WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE

'Ere we go!

Blasting in with two battle reports! One of them being not about Battlefleet Gothic but it's predecessor: Space Fleet! Check out how the old game plays. It is brought by Secondeditionwargaming who you can also check on youtube:
https://www.youtube.com/channel/UCwf2oKkCCHWFPE7wLCfUTKA

The second battle report is a between Bleachhawk and the very editor of this magazine: me! We played the Cold Passage scenario from Battlefleet Gothic magazine.

Another throwback to Spacefleet is the Ship of Legend in this issue!

We continue with the next three-character ship winners of the Facebook competition. In issue 40 we will see the last two winners.

DoublebaseFanatic and Italianmoose wrote up some fun articles in their own sections.

Have fun!
Horizon

Some quick notes on Battlefleet Gothic:

THE RULES HUB:
https://www.specialist-arms.com/forum/index.php?topic=5203.0
Here you will find all and everything rules related from official and unofficial fan sources. But also, a digital starter kit, tokens, PDF sheets, markers and all the old magazines.

BATTEFLEET GOTHIC DISCORD
https://discord.gg/W8ZMHKb2bz
Join this great discord to talk about Battlefleet Gothic!

WARP RIFT DISCORD
https://discord.gg/kSKy3Rrtda
A small dedicated discord for this very Warp Rift ezine!

If you want to submit articles or just ask something the best way is to join the Discord or sent me a mail at: horizonmcr@vivaldi.net

Battlefleet Gothic also has a presence on Reddit, Instagram, Dakkadakka, Yaktribes, Mastodon and Facebook (the last one is without me). So, check those out as well.

Cover page by me, featuring a Helian Dreadnaught

What we have for you in this issue of Warp Rift?

Have a good article? A scenario you want to share? A story to tell? Tactics? Nice ships? Remarks? Anything?

Contact me and we'll get it into a next issue of Warp Rift.

You can find me at the Warp Rift Discord, BFG Discord, Reddit (horizon_fleet), Instagram (horizonmcr), specialist-arms.com/forum and dakkadakka (horizon).
Or mail me at horizonmcr@vivaldi.net

BFG Discord: https://discord.gg/TScZjbwefG
Warp Rift Discord https://discord.gg/VbMSzs6W

Ships of Legend

The Snail of Horrors

From the depths of space, millennia old.
The Snail of Horrors arrived.

It had been there before.
It had devoured dozens of planets before..

Then travelled into unknown depths of space.
Seeking for a calling beyond our knowledge.

But woe is upon those old foes of old times.
For the Snail of Horrors has returned.

Once more it shall feed upon them, once more they shall succumb in fear.
For the Snail of Horrors has returned.

BFG Discord member Tinnut (you can find his creations on Cults3D) created these great looking Tyranid snails using the art from the old Spacefleet game as a mighty inspiration.

And with that I just had some fun trying to come up with some unique rules for this special Hiveship: the Snail of Horrors was born.

- horizon

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/14	10cm	Special	4	5+ Prow/6+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Choose one dorsal (thorax) weapon			
Pyro-Acid Battery	45cm	6	Left/Front/Right
Bio-Plasma Discharge	15cm	4	Left/Front/Right
Prow Heavy Gunz	15cm	4	Front
Choose one prow weapon			
Feeder Tentacls	Contact	Special x2	Front
Massive Claws	Contact	Special x2	Front
Launch Bays	Fighters/Assault	6	Front
Pyro-Acid Battery	45cm	8	Front
Bio-Plasma Discharge	15cm	4	Left/Front/Right

Old & Wise: *The Snail of Horrors is wise and cunning but also greedy. Therefore it has a leadership value of 9.*

Layer upon layer: *The Snail of Horror counts as being on brace for impact against damage (per Kraken rules).*

Slick of the Snail: *Turning: In order to turn the Snail of Horrors must execute a successful Burn Retros Special Order.*
Furthermore, when on Burn Retros special orders the Snail may also move backwards (keep heading the same!) up to 5 cm (half speed per usual).
When on All Ahead Full Special Orders the Snail rolls 4D6 dice on top of its usual speed. Now the Snail may decide to move this speed full speed forwards but it may also use the speed rolled from the dice to make a backwards move, including a ramming attack with its thick shell!
<u>*Example*</u>: *the Snail of Horrors successfully goes on All Ahead Full Special orders and rolls a 3,4,5 and 6 giving an additional speed of 18cm. Now the Snail moves forward 10cm base speed and can decide to move backwards. Move the snail back 18cm (effectively ending 8cm before the position where it started the turn) if an enemy ship is in its path it may make a ramming attack per usual rules!*

Battle Report

The battle of the
Cold Passage

Written by BleachHawk

Hello everyone! Today, horizon and I bring to you a battle report of the classic scenario from Battlefleet Gothic Magazine - Issue 13: The battle of the Cold Passage.

For Warp Rift 35 I wrote an article about my interpretation of the Invincible Class Fast Battleship, that came to be in this exact scenario. So now, almost exactly a year later, horizon and I decided to finally play it and of course I had to command the Imperials.

I hope you enjoy reading this account of our fleets clashing!

BleachHawk

Prologue

The battle of the Cold Passage occurred as part of a determined effort by Battlefleet Bakka to combat the prolific Chaos raids throughout the segmentum. The Chaos Desolator Class Battleship *Frozen Sun*, led by Lord Reznard, had mounted a series of raids into Segmentum Tempestus.

The battleship was easily able to overwhelm standard convoy escorts and local orbital defenses of provincial worlds. It left a trail of destruction that stretched the resources of Battlefleet Bakka to the limit. Old battleships were recommissioned to escort convoys and a series of battleship hunter groups were formed.

One of these groups consisted of the Victory Class Battleship *Baro Carus* and the Invincible Class Fast Battleship *Saydlitz*, led by Vice Admiral Constans. This group was allocated a quiet sub-sector, Formis, as its patrol area, well away from the predicted course of the *Frozen Sun*.
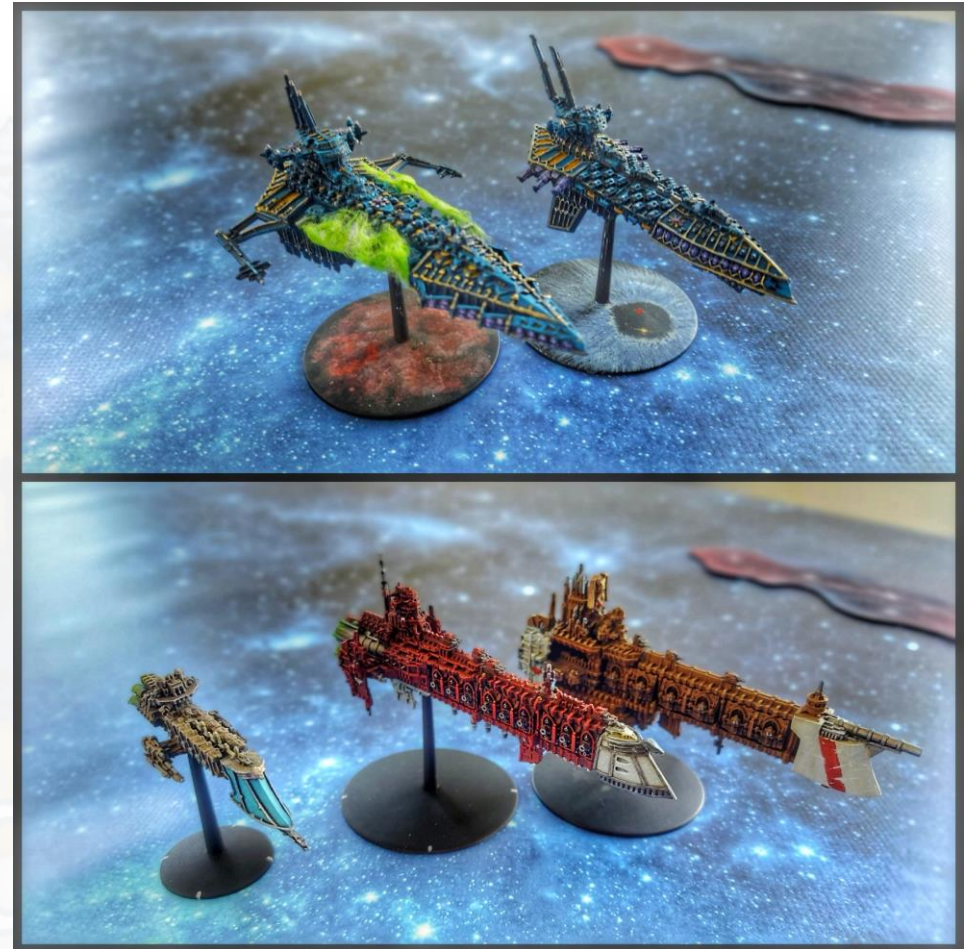
Chaos fleet led by Chaos Lord Khurzon Reznard aboard the Frozen Sun.

Imperial fleet led by Vice Admiral Tiberius Constans aboard the Saydlitz.

In truth, the flotilla was barely combat worthy. The *Baro Carus* was a recently converted ship that had not completed a single tour of duty. Many of its crew were inexperienced and its primary weapons had not been properly tested.

Against all expectations, the *Frozen Sun* was detected by the light Cruiser *Arbitor*, that had been sent from Battlefleet Charadon. The *Arbitor* shadowed the *Frozen Sun* and her escort, the Repulsive Class Grand Cruiser *Heart of Darell*, from a safe distance. Skillfully staying in their plasma wake to avoid detection as the Astropaths broadcast the flotilla's path.

Upon the bridge of the *Frozen Sun*, alarm signals shrieked. Multiple contacts were reported to Lord Reznard and after verifying that there were two battleships and a light cruiser in the area, he immediately knew he had to attempt a dash to the warp gate.

