

# FORGE WORLD UPDATE FOR THE SPACE MARINE

## SIEGE ASSAULT VANGUARD ARMY LIST

The following is intended to update the Space Marine Siege Assault Vanguard army list, found on page 182 of *Imperial Armour Volume 10: The Badab War – Part Two*, for use in games of sixth edition Warhammer 40,000. As with the original Siege Assault Vanguard army list this update is intended to be used in conjunction with *Codex: Space Marines*, and unless an entry from that Codex has been substantially altered or added to, it has not been repeated here for the sake of brevity. All listed Space Marine special rules apply to the Siege Assault Vanguard force, including the Chapter Tactics rule.

Note that there are a number of options featured in *Codex: Space Marines* that are not available to the Siege Assault Vanguard force (Drop Pods, Bikes, Scouts, etc). This is intentional rather than an omission and reflects the singular nature of the forces used and their deployment.

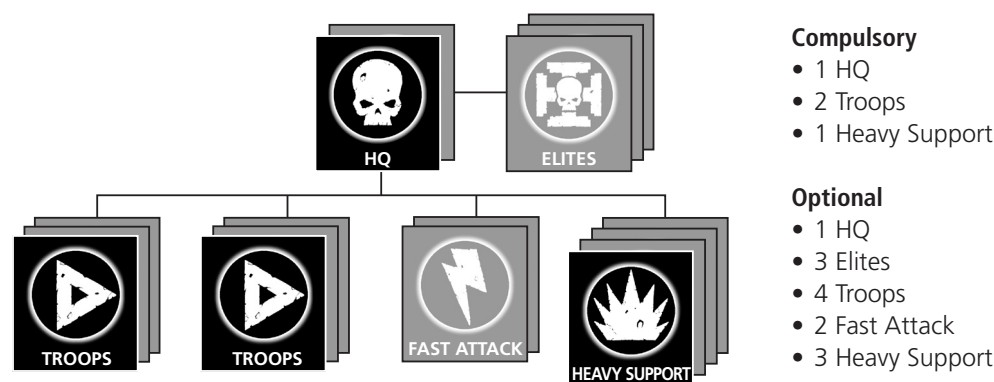
Forge World is currently preparing updates to provide completely updated rules for all of the Imperial Armour books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples 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

### USING THE ARMY LIST

The Space Marine Siege Assault Vanguard army list should be used alongside the guidelines shown on page 108 of the *Warhammer 40,000* rulebook when selecting an army.

The Space Marine Siege Assault Vanguard uses a slightly different Force Organisation chart for its primary detachment to that used by standard armies and reflects their unique composition and purpose. This chart is shown below, and is used in conjunction with the rules shown on page 109 of the *Warhammer 40,000* rulebook when selecting an army.



### SPECIAL RULES

- And They Shall Know No Fear  
See *Codex: Space Marines*
- Combat Squads  
See *Codex: Space Marines*
- Chapter Tactics  
See *Codex: Space Marines*

## THE SIEGE OBJECTIVE

Space Marine Assault Vanguard forces are not casually assembled as a standard pattern of attack or deployment for a Space Marine Chapter, even for those that favour such apocalyptic warfare over other styles of conflict. Instead they are created for a highly specific purpose, most commonly the breaching of an enemy line or the taking of a heavily defended objective simply too important to a wider conflict to allow it to remain in enemy hands. In order to represent this in your games of *Warhammer 40,000*, a special Siege Objective is used in addition to any other objectives or victory conditions for the particular game you are playing.

The Siege Objective is a 40mm marker, suitably modelled and provided by the Siege Assault Vanguard army player. This must be placed by his opponent within their deployment zone before deployment and before the game begins. The Siege Objective must be placed according to the rules for placing objectives provided on page 121 of the *Warhammer 40,000* rulebook.

The Siege Objective is controlled in the same manner as standard objectives (see page 123 of the *Warhammer 40,000* rulebook), but is worth no Victory points to either player. However, unless the Siege Assault Vanguard player either controls the Siege Objective at the end of the game, or has completely wiped out the enemy, they can never do better than draw the game.

