4TH GRÜNWALD HUSCARL REGIMENT ARMOURED DIVISION

Unofficial Fan Dossier · Anvil of War

„\"Where the forest ends, our work begins.\"“

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CORE DATA

Kind of formation	Armoured formation
Byname	\"The Rubble Wolves of Grünwald\"
Seat (world)	Grünwald
Strength	Division – 305 tanks (organisation), 21 named vehicles
Standing / vassalage	Assigned to the 77th Grünwald Huscarl Regiment, as its armoured fist of assault
Era	M41, circa 141.M41
Allegiance	Loyal
Origin	Original (Anvil of War)

ORIGIN & SEAT

Founding / rediscovery

The 4th Grünwald Huscarl Regiment Armoured Division was raised around 141.M41, when the Departmento Munitorum decided to assign the 77th Grünwald Huscarl Regiment a permanent armoured support capable of taking rubble zones and dense settlements even without infantry. The first Leman Russ came from various works, some still bearing the seals of foreign Forge Worlds, assembled from shipments that had actually been intended for other front sections. From the beginning, the unit was a patchwork of origins, held together by the shared mission: urban combat, assault, the forcing of narrow alleys and shattered halls.

The world they hold

The unit is garrisoned in the forests south of Grünwald\'s main valleys, where wide swaths were cut into the old tree stands to conceal maintenance halls and marshalling grounds. The depots are built half-underground, with earthen embankments against observation from above, for Grünwald tolerates no conspicuous structures on a quarantine world. Narrow corduroy roads run between the halls, along which the tracks of the Leman Russ enter, while the surrounding villages supply the unit with wood, meat and craftsmanship, without asking much about what happens in the halls.

The break in their history

During the campaign on Saumfeld, the 2nd Armoured Company was nearly wiped out in an encircled block of houses when reinforcements failed to arrive and the supply line was cut under fire. Of eleven vehicles, four returned; the rest were scrapped in the rubble or left as wrecks, since no recovery vehicle could get through. Since then, the division\'s spare parts situation has been considered bled dry: every newly raised squadron is made up of salvaged parts from dead vehicles, and some tanks carry on the name of a predecessor whose hull they contain within themselves.

RULE & STRENGTH

Rule and court

The division is led by the divisional staff, whose command tank D00 \"Karnow\'s Fist\", a Leman Russ in the Mars-Alpha pattern, guides the unit into the field under General Marne Karnow. He is accompanied by D01 \"No Detour\" under Commissar-General Nyla Vanner, who watches over the discipline and steadfastness of the crews. At regimental level, R00 \"Fenshaw\'s Remembrance\" leads under Colonel Britt Corvatch, flanked by R01 \"Door-Knocker\" under Lord Commissar Rooke Ussel. The 2nd Company is led by 200 \"Corda\'s Homecoming\" under Captain Fennik Woller, with 201 \"Sunday Visit\" under Commissar Renk Callum as watchful companion.

Command is strictly tiered: orders pass from the divisional staff through the regiments to the companies, yet in rubble combat this chain often dissolves into whistle signals and visual contact, as the culture of the 77th Regiment dictates. The division\'s Techpriest, Enginseer Umbrothex, accompanies the staff directly, as he personally decides on the scarce spare parts and begins no repair without his prayer.

The Mechanicus bond

The division is assigned to a wandering knighthood of the Mechanicus that carries its own workshops with it, rather than being bound to a fixed Forge World, for Grünwald itself supplies no war material of this quality. Enginseer Umbrothex mediates between the unit and the rite, yet deliveries remain irregular, often months overdue, so that the division\'s own workshops have become foundries for simple parts. Entire squadrons consist of hulls salvaged and reassembled after Saumfeld, with machine spirits that, according to the Techpriests, are \"of mixed temperament.\"

Strength and preferred patterns

The core of the division is formed by Leman Russ in the Mars-Alpha pattern as command tanks at divisional, regimental and company level, alongside plain Leman Russ as squadron leaders and line vehicles. Specialised variants supplement the companies: a Vanquisher for tank combat at range, a Demolisher and a Punisher for direct urban combat, an Exterminator against infantry in rubble, and an Executioner with plasma weapons for hardened positions. A Baneblade of the Super-heavy company, three Basilisk guns of a battery, and two Valkyrie aircraft assigned by the Imperial Navy round out the unit.

Within the squadrons, the patterns are deliberately mixed: a squadron leader of the plain Leman Russ type, accompanied by a specialised variant and a further line vehicle, so that every trio carries firepower against both infantry and armour. The emphasis on assault and urban combat is shown in the conspicuous concentration of Demolisher and Punisher, whose short range and massive effect are precisely tailored to rubble fields and macropoleis, while the Vanquisher and the Exterminator close the gaps against enemy armour and infantry.

Doctrine and warfare

The advance is conducted in wedges of one squadron each, with the Demolisher and Punisher forming the foremost thrust, covered by the Executioner and Exterminator, while the Basilisk battery prepares the rubble zones from the second line. The Baneblade \"Ira Sancta\" is deployed as a crowbar when a macropolis front cannot otherwise be opened, while the Valkyrie flight undertakes reconnaissance and the rapid deployment of commissars or technicians, but rarely intervenes in the actual storm battle.

The crews learn early that, according to Grünwald superstition, the first shot draws the enemy like a torch, which is why fire orders are often given only after visual contact and whistle signal, not according to a rigid schedule. A principle repeated in every company holds that a tank which stops to wait for reinforcement is already lost—advancing, even slowly, is considered the only safe cover in rubble.

