

FORGE WORLD IMPERIAL ARMOUR APOCALYPSE UPDATE

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.

For non Apocalypse-type units (ie, those without Structure Points, etc), please refer to our separate Imperial Armour vehicle update also available via the Forge World website.

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

APPENDIX I: SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vaporise, smash or incinerate an entire army.

Super-heavy vehicles behave on the battlefield in the same way as all other vehicles, with the exceptions given below:

MOVEMENT PHASE

Super-heavy vehicles are lumbering brutes, slower than normal vehicles – they can only move at Combat Speed unless otherwise specified in their profile.

Super-heavy vehicles are affected by difficult terrain and dangerous terrain like other vehicles, but can always re-roll a failed terrain test.

SHOOTING PHASE

Super-heavy vehicles may fire all of their weapons as if they had been stationary, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because Super-heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use the real line of sight when enemy units are targeting Super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-heavy vehicles follow the same rules as normal vehicles; depending on their type (see Super-heavy Vehicle Types later).

STRUCTURE POINTS

To represent the greater amount of damage a Super-heavy can withstand compared to a normal vehicle before it is destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to 'SP') with each Structure Point being equivalent to 3 Hull Points. Only by reducing its Structure Points to 0 can a Super-heavy vehicle be destroyed.

Against Super-heavy vehicles enemies roll to hit and to penetrate armour exactly as with normal vehicles; 1 Structure Point being lost for every 3 full Hull Points of damage the vehicle suffers. Keep track of the number of Hull Points the vehicle has lost, and reduce the number of Structure Points it has remaining every time a third Hull Point is lost.

In addition, each time the vehicle suffers an Explodes! result on the Vehicle Damage table, it loses 1 Structure Point instead of suffering the effects listed for an Explodes! result. When this happens an additional roll is made on the Vehicle Damage table (any modifiers that applied to the first roll do not apply to the additional roll).

For example, a Super-heavy vehicle has already suffered two glancing hits and lost 2 Hull Points. So far it has not lost any Structure Points. It is hit again, and suffers a penetrating hit. This brings the total to 3 Hull Points, so it loses 1 Structure Point, and the Hull Point count is reset to zero. The roll on the Vehicle Damage table for the Penetrating Hit causes an Explodes! result, causing the loss of another Structure Point, and then another roll is made on the Vehicle Damage table. The second roll results in a Crew Shaken result. The Super-heavy vehicle has lost a total of 2 Structure Points and is Crew Shaken.

CATASTROPHIC DAMAGE

Immediately after a vehicle loses its last Structure Point, roll a D6 and refer to the table below. No modifiers apply to the dice roll.

D6 Result

- 1-3 Wrecked.** The vehicle is destroyed. The model is left in place and becomes a wreck.
- 4-5 Explodes!** The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted). The vehicle is then removed.
- 6 Apocalyptic Explosion!** All models within 6" of the vehicle suffer a Strength 10 AP1 hit. Models within D6+6" of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

DRIVE DAMAGED

Super-heavy vehicles commonly sport suitably colossal motive systems whose power and durability is such that they are very hard to stop. When a Super-heavy vehicle suffers its first Immobilised result on the Vehicle Damage chart, it counts as being Drive Damaged instead. This means that the vehicle's maximum movement is permanently halved. If a second Immobilised result is suffered, then its effects apply to the Super-heavy vehicle as normal.

An Immobilised Super-heavy Walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack.

PRIMARY WEAPONS

A Super-heavy vehicle's main weapons are often massive affairs, heavily constructed and able to deal death on a unimaginable scale. Any weapon possessing this special rule must roll two dice for penetration and pick the higher result when making an attack. Note this does not apply to any additional dice rolled because of other special rules such as Armourbane, for example.

In addition, because of extra shielding and powerful back-up systems, whenever a Primary weapon is affected by a Crew Shaken, Crew Stunned or Weapon Destroyed result, the controlling player must roll a D6. On a result of 1-3 the Primary weapon is affected as normal, but on a 4-6 the damage result has no effect on the Primary Weapon.

