



BATTLEFLEET
GOthic

Issue 40 | July 2023

Issue 40?!? And it features many tentacles.

Who would have believed that! Issue 40 of Warp Rift is upon all of you. Thanks again for the nice comments on previous issues and continuous support for this community efforts.

Last months have seen the release of the 10th edition of Warhammer 40k, bringing us the fourth Tyrannic War. The background story introduces us to the Solblade fleet and in this issue, you'll read about how I think these are best translated into Battlefleet Gothic.

Furthermore, we have the last two winners of the Facebook character competition. All in all, an inspiring competition this was with a lot of fun ideas and stories by the participants.

And to have some more Tyranids going around Italianmoose and Farathorn have a 750 points battle report for us between the Imperial Navy and the Tyranids.

And from the game of Darktide BleachHawk, master of kit bashes, brings us the Mourningstar as a Ship of Legend.

And of course, this issue sees a return of Moose Musings and Double's Hobby Insights!

Have fun!
Horizon

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.

BATTFLEET 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 BleachHawk

The hand drawn art on pages 8 and 13 are from **Kharneth**, the ones on the page 10, 11 and 14 are from **Wintermans**.

The cover page of Stellar Wars is by **The NoMercian**, check his Instagram here: <https://www.instagram.com/thenomercian>



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

- ❖ **Ships of Legend!** (Page 4) *The Mourningstar* by BleachHawk
- ❖ **New rules & scenarios: Solblades.** (Page 6) *Dive into the fourth Tyrannic War!*
- ❖ **Battle Report: Tyrannic War!** (Page 20) *From Italianmoose and Farathorn: can the Imperial Navy stop the Tyranid Hivefleet?*
- ❖ **Campaigning through the stars: Tau** (Page 25) *Fr05ty* kicks off his series of campaign additions!
- ❖ **Facebook Character Ship Competition Winner series.** (Pages 17 and 31)
The last two categories
- ❖ **Stellar War over Meroe** (page 34) *short story* by Captain Ardias

Double's Hobby Insights (page 36)

- ❖ Ork Advanced Starter Kit Fleet.

Moose'Musings (Page 46)

- ❖ The Avenger, torpedo bombers and commerce raiders update

Solblade Extras

- ❖ From page 48 on: gallery, swarm base diagram and paper cutouts

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](#), [yaktribe \(horizon\)](#) and [dakkadakka \(horizon\)](#).

Or mail me at horizonmcr@vivaldi.net

BFG Discord: <https://discord.gg/TScZjbwefG>

Warp Rift Discord <https://discord.gg/VbMSzs6W>

You can download previous issues of Warp Rift here:

<https://specialist-arms.com/bfg/warprift/>

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Ships of Legend



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WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

Darktide – The Mourningstar by BleachHawk

The Mourningstar

60 Points

is the vessel of the Rogue Trader **Shipmistress Brahms**. It is from there that **Inquisitor Grendyl** and his warband operate to assist in containing the heretical Nurgle-worshipping 'Admonition' cult festering in Tertium, the capital city of Atoma Prime.

A variant of the Firestorm-class from the Imperial Navy, it is considered a Frigate class ship.

Today, coming from the videogame Darktide, we have the Mourningstar. I really like the game's setting and atmospheric environments and of course, the ship serving as the player hub. Aboard the Mourningstar there are quest givers, merchants and so on and the players, starting out as convicts and then serving as inquisitorial operatives, start their missions to fight the vile chaos cult on Atoma Prime from here.

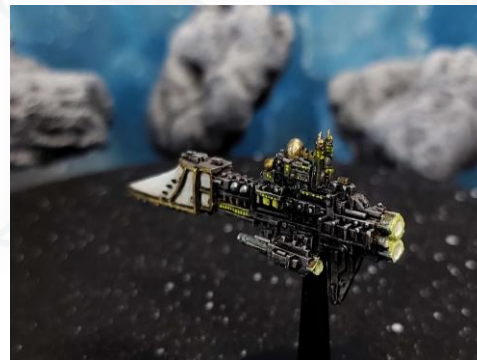
Having a small and discreet escort, rather than an inquisitorial cruiser was interesting to me as well and soon I thought about kitbashing my own miniature of it.

I built it from a Firestorm and a Sword (both recasts as the amount of cutting and rasping would have been a pain with original pewter), a converted bridge from Battlefleet Galaxy and random bitz.

When that was done, a natural follow-up were **rules for BFG**. Seeing as the ship is a humble frigate and her mission is strike-team operations, rather than fleet actions, the rules had to reflect that, and I realize she might not be something to write home about in a game of BFG. Well maybe, if you can make her single-wave assault boats count.

She may also be interesting to use in a custom scenario or you could try her out in the Privateer setting from Fanatic Magazine 02 and Fanatic Magazine 07 where she might be a more decisive asset.

I hope you like this little addition and I'd love to hear from anyone using it in a game!
BleachHawk



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	25cm	90°	1	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Torpedoes	30cm	2	Front
Weapon Batteries	30cm	2	Left/Front/Right
Launch Bay	Assault boats: 30cm	1	-

Roll for the leadership of the Mourningstar on the Imperial Navy table. Shipmistress Brahms grants +1 to the rolled value, as well as one re-roll that may be used on leadership tests of the Mourningstar.

The Mourningstar applies +1 to her Hit and Run attacks.

The Mourningstar may be taken as part of an Inquisition, Imperial Navy or Rogue Trader fleet and may be fielded alone or as part of an escort squadron.



Solblade

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By: horizon
Special thanks to DoublebaseFanatic



Solblades – The Fourth Tyrannic War

The Solblades of Terra

The Fourth Tyrannic War began in M42, when the largest invasion of Leviathan yet began after it invaded the Western Reaches of Segmentum Pacificus. This was done by three separate massive tendrils, which the Imperium named Nautilon, Promethor and Grendyllus.

When the true extent of the threat the tendrils posed was discovered, the Imperium began a massive mobilising of its forces to stop them. However, this would take time, as the vast majority of the forces sent would be Astra Militarum Regiments. However, the Imperium's more elite armies could attack at once though and most of these strike forces were organised into Solblades, which were named after their commanders. Besides being told which tendril to attack, the Solblades were given huge strategic autonomy, but often numbered no more than two or three warships in each fleet.

Though because of their small sizes and low manpower, the Solblades were forced to utilise hit-and-run tactics against the massive Nautilon and Promethor tendrils. The Imperium hoped however that despite this, the Solblades would be able to move more swiftly against the tendrils, than larger Imperial formations that might become entangled amidst the Xenos' swarms.

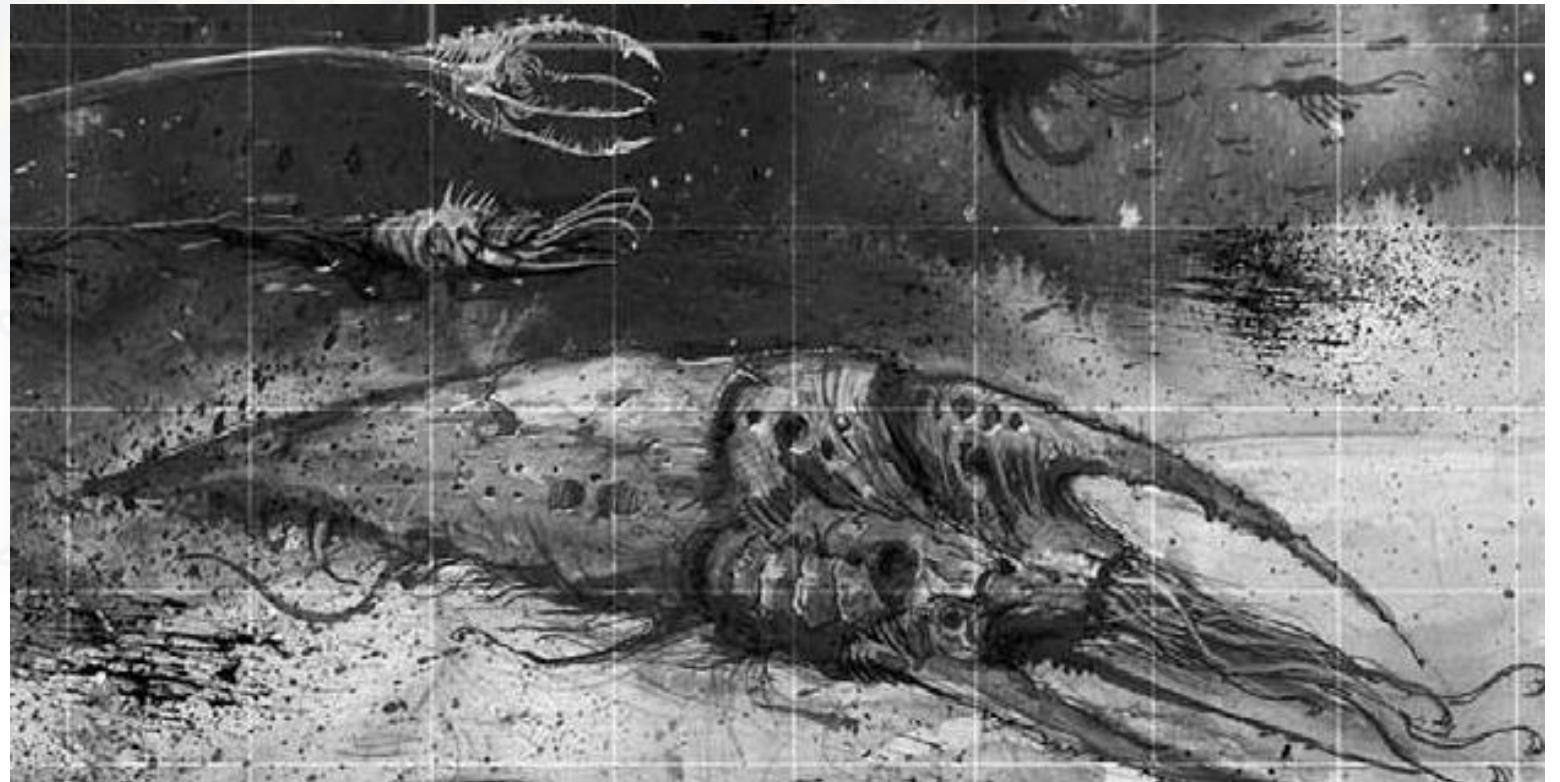
Many of the Solblades that were deployed, often came from Space Marine Chapters whose commanders were either Captains, Lieutenants, Librarians, Chaplains or in a rare few cases even Dreadnoughts. Their fleets and military forces were drawn from their commanders' Chapter and typically centred around a Strike Cruiser or squadron of frigates. Some would also include forces from other Chapters, the Deathwatch and even from the Militarum Tempestus.

Well known Solblade commanders are for example Chapter Master Kayvaan Shrike of the Raven Guard and Epistolary Drakht of the Necropolis Hawks

The Adepta Sororitas also sent many Solblades, with the Convent Prioris on Terra sending numerous Canonesses and Palatines to command them. Those dispatched from Prioris were drawn from many Orders, including the Ebon Chalice, Argent Shroud and Sacred Rose. Though they often drew other warriors of faith to them, which included the Black Templars and shiploads of

fanatics and flagellants. As a result of this, the Adepta Sororitas Solblades were noted for being the most zealous and containing the largest fleets

Other forces of the Imperium sent their own Solblades as well. This included the Astra Militarum and Adeptus Custodes, with Captain-General Valoris commanding one, aboard the Manifest Judgement, himself. The Knight Houses also took part and House Taranis supplied a score of Barons to command their Solblades, with each containing a lance of their Imperial Knights.



Solblades - Introduction

Introduction

As the tenth edition of Warhammer 40,000 introduced us to the fourth Tyrannic war, the largest attack yet, I was really captivated by small elite squadrons trying to disrupt the masses of the Tyranid Hivefleet. To reflect this in Battlefleet Gothic this required some adjusting to the setting. Usually, one would see fleets of equal point values pitched against each other or at most that a fleet half the size of the opponent should try to do a blockade run for example but trying to design a scenario of a single strike cruiser and a frigate against a fleet of 1500 points was something different!

The first bit I wrote were the Solblade fleets themselves; adjusting the approach a little in how to select the ships I settled for rather straightforward one with a limited ship selection. The key being using the upgrades as they are presented.

With that I also realised I needed some new-old rules to reflect the nature of these missions. From the old Fanatic Privateer article by Matt Keefe, I copied the rules for damaged escorts and from an old working file from the Khareshi Expanse I added the Silent Running rules.

Secondly it was time for the Tyranid fleet. A major concern was the fact that if I have a single ship on one side but thirty ships on the Tyranid side; the downtime for the Solblade player would be significant. In order to go around this I had the idea of the classic movement tray, as I called it now the Swarm Base. With excellent input and help from DoublebaseFanatic we think that we created a good addition to the Tyranid rules in using these swarm bases. Some things need a little adjusting and even the Instinctive behaviour chart saw an extra step.



The third step was to create some engaging scenarios for this setting. While the classic blockade run or perhaps the Bait would still work, we wanted to reflect the big swarm effect of Tyranids and the elite action the Solblades needed to accomplish. In this first article we have two scenarios which hopefully bring some new fun into your games!

It is also noteworthy that you can play these games solo using the solitary rules by Italianmoose as found in Warp Rift 37.

And, yes, I mentioned the first article. Over the coming issues we hope to add four more dedicated scenarios, add special characters for the Solblades and new special Tyranid bio vessels!

And especially on the latter we would like to receive input from you! If you have an idea, please let us know and we might get them into the Solblade setting!

And I really appreciate receiving feedback on the following set of rules!

Note: for those people who like to try these rules but do not have the miniatures I have added paper cutout models at the end of this issue of Warp Rift.

Also: yes, these games are between 250 of Imperial assets versus 1500 points of Tyranids!

Solblades – Special Rules for the Solblade Fleets

Special Rules – the Solblade Fleets

Well prepared

Due to the nature of their missions and great cunning Solblade vessels do not need to take a leadership test when not shooting at the nearest target.

Escorts & Squadrons

Due to the smaller battles represented by these Solblade scenarios, we can assume that escorts are occasionally forced to operate alone, rather than in their customary squadrons. Escorts may operate alone and there is no need to maintain squadron coherency. Escort vessels outside of coherency may each do their own Special Orders using the squadron's leadership value.

Teleport Attacks

In the setting of Solblades Imperial escort vessels may conduct teleport attacks as well. The restriction that only vessels of lesser hit points may be attacked is ignored.

Attack Craft

Solblades have somewhat limited supplies and need to treat their attack craft with care. Per launch bay the Solblade has a pool of attack craft available: each launch bay carries three squadrons (markers) of each type they have available.

If a marker is shot down by enemy spores roll a further D6: on a roll of 1-3 it is removed from the pool. On a 4-6 it manages to make its way back to the carrier.

Note: this roll is only made after interaction with spores, thus not after an interaction with enemy ordnance.

Damaged Escorts

Solblades often consisted of frigates without a capital ship. With these desperate missions we must consider the possibility that escort vessels are able to go on fighting past the point at which in larger battles they would be considered entirely out of action. When an escort vessel suffers a hit which would destroy it, roll a dice and consult the chart below:

1-3 Out of Action! The vessel is destroyed, or if not suffers such great damage that its crew cannot possibly hope to continue the fight and must turn all their attention to saving their own lives. Leave the model on the table and place a blastmarker in base contact. The ship will drift 5cm in a random direction at the start of following movement turns. In the end phase roll a D6: on a '1' the ship becomes lost beyond salvage and is considered destroyed; remove the miniature from the table and replace it with a blastmarker.

