

# 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](mailto: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 HEAVY ARTILLERY CARRIAGE BATTERY ..... 75 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+
Artillery Carriage	-	-	-	7	4	-	-	-	3+

### Unit Composition

- 1-3 Heavy Artillery pieces, each with four Imperial Guard Crewmen, forming a battery.

### Wargear

- Earthshaker cannon
- Flak armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Lasguns (Crew)

### Unit Type

- Artillery

### Special Rules

- Gun Carriage
- Immobile Artillery

### Options

- All Heavy Artillery pieces in the battery may upgrade their Earthshaker Cannon to a:
  - Medusa Siege Gun .....+25 points each
- A battery of Heavy Artillery entirely composed of Medusa Siege Guns may all be upgraded to use:
  - Breacher shells .....+5 points each
- The entire battery may take camo-netting for .....+30 points each
- A Heavy Artillery Battery may include up to:
  - Three Trojan Support Vehicles\* .....+35 points each
- Any Heavy Artillery piece in the battery may have up to four additional Crewman each:
  - Additional Crewman .....+6 points each

*\*If this option is taken, the battery must include a number of Trojan Support Vehicles equal to the number of Heavy Artillery guns in the battery. When a unit that includes both Trojan Support Vehicles and Heavy Artillery pieces is fired at, the player targeting it must choose to resolve any hits against either the Heavy Artillery pieces or Trojan Support Vehicles before rolling to hit. Resolve hits against the Trojans as if they formed a separate vehicle squadron.*

### Gun Carriage

This unit may be moved if attached to a vehicle capable of towing it. This is possible even if this unit has the Immobile or Automated Artillery rules.

### Breacher Shells

A Medusa upgraded to fire Breacher Shells uses the following profile:

	Range	STR	AP	Type
Breaching shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

*A Heavy Artillery battery is a Heavy Support choice for an Imperial Guard army. In addition, a Heavy Artillery Battery may also be taken in a Death Korps of Krieg Siege Regiment army (see Imperial Armour Volume 5) as a Heavy Support choice (in which case its crew use the Death Korps crew profile listed above at no additional cost.*

