

# Codex Astartes – Siege Assault Vanguard V0.3

Space Marine armies have a strategy rating of 5. All Space Marine detachments and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+.

## Detachments

Detachment	Units	Upgrades Allowed	Cost
Assault	Four Assault units	Caestus, Commander, Close Support	150 points
Devastator	Four Devastator units and two Rhinos	Caestus, Commander, Siege Devastator, Razorbacks, Dreadnought, Close Support, Heavy Support	250 points
Predators Tank Squadron	Six Predators (any combination of Annihilators and Destructors)	Commander, Close Support	375 points
Siege Assault	Six Siege Assault units and two Land Raider Crusaders	Commander, Land Raider, Close Support, Heavy Support	400 points
Siege Dreadnought Talon	Six Dreadnoughts (any combination of Siege and Ironclad Dreadnoughts)	Commander	250 points
Tactical	Six Tactical units and three Rhinos	Caestus, Commander, Siege Tactical, Razorbacks, Dreadnought, Close Support, Siege Mantlets, Heavy Support	300 points
Terminator	Four Siege Terminator units	Caestus, Commander, Dreadnought, Close Support, Heavy Transport, Heavy Support	325 points
Thunderfire Defence Battery	Four Thunderfire Cannons	None	275 points
Thunderhawk	One Thunderhawk (Saturation Bombing)	None	250 points
Vindicator Tank Squadron	Six Vindicators	Commander, Close Support	300 points
Whirlwind Support Squadron	Six Whirlwinds	Commander, Close Support	400 points

### Imperial Navy Aircraft

Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

### Titan Legion Battlegroups

One Warhound Titan	275 points
Two Warhound Titans	500 points
One Reaver Titan	650 points
One Warlord Titan	850 points

## Upgrades

Upgrade	Units	Cost
Caestus	Add the minimum number of Siege Assault Vanguard Caestus Assault Rams required to transport the entire formation	+125 points for 2 +175 points for 3
Close Support	Add up to three (in total) of the following vehicles: Land Raider Achilles Land Raider Helios	100 points 75 points
Commander	Add one Space Marine Commander Character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Captain in the army may be upgraded to a Supreme Commander for additional 50 points The Supreme Commander's formation can add a Land Raider Prometheus	50 points +50 points +85 points
Dreadnought	Add up to three Vulcan or Hellfire Dreadnoughts or a combination of the two	50 points each
Heavy Support	Add one of the following Squadrons: Three Hunters Three Predators (any combination of Annihilators and Destructors) Three Vindicators Three Whirlwinds	150 points 150 points 100 points 150 points
Heavy Transport	Add four transport vehicles which may be any mix of Land Raiders and Land Raider Redeemers or two Land Raider Crusader	325 points
Land Raider	Replace all Land Raider Crusaders for three Land Raider or Land Raider Redeemer or a combination of the two.	250 points 100 points
Razorback	Replace any number of Rhinos with 1-2 Razorbacks each	25 points each
Siege Devastator	Replace up to two Devastator units for Siege Devastator units	Free
Siege Mantlets	Replace all transport vehicles for: All Tactical units gain Reinforced Armour 5+ against shooting attacks.	75 points
Siege Tactical	Replace up to two Tactical units for Siege Tactical units	Free

### Special Rule – 5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).
- Space Marine formations are only broken if they have two Blast markers per unit in the formation.
- Space Marine formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not

receive +1 for having no blast marker if the formation has 1 blast marker before rounding down).

- Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than 1/2 this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

### New Units

**Note:** All units which can transport Assault, Terminator, Tactical and Devastator units can also transport Siege Assault, Siege Terminator, Siege Tactical and Siege Devastator units.

All units which can transport Tactical or Devastator units can also transport Siege Assault units.

Siege Terminator				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Thunder Hammers 2 x Heavy Flamers	(base contact) 15cm	Assault Weapons AP4+ and Small Arms	Macro-weapon Extra Attack (+1) Ignore Cover Ignore Cover	
<b>Notes:</b> Reinforced Armour, Teleport, Thick Rear Armour. The Heavy Flamers can shoot and be used to confer the Ignore Cover ability to the unit's firefight value.				