Maybe his ships would be able to beat the Imperials, but that was not his objective. And although he had the initiative, he preferred to wait for now, eager to exploit any weakness in the Imperial Fleet's maneuvering.

Imperium Turn 1

The traitor flotilla was within sight. Vice Admiral Constans gave a short speech to his crew and the accompanying *Baro Carus*, emphasizing the importance of their mission, before issuing his first orders.

The *Baro Carus* slowly turned to port in order to bring her frontal nova cannon to bear. Despite there still being a surplus of tech adepts on board, in the process of finalizing calibrations and canticles to the targeting system's machine spirit, the massive projectile found its mark. The *Frozen Sun*'s powerful shields shivered but managed to hold.

Around the same time the *Saydlitz* unleashed her port weapons batteries and dorsal lances at the enemy battleship which now was too much for her shields, bringing them down. Upon realizing this, the Vice Admiral tried to signal the *Arbitor* to also concentrate her fire at the now defenseless target but alas, she had already fired her potent lance battery at the escorting *Heart of Darell,* scoring no hits.
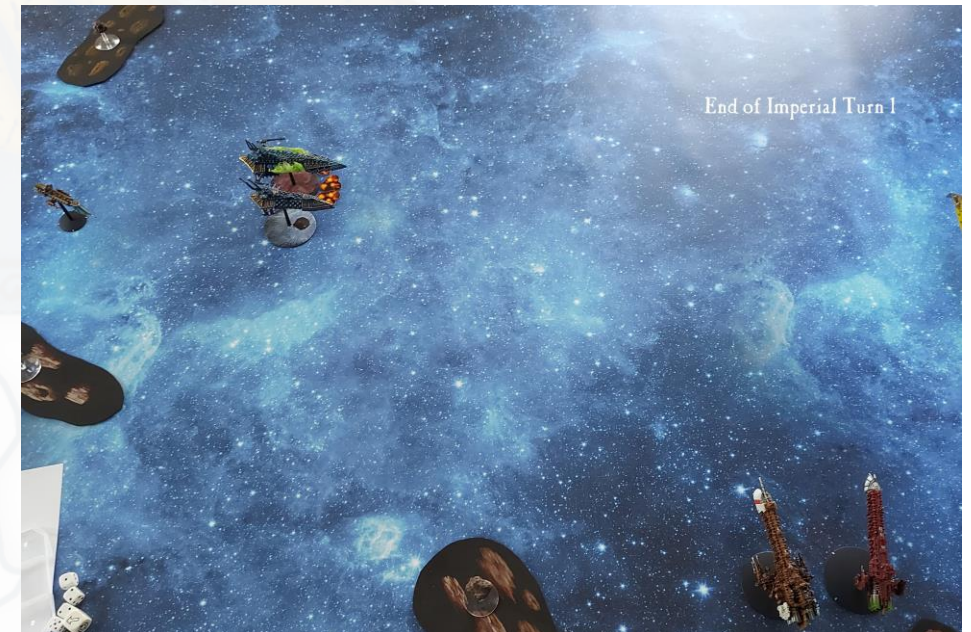
Chaos Turn 1

Chaos Lord Khurzon Reznard, satisfied with his ships weathering the Imperial fire, now ordered his flagship's gunnery officers to take aim while heading his ship towards the warp gate at full speed. However, despite being locked on to the *Baro Carus*, only a single hit could be scored.

The *Heart of Darell* on the other hand changed course, to fire a salvo of torpedoes at the Imperial battleships, and lightly damaged the pursuing Imperial light cruiser with her starboard weapon batteries.
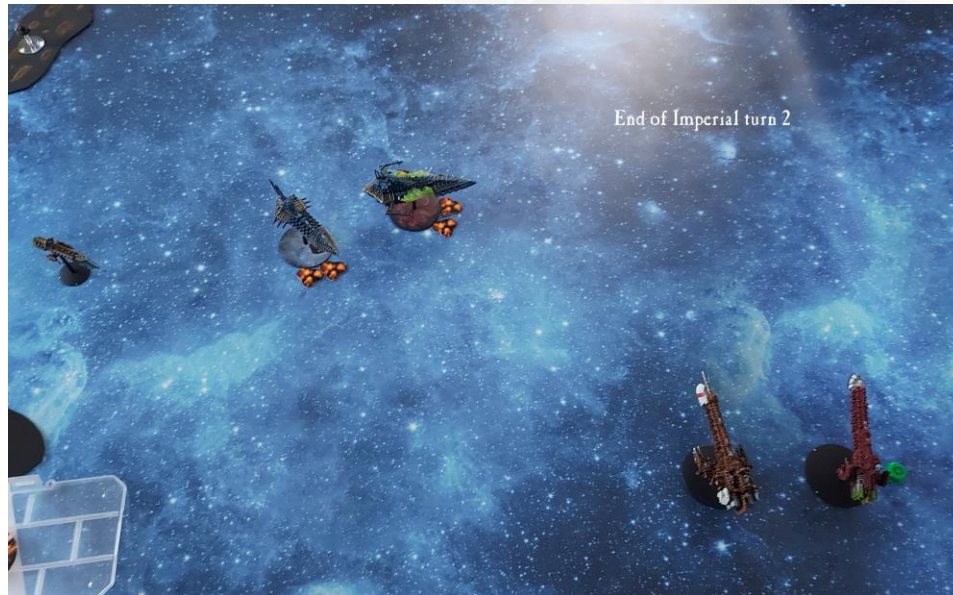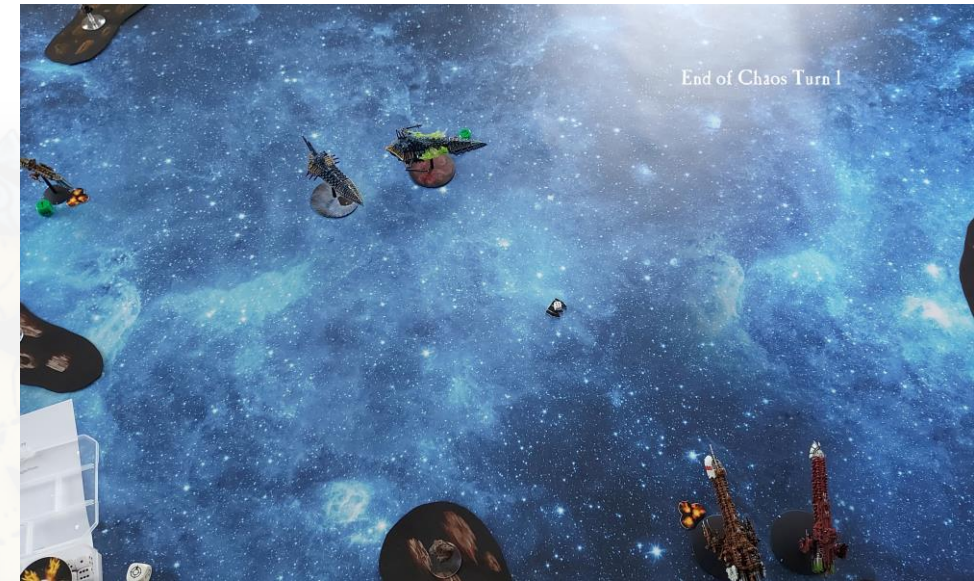
Imperium Turn 2

The Imperial battleships moved forward, intending to cross the Chaos flotilla's T. The *Baro Carus* still was in position to fire another nova cannon round at the *Frozen Sun*, this time only glancing her shields. Her port and dorsal armaments fired at the *Heart of Darell*, taking out her shields and damaging the ancient vessel.

Saydlitz and *Arbitor*, this time managing to combine their fire, again collapsed the Chaos battleship's shields but did only superficial damage.

Meanwhile, the Chaos torpedoes reached *Baro Carus* and the inexperience of her captain and crew first showed, when they overestimated their ships' turret defense, taking 3 torpedo hits! The crew was shaken but still eager to fight and quickly followed the damage protocols.

Chaos Turn 2

On *Heart of Darell* the crew cheered, as multiple explosions were detected on the enemy battleship and the torpedo tubes were quickly reloaded. Her powerful weapons batteries and dorsal lances also continued to pummel the *Arbitor*, whose crew braced for impact and barely managed to save the ship.

The *Frozen Sun*, still steaming for the warp gate, launched her massive torpedo salvo at the *Saydlitz* and opened fire on the already struck *Baro Carus* to her starboard side. This time, it were the mighty shields of the Imperial battleship who took the beating and overloaded but protected the ship from any further damage.

End of Chaos turn 2

End of Imperial turn 3

Imperium Turn 3

Detecting the massive wave of enemy torpedoes, Vice Admiral Constans gave order for the *Saydlitz* to burned retros in order to avoid being struck. Unfortunately, the *Baro Carus* was now foolishly crossing in front of her, intending to fire at the closing *Frozen Sun*.

Constans, furious that his torpedoes couldn't be launched at the main target, now was forced to only fire the dorsal lances. He waited for the *Baro Carus* to lose her port and dorsal weaponry, as well as the *Arbitor* to weigh in what lances were still operational and then gave order to fire as well. Again, the Chaos battleship's shield held, although this time her commander was forced to order brace for impact.

Chaos Turn 3

The *Heart of Darell* now saw an opportunity to lock on to the moving away *Baro Carus*, her combined weapons batteries and lances weakening the enemy's shields.

Meanwhile, the *Frozen Sun* used her speed and denied the enemy crossing her T and instead moved in front of the closing enemy capital ships herself. At close range she took out the *Baro Carus*' shields again and did light damage, despite still being on brace for impact order.

The battle was developing favourably for the Chaos flotilla, as it had only suffered insignificant damage and the *Frozen Sun* was closing in with the warp gate fast.