**Designer's note – The Siege Objective:** You may have just read the previous rule and said to yourself "*But that's unfair!*" and you would be right, in essence. You will have to do more to win than the enemy when using this army list. However, it exists here as a rule both to counterbalance some of the quite deliberately powerful options and advantages presented within the Siege Assault Vanguard army over the norm, and also actively encourages an aggressive and attack-committed play style when using the army. This is very much part of the Siege Assault army's 'narrative' in the game and can make for some very exciting match-ups on the tabletop. It is the war they are built for so to speak; the forlorn hope that must succeed and the hammer of the Emperor that cannot be stayed. So have fun with it!

# WARLORD TRAITS

When assembling a Siege Assault Vanguard, a Space Marine Chapter will look to its most experienced masters of siege warfare to take control of such forces. Veterans of centuries of war and the destruction of the fortifications of uncounted xenos breeds and traitors, such commanders have a staggering knowledge of siegecraft.

When generating Warlord Traits for a Siege Master, or other non-Unique Space Marine character chosen to lead a Siege Assault Vanguard army, you may either roll on one of the Warlord Trait tables found in the *Warhammer 40,000* rulebook, or roll on the table below.

## SIEGE MASTER WARLORD TRAITS TABLE

### D6 Warlord Trait

- 1 Diviner of Weakness:** *Even the thickest armour has a weak point, and this Warlord has trained hard to recognise and ruthlessly exploit it.*  
All Melee weapons belonging to the Warlord gain the Rending special rule when attacking any model with an Armour value.
- 2 Master of Bombardment:** *This Warlord's intense study of artillery shows that the only true counter to an impenetrable defence is precisely applied firepower.*  
Any weapons with the Blast or Barrage special rules, fired within 12" of the Warlord by friendly troops while he is not locked in combat, may re-roll all of their Scatter dice.
- 3 Arch Logistician:** *This Warlord has mastered the flood of tactical data that besieges a commander in the heat of battle, using it to direct devastating salvos of weapons fire.*  
The Warlord gains the Split Fire special rule.
- 4 Bloody Lord of the Breach:** *No fastness of steel or ferrocrete can stay the wrath of this Warlord.*  
Whilst in close combat with at least one enemy unit that is currently occupying a Building, Fortification or area of Ruins, the Warlord and his unit gain the Rampage special rule.
- 5 Empowered by Hatred:** *This Warlord knows that whilst guns may run dry and walls crumble to dust, a Space Marine's hatred of the foe will never waver.*  
As long as the Warlord is within the enemy's deployment zone, all friendly units with at least one model within 6" of him gain the Hatred special rule.
- 6 Indomitable Will:** *Once committed to the attack this Warlord never admits defeat, fighting until the last shell has been fired and the last enemy lies gasping in the dirt.*  
Whilst your Warlord is alive, you may force a re-roll of any rolls to see if the game has ended (failed or successful) in any mission that uses the Variable Game Length rule (see page 122 of the *Warhammer 40,000* rulebook).

# HQ

## SPACE MARINE SIEGE MASTER ..... 115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Siege Master	6	5	4	4	3	5	3	10	2+/4+

### Unit Composition

- 1 Siege Master

### Unit Type

- Infantry (Character)

### Wargear

- Artificer armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Iron halo
- Signum

### Special Rules

- Independent Character
- And They Shall Know No Fear
- Chapter Tactics
- Siege Master

### Options

- The Siege Master may replace their bolt pistol and/or chainsword with one of the following options:
  - Boltgun ..... Free
  - Relic blade ..... +25 points
  - Storm shield ..... +15 points
- The Siege Master may take items from the Melee Weapons, Ranged Weapons, Special Issue Wargear (may not select a Space Marine Bike) and/or Chapter Relics lists in *Codex: Space Marines*.

