



**WARHAMMER**  
**40,000**

**WARHAMMER**  
LEGENDS  
**TYRANIDS**



# WARHAMMER LEGENDS

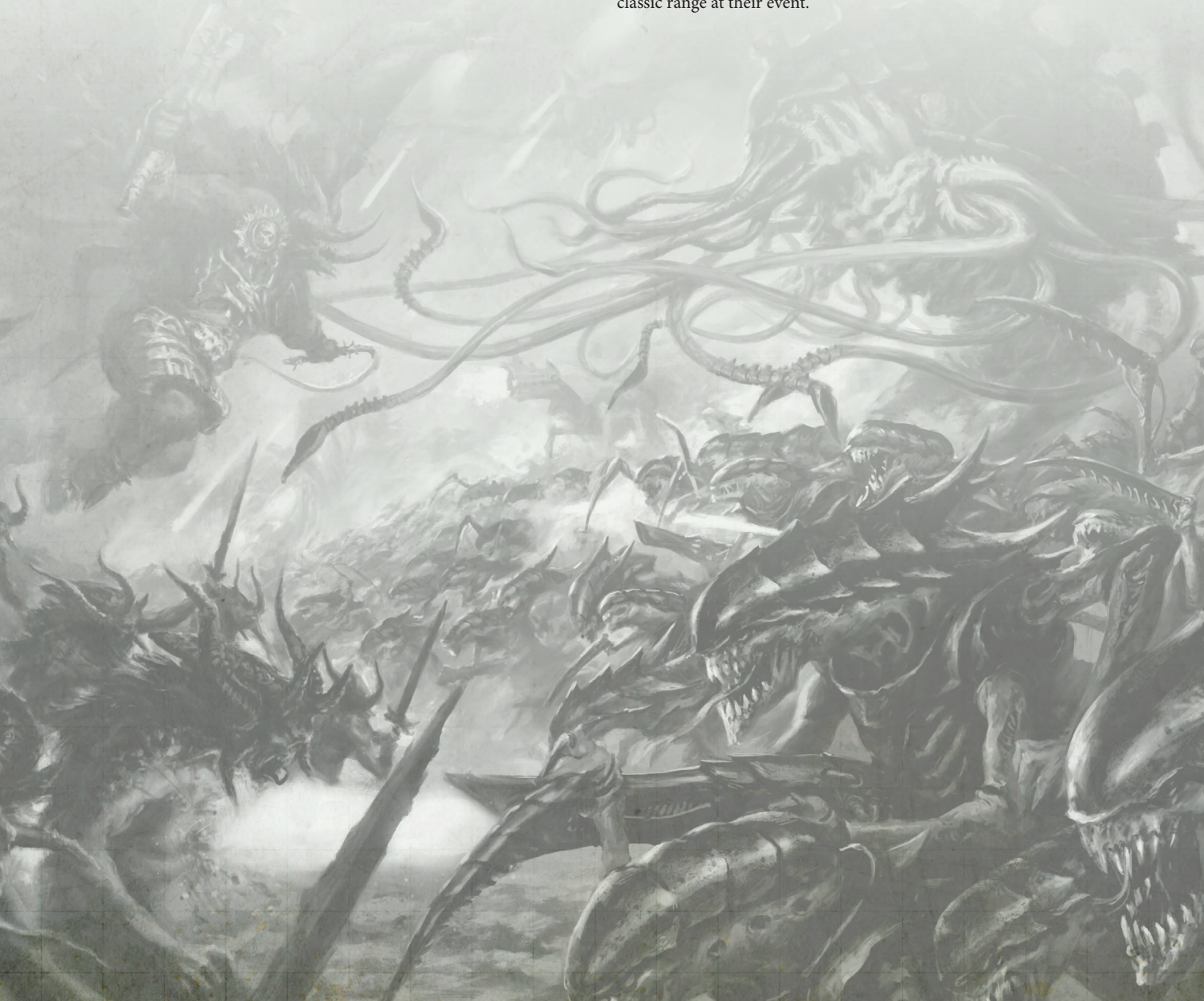
Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following page you will find additional wargear options. Used alongside those found in *Codex: Tyranids*, 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.





# WARGEAR OPTIONS

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

## TERMAGANTS

This datasheet gains the following wargear options:

- Any model can be equipped with 1 spike rifle instead of 1 fleshborer.
- For every ten models, one model can be equipped with 1 strangleweb instead of 1 fleshborer.

# WEAPONS OF THE HIVE FLEETS

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spike rifle	18"	Assault 1	3	0	1	-
Strangleweb	8"	Assault D3	2	0	1	-

# POINTS VALUES

## RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Spike rifle	0
Strangleweb	0