RESISTANCES

Because of their sheer size, large crews and multiple back-up systems, Super-heavy vehicles are less susceptible to certain esoteric forms of attack than their smaller counterparts.

Psychic Powers: Super-heavy vehicles are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

Entropic Strike: Super-heavy vehicles only suffer the loss of armour value from attacks with the Entropic Strike rule on a roll of a 6 rather than 4+ as would normally be the case.

Haywire Attacks: Instead of using the normal Haywire damage chart, attacks with this special rule only inflict a Glancing hit on a roll of 6 against a Super-heavy vehicle.

DAMAGE CONTROL

At the beginning of any of their turns, the controlling player may announce that a Super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (i.e, no moving, shooting or assaulting). This cannot be attempted by a Super-heavy Walker that is engaged in combat with another Super-heavy Walker or a Gargantuan Creature.

The player immediately rolls a D6 for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or remove the effect of the Drive Damaged result, or 'repair' a fully Immobilised Super-heavy vehicle back to being Drive Damaged.

SUPER-HEAVY VEHICLE TYPES

All Super-heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-heavy vehicles can be Open-topped, Fast, Tanks, Skimmers and Walkers. These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000* rulebook, with the exceptions below for each type.

SUPER-HEAVY OPEN-TOPPED VEHICLES

No exceptions.

SUPER-HEAVY FAST VEHICLES

These vehicles may move at Cruising Speed unlike normal Super-heavy vehicles and make a Flat Out move of 6" (instead of shooting in the Shooting phase).

SUPER-HEAVY TANKS

A unit that is tank shocked by a Super-heavy Tank takes its Morale test with an extra -1 to its Leadership.

SUPER-HEAVY SKIMMERS

Super-heavy Skimmers move as normal Skimmers in terms of speed, and conform to all the listed rules for Skimmers found on page 83 of the *Warhammer 40,000* rulebook. If a Super-heavy Skimmer becomes wrecked due to crashing, roll immediately on the Catastrophic Damage table.

SUPER-HEAVY WALKERS

Instead of following the movement rules for Super-heavy vehicles, Super-heavy Walkers move 12", exactly as if they were Gargantuan Creatures (see Appendix II), except that their maximum movement may be reduced by Drive Damaged results as normal for Super-heavy vehicles.

In the Assault phase, Super-heavy Walkers once again follow the same rules as Gargantuan Creatures, including the ability to Overwatch fire at other Gargantuan Creatures and Super-heavy vehicles, and have the same combat abilities. They also have the Terrifying special rule.

SUPER-HEAVY TRANSPORTS

Some Super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as a single model (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (see the Bulky and Very Bulky, etc, special rules).

Unless otherwise specified, each access point on a Super-heavy Transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped, all transported units may disembark at once.

Passengers aboard a damaged Super-heavy Transport are affected just as described as normal for a transported unit – see page 80 of the *Warhammer 40,000* rulebook, except that should a Super-heavy Transport suffer an Apocalyptic Explosion result on the Catastrophic Damage table, it is immediately destroyed, with no saves or invulnerable saves allowed.

APPENDIX II: GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this: Ork Squiggoths who, according to Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds).

SPECIAL RULES

All Gargantuan creatures are subject to the following special rules unless specified otherwise in their profile: Fearless, Eternal Warrior, Hammer of Wrath (D3*), Move Through Cover, Smash, Gargantuan Resistances, Terrifying (see below for these latter rules).

*A Gargantuan Creature's Hammer of Wrath inflicts D3 hits on a unit it charges, rather than the usual single hit.

GARGANTUAN RESISTANCE

Because of their massive bulk (and sometimes multiple brains!) Gargantuan Creatures are less susceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All weapons which would normally inflict a wound based on a dice roll rather than a normal To Wound roll (such as attacks with the Fleshbane special rule, sniper weapons, etc) wound the Gargantuan Creature on a roll of a 6 (rather than what their usual rule would dictate).

