

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

IMPERIAL GUARD RAPIER CARRIER BATTERY 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Guard Crew	3	3	3	3	1	3	1	7	5+
Death Korps Crew	4	3	3	3	1	3	1	7	5+
Rapier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-3 Rapiers, each with a single Imperial Guard Crewman, forming a battery.

Wargear

- Laser destroyer array
- Flak armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Lasguns (Crew)

Options

- Any Rapiers in the battery may have one additional Crewman each:
 - Additional Crewman +6 points

Unit Type

- Artillery

Special Rules

- Extremely Bulky (Rapier and Crew)
- Explosive Demise



Explosive Demise

When the Rapier loses its last wound roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1 then place a Large Blast (5") template onto the table, centred on the Rapier. All models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved remove the Rapier as a casualty as normal.

Laser Destroyer Array

	Range	Str	AP	Type
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked

A Rapier Battery is a Heavy Support choice for a Codex Imperial Guard army or a Defenders of Vraks army (see Imperial Armour Volume 5).

In addition, a Rapier Battery may also be taken in a Death Korps of Krieg Siege Regiment army (see Imperial Armour Volume 5) as an Elites choice (in which case its Crew have an identical profile to the Death Korps Crewmen listed for the army at no additional cost).