

FORGE WORLD UPDATE FOR SIXTH EDITION WARHAMMER 40,000

Presented here is a brief set of conversion guidelines intended to allow you to quickly put your Forge World models to use in games of sixth edition Warhammer 40,000.

Forge World is currently preparing FAQs to provide completely updated rules for all of the Imperial Armour and Imperial Armour Apocalypse books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call 0115 900 4995 within the UK, 011 44 115 900 4995 from the US and Canada or 00 44 115 900 4995 from much of Europe.

Thanks

The Forge World Team

Inquisitor Lord Hector Rex (IA7: The Siege of Vraks – Part Three, p124)..... 175 points

	WS	BS	S	T	W	I	A	LD	Sv
Hector Rex	5	4	4	3	3	4	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Bolt pistol
- Psybolt ammunition
- Storm shield
- Arias
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Massive Physique

Special Rules

- Independent Character
- Stubborn
- Psyker (Mastery level 2)
- Warlord

Massive Physique: Lord Rex is a huge man and a skilled fighter, this grants him bonuses to his profile which have already been included above.

Arias: Arias is an ancient relic which is treated as a force sword that never requires worse than 4+ to wound a model with the Daemon special rule, regardless of the target's Toughness.

Psychic Powers (all taken from the *Grey Knights Codex*, page 25):

- Sanctuary
- Holocaust
- Dark Excommunication

Retinue: As an Inquisitor, Hector Rex allows you to include a unit of 3-12 Henchmen in your army as an Elites choice that does not take up a force allocation slot, chosen from the options shown in the *Grey Knights Codex* (see page 90).

Warlord: When Hector Rex is used as an army's Warlord he does not roll on the Warlord Traits table, instead he gains the following trait:

Immovable Object: Hector Rex is a scoring unit.

Hector Rex is a HQ choice for a Codex: Grey Knights army.

Order Xenos Inquisitor Solomon Lok (IA4: The Anphelion Project, p.140).....80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Solomon Lok	5	4	3	3	3	5	3	10	2+ (5+)

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

• **Wargear**

- Artificer armour
- Refractor field
- Digital weapons
- Master-crafted power sword
- Bolt pistol
- Krak grenades
- Frag grenades
- Psyk-out grenades
- One servo-skull
- Psybolt ammunition

Special Rules

- Independent Character
- Stubborn
- Retinue
- Warlord

Refractor Field: Provides Solomon Lok with a 5+ Invulnerable save.

Retinue: When included in an army Solomon Lok is always accompanied by an Inquisitorial Henchmen Warband. This Warband may either be deployed as a separate unit, or it may be joined by Solomon Lok as per the normal rules for characters joining units.

Solomon Lok's Henchmen Warband is always composed of the following models and its points cost is included in his own:

Autosavant Wassily: Counts as a Warrior Acolyte with no upgrades, and whilst within 6" of Solomon Lok he grants him +1 to his BS.

Astropath Zarneck: Counts as a Mystic, see page 90 of *Codex: Grey Knights*.

Major Durra, D Company, 99th Elysian regiment (counts as a Warrior Acolyte with the following upgrades: hot-shot lasgun and melta bombs. See page 90 of *Codex: Grey Knights*.

Tech-Priest Magos Biologis Arthon: Counts as a Warrior Acolyte with the following upgrades: power armour and power axe. See page 90 of *Codex: Grey Knights*.

Four Inquisitorial Servitors with no upgrades (see page 90 of *Codex: Grey Knights*).

Warlord: When Solomon Lok is used as an army's Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Tenacity: Solomon Lok, and his unit, have the Feel no Pain special rule whilst within 3" of an objective.