End of Chaos turn 3
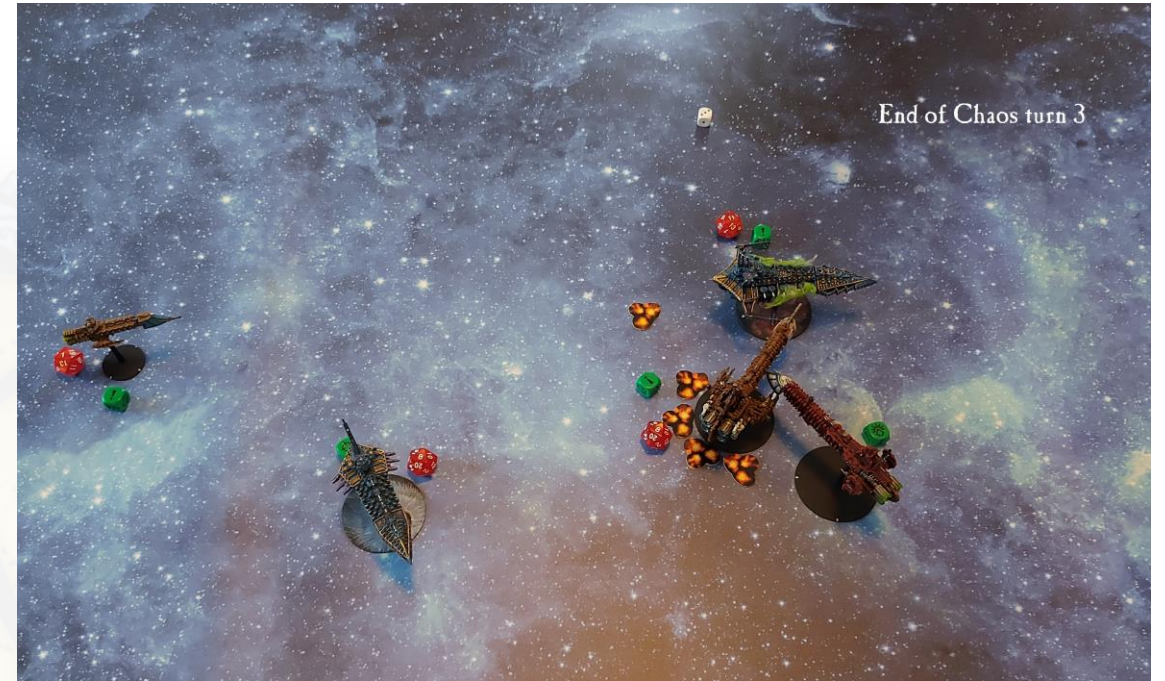
Imperium Turn 4

The *Baro Carus* found herself passing in front of the imposing enemy battleship at extremely close range, her bridge crew was able to make out the blasphemous ship with bare eyes. Had her crew not been scrambling to man battle stations and re-route power after the brace for impact order, this would have been an amazing position to ram the enemy ship. For now, there really was nothing the *Baro Carus* could do.

The *Saydlitz* on the other hand managed to lock onto the *Frozen Sun* and passed directly behind the enemy battleship, almost equally as close.

This surely would be a turning point in the battle! Her immense starboard weapons battery and dorsal lance array taking aim and impatiently waiting for the order to fire, the Imperial Fast Battleship maneuvered into position. When the order finally came to unleash the inferno... the Chaos gods themselves must have been protecting the chaos battleship, as its shields still were **on half strength**!

The *Arbitor* had also locked on to the main target but only managed to, again, overload the enemy shields.

Even the fact that combined weapons fire was able to damage the Chaos Grand Cruiser couldn't comfort Vice Admiral Constans, as their main target increased the distance between them.

Ineffective shooting by Saydlitz
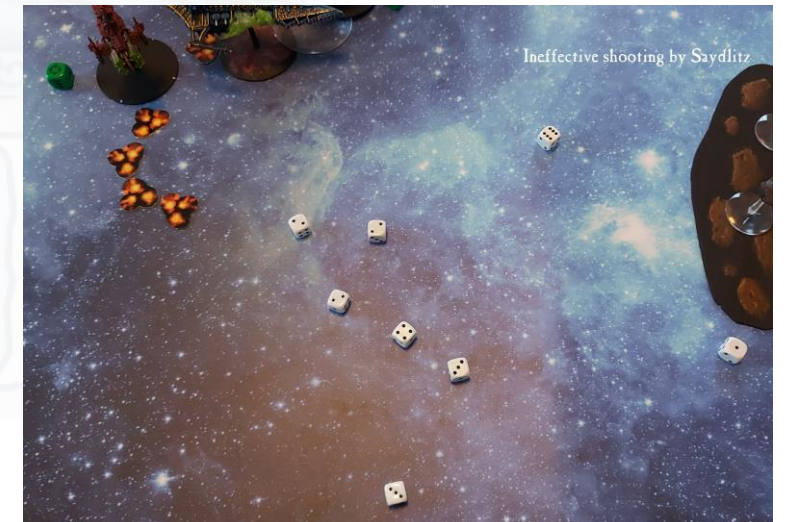
Chaos Turn 4

The Chaos capital ships now maneuvered behind and abeam of the Imperial ships.

While *Frozen Sun*'s weapons were firing at *Baro Carus* to keep her at bay, Lord Reznard was informed that the shields of *Saydlitz* had been weakened by debris. Using this to his advantage, he ordered *Heart of Darell* to target her, lightly damaging the ship and taking out critical systems in the process.

Preparations were now made aboard the *Frozen Sun* to take the final leap towards the warp gate. Escape was within reach.

End of Chaos turn 4

End of turn 5
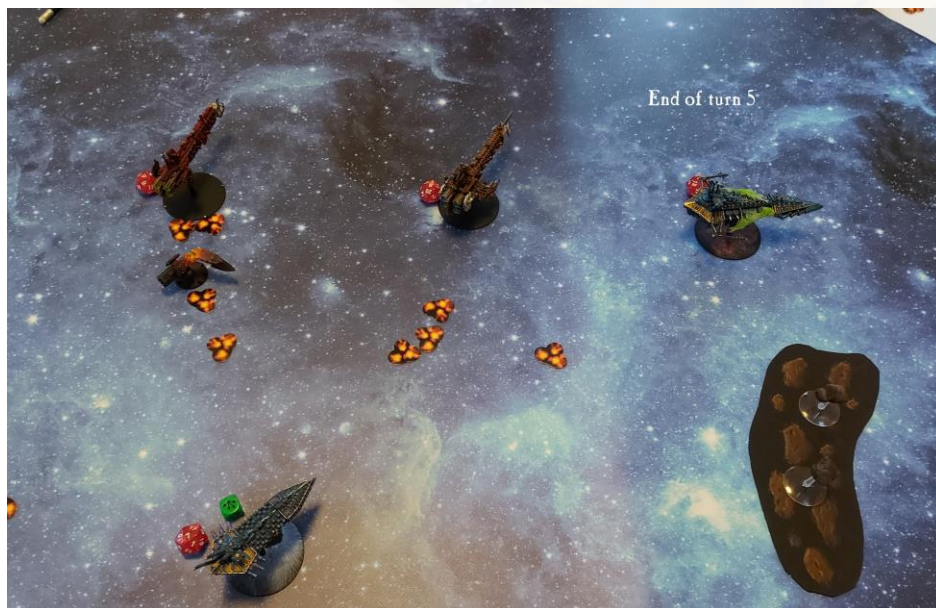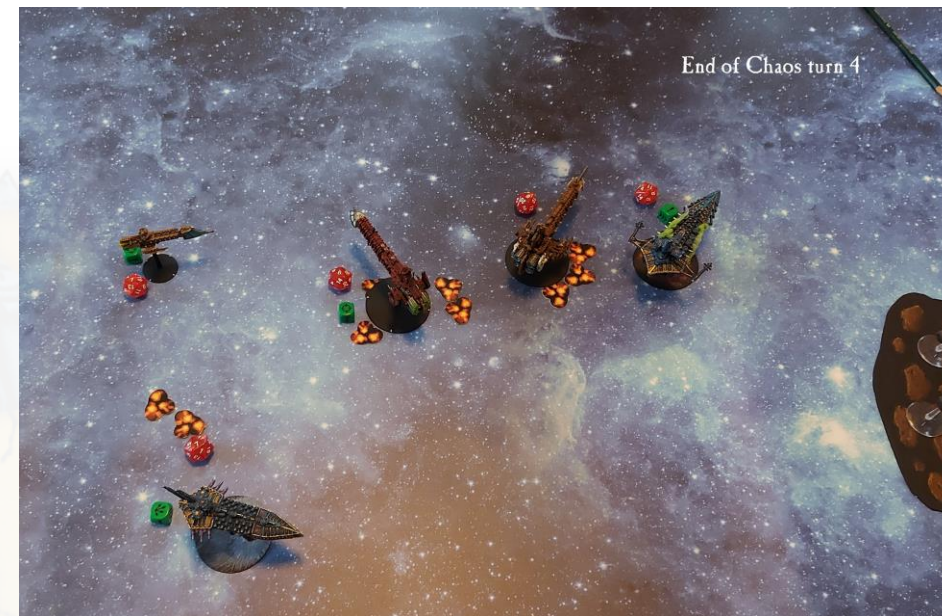
Turn 5

The distance between ships now increased as the battle slowly concluded.

Still, the Imperial ships scrambled to muster enough firepower to overwhelm *Frozen Sun*'s shields as she went onto All Ahead Full! and was now almost upon the warp gate. Multiple broadsides were fired as the *Baro Carus* tried to come around, readying her nova cannon for a final shot.

The gallant crew of *Arbitor*, barely able to maneuver but unwilling to disengage, still aimed their lances at the distant behemoth when withering fire from *Heart of Darell* finally managed to score enough hits and turned her into a drifting hulk.

Once again, the crew of *Heart of Darell* cheered while Lord Reznard readied his flagship for the warp jump.

Turns 6 and 7

One last chance.. The *Baro Carus* was now ready and in position to fire her nova cannon. Her captain clenched his fist when he gave the order to fire, moments turned into aeons while the projectile made its way to the distant Chaos battleship.