In addition, because they are so large and powerful, if affected by any attack that would normally kill a model automatically, for example, because of a failed Characteristic test or unique dice roll result, such attacks cause D3 wounds instead.

TERRIFYING

All Gargantuan Creatures have the Terrifying special rule. This works just as the Fear special rule (see page 35 of the *Warhammer 40,000* rulebook), except that the Fear test is taken at -1 Leadership.

MOVEMENT PHASE

Gargantuan Creatures may move up to 12" in their Movement phase. If their path is blocked by enemy models that are not Gargantuan or Super-heavy Walkers, Gargantuan Creatures can Tank Shock them as described in the *Warhammer 40,000* rulebook, counting as a tank with a frontal Armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the Gargantuan Creature as they cannot immobilise it).

SHOOTING PHASE

Gargantuan Creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because Gargantuan Creatures vary greatly in size, for the purposes of establishing line of sight from Gargantuan Creatures always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting Gargantuan Creatures. The rules for area terrain apply as normal.

ASSAULT PHASE

Gargantuan Creatures may charge 3D6" and can assault any unit within reach during their Assault phase, not just the one they shot at. Such is their bulk they are able to smash aside concealing cover with ease and so count as being equipped with assault grenades in combat.

When a Gargantuan Creature or Super-heavy Walker declares a charge against another Gargantuan Creature or Super-heavy Walker, any weapons with a minimum range less than the distance between the two units and whose firing arc covers the charging unit may be immediately fired as an Overwatch attack. These attacks use all of the standard rules for Overwatch fire from page 21 of the *Warhammer 40,000* rulebook, except that a Gargantuan Creature or Super-heavy Walker may never use Overwatch fire against a target that is not a Gargantuan Creature or Super-heavy Walker, or a unit which has not declared a charge against it that turn. Hellfire weapons may be used to make Overwatch attacks as per the Wall of Death rule on page 52 of the *Warhammer 40,000* rulebook.

Gargantuan Creatures have the Smash and Hammer of Wrath (D3) rules, and their Close Combat attacks are AP 1.

When rolling to penetrate armour with a Gargantuan Creature's attacks, roll two dice and pick the higher result.

When attacking in close combat, a Gargantuan Creature can either fight normally or execute a Stomp special attack. A Stomp allows a Gargantuan Creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attacks value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan Creatures never roll for Sweeping Advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not Gargantuan Creatures or Super-heavy Walkers are still engaged with a Gargantuan Creature, they must immediately make a Consolidate move in order to get at least 1" away from the Gargantuan Creature. Gargantuan Creatures may not consolidate. In an assault against other Gargantuan Creatures and Super-heavy Walkers they remain engaged as normal.

APPENDIX III: SUPER-HEAVY FLYERS

A Super-heavy Flyer follows the normal rules for Flyers given in the *Warhammer 40,000* rulebook, with the following exceptions and additions:

MOVEMENT PHASE

Super-heavy Flyers always begin the game in Strategic Reserve in games of Apocalypse.

When the Super-heavy Flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain (including impassable terrain), but never counts as being inside it, nor can it claim cover from it. Note that this is not a Deep Strike, and the model does not scatter or suffer a mishap.

A Super-heavy Flyer follows all the normal rules for a Flyer of its listed type and abilities. If it is able to Hover this will be noted in its profile.

A Super-heavy Flyer may opt to disengage instead of moving, and is removed from the table. It may return in any following turn and is placed anywhere on the table. If, at the end of the game, the Super-heavy Flyer has disengaged but is not back on the table, it is not considered destroyed.

Super-heavy Flyers are assumed to maintain a considerable altitude to avoid crashing and do not block movement for other models (unless using Hover mode).

SHOOTING PHASE

A Super-heavy Flyer may fire all of its weaponry (including any number of 'Missile' type weapons) in its Shooting phase, and may fire them at different targets, within the usual restrictions regarding weapon arcs.