Solomon Lok is a HQ choice for a Codex: Grey Knights army or Elysian Drop Troops army

	WS	BS	S	T	W	I	A	Ld	Sv
Necrosius	5	5	4	5	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Force sword
- Bolt pistol with plague bolts
- Krak grenades
- Frag grenades
- Blight grenades

Special Rules

- Independent Character
- Fearless
- Feel No Pain
- Mark of Nurgle
(Toughness bonus already included in profile)
- Master of the Dead
- Psyker (Mastery level 2)
- Warlord

Plague Bolts: Necrosius’ bolt pistol uses the following profile:

	Range	STR	AP	Type
Plague bolts	12 "	4	5	Pistol, Poisoned (4+)

Psychic Powers: Necrosius has the following psychic powers from *Codex: Chaos Space Marines* (page 88): Nurgle’s Rot and Gift of Chaos. He also knows the following power:

Wasting Disease (Warp Charge 1)

This is a focussed **witchfire** power that does not require a To Hit roll and automatically hits the target. Damage from Wasting Disease is resolved with the following profile:

	Range	STR	AP	Type
Wasting Disease	24 "	3	2	Assault 1, Fleshbane.

Master of the Dead: Whilst Necrosius is present on the battlefield all Plague Zombie units (see the Renegades and Heretics: Servants of Decay army list on page 181 of IA7: The Siege of Vraks – Part three) gain the Furious Charge special rule.

Warlord: When Necrosius is used as an army’s Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Intimidating Presence: Enemy units within 12" of Necrosius must use their lowest Leadership value, not the highest.

Necrosius is a HQ choice for a Codex: Chaos Space Marine army or a Renegades and Heretics: Servants of Decay army.

	WS	BS	S	T	W	I	A	Ld	Sv
Zhufor	7	5	5	4	3	5	4	10	2+ (5+)

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- Skultaker chainaxe*
- Claw of Demnos*
- Personal icon

**Note that any model with more than one Melee weapon must choose which one to attack with when he comes to strike blows – he cannot mix and match the abilities of several different Melee weapons*

Special Rules:

- Independent Character
- Fearless
- Eternal Warrior
- Mark of Khorne (bonus Attacks already included in profile)
- Furious Charge
- Adamantium Will
- Warlord

Claw of Demnos: The Claw of Demnos uses the following profile:

	Range	STR	AP	Type
Claw of Demnos				
Close combat	-	x2	2	Melee, Specialist Weapon, Unwieldy
Ranged	24"	4	5	Assault 3

Skultaker chainaxe: The Skultaker chainaxe uses the following profile, in any Assault phase in which Zhufor chooses to attack with the Skultaker chainaxe he gains +2 Attacks for that phase:

	Range	STR	AP	Type
Skultaker chainaxe	-	User	4	Melee, Two-handed

Skultakers Bodyguard: Zhufor may be accompanied by a squad of Chaos Terminators. This squad is chosen as normal, except that it must take an Icon of Khorne. Both Zhufor and the Chaos Terminators count as a single HQ choice, and Zhufor must be deployed as part of the squad, though he may leave it after the game has begun as per the rules for Independent Characters.

Warlord: When Zhufor is used as an army's Warlord, he does not roll on the Warlord Traits table. Instead he gains the following trait:

Legendary Fighter: Your army gains 1 victory point for each enemy character slain by Zhufor in a challenge.

Zhufor the Impaler is a HQ choice for a Codex: Chaos Space Marine army or Renegades and Heretics: Servants of Slaughter army.

Arkos the Faithless, Scion of Alpharius (IA7: The Siege of Vraks – Part Three, p199) 170 points

	WS	BS	S	T	W	I	A	Ld	Sv
Arkos	6	5	4	5	3	5	4	10	3+ (5+)

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Combi-melta
- Dark blade
- Frag grenades
- Krak grenades

Special Rules

- Independent Character
- Daemonic
- Son of Alpharius
- Warlord
- Counter Attack

Warlord: If Arkos the Faithless is your army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique trait:

Devious Tactician: A player using Arkos the Faithless as his Warlord may re-roll the dice when determining which player will select a table half to deploy in and when attempting to Seize the Initiative.

Son of Alpharius: Any squad joined by Arkos gains the Counter-attack special rule. If Arkos leaves the squad or is removed as a casualty then he no longer provides them this benefit.

Dark blade: The Dark blade is a power sword that adds +2 to its wielder's Strength score.

Arkos the Faithless is a HQ choice for a Codex: Chaos Space Marine army or Renegades and Heretics army.