4-5 Damage Control. The valiant crew struggle to bring raging fires under control, hastily repairing damaged systems. Leave the ship model on the table. At the start of its next Movement phase, move the ship directly forwards by a distance equal to half its speed. After moving the ship, roll again on this chart adding +1. This bonus is not cumulative, so only a single +1 bonus applies, no matter how many damage control results an escort may roll during a game.

6 Battles On! A heroic effort by the ship's crew allows it to fight on through the damage. Place an additional Blast marker on the ship's base to represent the difficulty of operating such a damaged vessel, but otherwise the escort remains in the game and can be used as normal.



Solblades – Special Rules for the Solblade Fleets

Silent Running

Any ship can opt to run silent; a command check is not necessary. The player decides this at the start of his movement phase before special orders are given. This means that they cannot be targeted unless detected or if they shoot, move, launch ordnance or do anything.

If a ship is running silent from a previous turn the owning player may make them fully active at the start of any subsequent movement phase.

A ship on silent running has its shield value reduced to zero. Furthermore, it cannot perform Special Orders, nor can it shoot or initiate any action towards an enemy ship. Instead of the usual movement, due the engines being turned off, the ship drifts 10cm forwards (using its previous heading). The ship will interact with celestial phenomena as usual.

Enemy ships cannot target a vessel which has silent running activated. Tyranids on instinct behaviour do not sense a ship on a silent running, keep this in mind when applying the chart. However, whenever a Tyranid due movement comes within 10cm (at the end of its or the Imperial movement) of a vessel running silent the ship is detected and Tyranids may move towards it using the chart.

A Tyranid Hiveship will sense any Imperial vessel within 20 cm.

When a Solblade has fired upon or otherwise engaged with a Tyranid creature, and it decides to go on silent running the following turn the Hivemind still has a sense where the Solblade is. On a successful 2D6 leadership test, the Hivemind leadership may be used if in range), the Tyranid squadron or ship may move into the direction of the Solblade vessel. In the second turn after the leadership is done on a 3D6. From a third turn on they return to normal behaviour.

Ordnance under silent running

When a Solblade has launched ordnance and goes into silent running while the ordnance is still on the table the player must decide what happens after the attack craft made an interaction with Tyranid ordnance or ships:

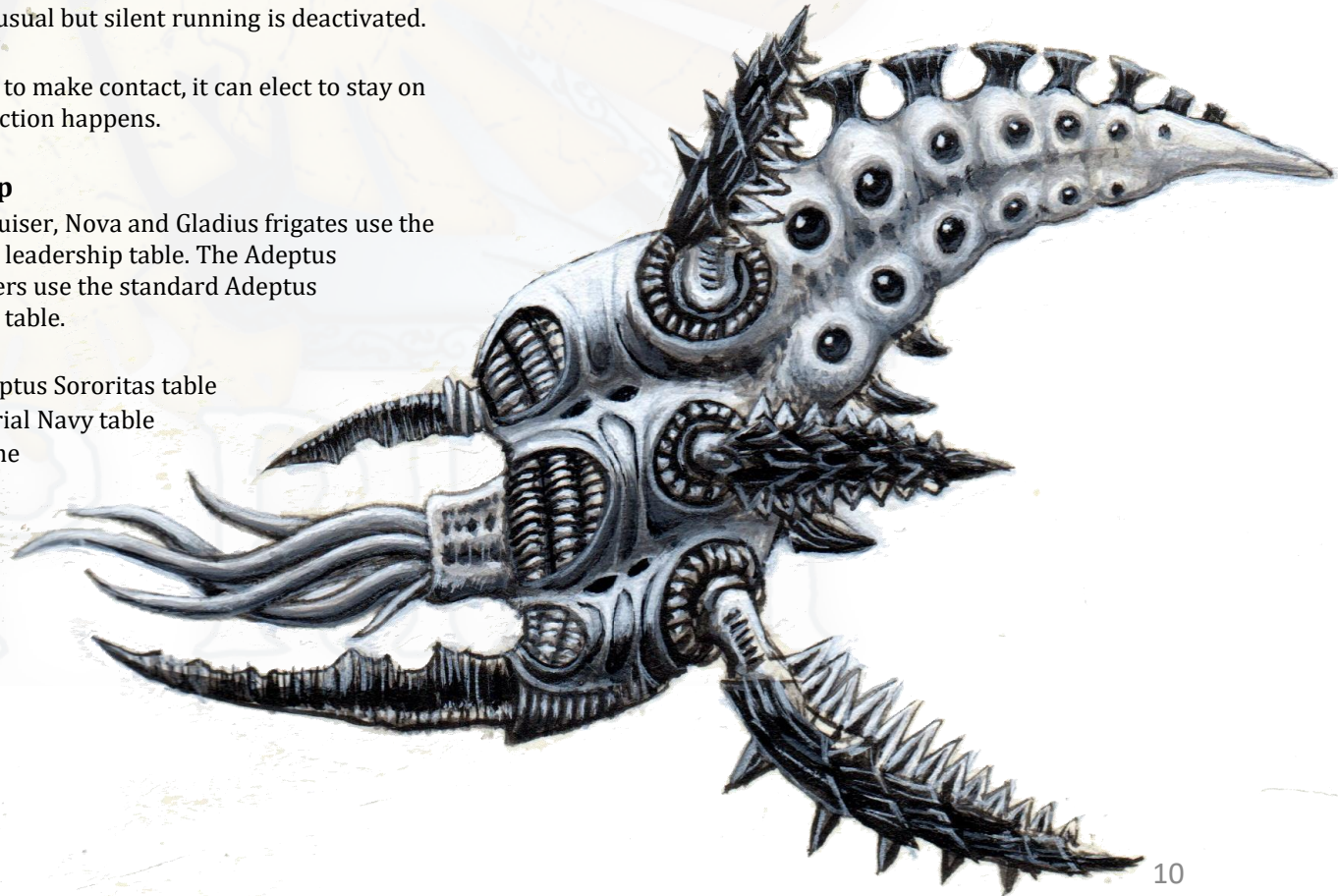
Stay on the gaming board but if they are intercepted after an attack run, they will be lost for the remainder of the game. Deduct the number of lost attack craft from the ordnance pool. Return to the ship per usual but silent running is deactivated.

If the ordnance has yet to make contact, it can elect to stay on the field until an interaction happens.

Solblade Leadership

Space Marine Strike Cruiser, Nova and Gladius frigates use the standard Space Marine leadership table. The Adeptus Mechanicus light cruisers use the standard Adeptus Mechanicus leadership table.

Imperial Navy and Adeptus Sororitas table use the standard Imperial Navy table with a +1 modifier to the dice roll.



Solblades – Solblade Fleetlist

Solblades

Solblade fleets have access to following vessels. Speed and Manoeuvrability being a key factor with these.

Space Marine Strike Cruiser	145 points
<i>upgrades may be taken; no restriction on variants; may only be taken if Solblade is under Space Marine command.</i>	
Adeptus Sororitas Priory Class	150 points
<i>may take any of the variants; may only be taken if Solblade is under Adeptus Sororitas Command.</i>	
Adeptus Mechanicus Light Cruiser	130 points
<i>Defiant, Endeavour and Endurance are available, must take the Advanced Engine Upgrade (included in cost); may only be taken if Solblade is under Adeptus Mechanicus command</i>	
Dauntless Class Light Cruiser	110 points
<i>torpedo or lance variant are available.</i>	
Adeptus Sororitas Chapel Class	100 points
<i>may take any of the variants; may only be taken if Solblade is under Adeptus Sororitas Command.</i>	
Nova Class Frigate	050 points
Gladius Class Frigate	045 points
Firestorm Class Frigate	040 points
Sword Class Frigate	035 points

Solblade Command

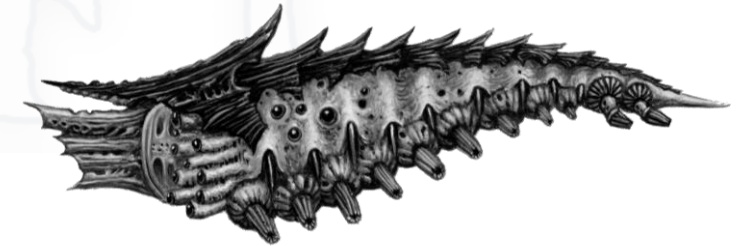
Each Solblade vessel may choose from these command options.

Space Marine	25 points
Often Solblades are under command of veteran Space Marine captains or members of the honour guard. A vessel which embarks these battle-hardened veterans has a Leadership value of 10. When participating in a hit & run attack roll 2 dice and apply the highest result. In a boarding action they may re-roll the dice roll, second roll stands. May be taken once for each vessel in the Solblade list.	
Space Marine Epistolary	10 points
A Space Marine Epistolary grants a re-roll to the vessel he is embarked on. May be taken in addition to other commanders.	
Veteran Captain	10 points
A veteran captain grants a further +1 leadership to the ship.	
Adeptus Sororitas Canoness	15 points
When a canoness is embarked on a vessel that ship may bring up to three Armed Cargo vessels [20], Fireships [10] or Transports [10] on top of the scenario restriction to a maximum of 100 points. These flagellants have a standard leadership of 6.	
Magos Explorer	15 points
When a Magos is aboard a vessel that vessel may roll one extra repair dice in the end phase. On an escort vessel the out-of-action dice roll gets a +1 modifier. If on an Adeptus Mechanicus cruiser the repair dice may be used on another vessel within 10cm.	

Solblade Upgrades

Each Solblade vessel may choose from this upgrade list.

Deathwatch	10 points
A vessel with Deathwatch members rolls an additional dice when attempting a teleport attack or joining a boarding attack: on a roll of 5+ they inflict an additional point of damage.	
Dreadnought	25 points
These ancient venerated beings grant a further +2 in boarding actions. Furthermore, they will inflict an extra point of damage in a boarding action on a roll of 4+.	
Tempestus Shock Troops	10 points
Battle hardened, when opponents try to board this vessel, or they get a -1 modifier on the dice roll.	
Black Templars	10 points
This is an upgrade to the Space Marine Command (which must be taken first and be on the same ship. If embarked Black Templars use the same rule as the Adeptus Sororitas Canoness to attract zealot flagellants.	



Solblades – Special Rules for Hivefleet Leviathan

Tyranid Special Rules

The Tyranids use the standard rules from the Battlefleet Gothic Remastered Fleetbook. Except for the changes noted below.

Instinctive Behaviour

In the chart we replace step 7 with the following:

Is there a planet on the table?

-> YES: No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it if possible. Otherwise move at half speed straight ahead.

-> NO: No special order. The ship/squadron will start circling around the nearest Hiveship. Move them closer to a Hiveship if possible, when at 15cm turn towards an abeam angle to the Hiveship.

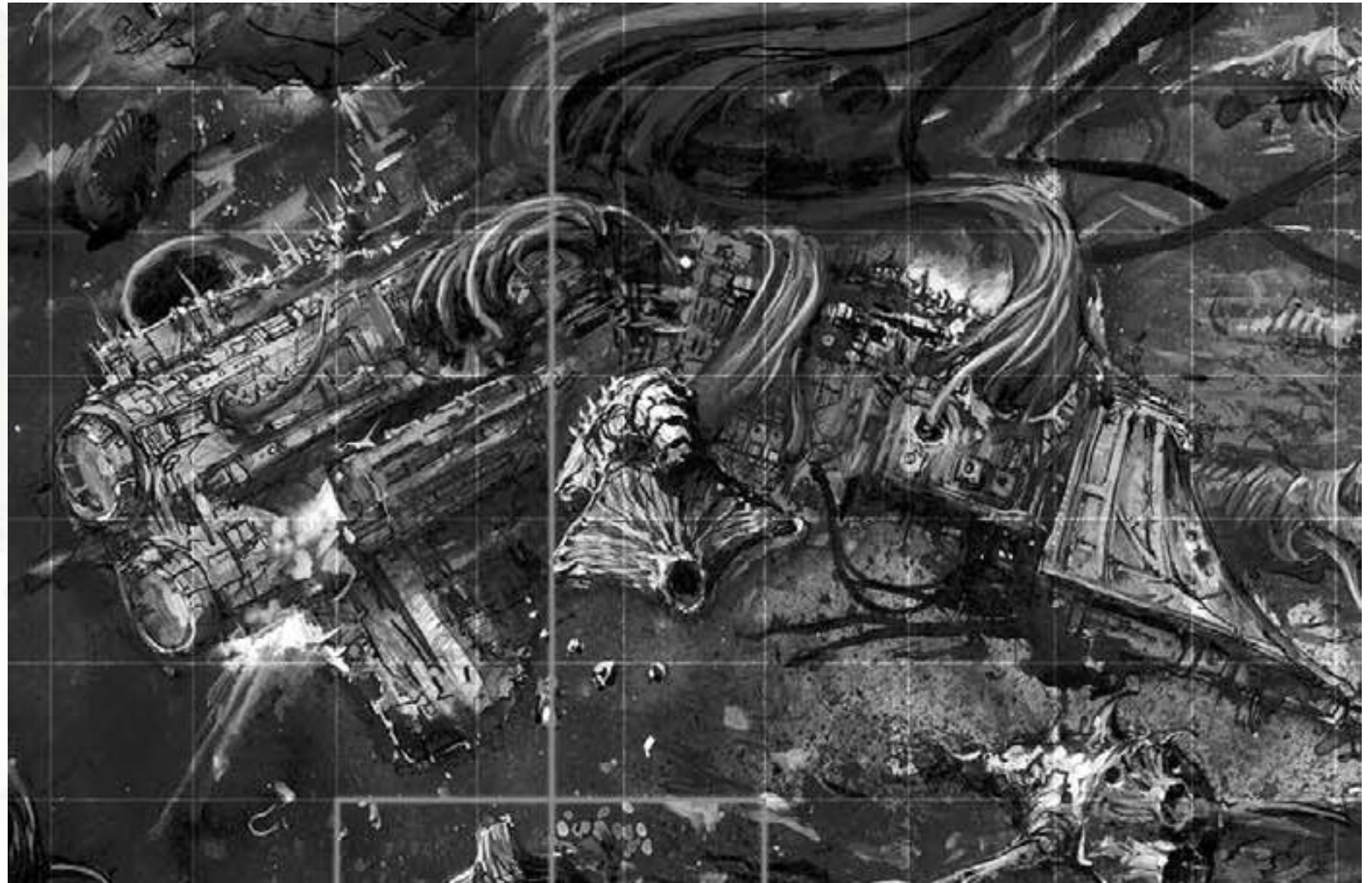
Fleet selection

For each Hiveship a squadron of 6 to 12 Escort drones **must** be taken. Furthermore, each Hiveship **may** include 1-12 Kraken or Vanguard Escorts in the fleet.

From this pool of escort vessels (kraken and vanguard), the squadrons are formed. Squadrons may be from size 3 to 12.

Evolution of the Hive Mind

As a default, evolutions for the Hivemind are not allowed. However, if both players agree they can be added. Just keep it in character (don't give all speed boosts in a scenario that calls for speed).



Solblades – Special Rules for Hivefleet Leviathan

Tyranid Swarms

In games with Solblades the player commanding the Solblade will only have a single of a few ships under his command. However, the Tyranid player most likely have many ships at their disposal!

