

TERMINATOR TITANHAMMER SQUADS

**POINTS: 325 +
MODELS**

The Adeptus Astartes are often called upon to fight against insurmountable odds. Even a single Space Marine is expected to be able to overcome a foe that outnumbered him ten to one, or destroy a foe a hundred times his size without a moment's hesitation. This indomitable spirit is embodied by the fearless strike forces known as Titanhammer squads.

Pioneered by Captain Lysander of the Imperial Fists, Titanhammer squads proved extremely successful in the suppression and eventual extermination of the renegade Legio Unctator. Caught off-guard by the treachery of the Titans originally deployed in support of his men, Lysander's men were easy prey for the guns of the Legio's towering God-Machines. Thinking quickly, Lysander ordered his Terminator assault squads to split up, gathering all those armed with thunder hammers to his side before ordering his flagship to teleport him and his new entourage back to the bridge. After retrieving the ship's sole vortex grenade

from its stasis field and commending their souls to the Emperor, they teleported planetside again, this time within the void shields of the renegade Titans that were stalking towards their former position.

Lysander himself flung the vortex grenade into the lead Titan's path. A swirling field of non-space ripped into existence, the resultant implosion crippling the Titan so that it could not escape. Without hesitation the newly-formed Titanhammer squads climbed onto the massive treaded feet of the God-machine, striking with their crackling thunder hammers at vulnerable ankle and knee joints. One by one, the Legio Unctator's Titans were caught and brought to earth, the dust of their impact blotting out the sun. Since that day Lysander has ordered his veterans to form Titanhammer squads whenever he expects to encounter traitor war machines, and several other Chapters have followed suit.

TERMINATOR COMMANDER

Captain Lysander
Commander, Imperial Fists



TITANHAMMER SQUAD



Squad Justus, 1st Company

TITANHAMMER SQUAD



Squad Maxis, 1st Company

TITANHAMMER SQUAD



Squad Gladius, 1st Company

Renegade Titans felled
by the hammers of the
righteous:

Glory's Fist
Fires of Hades
Iron Jackal
Hellfiend
Lucian's Might

FORMATION:

- 1+ Space Marine Commander with wargear including Terminator Armour and Thunder Hammer (this can be Captain Lysander himself)
- 2+ Terminator Assault Squads (all squad members must bear Thunder Hammers and Storm Shields, though one may be upgraded to carry a heavy weapon)

SPECIAL RULES:

Strike Force: All models in Titanhammer squads enter play via Deep Strike. They must attempt to enter play within 12" of the Space Marine Commander (though scatter may carry them further away).

Oath of Duty: Titanhammer Squads are formed only in the direst of circumstances, and it is common practice for them to commend their souls to the Emperor before they enter the fray. Titanhammer Squads are Fearless.

Vortex Grenade: One member of the Titanhammer Squad is equipped with a Vortex Grenade. Nominate who is carrying it at the beginning of the game.

Desperate Measures: Titanhammer Squads may never be deployed on table and will always enter play from Strategic Reserve. The targets of Titanhammer Squads are so large that they themselves can be used as teleport coordinates. As a result, Titanhammer Squads will only scatter D6 inches when they Deep Strike.