Final shot of the nova cannon

DIRECT HIT! Constans was impatiently awaiting the updated augur readings but to his horror.. the hit had caused only **minimal effect.**

End of turn 6

All was in vain as the *Frozen Sun* slipped away through the warp gate, only lightly damaged.

The *Heart of Darell* was now facing the Imperial battleships alone but had accomplished her mission. She was crippled but had covered the *Frozen Sun*'s retreat while also causing more damage than any other capital ship throughout the engagement.

Conclusion

Chaos had won the day. Lord Khurzon Reznard escaped with the *Frozen Sun* and would be able to continue to wreak havoc among Imperial supply routes and fringe worlds. *(Note of editor: har har har!)*

The Imperial Battleship Group had survived lightly damaged. But initial doubts about its combat worthiness had proven right, Vice Admiral Constans ultimately failed the Emperor in his mission and surely would be relieved of command.

Facebook Character Ship Competition: Xenos Vessel

Image by Kharneth

Gal'Leath Sientific Mo'Truong'Song by DoublebaseFanatic

In tranquillity lies energy

Since the great rift, the Cicatrix Maledictum, the T'au conducted many experiments to ensure the prosperity of their society. While some results were disastrous, other approaches brought more success. Under the supervision of Aun'O Goel'Di, the T'au refined their genetic and planetary engineering to create hospitable planets for the T'au expansions. Even more important to the Aun, this led to enhanced influence on other life forms...

After inspecting several potential planets, Aun'O Goel'Di decided that the one named Sha'Kae'Des would fit best for his purposes. This calm planet was inhabited by several non-speaking, humanoid life forms. Within several moons, the T'au expeditionary fleet arrived in the orbit and prepared for the first phase of genetic engineering.

The cause of the catastrophe is still widely discussed among the T'au scientists. However, within a short period of time, the first species showed some kind of genetic defect and slowly perished from these mutations. With every life form that got extinguished, the problem that caused the genetic defect seemed to spread more and more through the air, and soon the entire flora and fauna on the planet came to an abrupt and agonising end.

Surprised by the events, Aun'O Goel'Di ordered the complete destruction of the planet's surface and subjected it to a radical terraforming. Moreover, he made it his life goal to reconstruct and even improve Sha'Ka'Des to make up for the disaster.

Designed by the honoured ship's engineer Dou'Tian, the specially modified T'au Gal'Leath was placed under the command of Aun'O Goel'Di and the veteran Kor'O Hae'Kel. The weapons of this explorer-class ship were removed and replaced by biohabitat domes.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	15 cm	45°	3	4+	4*

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Railgun Batteries	45 cm	6	Left/Front/Right
Prow Gravitic Launcher	20-40 cm	8	Front

Manufacturing & Research Modules

The research vessel has two large modules instead of port and starboard weaponry. These modules increase the shield value by 1 per module, which has already been included in the above profile.

Furthermore, the vessel comes with an improved tracking drone system. The turrets may attack enemy ordnance up to 15 cm away from the base edge of the research vessel.

Notes: This ship may be used as an add-on to any (official or unofficial) T'au fleet list.

The model
Italianmoose's Explorer Class model served as the base model. For the hull, I used a 3D editing program to modify the bow to a rounded shape and included a recess for transparent Christmas tree hemispheres. I used the modified bow for the hull parts. Inside the domes the habitat was created with sand, resin, 3D-printed whales and Iceland moss.

About me
My name is Chris (aka. DoublebaseFanatic), I am 36 years young, and I have been fascinated by Warhammer since I was 18. The first time I got in touch with Battlefleet Gothic was when Games Workshop announced that it would no longer be available on the market. However, home 3D printing brought me back to Battlefleet Gothic around 2.5 years ago.

Battle Report Spacefleet!

Imperial Convoy vs Eldar raiders by Secondeditionwargaming

Mission: Scenario 2 from WD 141, convoy mission.

Victory conditions: At least two of the three Imperial support ships must exit via the Eldar board edge for Imperial victory, otherwise, victory to the Eldar.

Deployment: Standard Space fleet deployment, minimum of 6 squares from the middle of the board.

Imperial fleet:
Squadron 1: 1x Gothic battleship
Squadron 2: 2x Thunderbolt cruiser
Squadron 3: 4x Cobra destroyers
Objective squadron: 2x Goliath factory ships & 1x Galaxy troop ship with 2 Stalwart defence ships per support ship.
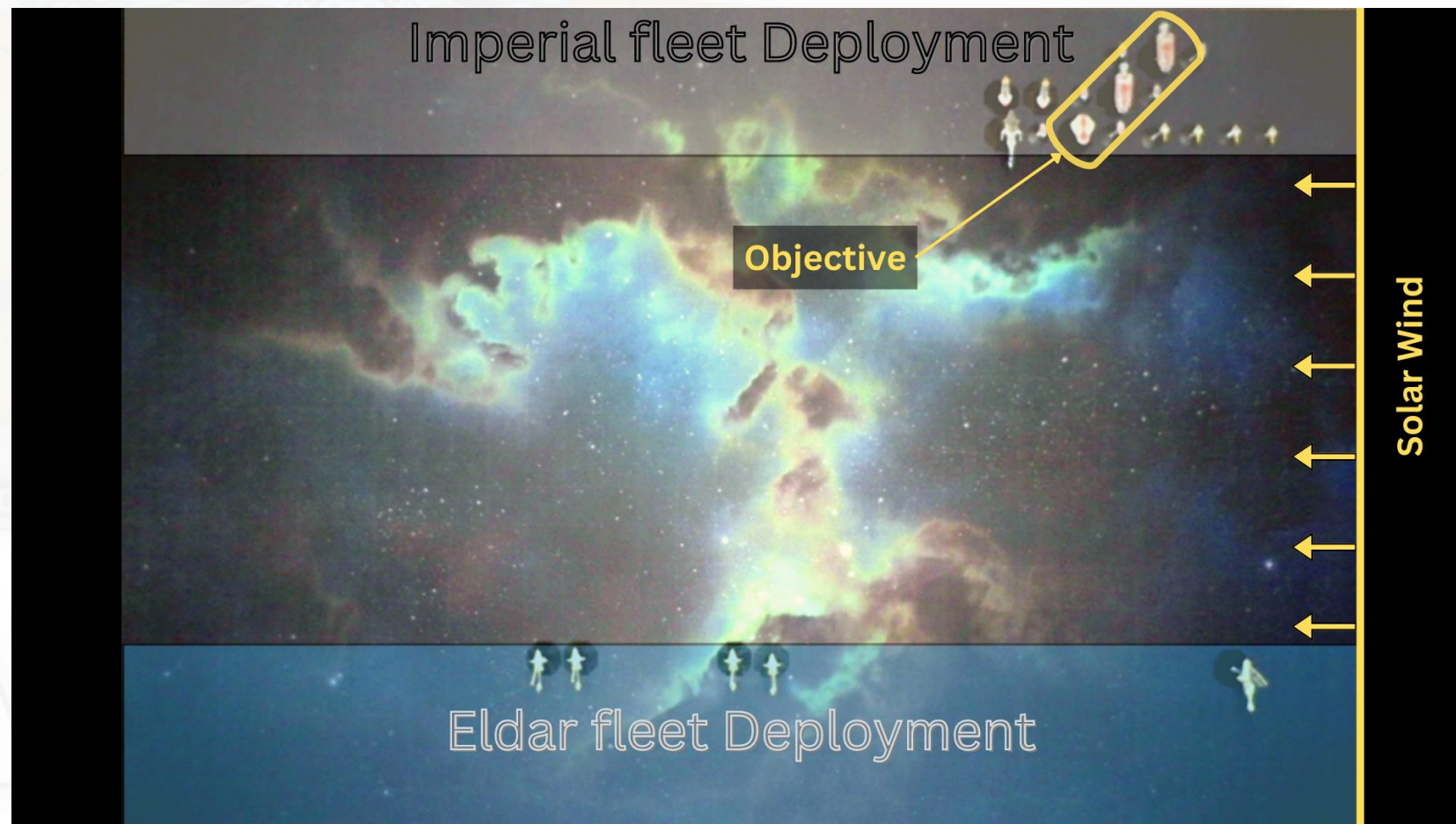
Eldar fleet:
Squadron 1: 1x Wraithship
Squadron 2: 2x Shadow hunter
Squadron 3: 2x Shadow hunter

No planets, moons or asteroid fields. Solar wind determined before deployment. Deployment of fleets recorded in secret and placed simultaneously.

Imperial fleet Deployment

Objective

Solar Wind

Eldar fleet Deployment

Imperial Convoy vs Eldar raiders by Secondeditionwargaming

The first turn saw both the Eldar and Imperial fleets push forward with the imperial ships sticking close to the slow-moving convoy and the Eldar vessels making fair speed with the solar wind bearing on their right. Both fleets beyond weapons range.

Shadowhunters causes a magazine explosion on the leading thunderbolt cruiser resulting in enough damage to cripple the ship. The result on the crippled table has the Cruiser moving at full speed ahead, until repaired. Return Vortex torpedo and laser fire result in only one point of damage from a single hit to the closest Shadowhunter, due to its holofield.

Turn two
The Cobra destroyers form a screen to the convoy's left and prepare to engage the lone Wraithship once weapons range is achieved. The Thunderbolt cruisers vector right to engage the closest Shadowhunter squadron. A Plasma torpedo hit from the Wraithship results in the destruction of a Cobra destroyer with a second Cobra being missed by its laser batteries. On the other flank laser battery fire from the

Turn three
The remaining Thunderbolt cruiser and the Gothic Battleship hold position expecting the Eldar to close the distance. The convoy goes full ahead and the Cobra destroyers overshoot the wraithship taking it out of their firing arc. The Wraithship evades right, bringing it closer to the convoy and both Shadowhunters vector right bringing the Imperial fleet into their forward arc. Laser battery fire from the Shadowhunters reduce

Imperial Convoy vs Eldar raiders by Secondeditionwargaming

the remaining Thunderbolt's front shields to zero while a plasma torpedo critical hit on the Gothic battleship results in the destruction of the ships shield generator. Return laser battery fire from the Gothic and the Thunderbolt destroy the leading Shadowhunter as its slow speed manoeuvre made the holofield less effective. On the left flank the Wraithship attempts to hit one of the convoys Stalwart defence ships but due to range the ships blindfield causes the shots to miss their mark. The crippled Thunderbolt fails to repair and continues full ahead.

