

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

SPACE MARINE RAPIER CARRIER BATTERY 60 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Crew	4	4	4	4	1	4	1	8	3+
Rapier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-3 Rapiers, each with two Space Marine Crew, forming a battery.

Unit Type

- Artillery

Special Rules

- And They Shall Know No Fear
- Combat Tactics (see *Codex Space Marines*)
- Extremely Bulky (Rapier and Crew)
- Explosive Demise

Wargear

- Laser destroyer array
- Power armour (Crew)
- Bolt pistol (Crew)
- Frag and krak grenades
- Boltgun (Crew)

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 Space Marine Rapier Battery is a Heavy Support choice for a Codex Space Marines army or a Space Marine Siege Assault Vanguard army list (see Imperial Armour Volume 10).

A Space Marine Rapier Battery may also be taken as a Heavy Support choice for a Codex Dark Angels, Codex Black Templars or Codex Blood Angels army (in which case its Crew are subject to the general special rules for Space Marines drawn from their parent Codex where applicable instead. For example, a Blood Angels Rapier Crew is subject to the Red Thirst, but not Combat Tactics).