When determining line of sight from Super-heavy Flyers, always ignore all intervening terrain and models, as the Super-heavy Flyer will be much higher up than anything on the battlefield (including smaller flyers!). The only exception is area terrain and fortifications occupied by their target, which are not ignored.

When determining line of sight and cover when shooting at Super-heavy Flyers, always ignore all intervening terrain and models as the Super-heavy Flyer will be higher up than anything on the battlefield.

SUPER-HEAVY FLYER TRANSPORTS

Models being transported in a Super-heavy Flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a Super-heavy Flyer using the Hover mode rule.

LOCKED VELOCITY

When a Zooming Super-heavy Flyer receives its first Immobilised result on the Vehicle Damage table, it does not have its velocity locked. Instead it suffers the effects of the Drive Damaged rule. In the case of Zooming Super-heavy Flyers, a Drive Damaged result does not reduce their minimum move distance of 18", but does halve their potential maximum move. A second Immobilised result on a Zooming Super-heavy Flyer inflicts Locked Velocity as normal (see page 81 of the *Warhammer 40,000* rulebook).

APOCALYPTIC BOMBING RUNS

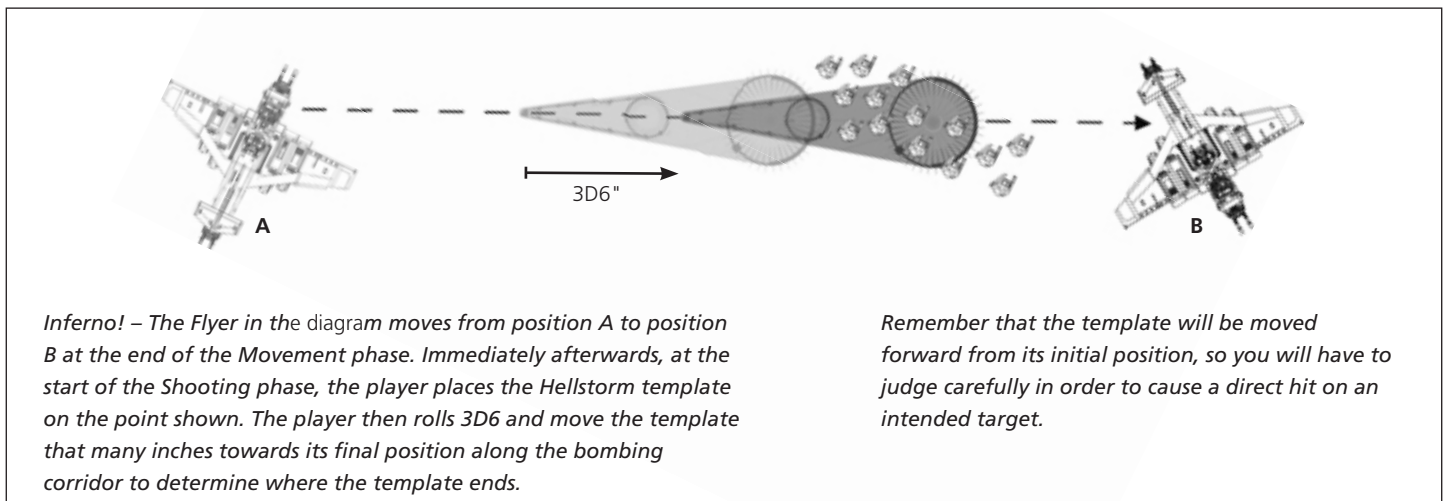