The Cobra destroyers kick turn right bringing them around 180 degrees lining them up for an attack on the wraithship in the next turn. The Wraithship manages to destroy a Stalwart defence ship on the rear most convoy vessel and the complete Shadowhunter squadron inflicts two damage through the Thunderbolt cruiser's shield less stern. Return fire saw the Thunderbolt miss due to Eldar holofields but the Gothic battleship's broadside caused two criticals on the lone Shadowhunter, destroying its holofields and reducing its speed by damaging its sail. Another failed repair for the crippled Thunderbolt and for the Gothic's shield generators.

Turn four
The Wraithship banks left bringing the convoy into its forward arc and putting the solar wind behind it. On the other flank, powersliding left and right against the Solar wind brings the Shadowhunters either side of the Gothic battleship and closer to the convoy. The convoy continues full ahead while the Gothic and Thunderbolt veer right and sideslip left hoping to catch the Shadowhunters as they draw level.

Turn five
The convoy plods ahead while the Cobras close with the Wraithship which has banked left to run parallel with the convoy. One Cobra ends up on the same square as the Wraithship but due to the Cobra's special ability this does not result in a ram.

Imperial Convoy vs Eldar raiders by Secondeditionwargaming

The Gothic Battleship holds position, again hoping to bring its broadside to bear on the passing Shadowhunters and the Thunderbolt cruiser corkscrews left, turning it 180 and bringing it up behind the pair of Shadowhunters, whilst the lone Shadowhunter vectors right bringing it to the rear of the Gothic. First to open fire is the Wraithship, ignoring the Cobra destroyers, it inflicts two damage on the rear Goliath factory ship through its undefended flank. Both Shadowhunter squadrons manage to inflict one more damage point on the rear Goliath and destroy the second Goliaths right side Stalwart defence ship. Returning fire, the Imperials only manage to knock off one front shield on the Wraithship with holofields keeping the other Eldar vessels safe. No successful repairs on either side.

Turn six
The Eldar finally fall upon the convoy with the Wraithship banking right bringing its nose point blank into the side of the rear Goliath while the Shadowhunter squadrons

powerslide left and vector right to bring themselves close behind the advancing convoy. The Gothic battleship turns left with a view to broadside the lone Shadowhunter while the Thunderbolt goes full ahead at speed two in an attempt to attack the pair. On the far side of the convoy the Cobras kick-turn left in pursuit of the Wraithship. The Wraithship hits the rear Goliath with a plasma torpedo, resulting in a plasma fuel leak of four Megatons, further damaging the Goliath and destroying another Stalwart defence ship in the blast. Both Shadowhunter squadrons inflict two points of damage on the Galaxy troopship's unshielded rear.
The Gothic Battleship broadside finally destroys the lone Shadowhunter but the holofields of the other squadron keep them safe from the torpedo and lasers of the Thunderbolt. The Cobra Destroyers and combined convoy lasers manage to knock another three shields off the Wraithship. Again, no successful repairs, with the crippled Thunderbolt being destroyed in a spectacular explosion.

Imperial Convoy vs Eldar raiders by Secondeditionwargaming

Turn seven

The Convoy and Cobra destroyers both hold position to reform, the Gothic Battleship and Thunderbolt cruiser evade left and bank right hoping to bring torpedo and front lasers into range.

The Wraithship banks left bringing it into a collision with the centre Goliath in the stationary convoy while the remaining Shadowhunters go full ahead at speed four, meaning, they over shoot the stationary convoy. Ramming is worked out for the colliding Goliath and Wraithship, resulting in the destruction of the Wraithship and reduction of the Goliath to half damage.

The Eldar have no targets in arc, but the combined lasers of the convoy cause one damage on a shadowhunter, with all other Imperial weapons missing or out of range.

ships all move into close order with the convoy in an attempt to defend it. The Shadowhunters corkscrew left through 180 degrees bringing their front arc to bear on the stationary convoy. The Thunderbolt inflicts two damage on the Eldar with forward lasers with the remaining Imperial ships being out of range or reloading. Return Laser fire from the Shadowhunters destroy a Stalwart and knock a front shield off the Galaxy troopship while a plasma torpedo hits the centre Goliath causing another Plasma leak. The resulting plasma explosion destroys a Cobra destroyer and reduces the leaking Goliath to zero damage, which results in the Goliath exploding. The exploding Goliath inflicts enough damage to destroy the neighbouring Goliath, which in turn also explodes!

With two Support ships destroyed, victory goes to the Eldar!

Turn eight

Again, the convoy reforms trying to move the remaining Stalwart defence ships between the support ships and the Eldar. The remaining Imperial
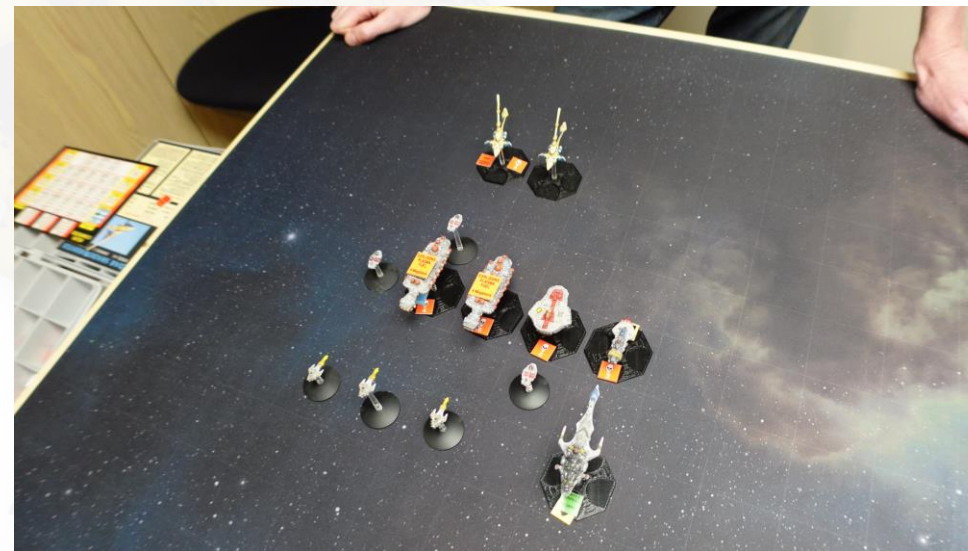
Check more of SecondEditionWargaming at their youtube channel:
https://www.youtube.com/channel/UCwf2oKkCCHWFPE7wLCfUTKA

Facebook Character Ship Competition: Best Rules

Image by Kharneth

Heraclast Vadrian - Scion of Argo by Brent Pritchard

"In the wake of the Great Rift's creation, he has become concerned about the continual decline in the Golden Throne's function. Fearing for the Emperor's safety, Vadrian consulted with Captain-General Trajann Valoris and was given permission to seek a solution. After finding a lead that pointed to Morvane, Vadrian gathered a band of his finest warriors aboard the Cruiser Scion of Argo, and set off to find the lost Imperium Forge World."
- A quote from the 8th Edition Codex: Adeptus Custodes, Vadrian's Quest has only begun.

The Scion of Argo left the Sol system with its flotilla of Strike Cruisers and Falchion Class Frigates for Morvane with a speed unheard of for a fleet of its size. They were headed towards the Segmentum Obscurus, straight thru the Cicatrix Maledictum. The reports of the location of the Forge World Morvane were vague, at best. The Adeptus Mechanicus lost the world during the time of the Horus Heresy, more than 10 millennium ago. The Mechanicus of Mars has also sent one of their Gothic Class Cruisers to the flotilla in an effort to reclaim the forge world for their own and learn its secrets.

Vadrian, being a master of fleet warfare and tactics is a feat even among the Custodes themselves. He is given absolute respect and awe from his naval officers and the Sisters of Silence who make up the Vigil of Argo aboard his command cruiser. The Scion of Argo, a new design known as an Akrasia Class Grand Cruiser, is better equipped than even others of the same class. Vadrian insisted that the Mars Mechanicus outfit his vessel to the utmost of their ability so as to combat whatever evil awaits them on the other side of the Great Rift.

The Akrasia Class Grand Cruiser owes its inception from the mothballed reserves of Avenger Class Grand Cruisers. Imperial Regent Roboute Guilliman, came to the realization that if he wanted the help of the Custodes as part of the long-term goal, he was going to need to properly outfit them with a dedicated fleet. Belisarius Cawl was told to "Make it happen", and thus took the Avenger Class and completely refitted them into this new class by replacing the aging prows with heavily modified Space Marine battle barge prows and retuned the engines for utmost speed. The gun decks were replaced with more devastating Bombardment cannons. What was once thought a dying and aging ship class is now the newest killing machines for the Emperor's finest warriors.

Scion of Argo,
Akrasia Class Grand Cruiser – 440 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Grand Cruiser/10	25cm	45º	4	6+ Front/5+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Launch Bays	Thunderhawks: 20cm	2	-
Prow Torpedoes	30cm	6	Front
Keel Lance Battery	60cm	2	Left/Front/Right
Port Bombardment Cannon	30cm	12	Left
Starb. Bombardment Cannon	30cm	12	Right
Port Weapon Batteries	45cm	8	Left
Starboard Weapon Batteries	45cm	8	Right

Heraclast Vadrian – Counts as a Fleet Master with Leadership 10 and 2 Rerolls.

