

# Tanks



# Tanks at Bovington

*Titan Owners Club is bringing the Warhammer Super Heavy Tanks to Bovington in 2026.  
Below are the rules for incorporating these war machines into your games of Adeptus Titanicus.*

## Assembling the Squadron

Up to three tanks may be taken per Maniple of Titans in your Battlegroup. These Tanks will operate as a single Squadron, gaining the benefits of Squadron Orders and Coordinated Strikes as per p45 of the Rulebook. Note: they do not have to be deployed as a single unit and do not have a coherency distance.

## Tanks in the Strategy Phase

Tanks are issued orders like any other unit, but can only be issued First Fire, Charge, Full Stride, or no orders

## Tanks in the Movement Phase

Tanks are not as mobile as Knights and move more akin to Titans. All Tanks can make up to three 45° turns in their movement phase if they are issued an order that allows them to. If it is issued Charge Orders, it may make a Tank Shock, which is a Smash Attack *at its Ballistic Skill*

## Tanks in the Damage Control Phase

Tanks do not activate in the Damage Control Phase

## Tanks in the Combat Phase

Tanks operate like any other unit/squadron in the Combat Phase.

## Tanks in the End Phase

Tanks remove any Orders in the End Phase

# Other Rules

## Damage Track Modifiers

Tanks have modifiers to their armour based upon how much damage they have sustained like Titans

## Catastrophic Damage

Tanks have large power sources and ammunition stores encased in heavy armour. When a tank is destroyed, roll on the Catastrophic Damage Table, replacing the word 'Titan', with 'Tank'. For a Catastrophic Meltdown, use the Tank's Scale in place of number of holes on the Titan's Plasma Reactor Status Track.

## Unstable

*Some weapons are fitted to Units out of Desperation: The need to build a platform capable of carrying the most destructive weapons, no matter the risk.*

When rolling to Hit for an **Unstable** weapon, any hit roll of a 1, automatically causes a point of structural damage. If this damage would cause other effect to the Unit (including its destruction), complete the attack first, and then deal with the damage to the firing Unit.



ORDER

## BANEBLADE SQUADRON

SCALE: 5 (GRANDIS)

90 POINTS (1) +WEAPONS

COMMAND  
5+BALISTIC SKILL  
4+SPEED  
24"WEAPON SKILL  
6+STRUCTURE  
POINTS

+1



+1



+2



+2



+3

10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

SPONSONS  
(+5 points each)

| Range | ACC | Dice       |
|-------|-----|------------|
| Short | 24" | 1          |
| Long  | 48" | Strength 6 |

BANEBLADE Tanks and their derivatives are armed with a Demolisher Cannon with fixed corridor firing arc, and the following primary weapons with a 180° to front firing arc;

BANEBLADE - Baneblade Cannon      HELLHAMMER - Hellhammer Cannon  
 STORMHAMMER - Stormhammer Cannon and Dual Battlecannon with 90° Front Fire Arc

Each may also be equipped with 2 or 4 Sponsons - each with 180° left or right firing arc

BANEBLADE  
CANNON  
(+15 points)

| Range            | ACC      |
|------------------|----------|
| Short            | 32" +1   |
| Long             | 96" -    |
| Dice             | Strength |
| 2                | 7        |
| Traits: Ordnance |          |

HELLHAMMER  
CANNON  
(+15 points)

| Range             | ACC      |
|-------------------|----------|
| Short             | T -      |
| Long              | - -      |
| Dice              | Strength |
| 2                 | 7        |
| Traits: Firestorm |          |

STORMHAMMER  
CANNON  
(+15 points)

| Range            | ACC      |
|------------------|----------|
| Short            | 24" -    |
| Long             | 72" -    |
| Dice             | Strength |
| 3                | 6        |
| Traits: Ordnance |          |

DUAL  
BATTELCANNON  
(+15 points)

| Range            | ACC      |
|------------------|----------|
| Short            | 24" -    |
| Long             | 48" -    |
| Dice             | Strength |
| 4                | 5        |
| Traits: Ordnance |          |

DEMOLISHER  
CANNON  
(+10 points)

| Range            | ACC      |
|------------------|----------|
| Short            | 20" +1   |
| Long             | 40" -    |
| Dice             | Strength |
| 1                | 7        |
| Traits: Ordnance |          |



ORDER

## SHADOWSWORD SQUADRON

SCALE: 5 (GRANDIS)

90 POINTS (1) +WEAPONS

COMMAND  
5+BALISTIC SKILL  
4+SPEED  
28"WEAPON SKILL  
6+STRUCTURE  
POINTS

+1



+1



+2



+2



+3

10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

SPONSONS  
(+5 points per pair)

| Range | ACC | Dice       |
|-------|-----|------------|
| Short | 24" | 1          |
| Long  | 48" | Strength 6 |

SHADOWSWORD Tanks and their derivatives are armed with the following primary weapons with a fixed corridor firing arc;

SHADOWSWORD/STORMSWORD - Volcano Cannon      BANESWORD/BANEHAMMER - Quake Cannon  
 DOOMHAMMER - Magma Cannon      STORMBLADE - Plasma Cannon  
 STORMLORD - Vulcan Mega-Bolter

Each may also be equipped with 2 or 4 Sponsons - each with 180° left or right firing arc

VOLCANO  
CANNON  
(+20 points)

| Range               | ACC      |
|---------------------|----------|
| Short               | 96" +1   |
| Long                | 192" -   |
| Dice                | Strength |
| 1                   | 9        |
| Traits: Blast (12") |          |