### Command Squad

If you have a Siege Master in your army then he may also be accompanied by a Space Marine Command Squad (see *Codex: Space Marines* for details). This unit is a HQ choice but does not count against your army's HQ allowance.

This Command Squad may also take a Land Raider Prometheus as a Dedicated Transport option for 270 points (see the Dedicated Transport section of this army list).

### Siege Master

An army that includes a Siege Master may re-roll all Reserves rolls (successful or not) as long as the Siege Master has not been removed from play as a casualty. In addition, at the start of the game, the Siege Master may select a single friendly Infantry unit, non-Flyer individual vehicle or non-Flyer vehicle squadron chosen from *Codex: Space Marines* or the Siege Assault Vanguard army list. The chosen unit or vehicle may take either the Tank Hunters, Monster Hunter, Interceptor or Furious Charge special rules for the duration of the game.

## SPACE MARINE CHAPTER MASTER ..... SEE *CODEX: SPACE MARINES*

- (May not take a Space Marine Bike)

## SPACE MARINE CAPTAIN ..... SEE *CODEX: SPACE MARINES*

- (May not take a Space Marine Bike)

## SPACE MARINE LIBRARIAN ..... SEE *CODEX: SPACE MARINES*

- (May not take a Space Marine Bike)

## SPACE MARINE CHAPLAIN ..... SEE *CODEX: SPACE MARINES*

- (May not take a Space Marine Bike)

## SPACE MARINE MASTER OF THE FORGE ..... SEE *CODEX: SPACE MARINES*

- (May not take a Space Marine Bike)

## UNIQUE CHARACTERS

Unique (named) independent characters chosen from *Codex: Space Marines*, *Imperial Armour Volume 9* and *Imperial Armour Volume 10* (see the PDF update on the Forge World website for characters from the Badab Wars) may also be selected as HQ choices for a Siege Assault Vanguard army.

## 0-1 DAMOCLES COMMAND VEHICLE ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

# ELITES

CONTEMPTOR DREADNOUGHT..... SEE **IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION**

CONTEMPTOR-MORTIS DREADNOUGHT .....SEE **IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION**

TERMINATOR SQUAD ..... SEE **CODEX: SPACE MARINES**

TERMINATOR ASSAULT SQUAD ..... SEE **CODEX: SPACE MARINES**

STERNGUARD VETERAN SQUAD ..... SEE **CODEX: SPACE MARINES\***

VENERABLE DREADNOUGHT..... SEE **CODEX: SPACE MARINES\***

DREADNOUGHT ..... SEE **CODEX: SPACE MARINES\***

CENTURION DEVASTATOR SQUAD ..... SEE **CODEX: SPACE MARINES**

TECHMARINE ..... SEE **CODEX: SPACE MARINES**  
(May not take a Space Marine Bike)

**\*Siege Assault:** Sternguard Veteran Squads, Dreadnoughts and Venerable Dreadnoughts in a Siege Assault Vanguard army may not select Drop Pods as Dedicated Transport options. Dreadnoughts, Venerable Dreadnoughts, Contemptor Dreadnoughts and Contemptor-Mortis Dreadnoughts may take a Lucius Drop Pod as a Dedicated Transport.

# DEDICATED TRANSPORT

LAND RAIDER PROMETHEUS..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

RHINO ..... SEE *CODEX: SPACE MARINES*

RAZORBACK ..... SEE *CODEX: SPACE MARINES*

LAND RAIDER..... SEE *CODEX: SPACE MARINES*

LAND RAIDER CRUSADER ..... SEE *CODEX: SPACE MARINES*

LAND RAIDER REDEEMER ..... SEE *CODEX: SPACE MARINES*

LUCIUS PATTERN DREADNOUGHT DROP POD.....SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

# TROOPS

## SIEGE DREADNOUGHT TALON ..... SEE BELOW FOR POINTS COST

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Ironclad Dreadnought	4	4	6	13	12	10	4	2	3
Siege Dreadnought	4	4	6	12	12	10	4	2	3

### Unit Composition

- Three Dreadnoughts, which must be of either Ironclad or Siege pattern in any combination. Ironclad Dreadnoughts are 135 points each and Siege Dreadnoughts are 120 points each.

