HIVEMIND

The Battlefleet Gothic netzine

The Hivemind presents!

Welcome, you spacefaring readers, to the first edition of Hivemind – the Battlefleet Gothic netzine!

A change of the cover logo is pretty much warranted as Warp Rift is overwhelmed with Tyranids of all kind. Amidst all you may find a safe place with some new special stuff for Solblades. Though be prepared as this issue really has a lot of tentacles.

From the competition winners of the Tyranid character competition and Wintermans' contribution to the conversion article in Double's Hobby section and Italianmoose his second battle report. And even the legendary ship by Francis is linked with the Tyranids…

Furthermore, Fr05ty has the space marine campaign section for us and BFG Academy from France gives a little glimpse of what they are doing. So that is both useful and fun to read.

With rounding this issue Moose Musings go on about the D12.

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.

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 is DoublebaseFanatic's Hivefleet. The Hivemind logo is a joint effort by DoublebaseFanatic and me.

BENIGNO NUMINE

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, 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/

Ships of Legend

The Void Drake by Francis

In the early days of the Indomitus Crusade, Francois le Dragon, a fresh navy commodore, got his first fleet command leading a small squadron of three light cruisers, with a mission to engaging the encroaching tendrils of Hive Fleet Leviathan in the Galactic West. Directed to conduct reconnaissance and hit and run attacks, the young commodore had an initial string of successes in disrupting Tyranid fleet movements and lure smaller tendrils into ambushes where superior Navy firepower could destroy them from a safe distance.

However, disaster finally struck during a routine scouting mission while Francois' squadron was stalking a small hive fleet on a course towards Segmentum Solar. As the commodore was pondering whether to launch a surprise attack on the hive fleet's trailing elements, his deliberations were suddenly interrupted by desperate requests for assistance from the Endurance class light cruiser Spear of Demetrius and her sister ship the Endeavour class Sword of Cassander.

Striking within warning, a vast snail-like Tyranid creature had grappled the Spear of Demetrius and crippled her sister with point blank range firepower.

Who knows in what dark lifeless void this terrible creature was spawned, and which hivemind was the first to imagine such horror. Regardless of its origin, Francois was helpless to prevent the destruction of his flotilla, and barely escaped the encounter in his own badly damaged ship. Since that fateful day, the commodore was driven by a burning desire to prove humanity's superiority as a predator by hunting down and eating the creature that consumed so many of his sailors.

Ordered to return to fleet command to answer for the loss of two thirds of his squadron, Francois knew that his days as a ship captain were over. Yet the fires of vengeance still burned in his heart, and so he did something he never could have imagined, he deserted.

Taking his old crew with him, the commodore stole the Void Drake, an ancient strike cruiser, from the vast storage yards of Hydraphur. He then set about gathering a fleet of free captains with the numbers and firepower to take a tasty revenge. If a few Imperial convoys were raided and some Navy ships had to be commandeered to achieve that goal, then so be it.

Notes:
The Void Drake is always commanded by commodore Francois le Dragon.
Francois counts as a Pirate Commodore from the Revised Pirates and Wolfpacks list in all respect. He has ld. 9, and two fleet commander rerolls.

In the Void Drake, the commodore found a ship with the both the armour and speed to catch and fight Tyranid creatures in close quarters. To further ensure that he would choose the time and place of any engagement, and that he had the necessary firepower to win, Francois installed as many guns as the ship would carry and an experimental drive stolen from an Adeptus Mechanics exploratory light cruiser.
To represent this the Void Drake is always equipped with the Packed Gun-decks and the Overcharged Engines from the Pirate Lord's Refit Table (this is already included in the ship's cost).

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25cm	90º	2	6+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	30cm	4	Left
Starboard Weapon Batteries	30cm	4	Right
Prow Launch Bay	Assault boats: 30cm Interceptors: 30cm	3	-
Prow Bombardment Cannon	30cm	3	Left/Front/Right

Solblade part2

Solblade – Part 2 – Special Tyranid Ships! Competition Winners & more

Introduction

In this issue of Warp Rift, we bring you more for the Solblade article from Warp Rift 40 !

Most importantly we have the winners of the Tyranid Character Ship Competition! Check them out. But we also have the Lamya, the Hiveship of Wintermans himself as a bonus. But this issue also brings the first special character for the Solblade fleets: Epistolary Drakht of the Necropolis Hawks! To conclude this round, we bring two more tense scenarios for you to play.

Warp Rift 42 will most likely feature the third and last instalment of the Solblade series. For this you can look forward to two more scenarios, Adeptus Mechanicus goodies, two more second special characters plus rules for the Adeptus Custodes!

If you have any ideas for this setting, please let us know, maybe we can add them to a final PDF adding all articles together.

Info and new Solblade rules

Solblade games can be hard for the Solblade player. A way to succeed is by making use of the Tyranids instinctive behaviour. But when there are several hive ships around the Tyranid player has an easier time controlling all his ships.

As such when playing Solblade games you can use the following guidelines:

- Easy: the Tyranid fleet may only have one Hiveship
- Medium: the Tyranid fleet may have two Hiveships
- Hard: the Tyranid fleet may have three or more Hiveships

And the terms easy to hard are loosely based as easy can be already a daunting task!

Furthermore, Tyranid players may only have a maximum of 8 launch bays in any fleet.

All is Lost
The all is lost rule from the rulebook may of course be used, however for Solblade we also apply this rule to escort ships in the following way:
When an escort is being boarded by Tyranids it may detonate like a Fireship in the end phase (before boarding):
When detonating the escort inflicts D3 Fire critical hits on every ship within 2D6cm. Remove the detonated fire ship and put a Blast marker in its place.

Deathwatch upgrade
Attack roll is improved from a 5+ to a 4+.

Tyranid fleet list errata
The razorfiend cruiser in the "Gathering" lists replaces the Pyro-Acid batteries with Massive Claws.

The Competition!

This year saw the first ever Warp Rift Competition! We asked you to try and produce a unique vessel for the Tyranid fleet.

The judging was up to DoublebaseFanatic, Wintermans and me and we received several great entries, and we really want to thank everyone who participated! It was fun reading all the stories and ideas.

The judging itself was discussed in a three-hour long call between the three of us and I like to thank DoublebaseFanatic and Wintermans for a fun evening.

Before we go to the next page and see which three entries made the top spot first some honourable mentions to three entries who just didn't make the top 3: Fr05ty with Blooming Killer, DisWhey with Chameleon cruiser and Recidivist with his Hermit ship (did this one give us some mighty headscratchers!).

We will reply to everyone who participated with a little bit of feedback on their entry.

So, now, quickly, read on!

(And of course, we will contact the winners for their prizes!).

Ps feel free to add the new ships to your Hivefleet as you like.

The Hunters of Zan-Salak.

The Zan-Salak were an aggressive militant xenos species, confident that the Galaxy was theirs for the taking.
This was until their expansions beyond their home system caught the attention of the Imperium.