To speed things a little up and not have the Solblade player for a long time the Solblade rule set introduces Swarm bases. A swarm base can have a diameter of 120mm; a base of 120mm represents a squadron of 2-6 escort vessels. Thus, if you have a 12 strong escort squadron you will need two swarm bases. Using a swarm base does change a couple of things regarding escort squadrons:

Swarm strength

On top of the base is room for six actual miniatures. Place a dice on the base to show how many escorts are in the swarm.

A swarm may not have mixed weaponry, so all escorts have the same loadout on a single swarm base.

If you have two swarm bases belonging to the same squadron these will benefit from the same leadership dice-rolls for special orders and other command tests. When calculating firepower for direct weaponry or gunnery table weaponry both swarm bases are added together. When launching boarding torpedoes two separate swarm bases cannot combine their strength, thus fire two separate torpedo waves.

Both swarm bases are also treated independently of each other when it comes to Massive Claws, Feeder Tentacles and boarding actions.

Moving & Shooting with swarm bases

The stem in the centre of the swarm base is used for measurements per usual. Thus, if the centre stem is in weapon range the whole swarm is targeted. Blastmarkers are placed around the base per usual and affect all escorts on the swarm base (yes, even the ones in the back).

When one of the Tyranid escorts is killed, lower the dice value accordingly. You can remove miniatures at convenience. If you are under half strength having less than 3 miniatures on the base is easy referencing.

When shooting with a swarm measure from the middle stem: ALL escorts, the whole swarm, will shoot if the target is in range.

Measurement for moving is also done from the middle stem.

Massive Claws

When the middle stem of the swarm base touches the enemy base all Massive Claws attacks are resolved. Usually, an enemy vessel is latched onto if two or more massive claw attacks are successful, however for a swarm base more than half of the massive claw attacks must be successful to latch on to the enemy vessel.

If successful, remove the middle Tyranid escort and place the enemy ship there.

Feeder Tentacles

The middle stem must reach the enemy base to let the feeder tentacles... feed.

Ordnance from and versus swarm bases

When a swarm launches boarding torpedoes, the marker must be in the front arc as usual. The measurement is done from the middle stem in the first ordnance phase.

For firing boarding torpedoes, they count as being in based contact and must combine their strength value of the boarding torpedoes into a single wave.

When enemy ordnance attacks a swarm base the interaction starts when the base is touched. A single escort is attacked, and it gains +3 spores (turrets) from the massing turrets rules. If the swarm strength drops below 4 adjust the massed spores per usual.

Boarding and Hit & Run attacks

When boarding with (or against) a swarm base all escorts in the swarm will take part in the boarding action.

The middle stem must reach the vessel being boarded. Replace the middle miniature with the poor enemy vessel for as long as the boarding action takes place.

When an opponent attacks the swarm base with a hit & run attack (teleport attack for example) the middle stem must be within 10 cm and spores (shields must be down per usual)



See page 60 for a Swarm Base Diagram and on page 61 you'll find a template to print. Here you can find a STL for the swarmbase to print:

[Swarmbase STL](#)

Solblades – Tyranid Example fleets

For some ease of use we have added a couple of example fleet lists for the Tyranids.

The Pyro-Acid Hivemind's Fleet

Hive Ship, Leadership 8	305 points
<i>Prow Pyro-Acid Battery, Thorax Pyro-Acid Battery, 3x Pyro-Acid Battery on port/starboard.</i>	
Hive Ship, Leadership 8	305 points
<i>Prow Pyro-Acid Battery, Thorax Pyro-Acid Battery, 3x Pyro-Acid Battery on port/starboard.</i>	
Razorfiend	130 points
<i>Prow Torpedoes. Thorax Torpedoes, 2x Pyro-Acid Battery on port/starboard</i>	
Razorfiend	130 points
<i>Prow Torpedoes. Thorax Torpedoes, 2x Pyro-Acid Battery on port/starboard</i>	
Razorfiend	130 points
<i>Prow Torpedoes. Thorax Torpedoes, 2x Bio-Plasma Discharge on port/starboard</i>	
Razorfiend	130 points
<i>Prow Torpedoes. Thorax Torpedoes, 2x Bio-Plasma Discharge on port/starboard</i>	
Escort Drones	120 points
<i>Six drones with Pyro-Acid Battery</i>	
Escort Drones	120 points
<i>Six drones with Pyro-Acid Battery</i>	
Ordnance	110 points
<i>5x Assault Boats and 10x Fighters</i>	

The Hive's Swarm

Hive Ship, Leadership 9	335 points
<i>Prow Feeder Tentacles & Massive Claws, Thorax Bio-Plasma Discharge, 3x Launch Bay on port/starboard.</i>	
Hive Ship, Leadership 8	295 points
<i>Prow Feeder Tentacles & Massive Claws, Thorax Bio-Plasma Discharge, 3x Bio-Plasma Discharge on port/starboard.</i>	
Escort Drones	90 points
<i>Six drones with Feeder Tentacles</i>	
Escort Drones	90 points
<i>Six drones with Feeder Tentacles</i>	
Vanguard Drones	150 points
<i>Six drones with Feeder Tentacles</i>	
Vanguard Drones	150 points
<i>Six drones with Feeder Tentacles</i>	
Kraken	210 points
<i>Six Kraken with Massive Claws</i>	
Kraken	180 points
<i>Six Kraken with Feeder Tentacles</i>	



The Gathering Hive

Hive Ship, Leadership 8	310 points
<i>Prow Pyro-Acid Battery, Thorax Launch Bay, 3x Launch Bay on port/starboard.</i>	
Hive Ship, Leadership 8	310 points
<i>Prow Pyro-Acid Battery, Thorax Launch Bay, 3x Launch Bay on port/starboard.</i>	
Hive Ship, Leadership 8	310 points
<i>Prow Pyro-Acid Battery, Thorax Launch Bay, 3x Launch Bay on port/starboard.</i>	
Razorfiend	130 points
<i>Prow Pyro-Acid Battery. Thorax Torpedoes, 1x Bio-Plasma Discharge and 1x Pyro-Acid Battery on port/starboard</i>	
Escort Drones	90 points
<i>Six drones with Feeder Tentacles</i>	
Escort Drones	90 points
<i>Six drones with Bio-Plasma Discharge</i>	
Escort Drones	120 points
<i>Six drones with Pyro-Acid Battery</i>	
Kraken	70 points
<i>Two Kraken with Massive Claws</i>	
Kraken	70 points
<i>Two Kraken with Massive Claws</i>	

Solblades – Scenario One: The Master Node

The Master Node

A tendril of Nautilon engulfed an Imperial planet and is feeding upon it to strengthen itself for the next push towards Terra; intel has learned that a master hive node is on the planet. Killing this creature will cause a setback in the surrounding fleet. Making time a little easier for the nearby systems; even if only a little.

FORCES

The Solblade player may choose up to 250 points.

The Tyranid player must choose a fleet of 1500 points.

BATTLEZONE

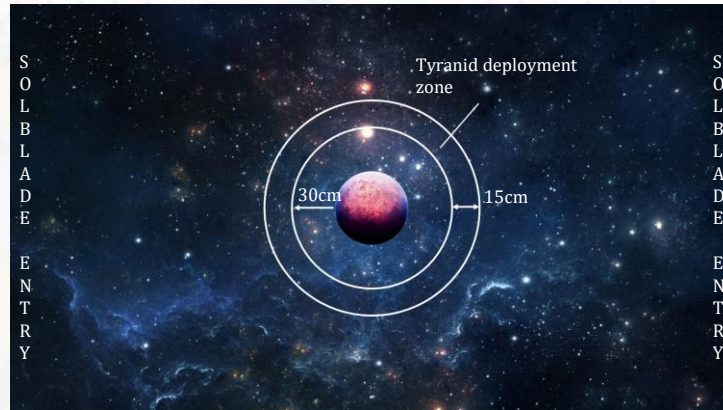
This battle is most likely to take place in the inner or primary biosphere of a system. Place one medium sized planet in the centre of the table. Determine one of the long table edges to be the sunward side. Furthermore, place D3-1 asteroid fields and D3-1 gas clouds randomly in each 60cm x 60cm quadrant. Alternatively, you may set up the celestial phenomena in a mutual agreeable fashion.

SET-UP

The Solblade enters from either one of the short table edges. The Tyranid fleet is set up around the planet, in a perimeter between 30 cm and 45 cm away from the planet's edge. The creatures are abeam to the planet.

FIRST TURN

The Solblade takes the first turn.



SPECIAL RULES

The Solblade must try to reach the planet. If they manage to land at least two Thunderhawks or Assault Craft on the planet it counts as a win. In order to do so a Solblade vessel must be within the gravity well of the planet and launch the attack craft; in the ordnance phase they must reach the planet's edge.

For gaming purposes, the Solblade keeps two attack craft on standby to be launched: there is no Reload Ordnance needed to activate these.

If the Solblade has no attack craft, drop pods are being used which have the same in-game effect. A capital ship has two drop pods, an escort one drop pod. To be successful with these the ship has to touch the planet template.

Then the Solblade needs to roll a dice: on a 4+ the landing has been a success. For each attack craft or drop pod above the two first the roll for success is lowered by 1.

The Tyranid fleet is feeding upon the planet before moving on. Every Tyranid squadron and Hiveship must spend one turn on top of the planet before they can move away. Only a maximum of three squadrons or hiveships can be fed per turn.

GAME LENGTH

The game continues until the Solblade makes a successful landing or has been destroyed.

VICTORY CONDITIONS

The Solblade wins if the drop has been a success. It would be a major victory if the Tyranid fleet failed to reach the feeding threshold.

The Tyranid fleet wins if the Solblade has been destroyed. For a major victory it should feed at least 50% of the total fleet value.

Campaign ideas

Solblades can also be part of a regular campaign, tree campaign or narrative campaign. As an idea you can use the successful rounds of feeding as a bonus for the Tyranid fleet in the following game.

Or, if you like to play Kill Team, boarding actions or Warhammer 40,000k you can let the number of successful Thunderhawk landings or drop pods have an effect in those games.

You could also extend the game by having the goal that the Solblade fleet survivor, after completing the hit and run attack, must escape from any table edge.

Solblades – Scenario Two: Let them burn!

Let them burn!

A supernova shockwave has caught a tendrill and the Hivemind is fleeing the blast. A daring Solblade has the task to destroy the leading Hiveship so the small creatures are more likely to get caught.

FORCES

The Solblade player may choose up to 250 points.

The Tyranid player must choose a fleet of 1500 points.

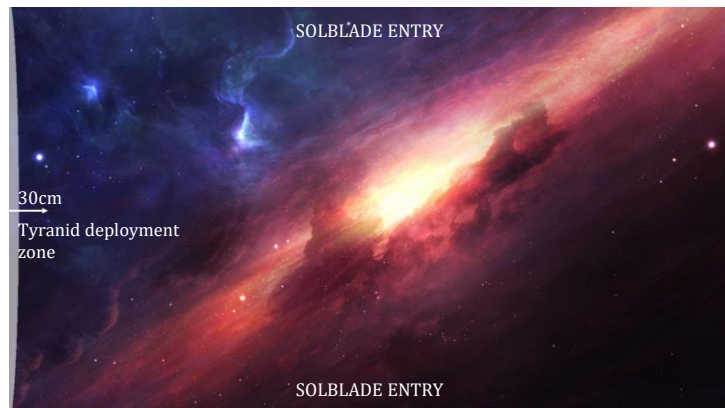
BATTLEZONE

This battle can take place in any Battlezone. Setup the celestial phenomena per rulebook. Alternatively, you may set up the celestial phenomena in a mutual agreeable fashion.

SET-UP

The Tyranid fleet starts up to 30 cm away from a Short table edge.

The Solblade enters from either one of the long table edges.



FIRST TURN

The Tyranid fleet takes the first turn.

SPECIAL RULES

The shockwave blast enters from turn two on (Tyranid player) the short table edge behind the Tyranid fleet. It will move 15cm onto the table. At the start of each subsequent movement phase (both players) the shockwave moves 15cm forward.

When a creature or ship is caught in the shockwave it is destroyed (stem counts for measuring).

Special barrage gunnery: The Solblade vessels may choose each turn to fire a barrage instead of their usual weapon batteries. For a capital ship, place a blastmarker up to 15 cm away, within the respective arc, per point of weapon battery strength. Escorts will place two blastmarkers per vessel up to 15 cm away.

These blastmarkers may not overlap or touch each other. Furthermore, these blastmarkers cannot be removed in the following endphase, in every endphase after they can be removed like a regular blastmarker.

GAME LENGTH

The game continues until either the Tyranid fleet has been destroyed or escaped.

VICTORY CONDITIONS

The Tyranid fleet wins if it manages to escape the shockwave with at least 50% of its fleet value.

The Solblade wins if they can prevent this.

Campaign ideas

You can also turn this into a running scenario in which the Tyranid fleet starts in the mercurial zone and must traverse each zone until it reaches deep space. The Solblade gets an attempt at each stage. You may consider starting with a 2500-point Tyranid fleet!

You could also add the idea that the shockwave moves faster in the zones closer to the sun and slows down the further away the zone is. Parallel let the Solblade add reinforcements in the Outer Reaches and Deep Space zone.



Facebook Character Ship Competition: Community Choice



Image by Kharneth

The Auct by BleachHawk

A Cradle in the Dark

Among the thousands of Imperial Navigator Houses, there are some that are no longer a part of the nobility who reside in the Navigator's Quarter of Holy Terra. They might have lost their power in a great trade war, slowly fading away to nothingness. Or they might have angered the Inquisition - with or without justification - and are being hunted and exterminated. Some leave Terra for one reason or the other and form nomadic fleets. Some say these void born are the most skillful Navigators known to the Imperium.

House Cerephon is one such Nomadic Navigator House. It broke its ties with the Navis Nobilite in late M39 when a small family of a much bigger house was outcast and had to flee from Holy Terra. Against all odds the family managed to survive for over twelve centuries and formed its own house. Roaming every Segmentum, providing navigators to Imperial sector fleets, Rogue Trader dynasties and some even say Renegade or Pirate fleets, in exchange for resources, supplies and void ships. Within the house, many rivaling sects emerged and perished, making the small fleet a microcosm of its own.

The fleet's core consists of the Auct, a heavily converted Imperial Cruiser of unknown class and a handful of armed escorts.

In addition, there is a wide variety of small ships like loading sloops, lightly armed cutters, repair barges, modified civilian clippers and so on. Each one not only serving a logistical or defensive purpose but also housing part of the fleet's sects. At one point the house also owned a few bigger bulk freighters and tankers but those have since been lost.

To make up for the lack of heavily armed vessels, the house tries to travel alongside other fleets whenever possible. Most void faring factions gladly accept their company as they are second to none in navigating space and warp. Quite a few Imperial worlds under attack could be aided in time, because of the exceptional navigational skills of House Cerephon.

When and how exactly the Auct was acquired by House Cerephon and what class of Cruiser it originally resembled is now unclear. Over the centuries it was converted to provide extended repair and logistical capabilities as well as an increased number of secure docking points for smaller vessels incapable of warp travel.

Most weapon systems it once might have had are long gone and replaced with housing units, hydroponic halls, storage spaces, fabrication complements and repair bays. The major sects built and rebuilt extensive palaces along the upper spine to exhibit power and backup their own claims to lead the house.



Meanwhile the decks below are even more crowded than Imperial Navy ships. The claustrophobic corridors, lined with sleep-alcoves and the complex halls full of machinery, working areas and commercial districts are brimming with lower members of the ship's own society as well as crews of other currently docked vessels. Visiting fleet officials, traders or delegations of Imperial worlds have been known to take days, trying to make their way up from the vast hangar bays to the command and ceremony decks.

