22ND HOCHTARN MOUNTAIN JAEGERS ARMOURED SQUADRON

Unofficial Fan Dossier · Anvil of War

„"Where the jaegers stand, so too does the steel.""

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CORE DATA

Kind of formation	Armoured formation
Byname	"The Trench Watch"
Seat (world)	Hochtarn
Strength	Squadron – 3 tanks (organisation), 3 named vehicles
Standing / vassalage	Attached to the 14th Hochtarn Mountain Jaegers as its armoured support
Era	M41, c. 962.M41
Allegiance	Loyal
Origin	Original (Anvil of War)

ORIGIN & SEAT

Founding / rediscovery

The 22nd Hochtarn Mountain Jaegers Armoured Squadron was raised around 962.M41, when the Munitorum decided to provide Hochtarn's growing infantry tradition with a permanent armoured escort capable of operating on the narrow mountain roads and in the valley barrages of the home world. The first vehicles arrived in a closed convoy from a Forge World of the subsector, delivered complete with purity seals and holy water from the Tech-priests, and were commissioned in the loading halls of Hochtarn's ore security before the squadron was formally placed under its regiment's command.

The world they hold

The squadron is quartered in the lower maintenance halls by Hochtarn's loading stations, where the cable cars send ore and coal up to the anchorage. The halls are driven into the rock, heated against the permanent frost, with pits for the tracks and crane rails for turret changes. The muster yard lies one ramp higher, where the company forms up at the alert, while below the Tech-priests work on the machine spirits as though they were part of the shift.

The break in their history

At Eldrach (983.M41), the 9th Company's 1st Squadron was caught in an ambush in wooded hill country, as enemy infantry with plasma weapons turned two escort vehicles into burning wrecks before the infantry of the 14th Hochtarn could retake the position. The loss was made good that same campaign with replacements from the Forge World, without the squadron needing to be withdrawn from the front—a circumstance the column still cites to this day when speaking of the good supply situation.

RULE & STRENGTH

Rule and court

The squadron is led by Lieutenant Bohdan Bronowsk from the Leman Russ "Unverzagt", designation 911, assigned to the 9th Company, 1st Squadron. Beside him stands the Leman Russ Vanquisher "Psalm Neun", designation 912, under Corporal Ruslen Ambrozin, who commands the long-ranged firepower against armoured targets, and the Leman Russ Demolisher "Dritter Versuch", designation 913, under Corporal Lucenka Kessalova, assigned to close combat against fortifications.

Command follows the regiment's pit drill: short reports, loud counting, no vehicle moves without its neighbour knowing. A Commissar accompanies the company and rides with the lead tank during engagements to ensure bearing and discipline; the company's Tech-priest does not answer to him, but to the machine spirits alone, to whom he speaks his prayers daily in the maintenance halls.

The Mechanicus bond

Supply runs through a Forge World of the subsector assigned to Hochtarn's ore security, which in exchange for ore, coal and pit timber regularly delivers spare parts, gun barrels and consecrated components. The good state of spare parts is evident in that no vehicle of the squadron is out of service for more than a few weeks; even after Eldrach, the replacement tanks returned to the line within a single campaign, accompanied by fresh purity seals from the forge.

Strength and preferred patterns

The squadron fields a Leman Russ as line tank, a Leman Russ Vanquisher for combat against enemy armour, and a Leman Russ Demolisher for engaging positions and infantry under cover. The Leman Russ "Unverzagt" forms the squadron's centre and leads the advance, the Vanquisher "Psalm Neun" covers armoured targets from a withdrawn position, and the Demolisher "Dritter Versuch" breaks walls and trenches open when the infantry of the 14th Hochtarn climbs the slope.

The distribution across only one squadron is deliberately kept tight: all three vehicles of the 9th Company's 1st Squadron fight together, never separated, for the Line emphasis demands that the front be held as a whole, not in isolated engagements. Further vehicles of the same pattern serve in the company's remaining squadrons, but the table names only these three.

Doctrine and warfare

The squadron advances as a closed wedge, the Leman Russ in front, the Vanquisher and Demolisher staggered behind, so that each vehicle covers the other's field of fire. The deployment follows the infantry of the 14th Hochtarn: the tanks wait until the mountain jaegers have secured the flanks, then break straight through rather than going around—fully in keeping with the Line emphasis, which demands battle tanks in mass and no scattered advances.