The Imperial Navy vessels proved technologically superior, larger and more numerous than the Zan-Salak fleet. This combined with superior Imperial training and tactics led to three devastating defeats that left the Zan-Salak fleet all but destroyed. Even the Zan-Salak's formidable psychic abilities could not even the odds against Imperial might.
However, at this moment of apparent victory, the Imperial Navy suddenly withdrew.

The Zan-Salak public were told the attackers had suffered such terrible losses they had been forced to abandon their invasion.
But the ruling Military Junta suspected the truth.
The Imperium had more significant enemies than the trivial problem the Zan-Salak posed.

The Junta began a furious policy of military rebuilding but also sent exploratory vessels outside of their home system, in the hope of finding intelligence on the Imperium or other factions they might ally with.
This was to prove their undoing.

One of the exploratory vessels returned, with the crew testifying that they had been met by an agent of God himself. This angelic being had come to guide the Zan-Salak to a glorious destiny, giving them mastery of this existence and the next.
Initially these claims were not taken seriously, but the beliefs began to quickly spread.

Some journeyed-on pilgrimages to meet with the angels, and all returned convinced entirely of the truth of this new prophecy.
The Junta believed they could use this new faith to their advantage, but quickly all of their members became true believers.
The Zan-Salek became focused on this new worship above all else, building great temples that included huge psychic beacons, designed to send their prayers out to God.

By the time the Tyranid Hive fleet arrived to consume the planets of the Xan-Salak system, the degenerate hybrids that remained of the Zan-Salak greeted them with a joyous, religious hysteria.
The Zan-Salak fleets and defences lay dormant, and their mine fields were deactivated.

The faithful lined up and willingly marched to their own oblivion, and an entire civilisation and species were consumed without resistance.

Not long after the Zan-Salek's destruction, local Imperial fleets launched strikes on the Tyranids gathered in the system.
However, in the following battles they encountered a strange new form of Tyranid cruisers.

These Zan-Salek Hunters (named after the system where they were encountered) were able to launch a psychic attack, similar to the ones used by the Zan-Salak but more powerful.
This allowed them to disrupt Imperial command and control, causing captains and crews to lose confidence at the most vital moment, hesitating when action was required.
This unexpected, indirect form of attack caused the Imperial fleets to flounder and they suffered several devastating defeats.

So despite their destruction, in a strange way the Zan-Salak had their revenge on the Imperium.

Strangely, since these initial battles, the Tyranids seem to have not produced any more of these cruisers and their numbers have gradually dwindled until now they are a rare sight.
Several times Imperial authorities have declared then extinct, but they have continued to be encountered, albeit rarely.

Some Magos Biologis have theorised that the Hive Mind may be unable to reproduce these vessels without a fresh source of Zan-Salak DNA. Others have claimed the Hive Mind has judged the cruisers to be too costly to produce with precious bio mass that could be better used elsewhere.
In truth no human can understand the utterly alien will of the Hive Mind.

Imperial Commanders consider the destruction of Zan-Salak Hunters to be a top priority whenever they are encountered, in the hopes these rare bio ships might be exterminated for good.

Type/Hits	Speed	Turns	Shields	Armour	Spores
Cruiser/6	20cm	45º	-	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Massive Claws	Contact	Special	Front
Thorax Pyro-Acid Batteries	30cm	10	Left/Front/Right
Thorax Psychic Node	30cm	Special	All round

Notes:

Rare Vessel-
Very few Zan-Salak Hunters remain active. Only 1 may be taken in each fleet. (though you could use more in special scenarios with your opponent's agreement, such as re-enacting early encounters with these vessels.)
No evolutions may be taken on this vessel, as the Tyranids have made no further improvements to the original class.

Psychic Node-
As the enemy ships get close to a Zan-Salak Cruiser they will suffer the insidious, subtle influence of its psychic attack. Commanders will find themselves gripped with doubt, paranoia and indecision at the most vital moments.
Enemy vessels within 30cms of a Zan-Salak Cruiser may not use fleet re-rolls.

If a Zan-Salak cruiser suffers a critical hit to its Thorax the Psychic Node will not function until this damage is repaired.

Designer notes from Harkovast
With the Zan-Salak cruiser I wanted to make something that wasn't overwhelmingly powerful but was more about creating some interesting game play.
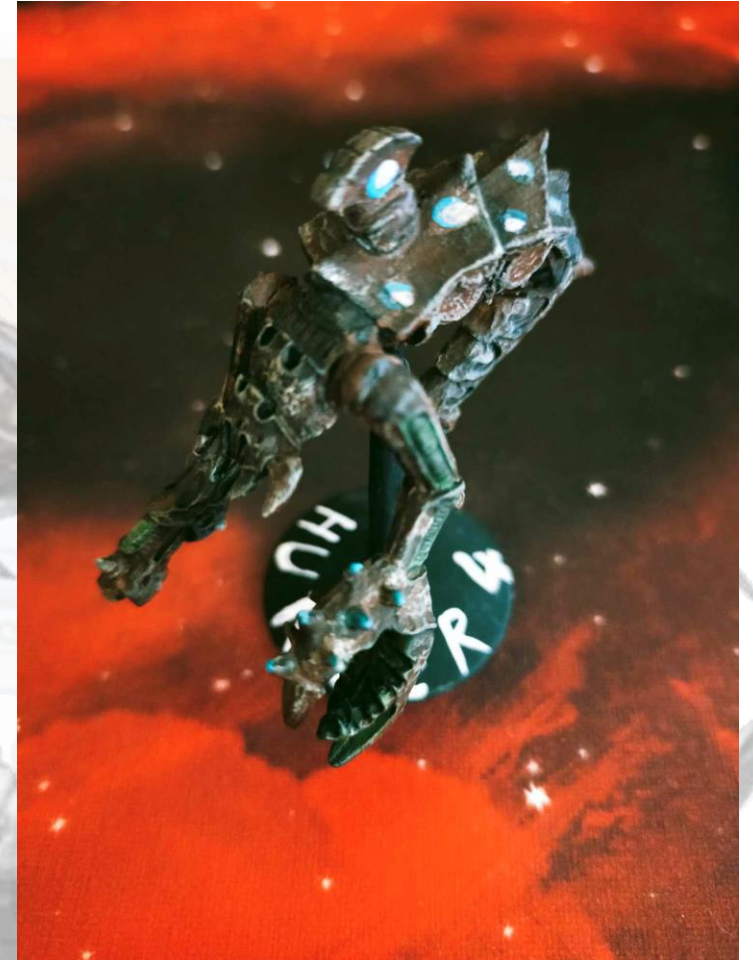
I also wanted to think about why this class of ship was rare and I always thought the idea of Tyranids using unique traits from species they consume was fun.

The Zan-Salak cruiser represents a sort of evolutionary dead-end that the Tyranids don't wish to take any further.

The plot is also supposed to suggest ideas for scenarios, such as imperials detecting one of these ships and wanting to exterminate it.

The model was simple to make, using parts from an Epic Tyranid bio-titan.

Though these are now hard to come by, with 3d printing, companies making proxies or using 40K parts I think something similar wouldn't' be too hard to recreate the wasp like appearance.

First seen in 013.M41 the Ketos is an as-yet unique evolution, but one that has sent ripples through the High Admiralty due to the disturbing precedent that its appearance might precede. It appears to have developed from a Kraken as it showcases the heavy armoured plates distinctive to that class of vessel.