The Auct is the beating heart of House Cerephon's fleet and is protected at all cost, trying to avoid any hostile action in the first place.

Leading the fleet from Auct's bridge is Syreena Ort, the current Novator. A powerful navigator herself, she has ruled the house for over 6 decades. Keeping the order between the sects and cunningly negotiating with other factions to keep the house alive and on its way, for to rest means to die.



The Auct- 230 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	20cm	45°	2	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Starboard Launch Bays	Fighters: 30cm	2	-
Prow Weapon Batteries	30cm	5	Left/Front/Right
Port Weapon Batteries	15cm	3	Left
Starboard Weapon Batteries	15cm	3	Right

Novatar: House Cerephon is led by its Novatar and powerful Navigator Syreena Ort aboard the Auct. Syreena Ort has a Leadership of 9 and adds +2 on Leadership tests to disengage the Auct.

Cradle of the void born: The Auct is the main homestead of House Cerephon. As such it is excessively crowded and instead of a wide array of weapon systems, the bulk of the ship is made up of hangars, housing and repair facilities. It suffers a malus of -1 during boarding actions, but critical damage is repaired on a 5+ instead of a 6.

Escort Armada: The ship is always accompanied by a large amount of small void craft. While most of these vessels are unarmed, some do provide short ranged weapons battery fire as well as additional point defence (included in the profile).
In addition, once a game at the end of a friendly movement phase, a Squadron of 2 Sword Class Frigates OR 2 Falchion Class Frigates may be placed within 30cm of the Auct. Roll on the standard table for the Squadron Leadership, when it is placed (point cost included in the profile).

Note: These rules were written using Smotherman's Formula as a guide and with Official and XR rulesets in mind. If your opponent agrees, the Auct may be used with any Imperial (including sub factions) or Chaos fleet list without restriction. The Auct counts as an ally of convenience and is not subject to any faction specific special rules.



The model

I started by stripping the colours off a second-hand Imperial Cruiser. Using leftovers from another project, mainly Battleship parts, I started to reshape the spine, bridge and wing sections, making sure to include a lot of spires and other vertical bitz. I then replaced the prow with a Helian one from Vanguard Miniatures and used parts from Battlefleet Galaxy to fill in most of the side modules. Finally, I added some tiny accompanying ships from aforementioned manufacturers using optical fibre.

About me

I'm 37 years old, from Germany and first got into contact with 40k through Space Crusade (or Starquest as it was called here) around 1993, which featured Spaceships quite prominently. From 2005 to 2008 I was involved with BFG and when I came back to it in January of 2021, I was really surprised to find an active and growing community.

I've always been very interested in the fringes of 40k lore and the lesser-known Imperial organizations specifically, which coincides with my love of converting and kitbashing models. So naturally this project was a lot of fun to me.

Battle Report Tyranids vs Imperial Navy

BATTLEFLEET
GOTHIC



This background image is by Unta Kilat and Kaneko Lumi

Tyranids vs Imperial Navy by Italianmoose

An Imperial versus Tyranid battlereport! I had the pleasure of my friend Farothon visiting from Germany, and he brought his magnificent kitbashed Tyranid fleet with him.

This is the report from the first, small, battle. A 750 points clash, we were pretty free and easy about fleet composition - Tyranid fleets normally need a lot more escort drones.

The fleets:

Tyranid Hive Fleet

Hive ship - Pyro acid, Boarding torpedoes and 3x launch bays - 315 pts

Razorfiend Cruiser - 2x massive claws and Bio plasma discharge - 110 pts

2 Vanguard drones - Feeder tentacles - 50 pts

3 Escort drones - Pyro-acid batteries - 60 pts

Razorfiend Cruiser - Feeder tentacles, Massive claws and Pyro-acid battery - 110 pts

3 Kraken - Massive claws - 105 pts

Imperial Bastion Fleet

Fleet Admiral with one additional re-roll: 75 pts. Aboard the East Lake

Dictator class cruiser "East Lake", leadership 6. - 220 pts

Defiant class light cruiser "Sparrow", leadership 7. - 120 pts

Endeavour class cruiser "Wren", leadership 7. - 110 pts

3x Firestorms (Victory pattern). Leadership 9. - 120 pts

3x Swords (Mars pattern - previously mothballed). Leadership 8. 105 pts

The battlefield:

Small planet in the centre near the Imperial deployment area. Two asteroid fields in the Tyranid half on either flank.

Deployment:

The Imperial carrier squadron deployed behind the planet to protect themselves. The Imperial escorts and the Wren deployed left of them.

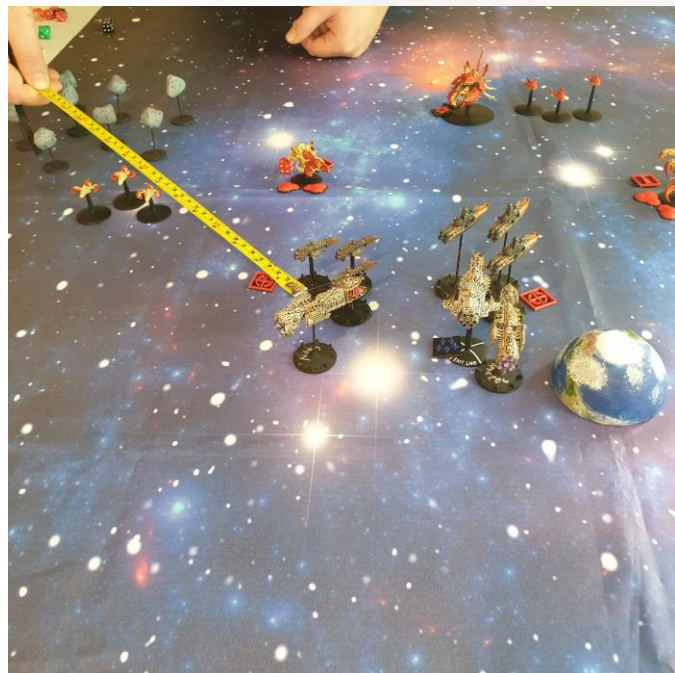
The Tyranid escorts in the main deployed on the flanks, with the cruisers inboard of them and the hive ship in the centre.



Tyranids vs Imperial Navy by Italianmoose

The battle:

The Tyranid ships charged towards the Imperial fleet, the asteroid fields not slowing them at all. The Imperial carrier squadron deployed fighters and swung around the planet, shielded by the Wren and the escorts, which all locked on.

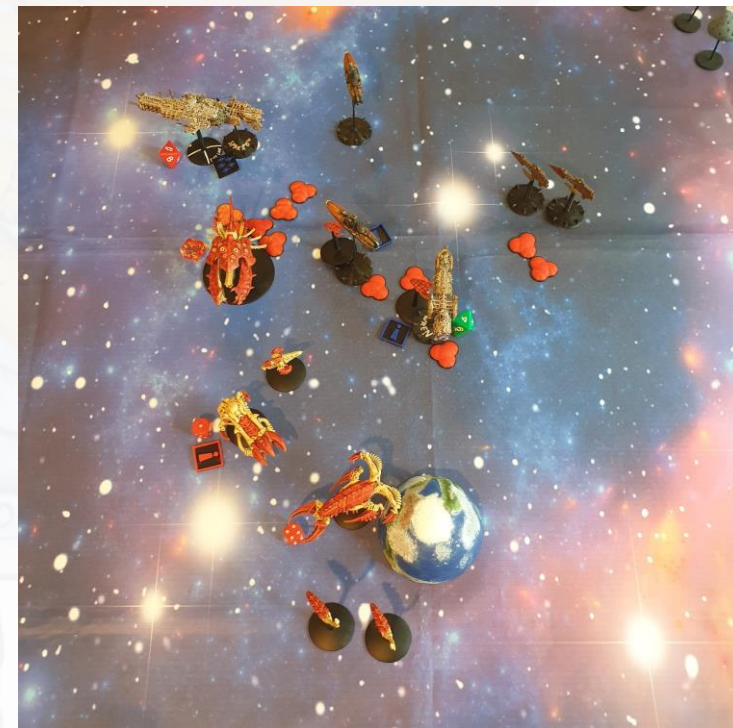


The Imperial fighters nullified the Tyranid ordnance and locked-on fire battered the Tyranid cruisers and forced them to brace. One cruiser was crippled. The kraken swept down upon the imperial left flank, one trying to use its massive claws to board the Wren which fought off its attack. Another destroyed one of the swords.



Tyranid return fire and boarding attempts caused the firestorm squadron to brace. The Imperial fleet now concentrated its fire onto the hive ship, overloading its spores and causing substantial damage with a torpedo salvo. The escort drones boarded the firestorm squadron, destroying one and locking another in combat. The hive ship moved in close to board the East Lake, damaging it. Tyranid ships swarmed in behind the Imperial fleet.

The firestorm locked in combat was abandoned by its fellow. Heavy fire from the Tyranid ships caused major damage to the Wren which was also boarded by several escorts.



Tyranids vs Imperial Navy by Italianmoose



The crippled Wren with its weapons disabled and Tyranid bioforms swarming the ship sacrificed itself in a vast explosion when its captain detonated the plasma drives, destroying most of the remaining Tyranid escorts, leaving a single escort drone and a resilient kraken. The engaged firestorm was destroyed by boarding creatures from the escort drone.



Tyranids vs Imperial Navy by Italianmoose



The surviving Imperial escorts destroyed the remaining Tyranid escorts and combined fire from the other ships crippled the hive ship. With space superiority the Imperial attack craft proceeded to ravage the Tyranid capital ships.



Bio-plasma from one of the Tyranid cruisers destroyed one of the two swords while the other cruiser moved in close to the Imperial carriers. The lone firestorm moved in behind the hive ship to take advantage of its instinctive behaviour. The surviving sword did the same to one of the cruisers.



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Campaigning through the stars: Tau by Fr05ty



Campaigning through the stars: Tau

We've all been there, getting ready to conquer a new system for our race, and suddenly we check the campaign rules only to notice that everything is Imperial-centric. Why would an Ork follow an Imperial Admiral's progression? Why would the Tau have refits about Geller Fields? This simply can't stand! Throughout this series of articles, I'll aim to provide you (yes, even you Imperial admirals) with the full complement of rules you'll need to get a race-appropriate experience in your campaign! From getting the proper Orky way to progress to lead a massive, sector-destroying Waaagh! to new appeals for other Imperial factions and even Tyranid evolutions, we'll get you sorted! First up in the line is the youngest race in the 40k BFG landscape, the Tau!

Tau in a campaign

There's an ideology that shall sweep through the Galaxy and bring all into the light of civilization and purpose, the Greater Good, and its torchbearers are the Tau, beacons of progress in a desperate and hostile age! The Greater Good shall not be contained, and here you will get a lore friendly Admiral progression table, updated refit tables and even a couple of tables to appeal for support.

General rules

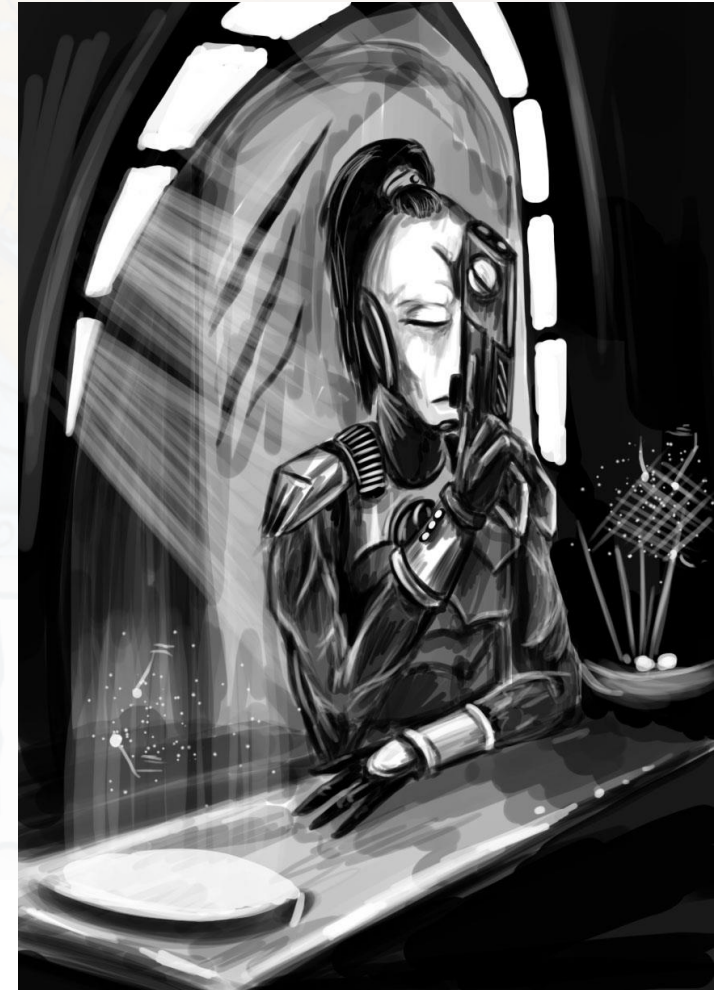
Tau follow the usual rules for a campaign, being capable of behaving as a conquering faction (as the Imperial and Chaos players are said to be in the original rulebook) or as a pirate faction (as the Eldar and Ork players are said to be in the original rulebook), though in both cases that must be announced when the campaign starts.

Promotions

Your Admiral will surely appreciate being called by their proper title, but just to make sure that even their enemies know what they are without having to learn the Tau language, we've kindly provided you with the translation of said titles. Tau commanders use the following table for their promotions during a campaign.

Tau Empire Promotions

Renown	Title	Ld, notes
1-5	Kor'Tor'Vre (<i>Commander</i>)	Ld 8, 1 re-roll
6-10	Kor'El (<i>Captain</i>)	Ld 8, 2 re-rolls
11-20	Kor'Tor'El (<i>Rear Admiral</i>)	Ld 9, 2 re-rolls
21-30	Kor'O (<i>Admiral</i>)	Ld 9, 2 re-rolls, 1 crew skill
31-50	Kor'Tor'O (<i>High Admiral</i>)	Ld 10, 2 re-rolls, 1 crew skill
51+	Kor'Ar'O (<i>Supreme Admiral</i>)	Ld 10, 2 re-rolls, 1 crew skill, 1 refit



Campaigning through the stars: Tau

Refits

The Tau are constantly evolving their technology, producing better and more powerful systems. In the process of developing technology and field testing it, many ships are chosen as testbeds for new technology or marked for improvement.

The refit tables are for use by any capital ships in a Tau fleet. It is not for use by escorts. Ships that cannot use the refit rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries (or railguns), attack craft, etc. Tau do not have access to the special torpedo refit table, though they may use Torpedo Bombers and Orbital Mines.



