

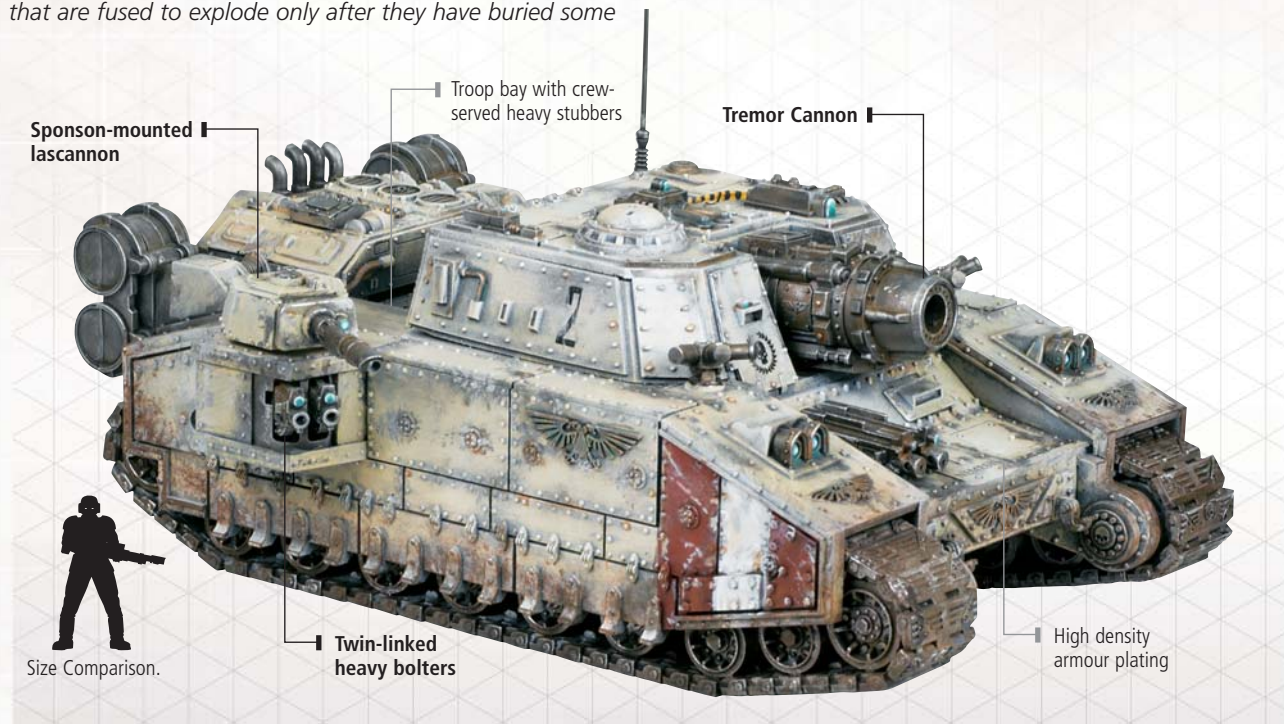
BANEHAMMER SUPER-HEAVY TANK

POINTS: 450

Imperial Guard formations are not known for their mobility and rely on overwhelming firepower to achieve their battlefield objectives. As a result, many Imperial commanders nurse a deep-set loathing, that borders on hatred, for any foe that is able to advance swiftly enough as to reach the Imperial lines before the massive bombardments have taken a sufficient toll. From such obsessions did the Banehammer super-heavy tank evolve.

The Banehammer's tremor cannon fires massive shells that are fused to explode only after they have buried some

distance into the ground. The resulting shockwave is invariably as lethal to troops on the surface as conventional ordnance, but can also disrupt the enemy advance for a considerable distance. Banehammers have proven particularly effective in the ongoing battle against Hive Fleet Leviathan. The larger Tyranid bio-monstrosities have proven notoriously resilient to even the heaviest weaponry, but a well-placed tremor cannon shell can slow them long enough for massed fire to bring them down.



UNIT: 1 Banehammer

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

TRANSPORT: The Banehammer has a transport capacity of 25.

FIRE POINTS: Up to 10 models may fire from the Stormlord's fighting platform.

ACCESS POINTS: The Banehammer is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:

- Hull-mounted tremor cannon
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

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

A Banehammer may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

ARMOUR			
BS	Front	Side	Rear
3	14	13	12

WEAPON

Tremor cannon

RANGE

60"

STR

8

AP

3

SPECIAL

Ordnance 1, 7" Blast, Earthshock*, Primary weapon

Lascannon

48"

9

2

Heavy 1

Heavy bolter

36"

5

4

Heavy 3

Heavy flamer

Template

5

4

Assault 1

*Earthshock: When the final position of the tremor cannon blast is determined, place a suitable marker under the hole and roll 4D6. This is the size of the shockwave zone generated by the shot. The shockwave lasts until the start of the Banehammer's next turn. Any units moving through the shockwave zone will do so as if they were moving through difficult terrain. Any units moving through difficult terrain in the shockwave zone will roll 1D6 less than normal to determine their maximum movement. Vehicles treat the shockwave zone as dangerous terrain – including skimmers (their motive systems are particularly vulnerable to boulders and rock shards being hurled into the sky).

It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.