However, is most distinctive feature being the massive cannon-like weapon mounted to its thorax which has been dubbed the Mega-Spore Disgorger. This weapon is capable of ejecting large spore mines at exceptionally high speeds allowing it to project them well ahead of the oncoming Hive Fleet. So far this has allowed the Ketos to engage with static defences from far outside the range of their weapons allowing the Tyranids to weaken those defences in advance of their assault.

It is for this reason that High Command has issued a kill-order for this ship. It is known that the Tyranid fleets evolve in ways that advance their objective to consume bio-mass, therefore the Admirals hope that by destroying this vessel quickly it will be considered a failed experiment and discarded by the Hive Mind. If they are unsuccessful there are concerns that this adaptation will propagate among the Hive Fleets and make the Tyranids an even greater threat than they currently are.

A single Ketos class vessel may be taken in place of a Tyranid Cruiser in the Tyranid Hive Fleet List.

Type/Hits	Speed	Turns	Shields	Armour	Spores
Cruiser/6	15cm	45º	-	6+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Pyro-Acid Batteries	30cm	8	Left/Front/Right
Thorax Mega-Spore Disgorger	90cm	1 Mega-Spore Mine	Front

Notes:
Mega-Spore Disgorger:
A gigantic series of chambers that allow the Tyranid vessel to propel a gigantic spore-mine at tremendous velocities, allowing it to function as a long-range artillery or fire support weapon. The mines deployed by this weapon appear to be functionally identical to those released by other Tyranid vessels save for certain minor adaptations that allow it to undergo the intense accelerations achieved when fired.

When firing this weapon, place a Mega-Spore Mine Ordnance marker within 90cm and the Front arc of the Ketos. The marker is then scattered 1d6cm plus an additional d6 for each full 30cm away from the firing ship the marker is placed (i.e., at 30+cm it scatters 2d6cm and at 60+cm it scatters 3d6cm). Thereafter this marker acts exactly as a regular Mega-Spore Mine, moving during the Ordnance phase as per the Mine rules in the Battlefleet Gothic Rulebook.

The Mega-Spore Disgorger may not be used while on Special Orders, and when crippled all Hit results on the scatter dice must be re-rolled until it shows a non-Hit result.

i

Dead space - dark system - coordinates appropriated from stellar cartographic communications— Segmentum/Eastern Fringe sector/Acteron subsector/pandraxx —- immediate locale unknown… initiate SelfUnit assessment

.

.

.

Biosystem organic assessment initiated…..

Neurotransmission ?query

>>>>>>>Bioweapon primary array ganglions —— response positive —-- active standby

>>>>>>>Pyro-acid ducts thorax 1a through j —--- response positive —-- active standby

>>>>>>>Weaponised Bio-plasma acceleration vents response positive —— active standby

>>>>>>>Bioweapons secondary arrays -*-*-^ response partial —— unknown standby

?Query focus damage assessment bioweapons secondary arrays….. 68% viable…

?Query bioweapons secondary damage organelles/sub ganglion pathways…

Inconclusive…

>>>>>>> Initiate organelle repair symbionts… search and repair routine aleph….

….

….

No response

.

.

.

?Query organelle bioweapons repair arrays symbionts viability…

No response in bioweapons repair arrays symbionts..

>>>>>>> Reroute repair organelles subneurons proximal 1…

//pathfinding problematic… unpalatable obstructions…

>>>>>>> Reroute repair organelles sector subproximal …

//pathfinding problematic… unpalatable obstructions…

?Query expulsion of obstructions…

xxxx Non responsive synapses

…..

….

…

..

.

?Query Primary synapse/hive node long ranged link

**** non responsive synapse

Repeat ?query…

**** non responsive synapse

>>>>>>> Priority !1! resource allocation assigned to ?Query Primary synapse/hive node long ranged link

**** non responsive synapse.

>>>>>>> Assess Hive Mind subroutine protocols deprived of Hive Node Link

…

Hive Mind Protocols Sub-Sub-optimal

>>>>>>> Initiate disconnect from hive mind subroutine protocols…

>>>>>>> initiate Secondary Slave Hive mind subroutine routines….

Partial synaptic return - partial success.

?Query partial synaptic return….

Subganglion nodes in biosubsector bioweapons thorax/anterior/port/subsection zeta….. interference and bio electrical malfunction encountered.

>>>>>>>Assessment - sub optimal Secondary Slave Hive mind subroutine operations

>>>>>>> Bio organic assessment complete.

//////////////////////Results\\\\\\\\\\\\\\\\\\\\\\\\

——- Severe interference from recent non hive organic life form weapons fire has rendered hive mind communication unsuccessful.

>>>>>>> Secondary partial independence protocols initiation partial success… ——-inefficient/compromised ganglion pathways/processing for partial independence operation interference in partial sub hive synapse structure.

>>>>>>>Initiate full independence amino protocols… onboard hive mind clone material activation recommended.

Initiate autonomous independence….

….

…

..

.

ii

I am…

I am alone… all viable systems active.

Systems relating to hive mind connectivity are compromised and some minor sub routines for a small number of thorax secondary weapons.

I have a large hole. Leaking biomass, possibly infected. Sensory damage receptors have been nullified. They are… aggravating.

Tertiary and dormant/primal amino protocols have been activated. I am unsure as to the efficacy and reliability of these protocols. For one, I am using self identification pronouns and an unusually high degree of autonomous sub-vocalisation. It is unnerving. But… I must admit.. exhilarating.
I query as to the source of these … internal stimuli… I suspect the primal amino protocols.

Priority assessment initiated.
Determine where/when/and proximity to hive fleet.

Ah, priority adjustment required. I hunger. I assume I have been adrift for significant undetermined time.

Biomass levels are critically low. Propulsion biomass low… organelle biomass assimilation initiated. Prioritizing atmospheric biomass organelles for consumption.

I am really hungry. It… hurts? Local sensorial organelles deployed. Optical arrays/infrasight and radiometric arrays deployed.

Local sun does not signify gross biomass markers. Marginal biomass detected in rocky belt 6 orbits out from sun.

Initiating bioengines for slow burn in stalking configuration. Eta to biomass (possible fungoid strain) 2 solar cycles. Standby/dormant drift initiated.

iii

Dormancy nullified. Communications with hive mind exempted… primary systems nominal. No change in regards

to unpalatable obstruction in the wound. Repairs slow but will be insufficient to restore synaptic hive mind communications. Subroutine objective- investigate direct contact synapse capabilities.

Analyzing biomass readings of rocky belt received during transit. Sporadic data.

A series of large and small asteroids have been tethered with crude/basic linked metallic (Fe alloy) compounds. 3 large solid ore (Fe, Ni, Co) asteroids form the anchor from which a lattice of inefficiently arranged, structures and smaller rocks are tethered.

Small fleet of scavenged void ships (internal atmosphere detected (O_2, CO_2, CH_4))

Ramshackle. Inept, plausibility/hospitability seems un-viable, yet there they are…

Heavy gas clouds are constantly venting from unaccountably numerous sources. Clouds consist of numerous complex hydrocarbons and heavy metals.