A principle every crew learns states: whoever sees the gap in the front fills it before asking who ordered it. The Demolisher always advances last, as its short range makes it vulnerable until the Vanquisher has suppressed the enemy armour.

Named machines

Name	Pattern / class	Role
Unverzagt	Leman Russ Battle Tank	911 · Squadron leader
Psalm Neun	Leman Russ Vanquisher	912 · 9th Company · 1st Squadron
Dritter Versuch	Leman Russ Demolisher	913 · 9th Company · 1st Squadron

RITES & FLAW

Rites, traditions, rivalries

Before deployment, every crew places a stone on the parapet or the track guard of their tank, following the regiment's custom, "so that the mountain knows who stands with it." If the squadron loses a vehicle, its designation is not reassigned until a replacement tank has arrived from the Forge World and been consecrated by the Tech-priest—only then may the number be painted onto a hull again.

The flaw

The close bond to the accompanying infantry makes the squadron slow to advance independently: without the mountain jaegers at their side, the crews hesitate to push forward alone, which makes them vulnerable to swift, isolating attacks in open, infantry-poor terrain.

CAMPAIGNS & TIES

Campaigns and ties

The squadron fought at Karthos (977.M41) as part of the 14th Hochtarn's first reinforcement wave, but its defining engagement was Eldrach (983.M41), where it held wooded hill country against repeated ambushes for over four months. There, the Demolisher "Dritter Versuch" under Kessalova saved a besieged infantry company by breaking open a defensive wall and shooting the retreat path clear, an incident that gave the tank its name after the third, finally successful attempt.

The 14th Hochtarn Mountain Jaegers remains the squadron's steadfast ally, whose infantry it has accompanied since its formation. No named regiment is considered a rival, but among the crews persists the pride of reaching the front faster than any other armoured unit ever assigned to the 14th Hochtarn.

Campaigns (structured)

Karthos

Epoche: 977.M41

Gegner: unknown enemy

Ausgang: Victory

Eldrach
Epoche: 983.M41

Gegner: unknown enemy (ambush in woodland terrain)

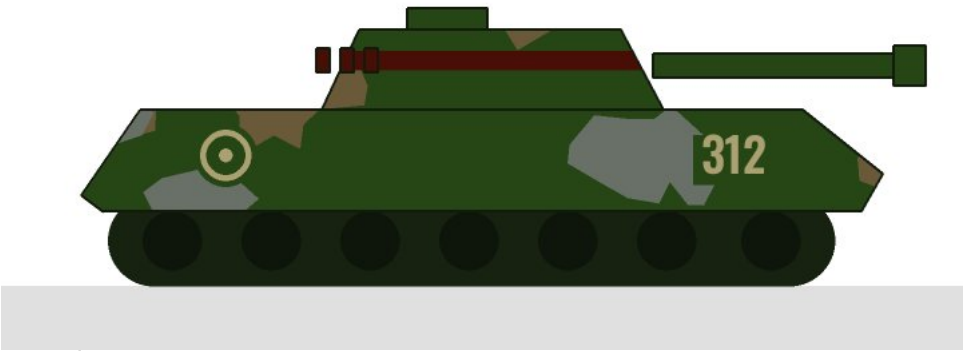
Ausgang: Victory after heavy losses

Valmark, Ormund Saddle
Epoche: 989.M41

Gegner: unknown enemy

Ausgang: Victory

VEHICLE LIVERY



Battle tank 312, 3rd Company

Part	Colour	Citadel	Source
Theatre	Forest and grassland · Blotch camouflage		
Base colour	#264715	Castellan Green	Loden uniform
Camouflage 1	#697068	Dawnstone	Standard cloth
Camouflage 2	#6B5A3A	Steel Legion Drab	theatre standard
Turret band	#490F06	Mournfang Brown	Chamois leather
Markings	#ABA173	Ushabti Bone	Chamois head insignia

Hull recipe: Castellan Green (Base) · Athonian Camoshade (Shade) · Loren Forest (Layer) · Elysian Green (Edge)

Derived from the heraldic colours of this dossier; the silhouettes are our own sketches, not copies of any Games Workshop model.