

'STEEL FURY' BANEBLADE COMPANY

POINTS: 150 + MODELS

Though a single Baneblade is the equal of an entire squadron of battletanks, there are times when even the power of this behemoth is insufficient for the mission in hand. At such times, the army commander will gather together the Baneblades under his command, fielding them in one or more 'steel fury' companies.

Though often drawn from the same super-heavy regiment, it is not uncommon for vehicles from other formations to be drawn into the steel fury company. Such a formidable force is often only maintained for the duration of a single engagement or short campaign, each individual vehicle returning to its place in the line once the battle is won.

Steel fury companies are most often formed to face enemy titans or super-heavy warmachines, particularly if the army has none available itself. When facing titans, the *Tactica Imperium* advises that all available super-heavies be drawn together so that their otherwise dispersed firepower may be concentrated to greatest effect. Under attack from multiple Baneblades, even the mightiest titan must eventually fall.

The Steel Fury company was formalised by Van Cjester, a celebrated Colonel of Armour whose teachings were codified in the *Tactica Imperium*. Van Cjester's 'Differential Theorem of Dispersed Attrition' states that where the power of a single tank is equal to its enemy, two such tanks are three times more so. This is because the single tank is not only outgunned by a factor of two, but must also kill twice its number of enemies in order to survive.

Van Cjester died when his Baneblade was ground beneath the foot of a traitor titan at the Battle of Ununpentia Gorge. He was declared a *Sanctus Militarus* three centuries later. His feast day is 501 terra standard, a date celebrated by many armoured regiments of the Imperial Guard.

COMPANY
COMMAND BANEBLADE

Old Irascible – Cadian 445th
Super Heavy Armoured



BANEBLADE

Duke of Kasr Gaur – Cadian 445th
Super Heavy Armoured



BANEBLADE

Loyal Subject – Cadian 445th
Super Heavy Armoured



FORMATION:

3+ Baneblades

One Baneblade must be designated as the command tank.

SPECIAL RULES:

Combined Fire: Should a shot from any of the company's Baneblade cannons cause an enemy to roll on the catastrophic damage table, the roll is modified by +1 for each of the company's Baneblade cannon shots that hit it.

The Ground Shakes: Any enemy wishing to assault any of the company's Baneblades must take a Morale check, at -1 for each Baneblade within 12" of the command tank. If they fail, they may not assault that turn.

Strike Force: All Baneblades in the Steel Fury company must be deployed within 12" of the command tank, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command tank.

Command tank: Whilst the command tank is still mobile, any tank in the company within 12" of it (including the command tank itself) may ignore Gun Crew Shaken results on the super-heavy damage table.