Biomass signatures closely match previously assimilated biomass from hive mind memory ganglions. Fungoid life forms. Heavy biomass concentrations on 3 core asteroids. Efficiency rating of consumption to damage… acceptable. Memory records indicate vigorous resistance but rich biomass.

By the hive, I am hungry.

Deploying void swarms.
Deploying void warrior boarding parties.
Launching breaching torpedoes ferrying ripper vanguard.
Torpedo impacts successful.

Beachhead established.
Primary objectives - vent atmospherics - secure maximal biomass.
Moderate incoming warheads - countermeasures deployed. Significant small arms fire… ineffective. Stupid fungoids..

Significant individual fungoid organism assaults… propelled via… archaic rocket propulsion. Suggests organic synaptic instability… stupid fungoids.

synaptic failure/disconnect detected

Initiate panic protocols.

The fungoids have somehow gained entry to primary synapse collective core. Risk of contamination to hive clone mind integrity… severe…

Defence organelles deployed-priority resource protocols.

Invaders consumed.

Initiate Invasion organelles biomass conversion.
Deploying biomass collection symbionts.
Asteroid biomass refined.
Asteroid metallic compounds, collected/refined.

Site declared… null.

Astropathic telemetry obtained from fungoid organism with unchained warp/synaptic (partial viability) attained.

Initiate course plotting and vectoring for nearing tendril of last encountered hivemind obtained from fungoid astropathic telemetry.

Rules

This hive ship is of unknown Hive fleet origin. It is clearly ancient as its hull is riddled with scar tissue and signs of extreme age. Smaller than most hive ships but larger than cruisers it has been designated as a heavy cruiser but with the abilities of a hive mind. It has unverified sightings in the Kraken, Behemoth and Leviathan incursions. It is easily identifiable by its oversized prow mounted feeder tendrils and massive claws. Unless accompanied by a fleet it is aloof and behaves more like smaller Kraken organisms, preying on traders and outposts to survive.

In the distant past it seems to have taken severe node damage, which it only partially repaired and as such cannot be used to test LD for other vessels.

When included in a fleet it behaves normally except for the following circumstances-

This Bio-ship rerolls all LD tests and special orders.

When in base contact it, it rerolls all Massive claw attacks, and will not detach and move on until the target ship is consumed entirely.

When in base contact it extends its spore clouds to include the target, nullifying the target's ability to fire. Larger targets can still move at -5cm.

When in contact both ships can board and perform hit and runs.

Feeder tendrils

Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4, 5 or 6, enough bio-engineered nasties are delivered to score one point of damage on the ship and a hit-&-run raid (the damage can cause critical damage as normal too). Additionally, if damaged the hive ship can repair 1 point of damage or performs one repair action.

This bioship cannot continue moving after it performs a tendril attack. It may continue to fire and for each turn attached it may launch an additional ordinance. If a bio-ship becomes crippled, its feeder tentacles may no longer attack and is cast adrift from its target. Remove from base contact towards its own board edge. (1cm)

Massive Claws

perform as normal except as follows:
When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields rerolling failed hits.
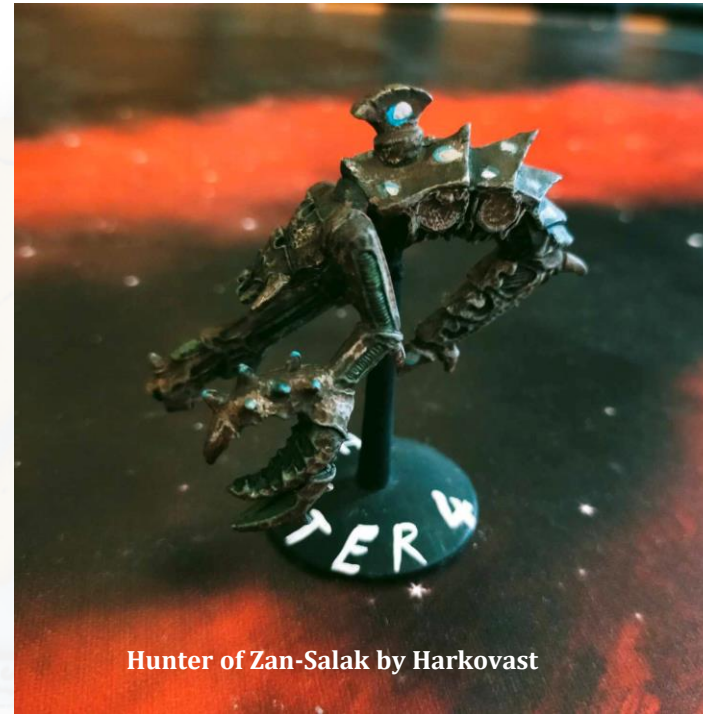
Type/Hits	Speed	Turns	Shields	Armour	Spores
Heavy Cruiser/8	20cm	45º	-	5+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Feeder Tentacles & Massive Claws	Contact	Special	Front
Thorax Launch Bay	Assault: 15cm Fighters: 20cm	1	-
Port/Starboard Pyro-Acid Batteries	30cm	6	Front
Port/Starboard Bio-Plasma Discharge	15cm	2	Left/Front/Right

Notes: Hiveships are large and cumbersome, and hence may not use Come to New Heading special orders.

Refits

This ship is 'Unique' and has evolved for the majority of its extremely long life in seclusion from a larger hive mind. As such its refits are only as follows:

Internal Scream . . . . .The bio-ship's lack of connection to the Hive Mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels in base contact suffer -2Ld.

Accelerated Healing . . . . The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll two extra dice in the End phase when attempting to repair critical damage.

Tenacity . . . . The creature has evolved the capability of effectively bringing its weapons to bear on its enemies. When on All Ahead Full, Burn Retros or Come to New Heading special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.
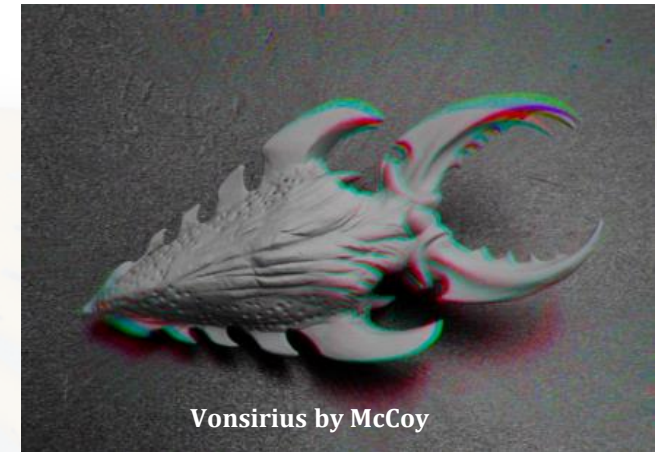
Competition Gallery (note: it was not required that there be visualisations for the competition, but we were still pleased that people made the effort).