Vigil of Argo – A detachment of Sisters of Silence specifically handpicked to aid Adeptus Custodes Shield-Captain Heraclast Vadrian. Scion of Argo and all allied ships within 15 cm, are immune to all effects of Chaos. (I.E. - Marks of Chaos, Spectral Demonships, Forces of Chaos)

Adeptus Custodes – A gathered fearless band of the finest warriors of the Imperium formed into a Shield-Company. Add +3 to boarding actions, +1 to Hit&Run attacks, and –2 from enemy Hit&Run attacks. May make an additional Hit&Run attack. This attack rolls 3d6 and applies two results (Player's choice).

Akrasia Class Grand Cruiser – 260 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Grand Cruiser/10	25cm	45º	4	6+ Front/5+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Launch Bays	Thunderhawks: 20cm	2	-
Prow Torpedoes	30cm	6	Front
Port Bombardment Cannon	30cm	12	Left
Starb. Bombardment Cannon	30cm	12	Left

Adeptus Custodes – A gathered fearless band of the finest warriors of the Imperium formed into a Shield-Company. Add +3 to boarding actions, +1 to Hit&Run attacks, and –2 from enemy Hit&Run attacks.

The model
3D printed using files from Soulforge Studio.

Rules
For use with Battlefleet Gothic Remastered
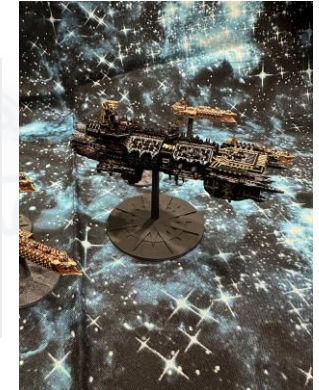
Facebook
Character Ship
Competition:
High Admiralty's Choice

Image by Kharneth

Boss Zagdrubb Gitfistas' maritime selection of ships by Tilo Dornbusch

On the Orc World of Octarius, there was an Orc boss named Zagdrubb. During the confrontations between the Octarius boys and the hive fleet Leviathan, Boss Zagdrubb, at the time the commander of a small fleet of escorts, recognized the possibilities of engaging enemies in a swarm, taking advantage of every ships speciality. So he started to apply his knowledge of the maritime world of Octarius on ship designs and ordered the Mekks to start building ships. Here are three of a variety of lite krooza variants known to the Imperium of man:

About the author:
Came to Tabletop in the mid-nineties, BFG about the time it got released. Sadly, almost no one played it then. So after 20 years of a hiatus and much time during the pandemic, I ordered all ahead full on the system and got involved.

Da Waaaaghlrus — 90 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15cm	45º	2	6+ Front/5+ Sides/4+ Rear	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Gunz	30cm	D3 + 1	Left
Starboard Gunz	30cm	D3 + 1	Right
Prow Gunz	30cm	2	Front
Prow Heavy Gunz	15cm	4	Front

Special rules: Tusks of doom, during a ramming attack, Da Waaaaghlrus doubles his attack D6 if it is the ramming ship

Da Eeeeeel — 90 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25cm	90º	1	5+ Front/5+ Sides/4+ Rear	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Gunz	30cm	D3 + 1	Left
Starboard Gunz	30cm	D3 + 1	Right
Prow Gunz	30cm	2	Front
Prow Heavy Gunz	15cm	4	Front

Special rules: Shokk attak, once per own shooting phase, Da Eeeeel can launch a shokk attack, destroying EVERY ordnance marker in 15 cm on a 4+. Escorts, capital ships and defences take one damage on a 6. This damage can be saved by the targets shields.

Boss Zagdrubb Gitfistas' maritime selection of ships by Tilo Dornbusch

Da Sunfish   - 90 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	20cm	45º	1	6+ Front/5+ Sides/4+ Rear	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Gunz	30cm	D3 + 1	Left
Starboard Gunz	30cm	D3 + 1	Right
Prow Gunz	30cm	2	Front
Prow Heavy Gunz	15cm	4	Front

Special rules: Sun collectors, during the movement phase: if Da Sunfish is positioned abeam to the sunward edge of the table, collect one sun counter on Da Sunfish, up to three sun counters can be held. If one ship of da COMPLETE (all three ships) swarm gets targeted by an enemy weapon that uses the firepower table, reduce the amount of dice up to the desired number of sun counters. The sun counters on Da Sunfish are reduced by 1 the amount of dice you reduce that way.

Da Swarm

I follow da ovvas
The point cost for every ship is 90 points, however, if you decide to include all three ships in your fleet, the cost is reduced to 200 points in total, giving each ship a point value of 66,66.

Wat are da ovva gits doin?
Every time the three ships of the swarm are in base contact, you can re-roll their leadership and or command checks up to two times.

'ere you take dis
If the swarm is under brace for impact orders and you fail a 4+ roll, you can choose by which ship of the swarm the damage is taken.
The swarm needs to be intact for this rule to apply and they need to be in base contact. Also, you can not roll the brace for impact again if you apply the damage to another ship.

Designer's Note:
Well, Orc ships are perfect for scratchbuilds. For Da Waaaghrus I used a Corona rapid test container that came without fluid in it and built the ship around it, giving it a round appearance. A variety of pieces is used, for example an Epic Orc Stompas belly as the underside or an Orc nob's powerclaw as tusks. For Da Eeeeel, pretty straight forward build. Glue three strips of plasticard together and glue parts on it, done. Da Sunfish is my masterpiece (IMHO). I used and empty tipp-ex roller and glued different stuff to it. Wall anchors as engines, a broken "wing" from an imperial cruiser, cable ties etc. Most structure came from a Panther Tank from Flames of war.

Summus Ballistae
By Hexagrammaton

Drawing by Kharneth

Summus Ballistae By Hexagrammaton

Since the great rift, the Cicatrix Maledictum, the T'au
The sheer sides of the artificial valley were barely visible against the starlight, not even the auspex could get a proper fix among the blackstone. There should be a narrowing to 200m soon, according to the briefing drilled into him at Summus Ballistae, this sort of flying by instinct was what he was born for.

Rolling in a tight curve to avoid some sort of arcane projection thrusting upward from the structure below he revelled in the freedom of movement and speed. This fortress was some sort of weapon according to Tactica, it needed to be destroyed for the safety of the Cadian system and the Imperium at large.

The squadron had made it this far undetected so far, their approach unnoticed by the Emperor-cursed Heretics, but it couldn't last much longer now they were burning hard for the target. Half the Furys were weighed down with ordnance normally reserved for bombers, the typical boxy shape of Imperial air and void craft broken by the torpedo protruding beneath the hull. This was as close to a suicide mission as he's ever been on, even counting the dogfighting in the defence of the Lord Marches in 298, that cursed campaign against the Tyranid menace. Swarms of creatures so thick you couldn't miss, and your crew constantly tracking the inevitable cloud of drones in your thrust wake.

There was a crackle over the vox from his navigator,

"We've got company Prog, high on your Y-six, I got a ping out of the solar interference."

"Aff Anser nice catch, we're nearly at the TZ, lets get that payload ready to go. Glacies, keep them distracted as long as you can we'll join you once we've hit the target." There was a double blurt of static from the wing-pilot just visible above the canopy and the ship rotated around its middle and shot up and away with a flare of plasma drive. Prodgius opened his own power flows and was pushed back into his g-couch with acceleration, the sleek machine below him responding to the slightest touch, jinking around more jagged blackstone columns.

Through the armourcrys and faint haze of incense smoke he could see sparkles and a specks as Glacies with the other top cover pilots engaged the Heretic interceptors began their deadly dance. Hard light from lascannon and hard round bursts catching on harder edges of the arrow prows of enemy Swiftdeath fighters.

Down in the trench the topography was changing as they approached the sentient influenced areas of the star fortress, more regular shapes could just be seen along the surface, weapon emplacements and interfaces for technology the Adeptus Mechanicus would consider with either divine fervour or abject horror. At this speed they were quickly closing

with the target, a natural looking weakness in the megalith structure, something that could be exploited in the future by the big guns of the Navy rather than fighter portable munitions.

"Temperature spikes in those turrets Prog, things are about to get interesting when they start firing." Came the warning from Anser, he voice steady despite the imminent threat.

"Yeah I see them, we'll give them something to keep their aim off while we break past and drop on target. How are we looking on that activation ritual?" Prodgius flicked the safety cover off his weapons control, bringing the lascannon arrays on line and drew a bead on the fast approaching turrets, squeezing off a burst that blew the metal into glowing scraps.

"I'm doing my best but you know those Cogboys, handwriting like a dead grox and too valuable to risk on this sort of mission. I think this rune here... and then... gakking thing!" He muttered to himself and there came the sound of metal hitting metal repeatedly followed by "Please great Machine Spirit smite our foes this day, guide the Omnissiah's judgement to the traitor and heretic, this we beseech of thee. Now we dab this on that.... and plug this cable into there..."

Summmus Ballistae By Hexagrammaton

Prod let the navigators voice fade from conscious thought and concentrated on avoiding the incoming fire flickering toward his voidship, jetting side to side and making as hard a target as possible for the las beams and blitzing hard rounds. Less than 10km to target now and no room for mistakes, the fleet was depending on him and his squadron.

"Splash one," Glacies' smug tone broke the concentration. He was a double ace now, achieving his tenth confirmed kill. Prod wished he was up there himself, the rivalry between Glacies and himself went right back to the Scholam days, always trying to one up each other and now here he was allowing his opponent to gain a two kill lead!

"I'm hit! Two of them on me"

"I got you Tudo, just keep your head"

"Payload ready" Anser's voice burst his thought like a bubble, he's been so caught up listening to the top-cover engaging he'd zone out.

"Aff, we're almost at target, should have visual in 30 seconds" Another turret vaporised as he responded, shot from one of the other modified Furys. "Strike-con, strike-con this is Vengeance Leader, we are starting first run on target payload live."