Siege Tactical				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	Macro-weapon Macro-weapon	
<b>Notes:</b> The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.				

Siege Assault				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Chainswords Boltpistols	(base contact) (15cm)	Assault Weapons Small Arms	- -	

Siege Devastator				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
2 x Multi-melta	15cm	MW5+ and Small Arms	Macro-weapon Macro-weapon	
<b>Notes:</b> The Multi-meltas can shoot and be used to confer the macro-weapon ability to the unit's firefight value.				

Vulcan Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Power Fist Multi-melta	(base contact) 15cm	Assault Weapon MW5+ and Small Arms	Macro-weapon, Extra Attack (+1) Macro-weapon Macro-weapon	
<b>Notes:</b> Walker. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.				

Hellfire Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Twin Lascannon Missile Launcher	45cm 45cm	AT4+ AP5+/AT6+	- -	
<b>Notes:</b> Walker.				

Siege Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	3+
Weapon	Range	Firepower	Notes	
Flamestorm Cannon Heavy Flamer Assault Drill	15cm 15cm (base contact)	AP3+ AP4+ Assault Weapon	Ignore Cover Ignore Cover Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> Ignore Cover, Walker.				

Ironclad Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	

Hurricane Bolter Seismic Hammer	(15cm) (base contact)	Small Arms Assault Weapon	- Macro-weapon, Extra Attack (+1)
<b>Notes:</b> Reinforced Armour, Walker.			

Thunderfire Cannon				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Thunderfire Cannon	60cm	2 x AP4+/AT6+	Disrupts or Ignore Cover	

Land Raider Crusader				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Frag Launcher Pair of Hurricane Bolters Twin Assault Cannon	(base contact) (15cm) 30cm	Assault Weapons Small Arms AP4+/AT4+	- Extra Attacks (+2) -	
<b>Notes:</b> Reinforced Armour, Thick Rear Armour Transport (may carry two Terminator units OR three of the following units: Tactical, Devastator & Scout).				

Land Raider Redeemer				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Frag Launchers Twin Assault Cannon 2 x Flamestorm Cannon	(base contact) 30cm 15cm	Assault Weapons AP4+/AT4+ AP3+	- - Ignore Cover	
<b>Notes:</b> Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Tactical, Devastator & Scout).				

Land Raider Helios				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon Whirlwind Launcher	45cm 45cm	AT4+ 1BP	- Indirect Fire	
<b>Notes:</b> Reinforced Armour, Thick Rear Armour, Transport (may carry one of the following units: Tactical, Devastator & Scout units).				

Land Raider Prometheus				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
4 x Twin Heavy Bolters	30cm	AP4+	-	
<b>Notes:</b> Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Tactical, Devastator & Scout units), any unit in the same formation as the Prometheus may ignore the 5cm restriction when using the Commander special ability.				

Land Raider Achilles				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Thunderfire Cannon 2 x Twin Multi-melta	60m 15cm	2 x AP4+/AT6+ MW5+ and Small Arms	Disrupts or Ignore Cover Macro-weapon Macro-weapon	
<b>Notes:</b> Reinforced Armour, Thick Rear Armour, Invulnerable Save, Transport (may carry one of the following units: Tactical, Devastator, Scout units). he Twin Multi-meltas can shoot and be used to confer the macro-weapon ability to the unit's firefight value.				

Thunderhawk (Saturation Bombing)				
Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Bombs Twin Heavy Bolter Twin Heavy Bolter 2 x Twin Heavy Bolter Battle Cannon	15cm 15cm 15cm 30cm 75cm	2BP AP4+/AA5+ AP4+/AA5+ AP4+/AA5+ AP4+/AT4+	Ignore Cover, Fixed Forward Arc Left Fire Arc Right Fire Arc Fixed Forward Arc Fixed Forward Arc	
Damage Capacity: 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.				
<b>Notes:</b> Reinforced Armour.				

Caestus Assault Ram				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Magna Melta Firefury Missile Launcher	15cm (15cm) 30cm	MW5+ and Small Arms 1BP	Macro-weapon, Macro-weapon, One-Shot	

**Notes:** *Planetfall, Reinforced Armour, Skimmer, Transport (may carry one Terminator or two of the following units: Assault, Tactical & Devastator).*