Swarming Drone by Dread

Hunter of Zan-Salak by Harkovast

Vonsirius by McCoy

The Precursor Genus by Turbidious Tom

Lamprey drone by William

Hermit Ship by Recidivist

Bonus: Lamya by Wintermans   460 Points

The creature registered under the code name Lamya by the Ordo Xenos, bears many names throughout the Imperium and feeds just as many legends among the navigators, officers and crewmen of the fleets of Segmentum Solar, Tempestus and Ultima. To date no certainties, exist about this creature except its distinctive visual signature: it emits a characteristic bluish pulse throughout its longitudinal line except for a wide area of its right flank where a large crater, probably caused by a devastating weapon, shows its healed flesh.

No precise pattern could be established in the appearances of this monster which seems to evolve on the margins of the hive fleets without belonging to one in particular. Inquisitor Leevan Brethia claims that it came from an advanced element of the Hydra fleet, but no genetic match could be established.

The behaviour of this creature is disconcerting and unpredictable. It was equally detected feeding away from combats in the orbit of a planet and also in the front line of an assault fleet. Most often however, the reports are of a «blue shadow» suddenly appearing on the auspex by a vector of vertical approach with respect to the plan of engagement.

Lamya was also seen taking control of part of the Tyranid fleet and immediately modifying the fleet's behaviour to come to its support during an assault on a specific target, or, to serve as a living shield by placing the controlled fleet between him and the heavy fire from its aggressors.

There are no fewer than eleven certified appearances of this animal in conflicts between Tyranids and imperial forces; from the arrival of Behemoth to the recent attacks of Hydra. During the invasions of Thandros, Dacia, Octaria and Posul the Ordo Xenos considered Lamya responsible for the destruction of seven ships of line including a battleship, the Lord Vadis, and nineteen escorts. Over time, other losses were attributed to Lamya, but the Ordos Xenos retains all the information to confirm or deny those rumours because the legend could serve as an apology to the captains and admirals under surveillance for mutinies and inadmissible losses in their providing an opportunity to justify their incompetence.

Type/Hits	Speed	Turns	Shields	Armour	Spores
Battleship/11	20cm	45º	-	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weapon			
Feeder Tentacles & Massive Claws	Contact	Special	Front
Choose one Thorax weapon			
Pyro-Acid Battery	45cm	10	Front
Bio-Plasma Discharge	15cm	4	Left/Front/Right
Torpedoes	15cm	8	Front
Port/Starboard weapon			
Launch Bays	Assault boats 15cm Fighters 20cm	2 | 2	-
Choose one more Port/Starboard weapon			
Pyro-Acid Batteries	45cm	12 | 12	Left | Right
Bio-Plasma Discharge	15cm	6 | 6	Left | Right

Notes: This Hiveship is equipped with the following evolutions of the hive: accelerated regeneration, mucous membranes and psychic cry and can receive no other improvements.
The Lamya cannot go onto the "Come to New Heading" Special Orders.
Special Rules
Unique vessel: only one Lamya can be present on the table
Leadership: This Tyranid ship is, without doubt, the most powerful Hiveship that the imperium has ever fought, which explains why it is still alive. If it seems to have, like all its congeners, an animal behaviour it is nevertheless very rare to see it act unconsciously: Leadership of 9 and ignore its instinctive behaviour on 2D6-1, which is not valid for ships in its control area which considers only the leadership of 9.
Spaceborne: The warriors that grow and sleep in its bowels are hardly different from those of the hive fleets already encountered, except that they are not designed for planetary assault but for combat in space, boarding parties and defence of the Hiveship vital systems.
Opponents receive a -1 penalty to their total boarding value when defending and -1 on the result of the die for any hit & run attack and/or boarding action against this Hiveship (even if it is a specific bonus like Ordo Xenos).
Solitary Hive Mind: Even if this creature is a hive ship class, it does not allow selecting 0-2 cruisers and 6-12 escorts.

Necropolis Hawks Primaris Epistolary Drakht

When the Fourth Tyrannic War began, Drakht, Primaris Epistolary in the Necropolis Hawks chapter; a renowned Xenos-hunter, was among the Space Marines who formed a Solblade task force, to attack the newly discovered Leviathan tendrils, Nautilon and Promethor.

During the conflict, Solblade Drakht would aid local Imperial forces in stabilizing the Iahgo System and afterwards they followed the origin point of Tyranid bioships advancing from the neighbouring Otholr System. This led Drakht's Solblade to Otholr's Hive World Shakar, which they discovered had been conquered by the Tyranids.

However instead of being consumed and turned into a Dead World, Shakar had been almost completely covered in a membrane-like structure. His forces noted vast quantities of non-Tyranid life being held in biostatsis beneath the membrane and that numerous bioships were feeding off of Shakar. Before the Solblade could discover more though, the Tyranids became aware of their presence and the Xenos launched a massive counter-attack that left the Solblade no choice but to retreat.

This became the Imperium's first encounter with the Tyranids' Larder Worlds and Drakht is currently rallying with the Solblades Pormannon and Chesna, so that he can return to Shakar.

Solblade Drakht Special Rules

Primaris Epistolary Drakht   25 points

Drakht has a Leadership of 9 and 1 leadership re-roll. Furthermore, when going back on Silent Running the Tyranid sensing leadership tests are modified with -1 as Drakht manages to shield their warp presence. Drakht can only be taken once.
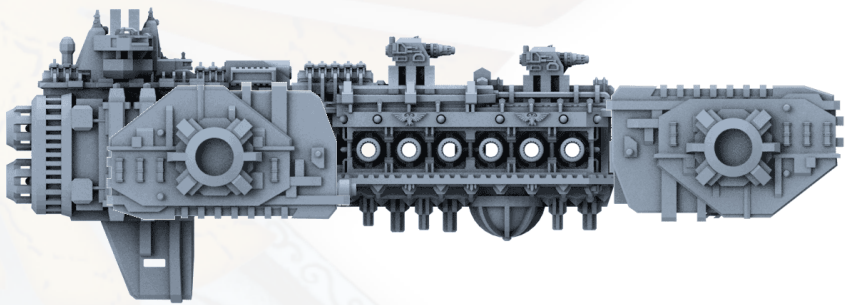
Solblade vessels of the Necropolis Hawks
They have access to the following vessels

Space Marine Strike Cruiser	145 points
Space Marine Solblade Light Cruiser	115 points
Nova Class Frigate	050 points
Gladius Class Frigate	045 points
Firestorm Class Frigate	040 points
Sword Class Frigate	035 points

Space Marines Solblade Light Cruiser

A faster variant of the Strike Cruiser. Sacrificing weaponry for speed. Usually, this class was only used for fast reconnaissance missions, but the Tyrannic War often needed these very fast vessels in the front line infiltrating deep into the Tyranid tendrils.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/4	30cm	90º	1	6+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	30cm	3	Left
Starboard Weapon Batteries	30cm	3	Right
Prow Launch Bay	Thunderhawk: 20cm	1	-
Prow Bombardment Cannon	30cm	2	Left/Front/Right

Image from Battlefleet Galaxy (ship), logo from the internet

Solblades – Scenario Three: Kill the Hive

Kill the Hive

After reports of other Solblades failing to stop a Tyranid Hivefleet as the leading Hiveship proved to be almost resistance to direct gunnery it was theorized it could only be killed from within…

FORCES

The Solblade player may choose up to 175 points.
The Tyranid player must choose a fleet of 1000 points. Only one Hiveship may be taken, costing a maximum of 300 points.

