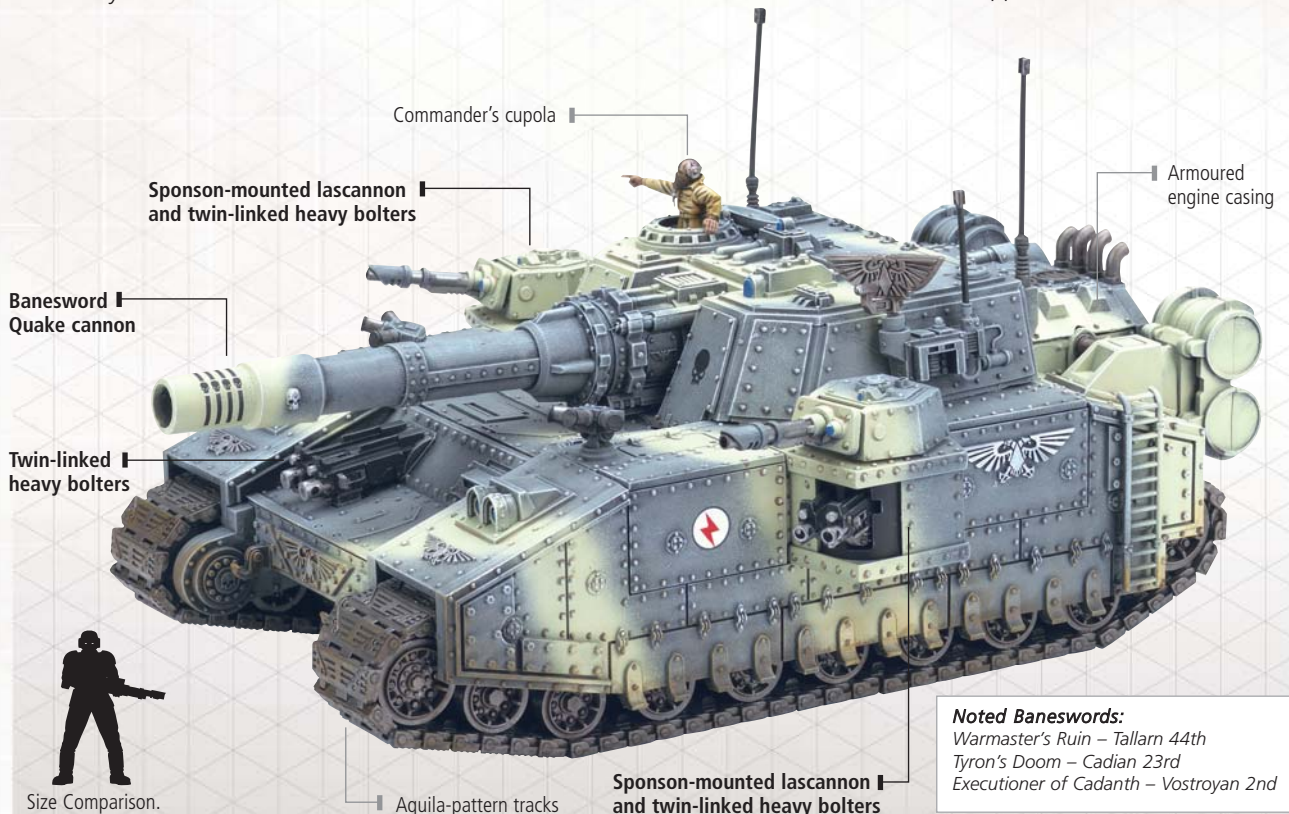


BANESWORD SUPER-HEAVY TANK

POINTS: 450

The Banesword is an adaptation of the venerated Shadowword design, exchanging the Titan-killing volcano cannon for the fortress-pounding fury of the quake cannon. The resulting combination of devastating siege gun and nigh-impenetrable armour is considered by many to be the last word in Imperial siegecraft. Indeed, Imperial combat doctrine holds an honoured place for the Banesword, and any commander worthy of his rank would gladly exchange a single Banesword for any two regiments in his army.

It is traditional for a Banesword to be named only after it has proved itself in battle. As a result, a freshly commissioned Banesword will ordinarily be referred to by an abbreviation of its lengthy production number or its forge world of origin. A Banesword's final designation will only be determined by its deeds on the battlefield, often incorporating the name or title of one of its victims. Of course, a blast from a quake cannon rarely leaves enough of the target for positive identification, so a certain amount of artistic licence is doubtless applied in most cases.



Noted Baneswords:

Warmaster's Ruin – Tallarn 44th
Tyron's Doom – Cadian 23rd
Executioner of Cadanth – Vostroyan 2nd

UNIT: 1 Banesword

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Hull-mounted Banesword quake cannon.
- Hull-mounted twin-linked heavy bolter
- Two spigons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

Options: A Banesword may be given the following upgrades from Codex: Imperial Guard: hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter.

A Banesword may replace its two side spigons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra spigons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

ARMOUR			
BS	Front	Side	Rear
3	14	13	12

WEAPON

Banesword
Quake cannon

RANGE
24-180"

STR
9

AP
3

SPECIAL
Ordnance 1
Barrage, 10"
Blast, Primary
weapon

Lascannon

48"

9

2

Heavy 1

Heavy bolter

36"

5

4

Heavy 3

Heavy flamer

Template

5

4

Assault 1

A Banesword may have the following upgrade at +25 points:

Command Tank. A high ranking officer is using the Banesword as a mobile HQ. All Imperial Guard units within 24" of a Banesword Command Tank may re-roll failed Morale checks.