



WARHAMMER
40,000

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LEGENDS

DRUKHARI

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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 wargame options. Used alongside *Codex: Drukhari*, 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: Drukhari*.

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



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POWER

KABALITE TRUEBORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kabalite Trueborn	7"	3+	3+	3	3	1	2	8	5+	
Dracon	7"	3+	3+	3	3	1	3	8	5+	
This unit contains 1 Dracon and 4 Kabalite Trueborn. It can additionally contain up to 5 Kabalite Trueborn (Power Rating +4), or up to 10 Kabalite Trueborn (Power Rating +7), or up to 15 Kabalite Trueborn (Power Rating +10). Every model is equipped with: splinter rifle.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Blast pistol	6"	Pistol 1		8	-4	D6	-			
Blaster	18"	Assault 1		8	-4	D6	-			
Dark lance	36"	Heavy 1		8	-4	D6	-			
Phantasm grenade launcher	18"	Assault D3		1	0	1	When resolving an attack made with this weapon, if a hit is scored, the target is terrified until the end of the turn. A terrified unit's Leadership characteristic is reduced by 1.			
Shredder	12"	Assault D6		6	-1	1	When resolving an attack made with this weapon against an INFANTRY unit, you can re-roll the wound roll.			
Splinter cannon	36"	Rapid Fire 3		*	0	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 4+ is successful.			
Splinter pistol	12"	Pistol 1		*	0	1				
Splinter rifle	24"	Rapid Fire 1		*	0	1				
Agoniser	Melee	Melee		*	-2	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 4+ is successful.			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> The Dracon can additionally be equipped with 1 agoniser or 1 power sword. The Dracon can additionally be equipped with 1 phantasm grenade launcher. The Dracon can be equipped with one of the following instead of 1 splinter rifle: 1 blast pistol; 1 splinter pistol. Up to 2 Kabalite Trueborn can be equipped with one of the following instead of 1 splinter rifle: 1 dark lance; 1 splinter cannon. Up to 4 Kabalite Trueborn can be equipped with one of the following instead of 1 splinter rifle: 1 blaster; 1 shredder. 									
ABILITIES	Power From Pain (see <i>Codex: Drukhari</i>)									
FACTION KEYWORDS	AELDARI, DRUKHARI, <KABAL>									
KEYWORDS	INFANTRY, KABALITE TRUEBORN									



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POWER

HEKATRIX BLOODBRIDES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hekatrix Bloodbride	8"	3+	3+	3	3	1	3	8	6+
Syren	8"	3+	3+	3	3	1	4	8	6+
This unit contains 1 Syren and 4 Hekatrix Bloodbrides. It can additionally contain up to 5 Hekatrix Bloodbrides (Power Rating +3), up to 10 Hekatrix Bloodbrides (Power Rating +6), or up to 15 Hekatrix Bloodbrides (Power Rating +9). Every model is equipped with: splinter pistol; hekatarii blade; plasma grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Blast pistol	6"	Pistol 1		8	-4	D6	-		
Phantasm grenade launcher	18"	Assault D3		1	0	1	When resolving an attack made with this weapon, if a hit is scored, the target is terrified until the end of the turn. A terrified unit's Leadership characteristic is reduced by 1.		
Splinter pistol	12"	Pistol 1		*	0	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 4+ is successful.		
Agoniser	Melee	Melee		*	-2	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 4+ is successful.		
Hekatarrii blade	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Hydra gauntlets	Melee	Melee		User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon. When resolving an attack made with this weapon, you can re-roll the wound roll.		
Power sword	Melee	Melee		User	-3	1	-		
Razorflails	Melee	Melee		User	-1	1	When the bearer fights, it makes D3 additional attack with this weapon. When resolving an attack made with this weapon, you can re-roll the hit roll.		
Shardnet and impaler	Melee	Melee		User	-1	2	When the bearer fights, it makes 1 additional attack with this weapon. When an opponent makes a No Escape roll (see below) for an enemy unit within 3" of the bearer, they roll one D3, instead of one D6.		
Plasma grenades	6"	Grenade D6		4	-1	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"> The Syren can be equipped with one of the following instead of 1 hekatarii blade: 1 agoniser; 1 power sword. The Syren can additionally be equipped with 1 phantasm grenade launcher. The Syren can be equipped with 1 blast pistol instead of 1 splinter pistol. If this unit contains fewer than 10 models, 1 Hekatrix Bloodbride can be equipped with one of the following instead of 1 splinter pistol and 1 hekatarii blade: 1 hydra gauntlets; 1 razorflails; 1 shardnet and impaler. If this unit contains 10 or more models, up to 3 Hekatrix Bloodbrides can be equipped with one of the following instead of 1 splinter pistol and 1 hekatarii blade: 1 hydra gauntlets; 1 razorflails; 1 shardnet and impaler. 								
ABILITIES	Power From Pain, Combat Drugs (see <i>Codex: Drukhari</i>) Dodge: Models in this unit have a 6+ invulnerable save. In addition, models in this unit have a 4+ invulnerable save against attacks made with melee weapons.						No Escape: Roll off if an INFANTRY unit within 1" of any enemy models with this ability wishes to Fall Back. The unit can only Fall Back if the player controlling it wins the roll-off.		
FACTION KEYWORDS	AELDARI, DRUKHARI, <WYCH CULT>								
KEYWORDS	INFANTRY, HEKATRIX BLOODBRIDES								

WARGEAR OPTIONS

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

ARCHON

This datasheet gains the following wargear options:

- This model can additionally be equipped with 1 phantasm grenade launcher.
- This model can be equipped with 1 blaster instead of 1 splinter pistol.

BEASTMASTER

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 agoniser: 1 beastmaster's scourge; 1 power sword.

ARMOURY OF COMMORRAGH

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beastmaster's scourge	Melee	Melee	+1	0	1	-

POINTS VALUES

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Hekatrix Bloodbrides	5-20	13
Kabalite Trueborn	5-20	11

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Beastmaster's scourge	0