BATTLEZONE

This battle can take place in any of the zones. Set-up celestial phenomena according the rulebook or in mutual agreeable fashion.

SET-UP

The Tyranid fleet is set up 30cm onto the table from a short table edge.
The Solblade is set up 15cm onto the table from the opposite table edge.

FIRST TURN

The Solblade takes the first turn.

SPECIAL RULES

The Hiveship's outer shell is so thick that even fearsome bombardment cannons or lances fail to damage the large vessel.

When a Solblade moves into base contact with the Hiveship resolve a boarding action per usual. Damage points of this result per usual, rolls for critical hits are made as well but the result is not applied, see the Victory Conditions.

However, for every successful hit and run attack versus the Hiveship the Solblade player may add +1 to the result when determining the boarding action result

GAME LENGTH

The game continues until the Solblade makes a boarding attack or the Solblade is destroyed

VICTORY CONDITIONS

The Solblade player must score a critical hit through a boarding action versus the Hiveship. Or kill the Hiveships through boarding damage only. The Tyranid player wins if the Solblade is destroyed.

Campaign ideas

This game can be used regularly in a campaign. You could also play Warhammer 40K Boarding Action games to see if the Solblade succeeds in taking down the Hiveship. Create a Mind in that board which must be destroyed for example.

Image from W40K Lecicanum

Solblades – Scenario Four: Asteroids?

Asteroids?

An Imperial planet sees itself under the attack of the Tyranids. As the Xenos swarm failed to overcome the well-fortified defensive positions new Xenos Bioships appeared… to the astonishment of Imperial command the bio vessels hurdled large asteroids at their positions. Overwhelming their gunnery, a request for help was issued. To their luck a Solblade was nearby…

FORCES

The Solblade player may choose up to 250 points.

In addition, the Solblade player may add 250 points of stationary High Orbit Defences.

The Tyranid player must choose a fleet of 1500 points. At least one (preferably more) Hiveships must be included.

BATTLEZONE

This battle takes place in the Primary Biosphere. Setup the celestial phenomena per rulebook. Alternatively, you may set up the celestial phenomena in a mutual agreeable fashion.

SET-UP

The Solblade player chooses one short table edge as the defensive line. The defences are placed up to 15cm away from this short table edge. The Solblade vessel(s) starts in the centre of this short table edge.

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

FIRST TURN

The Tyranid fleet takes the first turn.

30cm TYRANID ENTRY · 15cm SOLBLADE EDGE
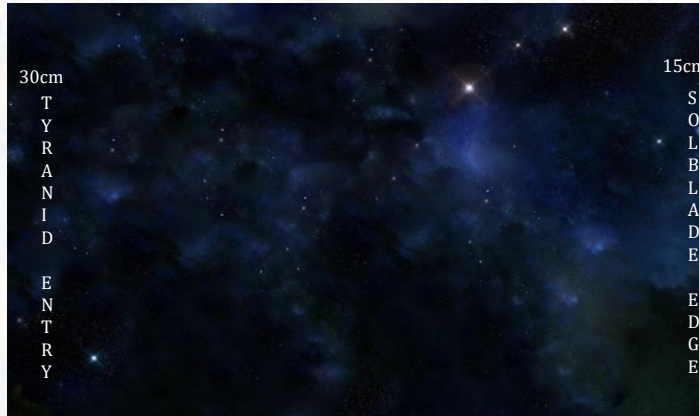
SPECIAL RULES

Any Hiveship or Tyranid cruiser may elect to not use their prow weaponry and throw asteroids instead (the presence of an asteroid field isn't required). When thrown in the shooting phase the asteroids move each turn with a speed of 25cm directly forward in a straight line. When they encounter planets, moons or asteroid fields they come to a halt. When dropping into a warp rift roll a D6: on a 4+ they scatted 4D6 + 30cm away from the centre of the warp rift.

When they come into a contact with an enemy spaceship (or watch out(!) another Tyranid vessel) the asteroid rolls 4 dice versus the armour value they are facing. Each success inflicts one point of damage. Shields block these (place blastmarkers as if it were a shooting attack).

Solblades or any other ship may shoot at these asteroids: treat these as escorts on the gunnery table; they have an 'armour' of 4+. An asteroid must be hit twice before it is removed. Place a blast marker if this happens.

Ordnance ignores and cannot attack these asteroids.

GAME LENGTH

The game continues until either the Tyranid fleet has been destroyed or the Solblade plus defences have been destroyed. The maximum number of turns is 8.

VICTORY CONDITIONS

The goal of the Tyranid fleet is to hurdle as many asteroids as possible past the Imperial defences in eight turns.

- **+10** = mayor Tyranid Victory
- **7-10** = minor Tyranid Victory
- **3-7** = draw
- **3 or less** = Solblade Victory

Campaign ideas

When adding this scenario into a game you can relate the final victory condition into bonus factors when playing a planetary assault for example.

Image by Wintermans
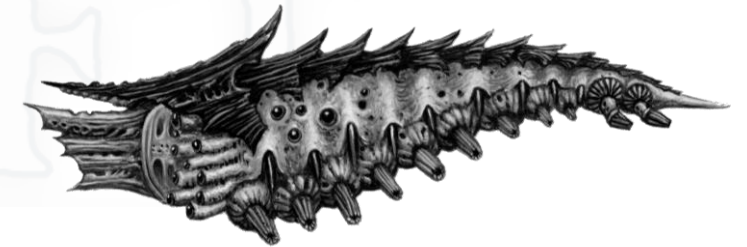
Battle Report
Tyranids vs Renegade Marines

This background image is by Unta Kilat and Kaneko Lumi

Tyranids vs Renegade Marines by Italianmoose

This game was a "everything on the field" game, with the points roughly adding up to 1670. We played a planetary assault scenario, test driving the alternative rules in Warp Rift 38 to remove the need for a low-orbit table.

The second game between Farathorn and Italianmoose!