TAU EMPIRE ENGINE REFIT

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll on the following table:

D6 Roll	Engine Refit
1	Burst Compensator: A realignment of additional thrusters and refining of the Gravitic Sheath allow much more control over acceleration at greater speeds. When on <i>All Ahead Full!</i> Special orders, you may move a distance up to the dice rolled instead of having to move the maximum rolled.
2	Evasive Jets: The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn.
3	Manoeuvring Thrusters: The ship has thrust vanes down the length of the ship almost looking like scales on a fish. The ship reduces the distance it needs to move before turning by 5cm.
4	Inertial Arrestors: Decelerators and Inertial compensators have been integrated onto the hull. When attempting to <i>Burn Retros</i> or <i>Come to New Heading</i> special orders, the ship may add +1 to its Leadership.
5	Auxiliary Power Relays: The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
6	Navigational Shields: The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

Campaigning through the stars: Tau

TAU EMPIRE SHIP REFIT

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll on the following table:

D6 Roll	Ship Refit
1	Improved Sensor Spines: The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
2	Additional Shield Generator: The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
3	Repair Drone Swarm: The ship has repair drones capable of working in the hostile environment of vacuum aiding to repairs. The ship may roll two extra dice in the end phase when attempting to repair damage unless it is in contact with blast markers.
4	Crystalline Composite Hull: New materials designed to withstand more punishment are used to replace key bulkheads and entire sections of the Hull giving an almost glistening look in space dock, increasing its damage by 10% (rounded up).
5	Blacksun Filter Comms Net: Emergency communications networks and powerful electromagnetic filters, able to work through extreme disruption such as solar radiation and plasma storms. The ship does not suffer -1 Leadership for being in contact with Blast markers, furthermore, the ship doesn't suffer additional right column shifts due to the effects of Fighting Sunward.
6	Decoy Launchers: Decoy launchers are fitted to the ship, launching swarms of smart decoys that obscure the ship and confuse enemy sensors. Whenever the ship takes damage from enemy weapons, you may roll a D6, on a roll of 6 the damage is ignored and no blast marker is placed. You must roll against each individual hit, and Decoy Launchers work even while braced. Decoy Launchers have no effect against damage caused by space phenomena.

Crew Skills

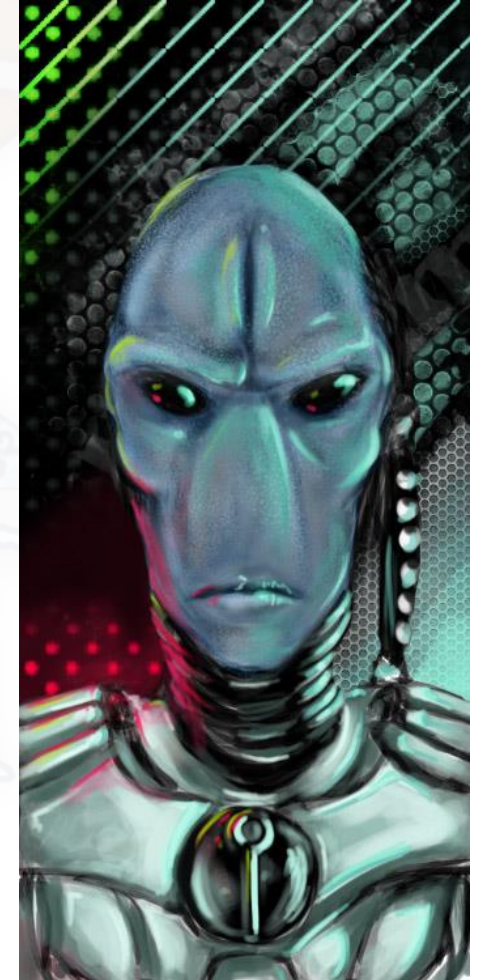
The Air Caste has adapted to life in the void of space, but even among them, there are individuals and crews that simply excel at their roles. Tau ships may use the table to the left when rolling for Crew Skills.

Note from Fr05ty:

*Hope you enjoy these new additions for the Tau campaign experience! Please let us know any feedback you have, and yes, Sub-plots will also come, though at a later date!
Thanks to everyone who has contributed to this list!*

FOR THE GREATER GOOD

(horizon note: Fr05ty is on the BFG Discord)



Campaigning through the stars: Tau

TAU EMPIRE CREW SKILLS

Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll on the following table:	
D6 Roll	Skill
1	Expert Gunnery: The ship's gun crews are amongst the finest in the whole empire, able to lay down a devastating barrage. When the ship attempts to make <i>Lock-On</i> Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
2	Skilled Engineers: The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts <i>All Ahead Full</i> or <i>Burn Retros</i> special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	Adept Trimman: The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts <i>Come to New Heading</i> special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
4	Excellent Pilots: The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. If fighters from this ship intercept attack craft or torpedoes, roll a D6. On a score of 4+ the fighters are not removed as normal but remain in play. Re-roll this skill if the ship does not carry attack craft.
5	Disciplined Crew: The ship's crew have all found their niche in the ship and act as one, with unquestionable purpose. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	Elite Command Crew: The ship's command crew work well as a team, united as one in the service of the Greater Good. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

TAU EMPIRE WEAPONS REFIT

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:	
D6 Roll	Weapons Refit
1	Tracking Systems: The vessel is equipped with an upgraded computational suite. The ship gains Tracking Systems with a range of 5cm.
2	Railgun Target Lock: The ship's railguns are slaved to an advanced targeting system that locks onto a target and compensates for movement and distance. Railgun batteries receive an additional left shift when firing.
3	Multi Targeter Control: The ship has a direct link between all gunnery crews and the bridge via a Multi Targeter Control Centre allowing orders for target allocation to be transferred quickly and efficiently. The ship can always choose which target to shoot at without requiring a Leadership test (If used in a squadron the whole squadron benefits).
4	Additional Auto Loaders: Additional loaders and heavy-duty drones have been assigned to the ships ordnance bays. The ship adds +1 to its Leadership when attempting <i>Reload Ordnance</i> special orders (re-roll this if the ship has no ordnance).
5	Supercapacitive Power Discharge: The ship's weapons have been equipped with supercapacitors, allowing for a larger energy discharge, though the power they require is taxing. When on <i>Lock On</i> special orders, the range of all weapons (excluding Ordnance) are increased by 15cm, but the ship's speed is reduced by 5cmf.
6	Motion-Tracking Targeters: A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on <i>All Ahead Full</i> , <i>Burn Retros</i> or <i>Come to New Heading</i> special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved.

Campaigning through the stars: Tau

TAU EMPIRE APPEAL CHART

2D6 Roll	Result
2	The Air Caste give you first pick of the graduates from the academies. Any new ships you receive from now on will have Leadership 7, not 6.
3	An Ethereal boards one of your capital ships. You may add a free Aun'O to your roster.
4	The Earth Caste upgrade the orbital facilities around your fleet's base (your fleet base is the system that generates the most repair points). That system will now generate an extra 1 repair point each turn, additionally, you may deploy an extra D6x25 points of ships in any battles there.
5	Water Caste agents manage to disinform or bribe enemy commanders. The next battle will take place on your conditions! You may select which scenario is used in the next battle.
6	One of your capital ships has been heavily refitted by the Earth Caste as a gift for your actions. You may roll twice on the refit table and apply both refits.
7	The Ethereal Council is proud of your actions. In the next battle you receive 1 additional fleet reroll.
8	A Fire Warrior Hunting Cadre is seconded to your fleet. One of your capital ships receives a +1 bonus to any boarding action rolls.
9	The Air Caste decides that you need reinforcements. You may add a capital ship to your roster.
10	The Ethereal Council decide that no Tau ship may be allowed to fall into enemy hands. Capital ships must attempt to self-destruct when losing a boarding action, by passing a Leadership test in the End phase. If the test is passed, roll a D6. On a 1-3 the ship suffers the catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warp drive implosion result instead.
11	The Air Caste introduce a new doctrine of system defence. From now you may add D6x30 points to defences in one of your systems.
12	The Earth Caste has built and deployed a deep space station. You may add a secret Uninhabited system with a jump route to a system you control. The system becomes your secret naval base. Treat it just like a Pirate Base.

TAU AUXILIARIES APPEAL CHART

TAU AUXILIARIES APPEAL CHART	
2D6 Roll	Result
2	A Demiurg Brotherhood signs a new treaty with you to exploit a system. Select a planet in one of your systems. It is now upgraded in status as follows: Mining if Uninhabited; Forge if Mining. If there's no eligible Uninhabited or Mining planet, then you may upgrade a planet, so it will improve the amount of Repair Points it provides by 1.
3	The Demiurg have joined your campaign. Roll D6: D6 Effect 1-2 Add a Citadel class Commerce Vessel to your fleet 3-5 Add a Bastion class Commerce Vessel to your fleet 6 Add a Stronghold class Commerce Vessel to your fleet
4	Ji'atrix advisors have joined your fleet operations. Increase your fleet's attack rating by 1.
5	Your campaign has been joined by Gue've'sa. Roll D6: D6 Effect 1-3 Add a squadron of D3+1 Imperial Escorts to your fleet 4-5 Add an Imperial Light Cruiser to your fleet 6 Add an Imperial Cruiser to your fleet. <i>Select them from the Rogue Trader fleet list.</i>
6	The Brachyura have exceeded their production targets. Add an extra D6 Repair Points.
7	A Kroot warband heeds your appeals. Add a Kroot Warsphere to your fleet.
8	A Nicassar brotherhood has joined you. Add a Nicassar Rig and 4 Nicassar Dhows to your fleet.
9	Your fleet gains the favour of the Pohnu-Agg. Add +1 to Boarding Action rolls for a ship for the rest of the campaign.
10	The titanic Vorgh have joined your fleet! All your ships score an extra assault point in Planetary Assaults.
11	The Phosiab focus their efforts on your campaign's edification. You may add D6x50 points to defences in one of your systems.
12	Charpactin advisors are seconded to you, their powerful emanations make sure that the crew keeps calm even under dire circumstances. Improve a ship's Leadership by 1 for the rest of the campaign.

Facebook
Character Ship
Competition:
Overall Winner



Image by Kharneth

The Ascending|Descending by horizon

ASCENDING|DESCENDING

When Lodálach-Mús first launched itself into the stars to escape the doom of The Fall, her bonesingers created three unique and exceptionally powerful warships that would act as the cornerstones of her defensive fleets. Each more wondrous and terrible than the last, many a great saga would be written about these ancient juggernauts. Under their respective Starfarers, these ships undertook many lonely patrols through desolate and forgotten star systems, ever watchful for threats to their Craftworld.

The most illustrious (and perhaps, infamous) of the triumvirate was the Ascending/Descending. Only gifted to the most skilled and daring Starfarers, the ship was renowned for being temperamental and operating with a will entirely of its own. Additional guidance from seer councils and spirit stones only proved to be a short-term solution to its wilful behaviour.

Despite its fractious nature, the vessel was both venerated and revered by its successive crews. Never to be eclipsed by others, it could always be found charging into the heart of the enemy.

During the defence against the Tyranid Hivefleet Behemoth, the Ascending/Descending was pivotal in the destruction of the largest hiveships. During the cleansing of the Solaritia system to reclaim two maiden worlds, it single handedly obliterated the roaming pirate fleets of the Mon-keigh. Despite its glorious service history, the ship was mysteriously silent during the Necrontyr assault on the Craftworld. No seer or starfarer could rouse the ship to action. Only after the last Necron vessels had been destroyed or had retreated did the wraithbone core awaken and the spirit stones become active once more.

It was many cycles ago that the vessel, under the stewardship of Starfarer Taria Tunirien, departed from Lodálach-Mús on a quest to find farseer Eriel Erychien. The Seer Council, after much desperate scrying, had foreseen that she would hold the key to unlocking the mystery of the Ascending/Descending's disturbing behaviour. As the search continued, transmissions from the ship became increasingly erratic until all contact with it was finally lost. Every effort to find the venerable ship failed and, with a heavy heart, the Eldar of Lodálach-Mús were forced to declare it lost with all hands. As experienced as they were, however, the Seer Council had not foreseen the momentous

events that would transpire in the Sanctuary system.

As hostilities between the Eldar and the Necrontyr escalated, the scryers and spirit guides across the Craftworld registered an unknown signal at the very edge of sensor range that seemed to appear and disappear at will. As the intermittent contact drew ever closer, with shock they were finally able to identify it...

The Ascending/Descending had come home. alive and on its way,



ASCENDING|DESCENDING – 350 points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	10/15/25cm	90°	2/HoloField	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Pulsar Lance	45cm	1	Front
Starboard Pulsar Lance	45cm	1	Front
Prow Weapon Batteries	45cm	12	Front
Keel Launch Bays	Nightwing: 30cm Phoenix: 20cm	2	-
Keel Suncannon Battery	45cm	4	Left/Front/Right

Notes:

Veteran of a Thousand Stellar Wars: The Ascending/Descending can repair critical hits on a dice roll of 4+. Furthermore, it adds +1 Leadership.

Suncannon Battery: The suncannon is a unique design for this type of vessel. When it scores a hit, it needs to roll a 4+ to inflict critical hit on the enemy vessel. Just like regular Eldar Weapon Batteries the Suncannon gains a left shift on the gunnery table.

Port/Starboard Pulsar Lance: This weapon is front only, but when on Lock-On special orders the Pulsar Lance may fire Left/Front and Right/Front.

About me

long-time Battlefleet Gothic fan. Started with Battlefleet Gothic when it was released in 1999 when I was at the age of 21. And very glad about the hobby revival which started around 2020 so I could reboot the Warp Rift fanzine!



The model

The miniature is the Sword of Elissar, which originates in the Battlefleet Koronus book from Fantasy Flight Games, lovely crafted by Italianmoose. The colour scheme for the Ascending/Descending was heavily influenced by the artwork of the Tool album Fear Inoculum.

The rules are from the fanmade Craftworld of Lodálach-Mús ruleset. These can be used in addition to any kind of ruleset be it official, revised or XR. (So make sure to read that ruleset before to understand the stats!)

Horus Heresy – Stellar War over Meroe

By Captain Ardias

BATTLEFLEET
GOTHIC



Image by The NoMercian

Horus Heresy – Stellar War over Meroe By Captain Ardias

Sector capital: Meroe

A continent sized hive sprawl sits atop the crust of Meroe, blanketed in thick clouds and poison storms. Above the clouds a small hive spire pierces the stratosphere, blinking navigation lights into the dark void. Through ancient laws and customs, this spire is the only structure that can reach above the clouds. It is an enclave that controls a vast sector of dozens of hive worlds, hundreds of client planets, conclaves of Forgeworlds and Fanels, and a vast list of minor planets and population centers.

Meroe thought itself a key figure in Crusade politics. It supplied entire war fronts with supplies. It imported enough raw materials to build mountains. Its Sector Lords titled themselves “Masters of a Trillion citizens”.

It wasn't enough.

As the Great Crusade ground on, the numerous war fronts and political infighting drew attention away from Meroe towards other hotspots in the widening Imperium. The Sector lords spent the first century trying to grab power back. They spent the next century plotting a vast power play. Production output fell by a few percent, enough to raise questions in the Crusade's high command, but not enough that it couldn't be explained away. In reality this production capacity was funnelling the output of the sector's many manufacturums into hidden supply caches.

Internal bickering left the stores to grow and grow. Should they be used to stage a play for independence? Should they be used as a bargaining chip to open new war fronts in places where Meroe could influence? Should they be slowly trickled out as political favours to Expeditionary Fleets for political control over new sectors?

The Warmaster's betrayal tore those plans apart just as it tore apart the Galaxy.

Half of Meroe's trade lanes were cut off overnight. Dozens of planets declared independence. Every planet was beset by riots and civil war. Meroe itself was assaulted by a fleet that its own shipyards had just refitted.