### Unit Type

- Vehicle (Walker)

### Wargear (All)

- Smoke launchers
- Searchlight
- Extra armour

### Wargear (Ironclad)

- Seismic hammer with inbuilt meltagun
- Power Fist with inbuilt storm bolter

### Wargear (Siege Dreadnought)

- Flamestorm cannon
- Assault drill with inbuilt heavy flamer

### Special Rules

- Siege Dreadnought Talon
- Brethren of Ancients
- Move Through Cover (Ironclad only)

### Options (Ironclad only)

- See the Ironclad Dreadnought entry in *Codex: Space Marines*, page 171, for options.

### Options (Siege Dreadnoughts only)

- A Siege Dreadnought may replace its flamestorm cannon with a:
  - Multi-melta ..... Free
- A Siege Dreadnought may take up to two:
  - Hunter-killer missiles ..... +10 points each

### Siege Dreadnought Talon

When first deployed on the battlefield (either at the start of the game or when arriving from Reserves) the Dreadnoughts that make up a Talon must be placed within 6" of each other, but afterwards may operate individually and are not treated as a vehicle squadron.

### Brethren of Ancients

A Space Marine Siege Assault Vanguard army may not include more Siege Dreadnought Talons than half the total number of Tactical or Siege Assault Squads taken in the army (ie, if a particular Siege Assault army had a total of four Tactical Squads then it could include no more than two Siege Dreadnought Talons).

In addition, if more than half of the Dreadnoughts in your army (including those not bought as part of a Siege Dreadnought Talon) are destroyed during the course of the game, any remaining friendly Dreadnoughts of any kind gain the Rage special rule unless they are Immobilised.

### Assault Drill

An assault drill counts as a Dreadnought close combat weapon that rolls an additional D6 to penetrate the armour of Buildings and Fortifications, as well as any vehicle that has not moved in the turn in which it is attacked. Whenever the assault drill scores a penetrating hit on a Transport vehicle or Building, then all models embarked within take a single hit from the heavy flamer once all close combat attacks have been resolved. Note that flamer hits from close combat attacks can only occur once per phase, not once per hit.

# TROOPS

## SPACE MARINE TACTICAL SQUAD ..... SEE *CODEX: SPACE MARINES*<sup>1</sup>

<sup>1</sup>*Siege Assault: Tactical Squads in a Siege Assault army may not use Drop Pods as transports.*

**Siege Mantlets (Additional Tactical Squad Special Rules):** Friendly Space Marine units chosen as part of a Siege Assault Vanguard also have the option of taking special issue siege mantlets for assaulting heavily fortified positions. Space Marine siege mantlets must be modelled appropriately with a large shield of some kind. A siege mantlet equipped squad may re-roll failed armour saves against shooting attacks only. Independent characters which join the unit gain these benefits but must also abide by their restrictions. Siege mantlet equipped squads may not Run or make Sweeping Advances. They also gain the Bulky special rule.

- Siege mantlet ..... +50 points per squad
- A squad which selects this option may not take a Dedicated Transport

## CENTURION ASSAULT SQUAD ..... SEE *CODEX: SPACE MARINES*<sup>2</sup>

<sup>2</sup>*A Space Marine Siege Assault Vanguard army may not include more Centurion Assault Squads than half the total number of Tactical or Siege Assault Squads taken in the army, (ie, If a particular Siege Assault Vanguard army had a total of four Tactical Squads then it could include no more than two Centurion Assault Squads).*

## SIEGE ASSAULT SQUAD ..... 155 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

### Unit Composition

- 9 Space Marines
- 1 Veteran Sergeant

### Unit Type

- Space Marines: Infantry
- Veteran Sergeants: Infantry (Character)

### Wargear

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

### Special Rules

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads
- Crusader

### Dedicated Transport

- The Siege Assault squad may take a Land Raider, Land Raider Crusader, Land Raider Redeemer or Land Raider Prometheus as a Dedicated Transport.