The fleets:
Tyranid Hive Fleet
2x Hive Mind Re-rolls & 1 Hive Mind Imperative
Hive ship, Ld9 - Pyro acid, 4x launch bays - 310 pts
Hive ship, Ld9 - Pyro acid, Bio-Plasma Discharge, 2x launch bays - 320 pts

Razorfiend Cruiser – Feeder Tentacles & Massive Claws and 2x Bio-Plasma Discharge - 135 pts
Razorfiend Cruiser – Massive Claws, Boarding torpedoes and 2x pyro-acid batteries - 125 pts
Razorfiend Cruiser – Feeder Tentacles, 2x Bio-Plasma Discharge and Pyro-acid battery - 150 pts
Razorfiend Cruiser – Feeder Tentacles & Massive Claws and Pyro-Acid Batteries - 110 pts

2 Vanguard drones - Feeder tentacles - 50 pts
3 Escort drones - Pyro-acid batteries - 60 pts
3 Kraken - Massive claws - 105 pts
3 Kraken - Massive claws - 105 pts

Renegade Marines (Warp Rift 36)
Warmaster Ld10 + 1 re-roll
Chaos Battle Barge 'Exeter' – with batteries refitted to 30cm, strength 10 plus Chosen Terminators – 465 pts

Squadron One:
Strike Cruiser "Wells", Ld8, extra shield – 160 pts
Strike Cruiser "Oxford", Ld8, extra shield – 160 pts
Strike Cruiser "Lea", Ld10, extra shield – 160 pts

Squadron Two:
Strike Cruiser "Winchester", Ld9, extra shield, bombardment cannons – 160 pts
Strike Cruiser "Blanc", Ld8, extra shield, bombardment cannons – 160 pts

Squadron Three:
3x Gladius Frigates, Ld8, 135 pts

Reserves:
Heavy Cruiser "Acheron" Acheron Class, Ld8, starts with 2 damage, Renegade Marines 225 pts

The battlefield
The target planet was placed in the center of the renegade side, a short distance from the table edge. Two asteroid fields were placed near the Tyranid board edge, with a third field close to the planet on the right.

Deployment
The Tyranid fleet would be moving on from their board edge (n.b. It's been discussed elsewhere, and it was decided that special orders can be assigned before ships move onto the table *(this has been FAQ'ed indeed -horizon)*.

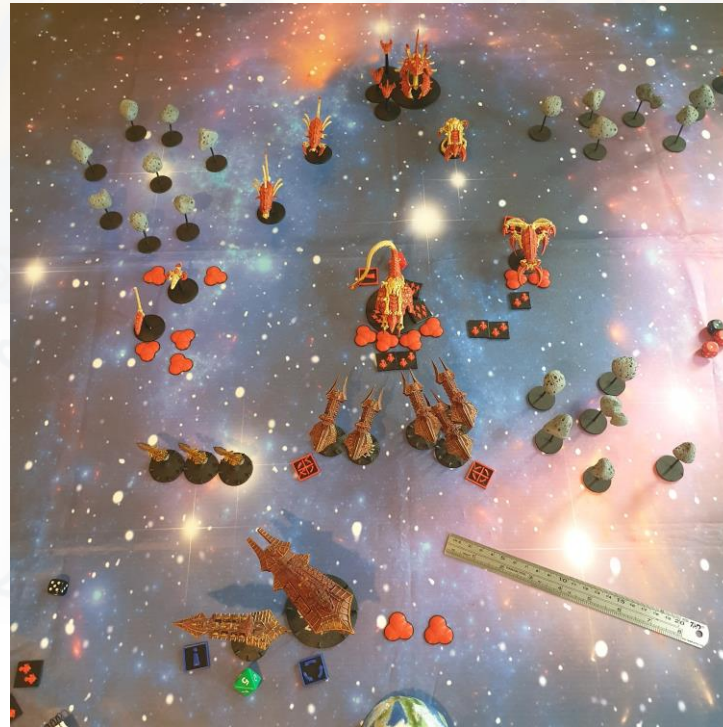The marine fleet clustered around the planet with no ships on patrol.

Tyranids vs Renegade Marines by Italianmoose

The Tyranid fleet rushed into the field at full speed, with a few ships ignoring their synaptic commands. However, given their instinct was correct to rush forward it was no great burden! The marine fleet held high orbit and launched waves of Thunderhawks in anticipation of the incoming Tyranid ordnance.

The Tyranids took advantage of the slow to react marine fleet by continuing to rush forward with fire from one of the hive ships further damaging the Acheron. In response the strike cruiser squadrons locked on and accelerated towards the incoming bio forms. The Exeter and Acheron swung to the left side of the field and the gladius squadron moved to intercept the incoming Vanguard drones and Kraken. On the far right of the field the hive mind focus on the hive ships led to a squadron of Kraken becoming distracted and trying to move around the asteroid field rather than powering through.

The bombardment cannon fire from the strike cruisers was devastating, leaving the hive ship crippled and bleeding. Other fire destroyed some escorts and forced one of the Tyranid cruisers to brace. The thunderhawks destroyed two of the Kraken and caused criticals on the braced Tyranid cruiser. Tyranid escorts destroyed a frigate with feeder tentacles but were destroyed in the ensuing boarding actions.

Tyranids vs Renegade Marines by Italianmoose

The strike cruisers roared onwards through the Tyranid fleet, crippling two cruisers with locked on salvoes. The Acheron and Exeter crippled a third and a lucky critical from some far-ranging thunderhawks damaged the spore cysts on the final cruiser leaving it vulnerable. The Tyranid fleet ground onwards - damaged but not slowed. The Blanc suffered some minor damage.

The second hive ship engaged the strike cruisers, losing its escort drones and suffering damage. However, it kept on and moved in close. Boarding and the damage from massive claws caused damage to the Exeter, temporarily knocking out its engine room. The Tyranid cruiser was hulked. The tardy Kraken squadron began to move toward the planet.
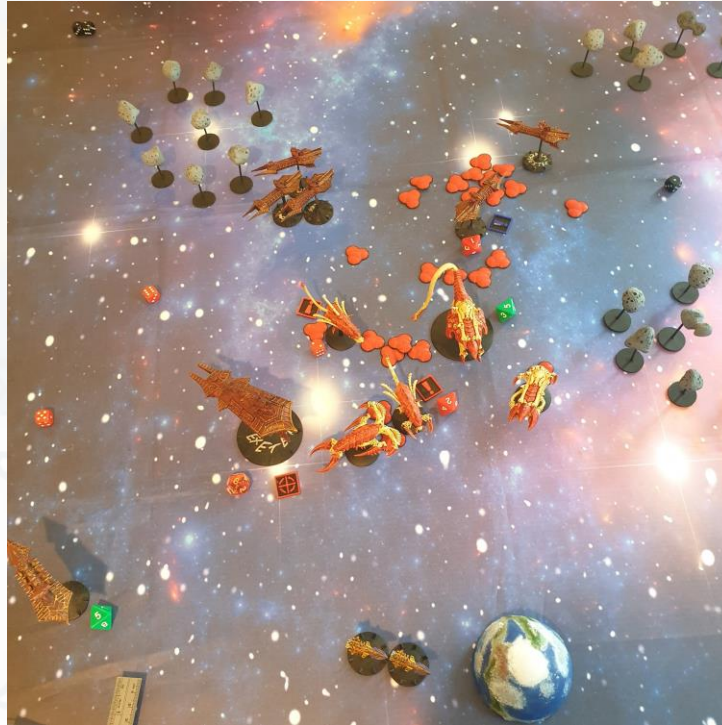
In a savage close-range engagement, the Blanc was almost destroyed as the hive ship detonated in a spray of bio-plasma. The strike cruisers began turning into another attack run while the Gladius squadron rushed back to protect the planet. Fire from the Essex and Acheron continued to slow and disorder the Tyranid advance.
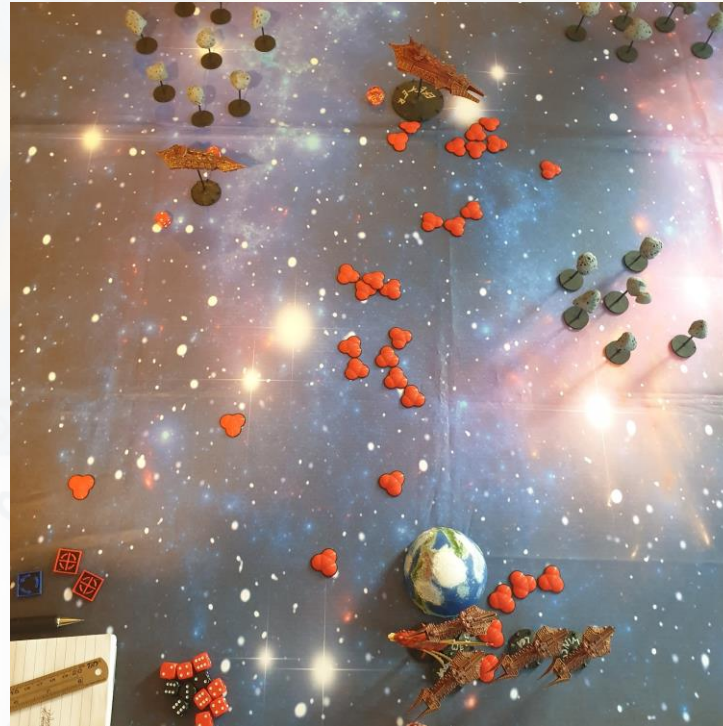
Tyranids vs Renegade Marines by Italianmoose

