasters, then at the start of the Fight phase, you can select one enemy INFANTRY unit within 1" of that model. Roll one D6; on a 6, that enemy unit suffers 1 mortal wound.

POINTS VALUES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Autarch with Warp Jump Generator	1	73

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Bonesinger	1	70

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Spinneret rifle	12
Sunrifle	11

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsabre	8

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Banshee mask	0
Mandiblasters	0