### Options

- Up to two Space Marines in the squad may exchange either their bolt pistol or chainsword for one item from the Special Weapons list from *Codex: Space Marines*.
- The Veteran Sergeant may take items from the Melee Weapons and Ranged Weapons lists from *Codex: Space Marines*.
- The entire squad may be equipped with:
  - Melta bombs ..... +30 points
  - Combat shields ..... +25 points



# FAST ATTACK

**SPACE MARINE ASSAULT SQUAD** ..... SEE *CODEX: SPACE MARINES*<sup>1</sup>

**SPACE MARINE VANGUARD VETERAN SQUAD** ..... SEE *CODEX: SPACE MARINES*<sup>1</sup>

<sup>1</sup>*Siege Assault: Assault Squads and Vanguard Veteran Squads in a Siege Assault Vanguard army may not use Drop Pods as transports.*

**STORMTALON GUNSHIP**..... SEE *CODEX: SPACE MARINES*

**STORMRAVEN GUNSHIP** ..... SEE *CODEX: SPACE MARINES*

**STORM EAGLE ASSAULT GUNSHIP ROC PATTERN**<sup>2</sup> ..... SEE *IMPERIAL ARMOUR*

*VOLUME TWO – SECOND EDITION*

<sup>2</sup>*When representing a Minotaurs army.*

**STORM EAGLE GUNSHIP** ..... SEE *IMPERIAL ARMOUR*

*VOLUME TWO – SECOND EDITION*

**CAESTUS ASSAULT RAM**..... SEE *IMPERIAL ARMOUR*

*VOLUME TWO – SECOND EDITION*

**FIRE RAPTOR GUNSHIP** ..... SEE *IMPERIAL ARMOUR*

*VOLUME TWO – SECOND EDITION*

# HEAVY SUPPORT

LAND RAIDER PROTEUS ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

SPACE MARINE DEVASTATOR SQUAD ..... SEE *CODEX: SPACE MARINES\**

SPACE MARINE THUNDERFIRE CANNON ..... SEE *CODEX: SPACE MARINES\**

*\*Siege Assault: Devastator Squads and Thunderfire Cannon in a Siege Assault Vanguard army may not use Drop Pods as transports.*

DEATHSTORM DROP POD ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

TARANTULA SENTRY GUN BATTERY ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

SPARTAN ASSAULT TANK ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

RELIC WHIRLWIND SCORPIUS ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

RELIC SICARAN BATTLE TANK ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

PREDATOR TANK SQUADRON ..... **75 POINTS**

	BS	Armour			HP
		Front	Side	Rear	
Predator	4	13	11	10	3

#### Unit Composition

- 1 Predator Tank

#### Unit Type

- Vehicle (Tank)

#### Wargear

- Searchlight
- Smoke launcher
- Autocannon

#### Special Rules

- Relic of the Armoury (see *Imperial Armour Two – Second Edition*)

#### Options

- The Predator Tank Squadron may include:
  - Up to two additional Predator tanks ..... +75 points each
- The Predator Tank Squadron may upgrade one Predator in the squadron to a Deimos Predator. This Predator may select options from the Deimos Predator profile (see *Imperial Armour Volume Two – Second Edition* for details):
  - Deimos Predator ..... Free
- Any Predator may exchange its autocannon for a:
  - Twin-linked lascannon ..... +25 points
- Any Predator may take a pair of sponsons armed with:
  - Heavy bolters ..... +20 points
  - Lascannons ..... +40 points
- Any Predator may take items from the Space Marine Vehicle Equipment list (see *Codex: Space Marines*).