"Acknowledged vengeance lead, God-Emperor guide you."

The mask was tight against his face forcing air into his lungs and fitted snugly under the bubble helmet of the void suit. Pressure adjustment fabric allowed pilots to stay conscious performing high-G operations which would otherwise make them black-out, almost certainly lethal in this close to another object. The outline of a great fissure in the Blackstone resolved on the auspex screen rather than just being a blip, the target some sort of crevasse, cause unknown.

Battlefleet Tactica had identified it as an exploitable weakness in the structure, one to be hit with a hammer so hard the entire structure would shatter wide open. The warhead on the torpedo he would fire was a relic some special melta charge-tip for turning entire battleships into slag and coring through planet crusts. Each of the four converted Furies had one, a Sector's worth of expense and hope poured into this one mission.

More fire hurtled down the canyon toward his craft ricocheting of the walls in the dark, seen mostly by the sparks struck by their passing. The other fighters behind at short intervals behind him each twitching side to side and rolling to make their movement has hard to predict as possible for whatever hellspawned targeters these emplacements had.

There was a flash and a short cry over the vox before static fuzz, a light blinked out on the squadron display.

"Strike-con, Strike-con, Vengeance Five is gone, some sort of flak"

"We read the same Vengeance Lead, continue on run." The timer racked down towards 00:00 the last few second blurring together before a klaxon built into a servitors mouth screamed above him, the cabin turned red and his finger hit the release.

"Torpedo away and on course! Anser lets get into that mess on the Z axis and give Glacies a hand, get me a good solution for entry."

The Fury seemed to jump on it's end and shot away perpendicularly from the Blackstone, in their wake the torpedo tip began to white glow with incalculable heat as it tore through the void toward the fissure. Prodgius yanked hard on the control column, the nose of the fighter swooping "up" towards his horizon before the engines kicked in along the planned flightpath. The engines burned hot, the pilot and his navigator lurched into their seats, g-force tearing at body tissues and pooling blood into their boots. Without the combat stimms and pressure-suits they would both be unconscious and quickly killed by loss of control.

Ahead of them were pulses and flashes of lasers and explosions, fighters bursting into the void, spilling gas and life in little clouds. Prodgius grinned.

"Hey Anser, this is where the fun begins."

Double's Hobby Insights

The Starter Kit - Advanced

Written by DoublebaseFanatic

Prologue

Welcome back to Double's hobby insights and the issue about the creation of the Starter Kit - Advanced.

After the unexpectedly huge success of the Chaos vs. Imperial Navy Starter Kit we released in 2021, the call from the community to release a Starter Kit for Orks and Eldar grew louder and louder. However, since both races bend the rules so much that it cannot be called beginner-friendly, we have decided to call it "Starter Kit – Advanced". After all, that is in the nature of things.

Roy (horizon) and I started writing the potential lists for the races and then went in search of a suitable designer for our project and quickly found John (Soulforge Studio). He was immediately enthusiastic about the project and decided to create new designs that differed slightly from the existing ones in their repertoire. This paved the way for the first Starter Kit - Advanced (Corsair Eldar) and I received the first STL files quite quickly. Of course, we could have just started with a few pictures of rendered STLs, but that would not have done justice to the great project, so I decided to paint the ships in no time.

Here, two interests were in conflict at the same time. On the one hand, I would like to bring beautiful pictures of a painted fleet to the start, on the other hand, I would like to publish the whole thing already next Saturday. (Fun fact: It was on a Tuesday)

In the end, that was the core of the challenge for me. Beautiful but fast.

The Equipment

Brushes:
Winsor & Newton Series 7 (0)
Winsor & Newton Series 7 (000)
and an old worn nameless one for oil colours

Airbrush:
Harder & Steenbeck Infinity CRplus - 0,4mm
Harder & Steenbeck Compressor 16A
Space stencil

Tools:
Hobby pliers and knife
A Cutting mat
Blu Tack to fix my models
A self-made wet pallete
Glossy haispray

Colours:
Citadel (brushwork)
Vallejo Model Air (airbrush)
Schmincke Oil (black)

3D printer:
Anycubic Photon Mono
Anycubic Wash&Cure
Elegoo Water Washable Resin

The Starter Kit – Advanced and the process of thought

As with the Hive Fleet "Charlemagne" project in the last issue of Warp Rift magazine (38), I was of course again faced with the question of which colour scheme to use for the Corsair Eldar. As I am a person who prefers to try things out rather than philosophise, I printed a few Aconites, fired up my airbrush compressor and started playing around with different colours.

Right at the beginning of the first tests it was clear to me that I wanted to achieve a colour gradient from dark (below) to bright colours (above) with the airbrush in order to create a shadow on the bottom.

This resulted in the first pictures

First a fiery red to orange…

Then a dark purple to magenta…

And as a third attempt, dark grey to white…

I'm not sure anymore what exactly hooked me on grey to white but that was going to be it…. I just wasn't quite sure about the colours of the sails. I wanted something that stood out, after all it should look like energy fields that absorb the sun's rays.

First, I painted the sails orange…

But since I already had good experiences with contrast paints on the Tyranids, I thought it would be wise to use them with so little time. So, the sails went from light blue (**Contrast Frostheart**)…

To magenta (**Contrast Sigvald Burgundy**)...

To purple (**Contrast Luxion Purple**)...

At that point I already started to fall in love with purple or magenta. The colour scheme already suited me quite well, so I also adapted the quickly slapped-on markings on the bow.

(Fact: This is of course one and the same model only painted differently on both sides)

and just as I was adding a green trim to the bow, I remembered that I had just recently bought a colour that I really wanted to give a try someday (**Technical Tesseract Glow**). So, I repainted the sails white and tested the paint which led me to the final result of the base colours...

Even though the sails look a bit dirty now, since I had already painted over them several times, the green was able to convince me. Up to this point, the colour scheme works for me, the base color (white) is quickly implemented with the airbrush, as well as **Technical Tesseract Glow** works very well on the sails. So, I had found a solution to paint the ships up to here very quickly without giving much effort there.

How it was done: The Starter Kit – Advanced – The Vessels

But now to the part where I explain how I realised my final colour scheme.

As already mentioned at the beginning, I start with a primer coat of **Citadel Corax White**

After that I turn on my airbrush and paint the whole bottom of the hull with **71.052 Anthracite Grey**

From a 45° angle I spray the hull from below with **71.051 Neutral Grey**

In the third step, I spray the entire top of the ship with **71.050 Light Grey.**

And in the final step I spray **71.001 White** on the top of the ship, exactly from above, so that I get a very fluid colour and shadow gradient from dark grey (bottom) to white (top) and the white gets a nice and clean depth.

With that, the airbrush work is finished, and I turn back to my brushes. With my 0 brush I now start to paint some details with **Base Mephiston Red** and then add some highlights with **Layer Evil Sunz Scarlett.**

Now I start with the sails and **Technical Tesseract Glow**.

At this point it should be said that the paint **!urgently!** needs a 10mm stainless steel ball to make the shaking effective. The pigments settle like a layer of sediment at the bottom of the bottle and cannot be dissolved any other way. So, you have to shake really hard with this paint. Another unattractive disadvantage of the paint is that it throws a lot of bubbles after shaking, these bubbles then settle in the honeycombs and the paint does not spread properly. So, this step certainly needs to be improved in one place or another.

So, the colour is far from perfect, but I really do like the citrus look of it.

From a 45° angle I spray the hull from below with **71.051 Neutral Grey**

In the third step, I spray the entire top of the ship with **71.050 Light Grey.**

And in the final step I spray **71.001 White** on the top of the ship, exactly from above, so that I get a very fluid colour and shadow gradient from dark grey (bottom) to white (top) and the white gets a nice and clean depth.

With that, the airbrush work is finished, and I turn back to my brushes. With my 0 brush I now start to paint some details with **Base Mephiston Red** and then add some highlights with **Layer Evil Sunz Scarlett.**

In the next steps I won't go into much detail about how exactly I painted the freehands on the ships (that would probably take up an article of its own) but I'm happy to give a few tips at this point. As already described for the Tyranids, the paint on the wet palette should be diluted so much that it casts light bubbles when mixed on it to have the optimal mixture between colour pigments and water. Also, I always wipe the paint (especially for freehands) on the back of my thumb instead of on a paper towel. Why? Quite simple. The kitchen paper sucks the moisture out of the brush. This directly causes the paint in the brush to dry out very quickly. However, if I smear the paint on my skin, this does not happen (or only very slightly). So, the paint stays very moist in the bristles but does not lose moisture and I can control the amount of paint so well that I have a nice fine tip in my front bristles.

With all my Corsair Eldar, I have opted for a Japanese style when it comes to the freehands. In this case, I stumbled across a Japanese artwork showing a schematic volcano with a cherry blossom tree. I also paint the one or other Eldar rune and a few stripes on the hull. (Just about whatever I feel like doing at the moment). Furthermore, my goal is that each of my Eldar ships is individually painted.

For this ship, I use my entire palette of white, grey and black, plus the two shades of red that I have already used for the decorations.

Now we come to the gems. First, I apply a layer of **Layer Runefang Steel** to each of the gems.

With a bit of trial and error, I found that on top of the silver layer, a layer of **Contrast Frostheart** appeals to me the most. Because the Contrast colours are not 100% opaque, the silver shimmers a little through the colour. I just call it "low effort gems" :D

I use an oil wash to follow. For this we need a thinner. I use **white spirit** (to be honest, I have no idea which manufacturer, as I was given a small bottle by a buddy a few years ago) and a **black oil paint** from **Schmincke** (a German manufacturer of various paint products), but you can use any other cheap oil paint for this.

But why oil paints at all? Well, it's quite simple. Thanks to the thinner, highly diluted oil paints run easily into recesses and do not cause pooling like acrylic washes. What's more, even if the oil paints have been drying for a while, they can still be reworked and removed.