Loyal or Traitor

Meroe wanted power. It hadn't realized that it would have to choose between two overwhelming power blocs. To the South the Astronomicon burned from Terra. To the North the Warmaster's fleets demanded fealty. Philosophically aligned to the Emperor, but financially and logistically tied to the Warmaster, the Sector Lords fought a civil war amongst themselves.

During the Great Crusade each hive world had burgeoned even further as their populations grew under the steady diet of the Crusade's resources and political stability. Each one remembered a time during the Age of Strife when it stood alone with its own small empire. Each one wanted that state back in one form or another.

Dense hive worlds of untold billions pledged for one side or the other. Some pledged simply to spite their hated neighbours, while others pledged for the same side, while simultaneously fighting with those hated neighbours that they were supposedly allied with.



Double's Hobby Insights

The Starter Kit – Advanced (Orks)



Written by DoublebaseFanatic



Prologue

Welcome back to Double's hobby insights and the issue about the creation of the "Starter Kit – Advanced" for the Orks.

It is now almost exactly 5 months since the release of the Starter Kit - Advanced (Corsair Eldar) and I am mega happy to announce that, as mentioned in the last Warp Rift issue, we can now already present the Ork Starter Kit. And I'm very hyped about that.

A few weeks ago, John (Soul Forge Studio) approached me and said that he now had the capacity to start the project. If you remember the last article, you probably remember that John adapted the existing Corsair Eldar a bit. But this time I asked him what he would think about doing a whole new line of miniatures for it and I dropped the idea of looted Ork ships.

And what can I say, contrary to my fears, he was as hyped as I was.

Let me say in advance that this project (in contrast to the previous ones) had more ups than downs. But just to be clear, there will be a twist in this article, and I would advise you to read it to the end and follow the path I mention at the end.

At this point I should also mention that I have added another airbrush to my equipment. Why? The reason is simple. I simply didn't want to use my Infinity for rough things like priming. So, I looked around for a cheap airbrush with a large nozzle that wouldn't break my monthly hobby budget too much. I found one for about 21€, the Fengda FE-183 – 0,5mm, and despite my initial skepticism about the price, I was far from disappointed. On the contrary, I am so satisfied with the airbrush that I would actually recommend it for beginners. Why? It does what it is supposed to do. It sprays paint reliably (even very thick ones) without clogging and if you are a beginner and not sure if airbrushing is for you, you can take your first steps and upgrade later. You already have the airbrush for priming (and I think you should have one anyway).

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
Fengda FE-183 – 0,5mm
Harder & Steenbeck Compressor 16A
Space stencil

Tools:

Hobby pliers and knife
A Cutting mat
Blu Tack to fix my models
A self-made wet palette
Glossy hairspray

Colours:

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

3D printer:

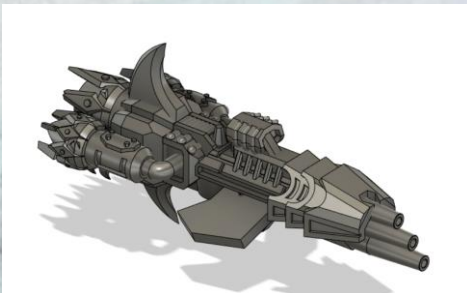
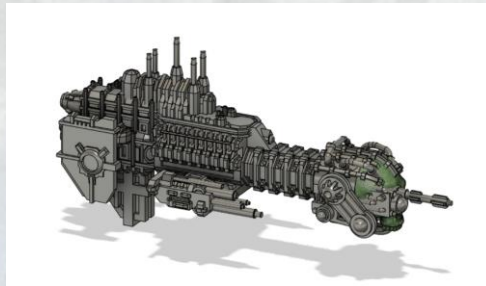
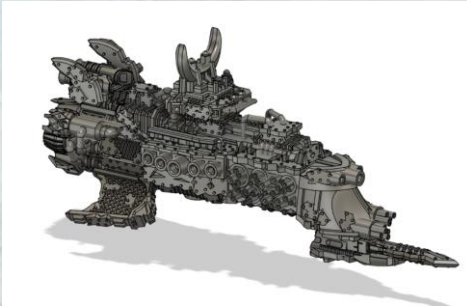
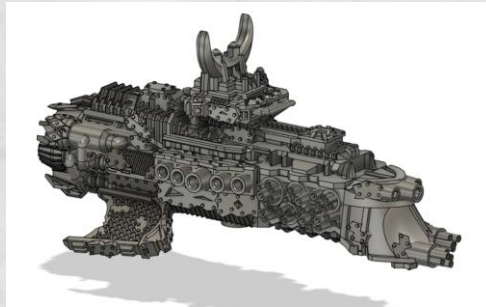
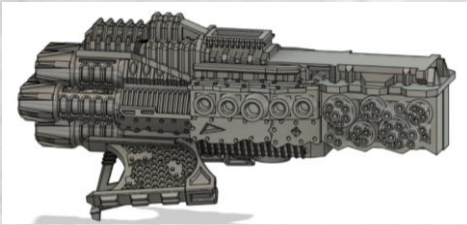
Anycubic Photon Mono
Anycubic Wash&Cure
Elegoo Water Washable Resin



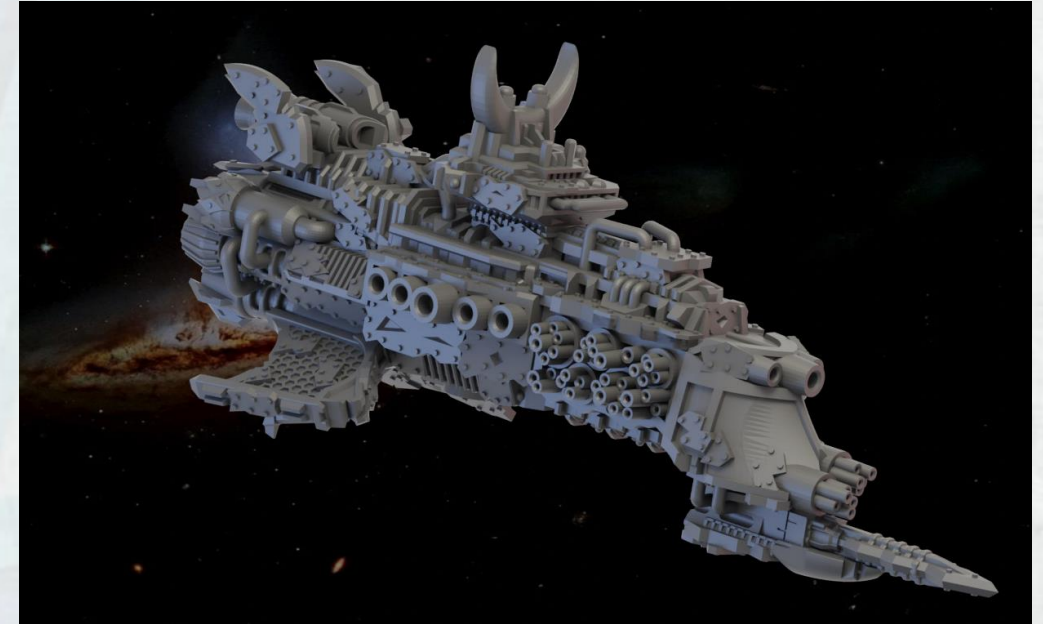
The Starter Kit – Advanced (Orks) the process of thought

Anyways, let's talk about the project. So, the initial idea was to loot ships for the orcs and what is the first thing that comes to mind? Imperial cruisers, of course. And so, John started to create the first drafts. Admittedly John wasn't busy designing the ships from scratch but rather kitbashing them and with the huge range of miniatures Soul Forge Studio has to offer, that's a lot of potential.

Below I show you a few WIP pictures from this process...



And quickly the rendered design of the first cruiser was ready.



I have to say that I am a big fan of the details. Starting with the Eldar wing, the converted Chaos stern as a wing on the other side, the Hemlock engines in the back that are arranged like those of an A10 Thunderbolt or the hemlock nose that has been converted into a ram spur.

I would like to hear if you can identify all the bits on the new model range.

But now let's continue with the paintjob I did on them...

How it was done: The Paintjob

Right from the early stages of this project I knew what direction my colour scheme was going to take. Since I already own an orc fleet and they are painted in the wonderful yellow scheme of the Bad Moons, the colour palette was clear. The fact that I painted the symbols of the Lamenters on the bow of the ships afterwards was more a spontaneous idea than planned in advance. (sorry for the trigger :D)

First step: Priming with **Corax White**. Nothing special here.

After the primer has dried, I apply a coat of **Vallejo Game Colour 72.013 Squid Pink** with my new cheap airbrush to the entire ship. (The purpose of this will become clear in the next two steps).

The paint is extremely thick. So, I recommend either to use an equivalent airbrush colour or to dilute it extremely. Unfortunately, I didn't have any other paint at hand at the time.



In the next step I apply a good covering layer of **Vallejo 71.001 White** from above onto the ship with the airbrush. I try as much as possible to spray only from above, so that a lot of the pink remains on the sides (which tend to be in the shade).



And now comes the clue to the whole thing. We now apply the yellow to the entire ship. The pink ensures that the yellow on the model becomes a rich orange in the pink areas. I used **Vallejo 72.705 Moon yellow** here.



Unfortunately, the effect here was not as intense as I had wished, but it was there, so I was satisfied for the time being. However, I suspected that I probably should have used a yellow contrast paint for this (but I didn't have any at hand)

Spoiler alert: I was absolutely right with this assumption. But more about that at the end.

Back at my bench, I give the ship a coat of **Shade Seraphim Sepia** and folks, let me tell you, I realised the hard way in the middle of this project that GW has changed colour over the last few months and I'm lucky that the last of my bottle was just enough. :D



Don't be confused by the huge colour difference at this point. I work directly under a strong daylight lamp at my airbrush station, which is why the difference looks so extreme.

After the shade is completely dry, I drybrush the model from top to bottom with **Layer Dorn Yellow** to highlight only the illuminated edges.



Now I add a scratches on all corners and edges by putting a few dabs of **Base Rhinox Hide** with the with the flank of the brush tip.



After that I paint all weapon muzzles and tubes with **Layer Runefang Steel**.



But since the silver alone is too flat for me, I put an irregular filter over the silver parts with a few different and strong diluted contrast colours from blue to purple to red. That gives the silver much more variation and, in the end, it looks as if the metal was once hot.



Despite thinning, the contrast colours can still be a little too strong here and there. No problem, because this is easily solved with a few silver accents.



Now let's move on to the freehand/chessboard part. Wherever I want to realise the chessboard pattern, I first apply a layer of **Base Corax White**.



When the layer is dry, I start first with the bleeding lamenter heart on the bow. For this I first use a layer of **Base Mephisto Red** followed by **Layer Evil Sunz Scarlet**.



Then I outline the heart with **Scale 75 Black SC-00** which I recently discovered for myself and paint the frame for the chequered pattern on the remaining white areas. At this point, thank you to horizon for the recommendation of the colour. It's way better and much opaquer than Abbaddon Black which I've used for years.

When I have finished drawing in the lines, I start filling in the chessboard pattern.



Then I paint all the rivets with **Layer Runefang Steel**, which I could have done in the step before for sure.



To do this, I first paint a thick layer of **Layer Evil Sunz Scarlet** into the openings and then a layer of **Layer Wild Rider Red**.

I would not get any yellower with the colour at this point, otherwise the effect would tend to disappear in the already yellow ship.



The horns on top of the bridge I paint first with a layer of **Base Iron Warriors**, then a bit higher with a **50:50** mix of **Base Iron Warriors** and **Layer Runefang Steel** and at the end with a highlight of pure **Layer Runefang Steel**.



Back at the airbrush I now use my Infinity for the bright blue effects on the exhausts and the parts I would personally identify as lamps.

First, I apply a coat of **Vallejo Model Air 71.333 Russian AF** to the areas.



Then a 50:50 mixture of **Vallejo Model Air 71.333 Russian AF** and **71.001 White**.



And last but not least, a highlight layer of pure **71.001 White** with 1-2 drops of **Vallejo Airbrush Flow Improver**.



Actually, the chapter would be over at this point in the article. But the idea of the yellow Contrast colours kept me going for days, so after painting the whole fleet I happened to pass a hobby store and decided to buy Contrast Imperial Fist, because I really wanted to try out how the preshade would look with the colour.

So back to the preshading...



...and then applied a layer of Contrast Imperial Fist with the airbrush... and what can I say, the effect that the yellow runs into the orange and thus delivers a wonderfully warm yellow is much stronger and in my opinion also looks better. So, if you ever decide to paint a fleet (or other miniatures) in a yellow colour scheme, just try this way for yourself.



In any case, the difference between these two yellow schemes is extreme.



How it was done: The Bases

I'm keeping the bases a little shorter this time and trying to keep it to one page. Because not much new is happening here today. I have already published several articles in which I talk about how I airbrush my bases and apart from the colours and a few asteroids at the end not much changes.

The base coat is still black, then I first spray the nebulae with **71.001 White** and then go over them with **71.004 Blue**. Then again, a few highlights plus the stars with **71.001 White**. I prime the moons with the stencil and **71.050 Light grey**. With the other stencil and **71.052 Anthracite grey** I spray the structures on the big moons. For the yellow moon I use **72.705 Moon yellow** again. Then I create the shadowy and light side on both celestial bodies again with black and white.

In fact, I use my new cheap airbrush at this point simply to show that you can get a great result with a 21€ airbrush.



For some more fancy details on the bases, I decided to paint on some asteroids with my brush. **Base Rhinox Hide** is the base for the asteroids.



To the side of the brightly shining star, I now apply a layer of **Doombull Brown**...



...and give the edges of the asteroids on the same side another strong highlight with **Base Wraithbone**. And we are finished!



Closing words

First of all, I would like to thank **you** for all the feedback after the last issue. I had some very funny and insightful conversations thanks to you. Anyway, I'm always happy to take a look behind the scenes at what you're currently working on.

Now it's time to thank **horizon** and especially **John (Soul Forge Studio)** for another great collaboration. This starter kit really stands out with its own miniatures especially because I can't remember ever seeing STLs with looted ships.

If you now feel like building your own Ork fleet with these miniatures, feel free to download them. As always, our starter kit is completely free for you. Just follow the link below and you will find both the STLs, the rules and the pre-made lists for your first game there.

And psst: someone whispered to me that John is so hyped about the idea that more ships from this series will soon appear on Soul Forge Studio's pages. But you didn't get that from me.

[Starter Kit - Advanced](#)

Instagram: [DoublebaseFanatic](#)

Facebook: Chris Krows

Discord: doublebasefanatic

Cheers for reading

Chris "DoublebaseFanatic" Kraus

Note: the Imperial Navy and Chaos basic starter set with all assets can be found here:

[Starter Kit](#)
- horizon



Showcase



Moose Musings



Avenger – Torpedo Bombers – Update Commerce Raiders

The Avenger Grand Cruiser at 180 points

One of my favourite ships (although I've never owned one), the Avenger looks great at first glance. What's not to like about FP16 broadsides on a big chunky hull? Unfortunately, when compared to the Imperial line cruisers it just doesn't quite hit the spot. For 10 points less you can have a Dominator at FP12 (and a Nova Cannon, which is more the reason to take it) The Tyrant has FP10 at 45 cm as an upgrade to 195 pts. Or for the same price as the Avenger, you could have two whole Siluria light cruisers which are better at closing the distance and can deliver almost the same weight of fire. All without competing with a battlecruiser.

Something clearly must be done to get this ship out and about more! Therefore, in this musing I propose a points drop. Horizon suggests 170-180 points, so I shall propose 180 points as an initial suggestion. Increasing the FP introduces power creep, which is the other proposed solution. A points drop is a more subtle boost.