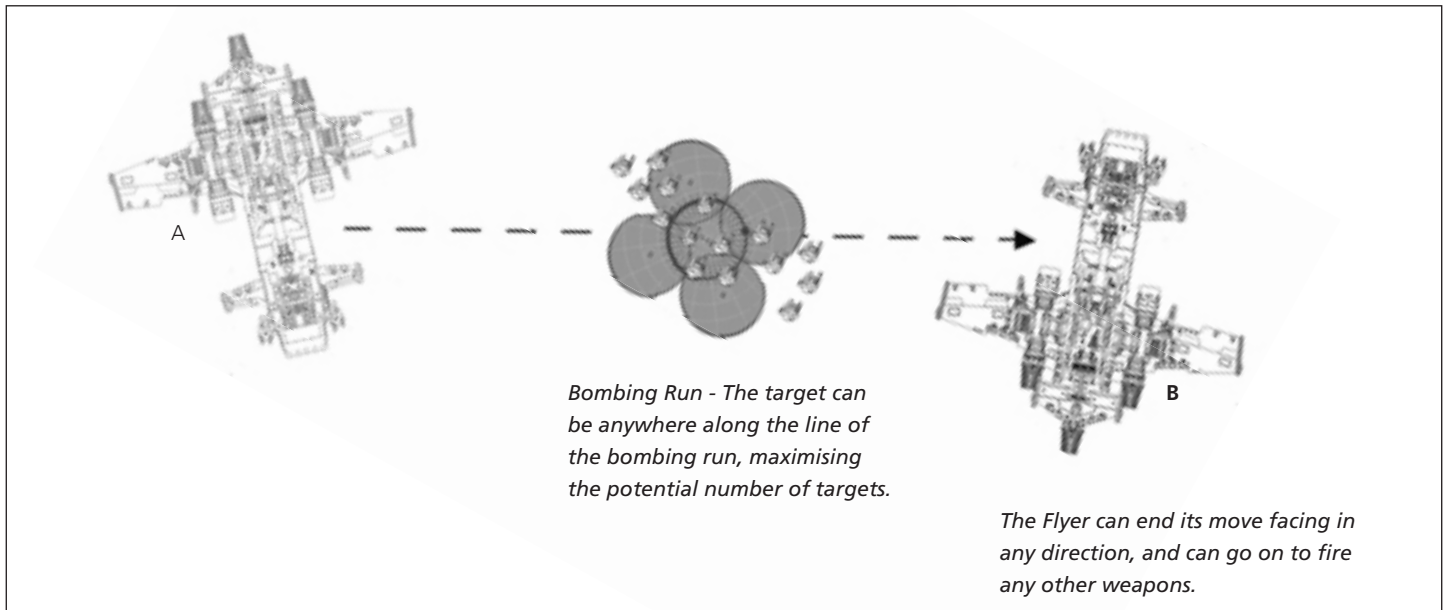
Super-heavy Flyers are able to carry payloads of bombs and ordnance far in excess of anything a smaller aircraft can, and the saturation effect of such a hail of fire and shrapnel falling from the skies is far beyond deadly to anything caught in the open below. Apocalyptic Bombing Runs cannot be made when using Hover mode or on any turn the Super-heavy Flyer enters play from Reserve.

When making an Apocalyptic Bombing Run place a marker during the Super-heavy Flyer's Movement phase anywhere along its line of movement that turn.

As soon as the Super-heavy Flyer's movement that turn has been completed, place the Apocalyptic Barrage template centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.

INFERNO!

Some bombs fitted to Super-heavy Flyers are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the Hellstorm template



rather the Apocalyptic Barrage template.

Execute a bombing run as described previously and then place the Hellstorm template anywhere along the bombing corridor, with the large end pointing towards the Flyer (see diagram opposite). The template is then moved 3D6” forward towards the Flyer that dropped the bomb. Once the template is in place, hits are determined as described on the Flyer’s datasheet (no cover saves apply).