So now I pour a little thinner onto a palette with aluminium foil and add a thick brush tip of oil paint...

...until our wash looks something like this.
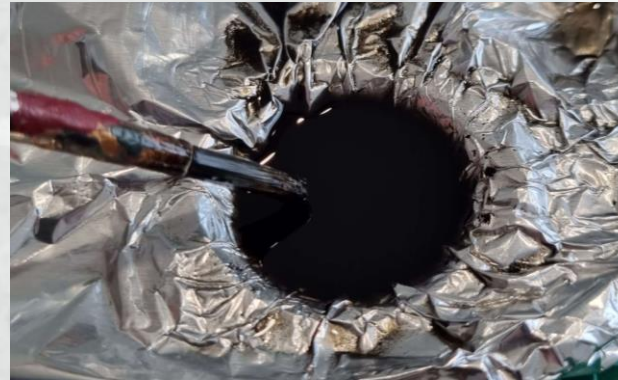
It is also important to mention here that you can no longer use the brush you use for oil paints for acrylic paints. That is why I have brushes that are used exclusively for working with oil paints.

Now we apply our wash to the entire model, leaving out only the sails, as we don't want the citrus to darken.

Now I let the wash dry for about 20 minutes and then strip it very carefully with a cheap makeup sponge (which I moistened a little with thinner) again in the "direction of travel". Now and then you can then also leave small stripes on the cover that look like dirt. In the process, of course, I try as best I can to leave the oil paint in the recesses.


Funfact: At this point and thus also a dear-meaning advice... pay attention to which oil paint you buy. It must be pure oil paint. I completely blew it on my first cruiser (the one with the wave on the bow) because I didn't realize it was resin-based oil paint. (Whatever that is supposed to be) This all led to the oil paint suddenly starting to flake and that ended up looking awful. (Good to see in the showcase that follows later) I then ruined this beautiful freehand for myself. *sadnoises

But hey, at that point we have finished the ship!

How it was done: The Starter Kit – Advanced – The Bases

The bases for the Eldar are quite simple and nowhere near as elaborate as the ones I created for my Tyranids. Funnily enough, they are also very close in style to those of the Tyranids, because I had created red bases for my Craftworld Eldar as well, and I wanted both my Corsair and my Craftworld Eldar to have the same bases.

So let's start with a primer of **Chaos Black**.
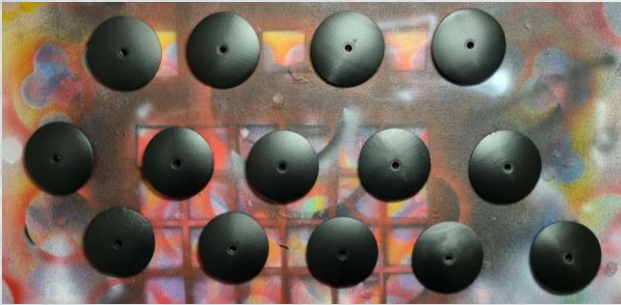
For the next step I'm using my airbrush and **Vallejo Model Air 71.001 White** to create some random nebula.

Following I spray **Vallejo Model Air 71.003 Red** over the base and redo some highlights with **Vallejo Model Air 71.001 White.**

In the next step, I use the stencil to spray on the primer for the planet with **Vallejo Model Air 71.008 Pale Blue**. Because I already painted the planets on my CW Eldar bases like that.

Once again, I use glossy hairspray, spray that over the base color of the planets and apply (before the hairspray has dried) **Vallejo Model Air 71.001 White** on top and dab it off with a paper towel.

As with the bases for the Tyranids, I spray the shadow on the lower side of the planet using the stencil and **Vallejo Model Air 71.057.** So, nothing new at this point.

Closing words

In the end, this project was a short but very rocky road. The messed up wave freehand honestly still lingers with me a bit, as I think it was one of my most beautiful freehands. Well, that's how you learn from your mistakes and know how to avoid them in the future. I actually look at the oil paint tube 3 times now before I use it.

Anyways, I hope you enjoyed my article and that I could give you a good insight into this project. Also feel free to check out my Instagram channel on which I collect all my BFG projects reliable (Embarrassing self-promotion for socials… No, that's not how it's meant to be). Maybe there is one or the other project of which you would like to know how I have done it. You can of course also contact me about it. I am always very happy when I can answer questions about this wonderful hobby.

Instagram: DoublebaseFanatic

Facebook: Chris Krows

Discord: DoublebaseFanatic#8657

Here's to more fun articles!

Your Chris "DoublebaseFanatic" Kraus

Showcase

Moose Musings

Reload Ordnance!

Ordnance. Love it (Tau) or hate it (Necrons), it's been a part of BFG since release and has gone through a lot of discussions and tweaks. I quite like it as it is, especially as some of the attack craft models going round have been spectacularly good. I also enjoy the geometry of lining up the perfect torpedo salvo. However I understand it's not universally popular, and with that in mind I would like to present the main musing in this edition. It has been inspired by the way that ordnance works in Dropfleet Commander if anyone has played that.

Reloading ordnance and attack craft limits all still apply. However, ordnance now functions as a weapon with the tokens acting as markers. In the shooting phase, ships with ordnance weapons declare targets for their ordnance, which may be formed into waves. If the target is less than or equal to the twice the move distance of the ordnance (for example 40 cm for bombers, 60 cm for torpedoes), the attack is resolved in the ordnance phase of that turn. If the range is greater than this but less than or equal to four times the move distance of the ordnance (for example 120 cm for torpedoes), place the ordnance markers next to the ship and resolve the attack in the player's next ordnance phase (i.e. in the next game turn).

Attack craft which can be placed on CAP can select friendly ships as targets and come into effect in the same way. In the ordnance phase CAP which was launched in previous turns can be moved between ships using the same movement rules.

If the target is destroyed before the attack craft reach it, they will return to base.

If a ship launches torpedoes which must attack any ship they come into contact with (for example standard torpedoes), any ship whose base intersects the region between the two bases is attacked before the target, in distance order from the firing ship. See diagram! If these ships were targets which could be attacked this turn, they will be hit this turn. Otherwise they will be hit in the next game turn.
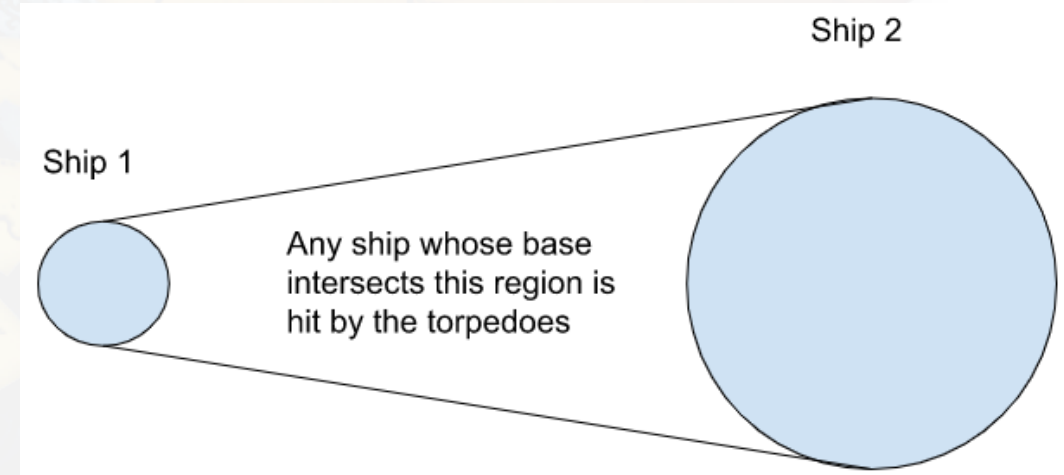
Ships in base-to-base contact can mass turrets as normal. If a wave of torpedoes hits ships in base contact, they attack the closest ship in base-to-base (or a chain of base-to-base) contact first. Any torpedoes which miss then attack the next closest ship and so on until all the ships have been attacked or all the torpedoes are shot down or hit a target.

Ships with torpedoes capable of turning (for example boarding torpedoes or Tau missiles) can be launched at any target in a 180 degree arc of the firing ship rather than the normal 90 degrees. Any ordnance which "burns out", such as Tau missiles, will roll to do so if they're hitting their target in the next game turn.

Revisiting Warp Rift 38 – Low Orbit

https://specialist-arms.com/bfg/warprift/warprift38.pdf

After a game of my own and some feedback from various people (which is enormously appreciated), some tweaks to the musing of Warp Rift 38:

Planetary Assault:
Attacking ships must elect to enter high orbit while upon the planet template or within half the maximum distance of the planet's gravity well to send troops to the surface and bombard enemy positions. For each whole turn an attacking capital ship spends in high orbit, the attacker scores 1 assault point. For each whole turn an attacking transport spends in high orbit, the attacker scores 2 assault points. A ship deploying troops or bombarding the planet may not do anything else that turn.

For example, if the target planet is a "small planet" with a gravity well of 10 cm from the planet's edge, the attackers must park in high orbit up to 5 cm from the planet's edge (measured from the stem as normal) to score assault points.

Exterminatus:
The Exterminator/s must enter high orbit while upon the planet template or within half the distance of the planet's gravity well. At the start of each turn after the first that an Exterminator is in high orbit, roll a dice. On a roll of a 4 or more it activates its Armageddon weapon and triggers a catastrophic event that will obliterate all life on the planet! The defenders may always target an Exterminator – if it is not the closest target then no Leadership test is required.

Tyranids:
In any situation where synaptic control of a Tyranid vessel is not possible, they must follow the instinctive behaviour chart. However if the chart reaches the "none of the above" stage, the ship may, instead of moving, stay parked in high orbit to score assault points.

Low orbit defences:
Low orbit defences may not be selected. High orbit defences may be used as normal (and will need suppressing before parking ships in high orbit unless you're very confident they'll survive!)

Image by Kharneth

Da Swarm