Torpedo bombers at 10 points flat fee or 20 for Tau/(D)Eldar/Chaos

10 points per bay is really, really expensive. Torpedo bombers are very rarely used due to this. As a concept they're a useful way of getting some stand-off torpedo power and they mix well with bombers forcing a target to choose between shooting at the torpedoes or bombers. Alternatively, they can give a carrier a chance against a high turret target like a battleship where bombers would be more or less useless. Two Emperors whaling on each other is very dull.

Tau and (D)Eldar have much better torpedoes than most so they should pay more. Tau torpedo bombers can't make use of their torpedoes' turning ability, but the Tau get lots of cheap bays. Similarly, Chaos fleets get lots of cheap bays and have very few torpedo ships so they should also pay more, to prevent them getting access to as many torpedoes as the Imperial Navy

Updated Commerce Raiders

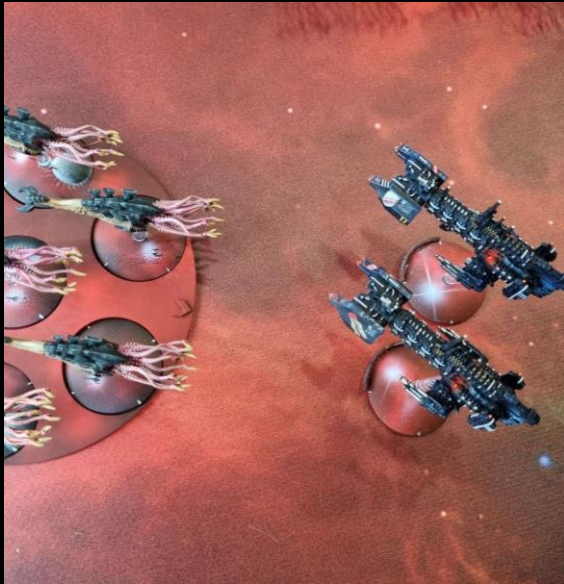
I'd also like to take this opportunity to present a slight update to the commerce raiders scenario. It's been doing well in playtests, but one complaint was it makes for a long game on a 6x4 foot table. Transports moving at 15 cm means that it took them 11-12 turns if all ahead full rolls don't go well. The option for a rearguard wasn't used much either. A simple solution was to shunt the convoy deployment zone 30 cm up the board and tweak the deployment a little.

The scenario can be found in Warp Rift 38:
<https://specialist-arms.com/bfg/warprift/warprift38.pdf>



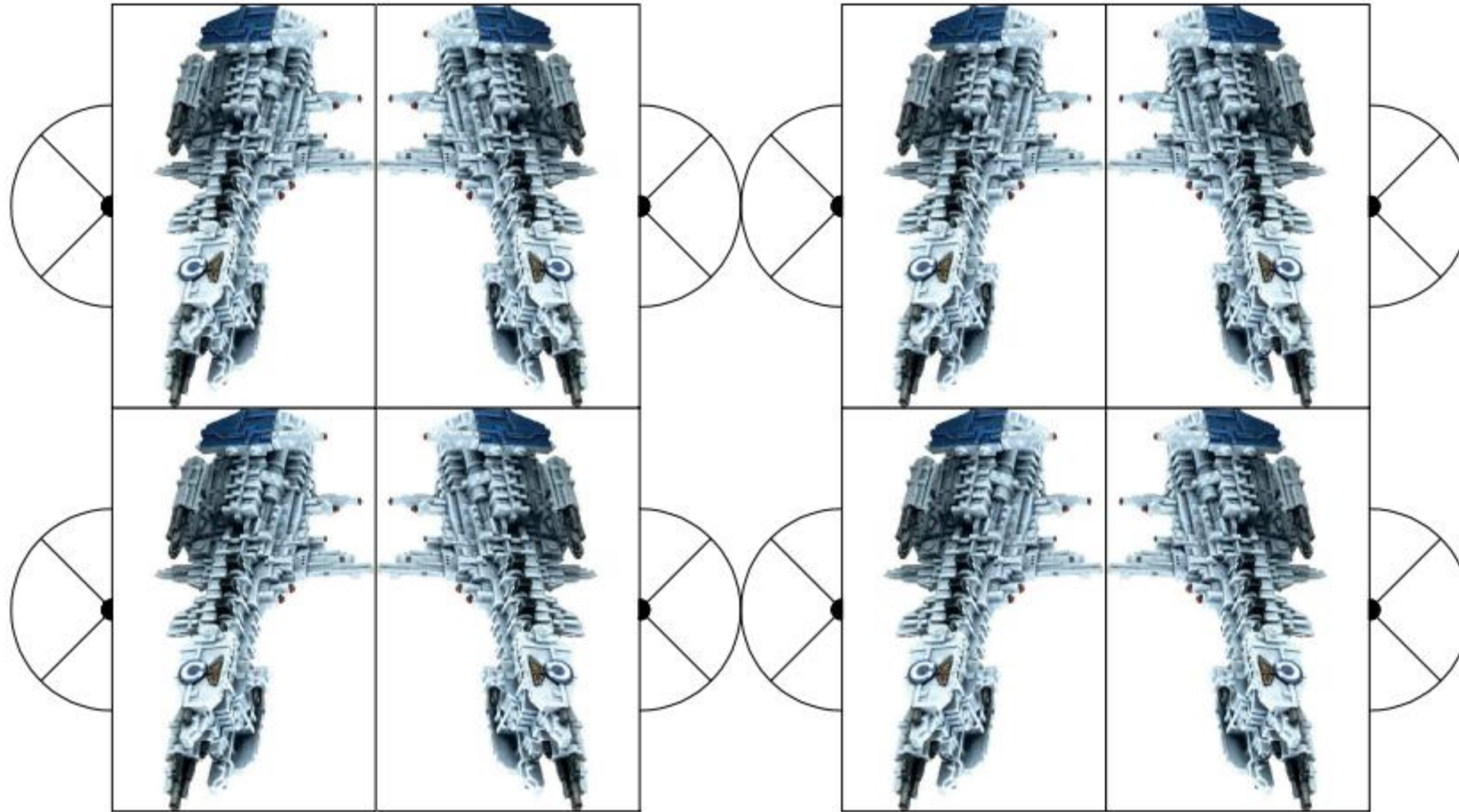








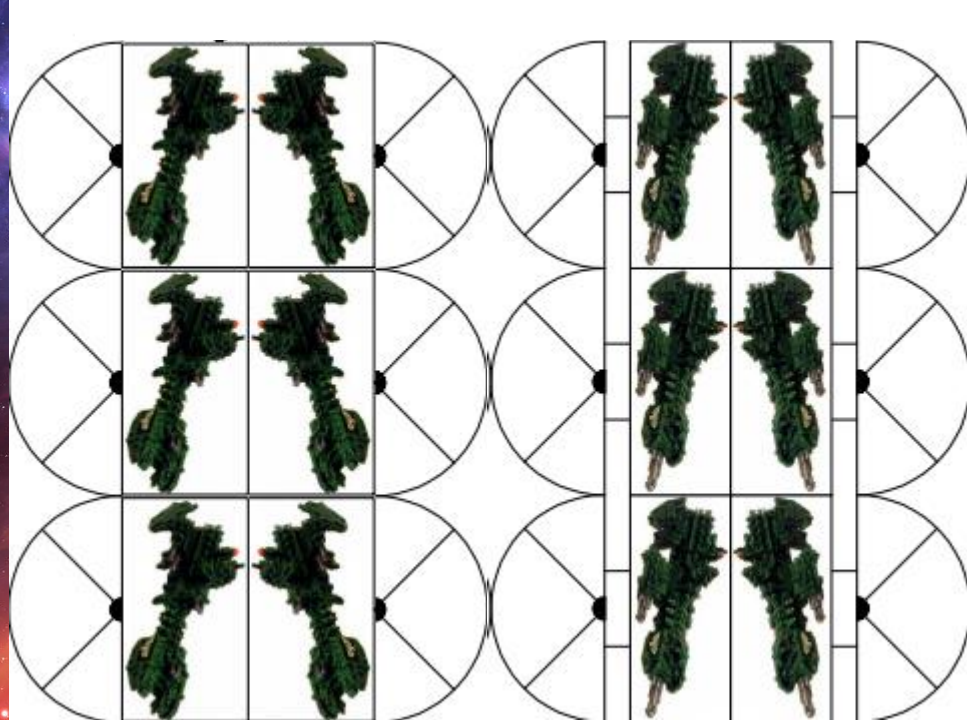
Solblade foldables – Space Marine Strike Cruiser



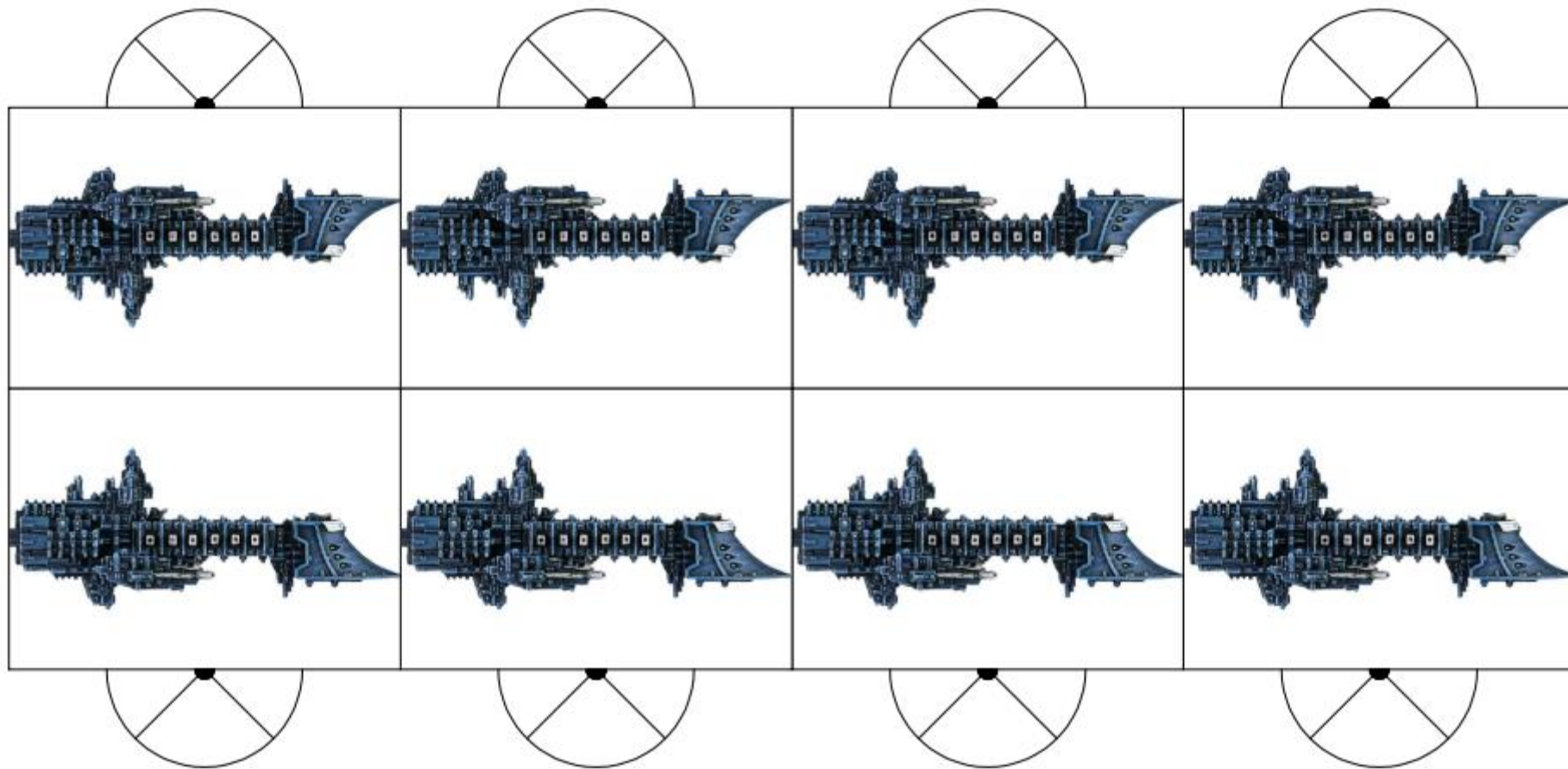
Solblade foldables – Space Marine Escorts

Gladius

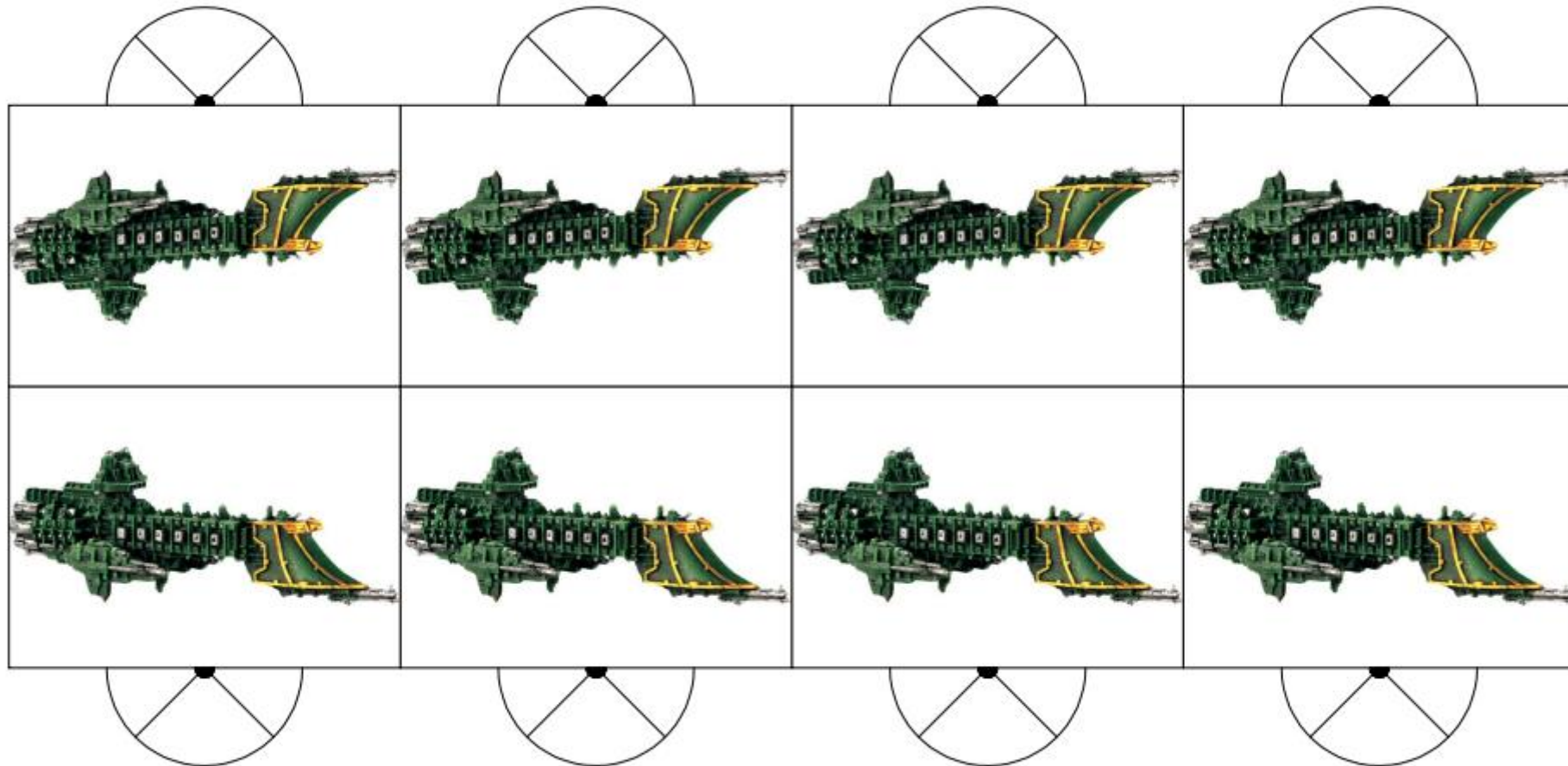
Nova



Solblade foldables – Imperial Navy Dauntless (torpedo variant)