QUAKE  
CANNON  
(+15 points)

| Range                                     | ACC      |
|-------------------------------------------|----------|
| Short                                     | 72" +1   |
| Long                                      | 240" -   |
| Dice                                      | Strength |
| 1                                         | 8        |
| Traits: Blast (12"),<br>Concussive, Quake |          |

MAGMA  
CANNON  
(+20 points)

| Range                          | ACC      |
|--------------------------------|----------|
| Short                          | 32" -    |
| Long                           | 64" -    |
| Dice                           | Strength |
| 1                              | 10       |
| Traits: Blast (12"),<br>Fusion |          |

PLASMA  
CANNON  
(+30 points)

| Range               | ACC      |
|---------------------|----------|
| Short               | 32" -    |
| Long                | 96" -1   |
| Dice                | Strength |
| 2                   | 8        |
| Traits: Blast (12") |          |

VULCAN  
MEGA-BOLTER  
(+10 points)

| Range         | ACC      |
|---------------|----------|
| Short         | 32" +1   |
| Long          | 80" -    |
| Dice          | Strength |
| 6             | 4        |
| Traits: Rapid |          |



## ORDER

# FALCHION SQUADRON

SCALE: 5 (GRANDIS)

100 POINTS (1) +WEAPONS

COMMAND  
4+

BALISTIC SKILL  
3+

SPEED  
32"

WEAPON SKILL  
6+

STRUCTURE  
POINTS



+1



+1



+2



+2



+3

11-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

## SPONSONS (+10 points each)

| Range | ACC | Dice     |
|-------|-----|----------|
| Short | 24" | 2        |
| Long  | 48" | Strength |
|       |     | 6        |

FALCHION Tanks are armed with a Demolisher Cannon with either a twin Neutron Wave Cannon, Twin Volcano Cannon or Inferno Cannon with fixed corridor firing arc  
FELLBLADE Tanks are armed with Twin Accelerator Cannon with 180o to front firing arc and a Demolisher Cannon with fixed corridor arc

Each may also be equipped with 2 Sponsons – each with 180° left or right firing arc

## TWIN NEUTRON WAVE CANNON (+45 points)

| Range                 | ACC      |
|-----------------------|----------|
| Short                 | 48" +1   |
| Long                  | 96" -    |
| Dice                  | Strength |
| 2                     | 6        |
| Traits: Bypass, Shock |          |

## TWIN VOLCANO CANNON (+40 points)

| Range                          | ACC      |
|--------------------------------|----------|
| Short                          | 96" +1   |
| Long                           | 192" -   |
| Dice                           | Strength |
| 2                              | 9        |
| Traits: Blast (12"), Unstable* |          |

## INFERNO CANNON (+15 points)

| Range             | ACC      |
|-------------------|----------|
| Short             | T -      |
| Long              | - -      |
| Dice              | Strength |
| 2                 | 7        |
| Traits: Firestorm |          |

## TWIN ACCELERATOR CANNON (+30 points)

| Range           | ACC      |
|-----------------|----------|
| Short           | 64" -    |
| Long            | 128" -   |
| Dice            | Strength |
| 4               | 6        |
| Traits: Rending |          |

## DEMOLISHER CANNON (+10 points)

| Range            | ACC      |
|------------------|----------|
| Short            | 20" +1   |
| Long             | 40" -    |
| Dice             | Strength |
| 1                | 7        |
| Traits: Ordnance |          |



## ORDER

# ENGINES OF VAUL SQUADRON

SCALE: 3/4 (GRANDIS)

65/85 POINTS (1) +WEAPONS

COMMAND  
5+

BALISTIC SKILL  
3+

SPEED  
44"

WEAPON SKILL  
6+

STRUCTURE  
POINTS



+1



+1



+2



+2



+3

11-13: DIRECT HIT, 14-15: DEVASTATING HIT, 16+ CRITICAL HIT

## HOLOFIELDS

Holofields give a Tank a save at over 8" away against each hit.  
Depending upon the Order given;  
Full Stride: 4+, First Fire: 6+, Any Other Order: 5+  
*Blast / Template weapons reduce saving throws by 1.*

SCORPION Tanks (85 points each – Scale 4) are armed with a twin Pulsar  
COBRA Tanks (85 points each – Scale 4) are armed with a D-Cannon  
LYNX Tanks (65 points each – Scale 3) are armed with a Pulsar or a Sonic Lance and start at the third point (Green-dashed ring) on the damage track

Each is also armed with a Brightlance  
All Weapons have a fixed corridor firing arc

## TWIN PULSAR (+60 points)

| Range              | ACC      |
|--------------------|----------|
| Short              | 72" -    |
| Long               | 120" -   |
| Dice               | Strength |
| 4                  | 8        |
| Traits: Shieldbane |          |

## D-CANNON (+40 points)

| Range        | ACC      |
|--------------|----------|
| Short        | 32" -    |
| Long         | 72" -    |
| Dice         | Strength |
| 1            | 10       |
| Traits: Warp |          |

## PULSAR (+30 points)

| Range              | ACC      |
|--------------------|----------|
| Short              | 72" -    |
| Long               | 120" -   |
| Dice               | Strength |
| 2                  | 8        |
| Traits: Shieldbane |          |

## SONIC LANCE (+10 points)

| Range                | ACC      |
|----------------------|----------|
| Short                | 32" -    |
| Long                 | 48" -    |
| Dice                 | Strength |
| 1                    | 7        |
| Traits: Beam, Bypass |          |

## BRIGHTLANCE (+5 points)

| Range         | ACC      |
|---------------|----------|
| Short         | 32" +1   |
| Long          | 80" -    |
| Dice          | Strength |
| 6             | 4        |
| Traits: Rapid |          |