APPENDIX IV: ADDITIONAL SPECIAL RULES

CO-AXIAL WEAPON

These weapons share their mount with a larger gun, and are designed to fire tracer rounds at the target, making the main gun’s fire more accurate. Weapons that are defined as Co-axial in their description must be fired at the same target as the main weapon (i.e., the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. Co-axial weapons are always fired before their main weapon (in exception to the usual rules) and if they score at least one hit on the target unit, the main weapon may then re-roll failed To Hit rolls (or re-roll scatter in the case of the main weapon being a Blast weapon).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a ‘D’ instead of a Strength value in its profile, it means it is a Destroyer. If a Destroyer weapon hits a vehicle (including any vehicle caught under a blast template from a weapon with this rule), there is no need to roll for armour penetration – it automatically scores a penetrating hit. If a Destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound with the Instant Death rule.

Cover saves and Feel No Pain rolls may not be taken against hits from Destroyer type weapons. Invulnerable saves however may be taken as normal.

INFERNO!

See the Super-heavy Flyers section for details.

PRIMARY WEAPON

See the Super-heavy Vehicles section for details.

TERRIFYING

See the Gargantuan Creatures section for details.

TITAN CLOSE COMBAT WEAPON

Some Super-heavy Walkers have the option of exchanging one of their arm’s long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field and able to smash buildings and lesser vehicles to little more than scrap and rubble.

Titan Close Combat weapons confer three extra close combat attacks to the profile of a Super-heavy Walker and count as having AP 1. They also confer the Destroyer special rule to all of the Walker’s close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle’s legs.

An opposing player may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary weapon.

POWER FIELDS

Some Ork Super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12” or more will instead hit a power field. Close combat attacks against the Ork Super-heavy vehicle, and ranged attacks from a distance of less than 12” against it, come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour value 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle’s own Armour value as normal.

VOID SHIELDS

Certain Super-heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise Warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on their smaller vehicles, turning them into discordant blazes of light and shadow as they move. If a model with this equipment has moved in the previous turn or arrived via Deep Strike, it counts as having the Shrouded special rule and a 5+ Invulnerable save. In the case of Enhanced Titan Holo Fields such as carried by the Phantom Titan the Invulnerable save is 5+ if the Titan has remained motionless in the previous turn increasing to 4+ if it has moved.

APOCALYPSE BLAST MARKERS AND TEMPLATES

Apocalypse uses blast markers and templates which are larger than those in a standard Warhammer 40,000 game. They are as follows:

HELLSTORM TEMPLATE

Weapons with the Hellstorm template rule use the large teardrop-shaped template and the same rules as other template weapons to determine which models are hit (no cover saves are allowed).

APOCALYPTIC BLAST MARKER

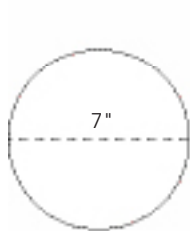
Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

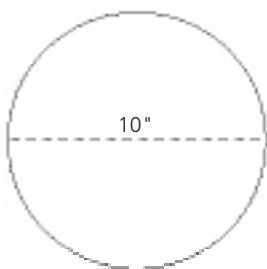
Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

APOCALYPTIC BARRAGE TEMPLATE

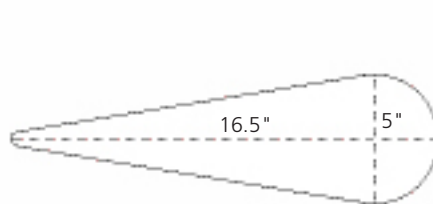
Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight and range of the weapon firing. When placing the Apocalyptic Barrage template the player may rotate it around its centre to any final position they wish. Once this is done, roll a number of dice equal to the bracketed value for the weapon and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Resolve the explosion on each area in turn, in any order as chosen by the firer.



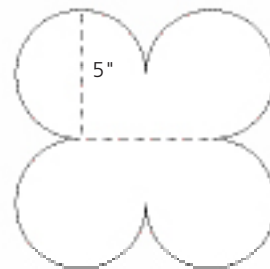
**MASSIVE
BLAST MARKER**



**APOCALYPTIC BLAST
MARKER**



**HELLSTORM
TEMPLATE**



**APOCALYPTIC
BARRAGE TEMPLATE**

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until they are happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order they prefer.