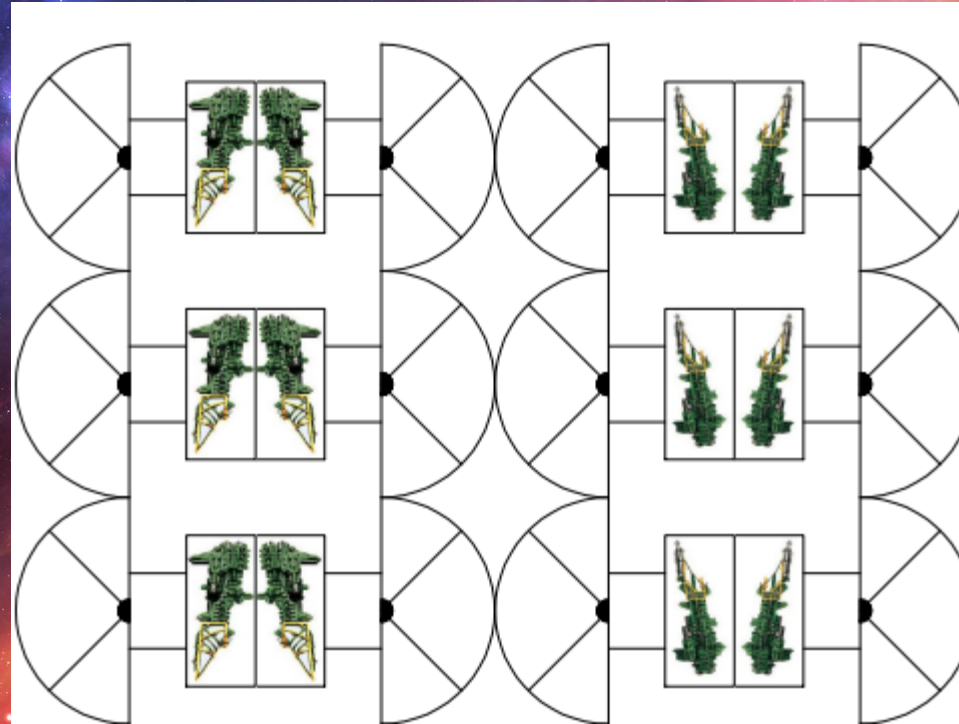
Solblade foldables – Imperial Navy Dauntless (Lance variant)



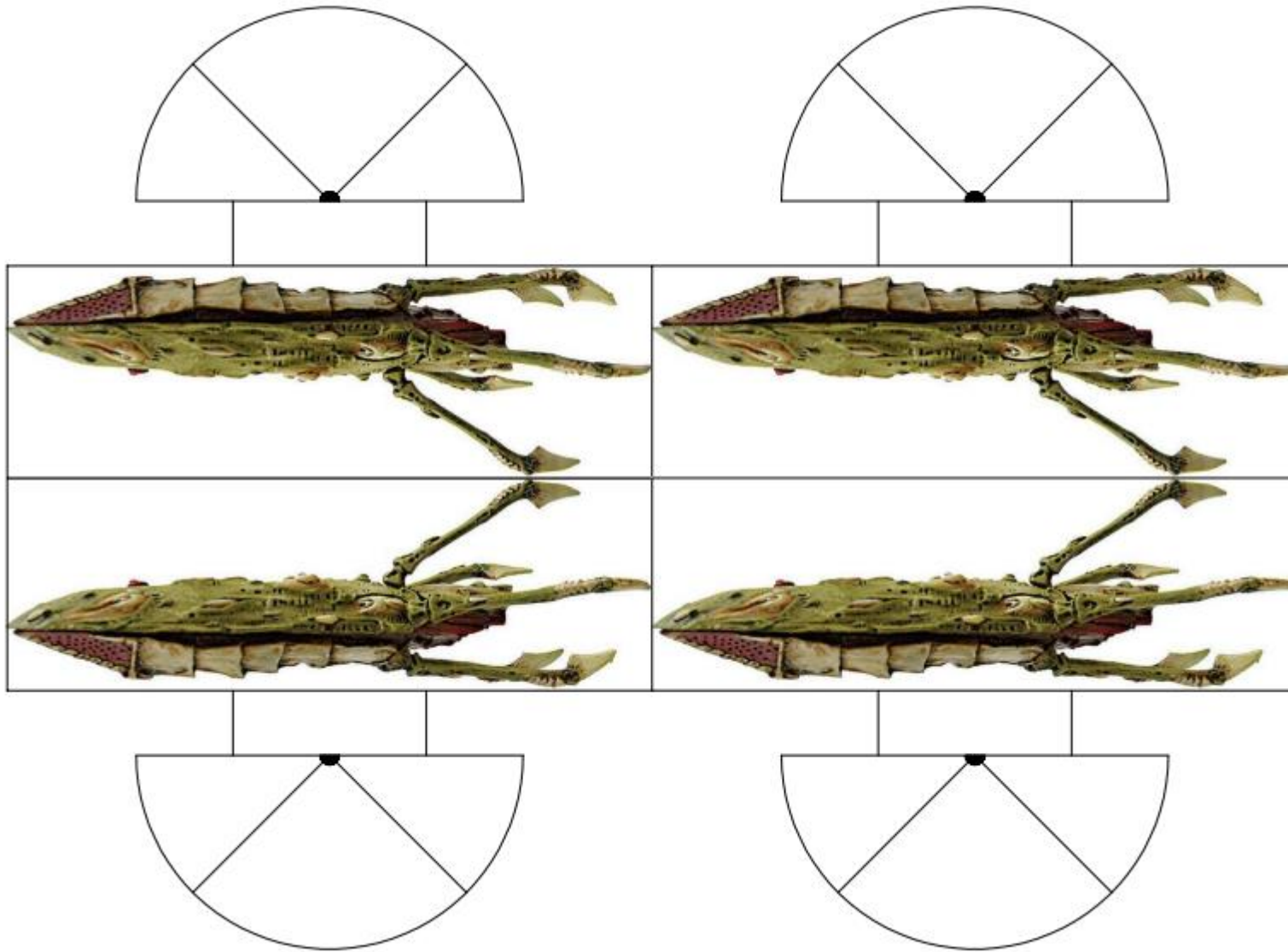
Solblade foldables – Imperial Escorts

Sword

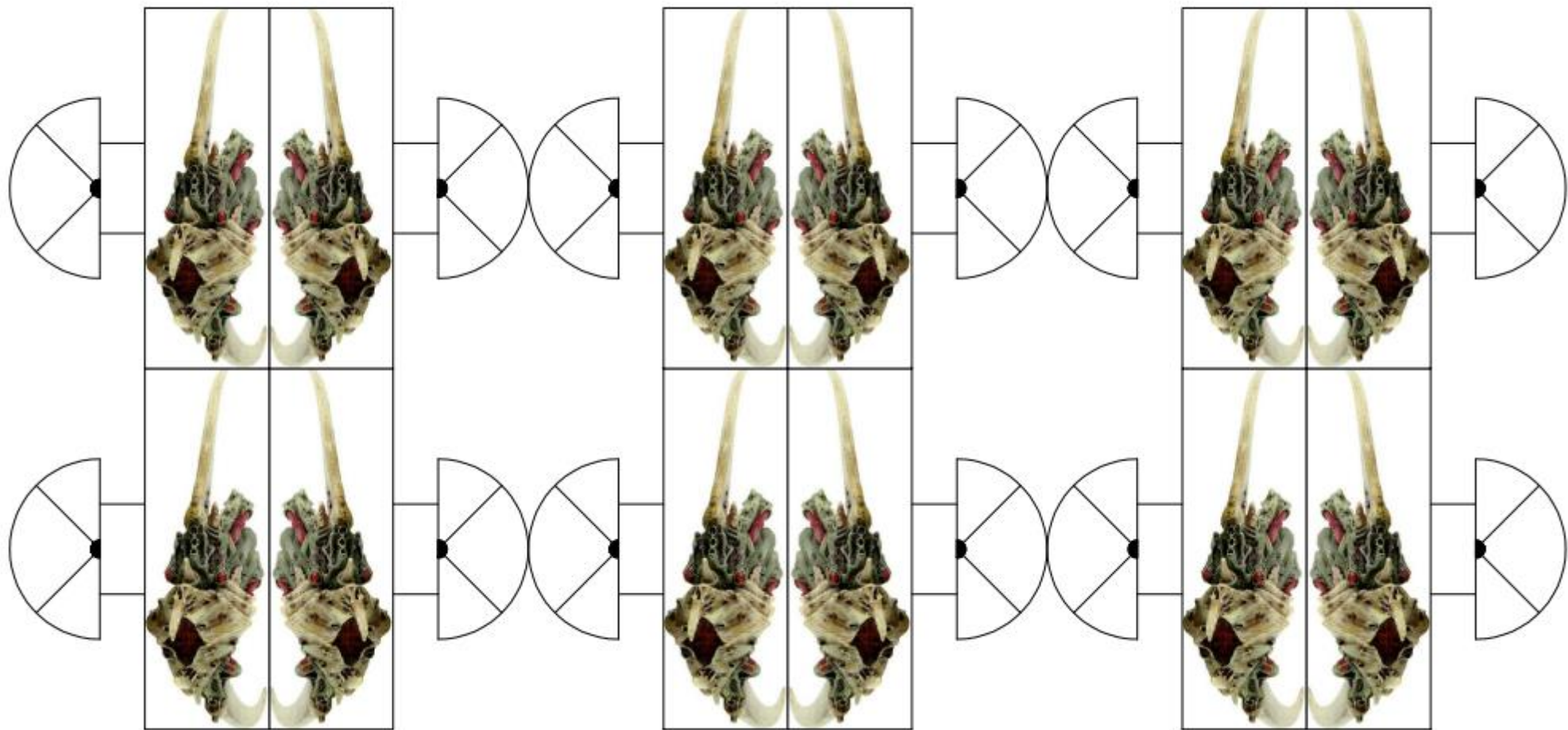
Firestorm



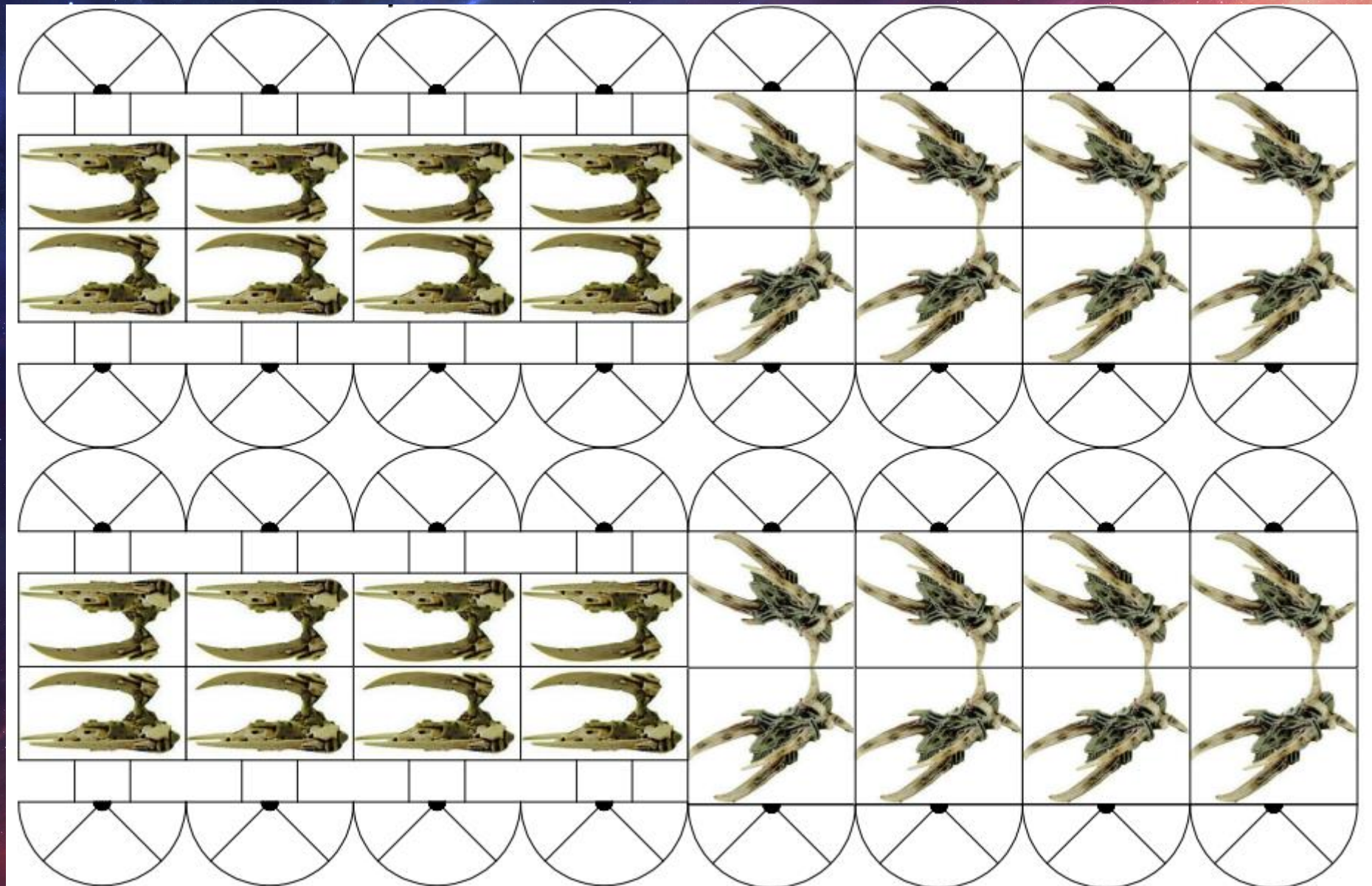
Solblade foldables – Tyranid Hiveship



Solblade foldables – Tyranid Razorfiend



Solblade foldables – Tyranid Escorts



Swarm Base

Torpedoes being fired are placed in the front and are measured from the central stem upon launch

Heading indicator

Blastmarkers are placed touching the outer edge and effect all escorts on the base

Base slot

Central base and centre stem:
The central stem is used for all measurements regarding shooting and being shot at. It is also used to check if a swarm attacks with massive claws, feeder tentacles or can engage in a boarding attack.

Dice slots

Enemy ordnance interacts when base is touched. An attack takes place versus 1 escort.



If a vessel is boarded or grabbed by massive claws place the poor vessel as show on these images. Place the central Tyranid miniature to the side for as long as the situations lasts



Swarm Base