# HEAVY SUPPORT

## ARTILLERY SUPPORT SQUADRON .....65 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Whirlwind	4	11	11	10	3

### Unit Composition

- 1 Whirlwind

### Unit Type

- Vehicle (Tank)

### Wargear

- Searchlight
- Smoke launcher
- Whirlwind multiple missile launcher

### Options

- The Artillery Support Squadron may include:
  - Up to two additional Whirlwinds .....+85 points each
  - Any Whirlwind in the squadron may be upgraded to one of the following vehicles:
    - Hunter..... +5 points per model
    - Stalker..... +10 points per model
    - Whirlwind Hyperios ..... +50 points per model\*
- \*(See *Imperial Armour Volume Two – Second Edition*)
- Any vehicle in the squadron may take items from the Space Marine Vehicle Equipment list (see *Codex: Space Marines*).

## VINDICATOR TANK SQUADRON .....125 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Vindicator	4	13	11	10	3

### Unit Composition

- 1 Vindicator Tank

### Unit Type

- Vehicle (Tank)

### Wargear

- Searchlight
- Smoke launcher
- Demolisher cannon
- Storm bolter

### Options

- The Vindicator Tank Squadron may include:
  - Up to two additional Vindicators .....+125 points each
  - Any Vindicator may take items from the Space Marine Vehicle Equipment list (see *Codex: Space Marines*).

## LAND RAIDER ACHILLES ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

## LAND RAIDER HELIOS..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

## SPACE MARINE RAPIER CARRIER BATTERY ..... SEE *IMPERIAL ARMOUR VOLUME TWO – SECOND EDITION*

# SIEGE ASSAULT VANGUARD ARMY

## LORDS OF WAR CHOICES

The following vehicles may be chosen as Lords of War if your primary detachment is from the Space Marine Siege Assault Vanguard army list:

Thunderhawk Gunship	WH40K: Escalation, IA2 2nd ed
Thunderhawk Transporter	IA: Apoc, IA2 2nd ed

**Imperial Armour Volume Two – Second Edition Lords Of War:** The new edition of *Imperial Armour 2* uses stamps to indicate which models are classed as Lords of War. The indicated models may be taken if your primary detachment is from the Space Marine Siege Assault Vanguard army list.

### FORCES OF THE IMPERIUM

The following vehicles may be chosen as Lords of War if your primary detachment is from *Codex: Imperial Guard*, *Codex: Space Marines*, *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Grey Knights*, *Codex: Space Wolves* or *Codex: Adepta Sororitas*. They may also be used in the following Imperial Armour army lists: Imperial Guard Armoured Battle Group from *Imperial Armour Volume One – 2nd Edition*, Death Korps of Krieg Siege Regiment from *Imperial Armour Volume 5*, Tyrant's Legion from *Imperial Armour Volume 9*, Space Marine Siege Assault Vanguard, and the Death Korps of Krieg Assault Brigade from *Imperial Armour Volume 12*.

Reaver Battle Titan	WH40K: Apoc
Warhound Scout Titan	WH40K: Apoc

### IMPERIAL NAVY

The following vehicles may be chosen as Lords of War if your primary detachment is from *Codex: Imperial Guard*, *Codex: Space Marines*, *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Grey Knights*, *Codex: Space Wolves* or *Codex: Adepta Sororitas*. They may also be used in the following Imperial Armour army lists: Imperial Guard Armoured Battle Group from *Imperial Armour Volume One – 2nd edition*, Elysian Drop Troops from *Imperial Armour Three – 2nd edition*, Death Korps of Krieg Siege Regiment from *Imperial Armour Volume 5*, Tyrant's Legion from *Imperial Armour Volume 9*, Space Marine Siege Assault Vanguard, and the Death Korps of Krieg Assault Brigade from *Imperial Armour Volume 12*.

Marauder Bomber	IA: Apoc, IA: Aero*
Marauder Destroyer	IA: Apoc, IA: Aero*

\*Certain printings of these publications predate the release of the latest edition of *Warhammer 40,000: Apocalypse*, and therefore make reference to *Structure Points* rather than *Hull Points*. Where this is the case, count every *Structure Point* as three *Hull Points*.