Named machines

Name	Pattern / class	Role
Karnows Faust	Leman Russ Battle Tank	D00 · Divisional command tank
Kein Umweg	Leman Russ Battle Tank	D01 · Commissar-General’s tank
Fenshaws Andenken	Leman Russ Battle Tank	R00 · Regimental command tank
Türklopfer	Leman Russ Battle Tank	R01 · Lord Commissar’s tank
Cordas Heimkehr	Leman Russ Battle Tank	200 · Company command tank
Sonntagsbesuch	Leman Russ Battle Tank	201 · Commissar’s tank
Formular Sieben	Leman Russ Battle Tank	211 · Squadron leader
In zweifacher Ausfertigung	Leman Russ Vanquisher	212 · 2nd Company · 1st Squadron
Vorgang abgeschlossen	Leman Russ Demolisher	213 · 2nd Company · 1st Squadron
Schlammwühler	Leman Russ Battle Tank	221 · Squadron leader
Langer Atem	Leman Russ Battle Tank	222 · 2nd Company · 2nd Squadron
Sofort fällig	Leman Russ Exterminator	223 · 2nd Company · 2nd Squadron
Zuletzt gesehen	Leman Russ Battle Tank	231 · Squadron leader
Thron sei Dank	Leman Russ Punisher	232 · 2nd Company · 3rd Squadron
Lärmbeschwerde	Leman Russ Executioner	233 · 2nd Company · 3rd Squadron
Ira Sancta	Baneblade	S11 · Super-heavy company
Ferngespräch	Basilisk	B11 · Battery commander
Fliegenklatsche	Basilisk	B12 · Battery
Planquadrat Neun	Basilisk	B13 · Battery
Luftloch	Valkyrie	L11 · Flight leader
Höhenangst	Valkyrie	L12 · Flight

RITES & FLAW

Rites, traditions, rivalries

Before the advance, the crews paint a white cross on the driver\'s hatch, as a plea to the machine spirit to find the way back, a gesture borrowed directly from the hunting signals of the home villages. If the division loses a tank, its name, if known, is passed on to the next vehicle built from its parts, so that—as the crews say—the old machine spirit finds a new hull instead of remaining behind in the rubble.

The flaw

The bled-dry spare parts situation means that hardly any squadron enters a battle at full fighting strength; failures due to mechanical fault are more common than losses to enemy fire, and a damaged tank often remains in repair for weeks rather than returning within days.

CAMPAIGNS & TIES

Campaigns and ties

The division took part in the campaigns of Farnhag, Saumfeld and Merthis IV, always as the armoured fist of assault of the 77th Grünwald Huscarl Regiment, which undertook reconnaissance and the holding open of flanks, while the tanks broke the actual rubble fortresses. Especially on Merthis IV, an eight-month struggle for a decayed industrial city, the interplay of Demolisher, Punisher and the Baneblade \"Ira Sancta\" proved its worth, the latter flattening an entire row of houses in the third week of the campaign to open an escape route for the encircled 2nd Company—a deployment that has since stood in the division\'s records as an example of the value of super-heavy tanks in urban combat.

Considered a rival of the division is an unnamed armoured regiment from another segmentum, which on Saumfeld claimed the same rubble zone and, through hesitation before the decisive thrust, contributed to the encirclement of the 2nd Company; the memory of this lives on in the division as a warning against overly cautious neighbouring units.

Campaigns (structured)

Farnhag

Epoche: M41.156–M41.157

Gegner: unknown enemy forces

Ausgang: Victory, heavy own losses

Saumfeld
Epoche: M41.284–M41.285

Gegner: unknown enemy forces

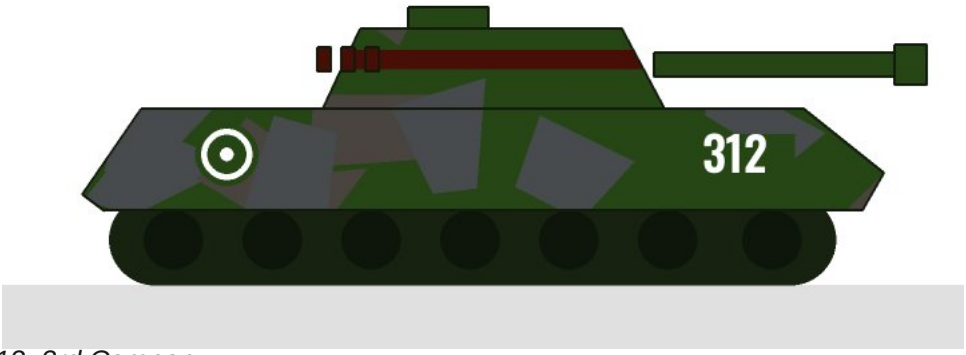
Ausgang: Pyrrhic victory, 2nd Company nearly wiped out

Merthis IV
Epoche: M41.392–M41.393

Gegner: unknown enemy forces

Ausgang: Victory after prolonged siege warfare

VEHICLE LIVERY



Battle tank 312, 3rd Company

Part	Colour	Citadel	Source
Theatre	Rubble and ash · Splinter camouflage		
Base colour	#264715	Castellan Green	Uniform base tone (forest green)
Camouflage 1	#484B4E	Eshin Grey	Greatcoat base tone (soil grey)
Camouflage 2	#4A4440	Mechanicus Standard Grey	theatre standard
Turret band	#490F06	Mournfang Brown	Field-brown leather and wood
Markings	#FFFFFF	Corax White	Insignia and visor (white)

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.