

IMPERIAL ARMOUR SIXTH EDITION ALLIED DETACHMENTS FAQ

Presented here is a brief set of conversion guidelines intended to allow you to easily see how your Forge World models and armies can be used as Allied Detachments in games of sixth edition Warhammer 40,000.

Forge World is currently preparing FAQs intended 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 ARMOUR ARMIES AND THE ALLIES MATRIX

Elysian Drop Troops Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Elysian Drop Troops armies are treated as Imperial Guard armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Imperial Guard armies as Battle Brothers.

Armoured Battle Group Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Armoured Battle Group armies are treated as Imperial Guard armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Imperial Guard armies as Battle Brothers.

Death Korps Siege Regiment Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Death Korps Siege Regiment armies are treated as Imperial Guard armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Imperial Guard armies as Battle Brothers.

Death Korps Armoured Battle Group Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Death Korps Armoured Battle Group armies are treated as Imperial Guard armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Imperial Guard armies as Battle Brothers.

Eldar Corsairs Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Eldar Corsair armies are treated as Eldar armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Eldar armies as Battle Brothers.

Ork Dread Mob Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Ork Dread Mob armies are treated as Ork armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Ork armies as Battle Brothers.

Renegades and Heretics: Servants of Slaughter Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Renegades and Heretics: Servants of Slaughter armies are treated as Chaos Space Marine armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Chaos Space Marine armies as Battle Brothers.

Renegades and Heretics Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Renegades and Heretics armies are treated as Chaos Space Marine armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Chaos Space Marine armies as Battle Brothers.

Renegades and Heretics: Servants of Decay Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Renegades and Heretics: Servants of Decay armies are treated as Chaos Space Marine armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Chaos Space Marine armies as Battle Brothers.

Space Marine Siege Assault Armies

When using the Allies Matrix (page 113, *Warhammer 40,000* rulebook), Space Marine Siege Assault armies are treated as Space Marine armies when both selecting allies to fight alongside them and when using them as allies for another force. The exception to this rule is that they may ally with Space Marine armies as Battle Brothers.

Tyrant's Legion Armies

When selecting armies to fight alongside a Tyrant's Legion army using the Allies rules, only allied contingents from the following codexes may be used: *Codex Space Marines* and *Codex Imperial Guard*. These allied contingents are treated as Allies of Convenience. Likewise *Codex Space Marine* and *Codex Imperial Guard* armies may select allied contingents from a Tyrant's Legion army as Allies of Convenience.