

THE CAESTUS ASSAULT RAM

Assault rams are attack craft intended to participate in close range space boarding actions that can also act as drop-assault vessels for direct orbital attack. There are many patterns of assault ram in use across the Imperium, but among the Space Marine Chapters, the multi-role Caestus is the most commonplace. Smaller in size and displacement than either the

Thunderhawk gunship or the Shark class boarding torpedo, the patterns' chief advantage is its speed and phenomenal durability which make it a highly survivable assault craft even in the most fire-swept landing zones. Compact and heavily armoured, the Caestus is intended not only survive direct collision with an enemy — it is designed for it.

CAESTUS ASSAULT RAM.....**Points Cost: 235**

	BS	F	S	R
Caestus	4	13	13	11

Composition:

- 1 Caestus Assault Ram

Transport:

- 10 models (see Special Rules)

Unit Type:

- Vehicle (Tank, Skimmer, Fast)

Special Rules:

- Assault Vehicle
- Misericorde
- Caestus Ram
- Afterburners
- Deep Strike

Access Points:

- Two front ramps.

Fire Points:

- None

Wargear:

- One twin-linked Hull-mounted Magna-melta
- Extra Armour
- Ceramite Plating

*Experimental Rules
Imperial sanction
not yet granted*

Options:

- A Caestus Assault Ram may be upgraded with any of the following:
Wing-mounted Firefury missile battery +25 points
Teleport Homer +15 points
Frag Assault Launchers..... +10 points

A Caestus Assault Ram is a Fast Attack choice in a Space Marines, Black Templars, Space Wolves or Dark Angels army.

Assault Vehicle: Models disembarking from the Caestus Assault Ram can launch an assault on the turn they do so (providing the Caestus did not Deep Strike).

Caestus Ram: The Caestus Assault Ram is purpose-built to survive smashing into a heavily armoured structure, and its forward prow is augmented with field generators. When conducting a ram attack, the Caestus can roll 2 dice and pick the higher number when determining if it has penetrated their target's armour and add +1 to any rolls on the damage chart that they inflict. In addition the Caestus has an invulnerable save of 5+ against any attacks against its front armour, including any damage it suffers as a result of carrying out a ram or being rammed itself from the front.

Afterburner: The Caestus Assault Ram is fitted with additional short-fire rocket motors and afterburners to allow it to swiftly reach its target. When going Flat Out, it may move up to 36" rather than 24".

Magna-Melta: A heavy, short ranged area-effect heat cannon, the magna-melta is designed to turn a large cubic volume of star ship hull-plating to liquid slag, and its effects on less durable targets such as battle-tanks and living matter are unsurprisingly catastrophic.

Weapon	Range	Strength	AP	Type
Magna-Melta	18"	8	1	Heavy 1, 5" Blast, Melta

Ceramite Plating: A vehicle with Ceramite Plating is not subject to the Melta special rule (meaning that weapons with this rule do not gain a bonus penetration dice against the vehicle at short range).

Misericorde: The ram's two hull booms contain heavily armoured compartments each fitted with multiple retractable inertial suppression clamps which lock transported troops in place and protect them from impact. As a result the Caestus Assault Ram has a transport capacity of ten models which must be either be in power armour, artificer armour or terminator armour (models in terminator armour only counting as one model rather than two for transport as normally would be the case).

Frag Assault Launchers: A unit charging into close combat on the same turn that it disembarks from a Caestus Assault Ram equipped with this upgrade system counts as being equipped with Frag grenades.

Teleport Homer: Caestus are often fitted with relay signal boosters to assist in Terminator teleporter attacks during the confusion of a space battle, and are of equal use in ground operations allowing the Chapter's Terminators to home in accurately on the breach formed by the ram's attack. Terminator models in the same army as the Caestus Assault Ram wishing to deep strike within 6" of the model will not scatter, so long as the Caestus has not moved Flat Out this turn.

Firefury Missile Battery: The Firefury is a rapid-firing missile launcher designed to discharge all of its munitions within a few seconds, saturating its target with micro-warheads.

Weapon	Range	Strength	AP	Type
Firefury	36"	6	4	Heavy 4, 3" blast, twin-linked, one use only