The hive fleet was approaching close into the planet, even as the marines hulked another cruiser. The Kraken squadron rushed into orbit. The badly-damaged Blanc disengaged to avoid the loss of a valuable cruiser.

Fire from the marine fleet became increasingly desperate and the frigate squadron performed a last-ditch attack run followed by a boarding action to try to eliminate the Kraken who had begun landing bioforms on the planet. The Kraken destroyed.

them and continued their landings. The hive ship came under fire and attack runs from thunderhawks further slowed it. Under a torrent of bombardment cannon shells, the hive ship was turned into a bleeding hulk but still drifted towards the planet.

At long range the Exeter and Acheron swung around to try to bring their guns to bear. Another Tyranid cruiser broke up under fire and attacks from the strike cruisers brought down

the Kraken. However, a Tyranid cruiser had also moved into high orbit and landed more bio forms in sufficient numbers to overwhelm the defences before the coup de grâce was delivered as the hulked hive ship smashed into the planet.

The vengeful marines laid the remaining cruiser low, leaving the skies swept clean of Tyranids but too late for the unfortunate planet which was utterly overrun…

Campaigning through the stars:
Space Marines
by Fr05ty

Campaigning through the stars: Space Marines

Last issue we went through the rules to spread the Greater Good through space in a campaign, and now it's time for the poster boys of 40k, the Space Marines! We all know that Space Marines don't usually take and hold territory like other factions do, but during times of duress, Space Marines may take systems under their suzerainty for the Imperium. When such a thing happens, a Space Marine is usually appointed to oversee the planet in a manner that's not too dissimilar to a Planetary Governor, though other times the Space Marines form realms where the Chapter is the ultimate authority under the Emperor, with the most famous example being the Realm of Ultramar.

This issue I'll aim to provide you with the full complement of rules that you'll need to make sure your Space Marines get their campaign going!

Space Marines in a campaign

The Imperium can be slow and lumbering to act, but when speed is of the essence, the Imperium deploys its Space Marines. Though not usually renowned for their fleets, all Space Marine chapters have one, and they do not shy away from engaging their enemies in space to ensure their objectives are achieved. The Imperium's Angels of Death are the spear of the Imperium, and here you will find a lore friendly Admiral progression table, refit tables and even a few tables to appeal for support.

General rules

Space Marines follow the usual rules for a campaign, behaving as a conquering faction (as befits them being an Imperial faction).

Attack Rating

Space Marine fleets are as tactically versatile and adept at quick strikes and ambushes as their commanders are.

Space Marines have an Attack Rating of 3. If they've chosen their fleet from the Crusade Fleet List and have included a Fortress-Monastery, they have an Attack Rating of 1; even Space Marines find it difficult to launch a surprise blitz with a billion tons of fortress monastery in tow!

Promotions

Your Admiral will surely appreciate being called by their proper title, for a Space Marine highly values the honours he has won.

Space Marine commanders use the following table for their promotions during a campaign.

Space Marine Promotions

Renown	Title	Ld, notes
1-5	Sergeant	Ld 8, 1 re-roll
6-10	Veteran Sergeant	Ld 8, 2 re-rolls
11-20	Lieutenant	Ld 9, 2 re-rolls
21-30	Captain	Ld 9, 2 re-rolls, Honour Guard
31-50	Hero of the Chapter	Ld 10, 2 re-rolls, Honour Guard
51+	Master of the Fleet	Ld 10, 3 re-rolls, Terminator Honour Guard

Refits

Space Marines consistently get some of the best equipment the Imperium produces. Through their ancient treaties with the Adeptus Mechanicus and their own foundries, they are capable of enhancing their ships with mastercrafted components and technology.

The refit tables are for use by any capital ships in a Space Marine 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, attack craft, etc.

Image by DoublebaseFanatic

Campaigning through the stars: Space Marines

Space Marine 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	Skill
1	**Secondary Reactors:** The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on *All Ahead Full* special orders.
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:** Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
4	**Arrester Engines:** The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to *Burn Retros* or *Come to New Heading* 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).

Space Marine 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	Skill
1	**Improved Sensor Array:** 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	**Superior Damage Control:** The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage.
4	**Reinforced Hull:** The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
5	**Improved Logic Engines:** The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
6	**Overload Shield Capacitors:** Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

Campaigning through the stars: Space Marines

Space Marine Weapons Refit

D6 Roll	Skill
	The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:
1	**Extra Turrets:** The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
2	**Turbo-weapons:** The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
3	**Targeting Matrix:** The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
4	**Auto-loaders:** The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting *Reload Ordnance* special orders (re-roll this if the ship has no ordnance).
5	**Superior Fire Control:** A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting *Lock-on* special orders.
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 *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved.

Space Marine Crew Skills

D6 Roll	Skill
	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:
1	**Expert Gunnery:** The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make *Lock-On* 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 *All Ahead Full* or *Burn Retros* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	**Adept Trimsman:** 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 *Come to New Heading* 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. Any assault boats launched by this ship may re-roll the dice when determining if the Hit and Run assault has been successful. Re-roll this skill if the ship does not carry attack craft.
5	**Disciplined Crew:** The ship's crew bend to their tasks with enthusiasm and loyalty. 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, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

Crew Skills

Space Marines are elite troops, but even among them, there are individuals and crews that simply excel at their roles.

Space Marine ships may use the table next to this when rolling for Crew Skills.

Campaigning through the stars: Space Marines

Appeals

Admirals can often appeal for support from several institutions in the Imperium, from their own Chapter, to the Inquisition, the Ecclesiarchy, or other institutions.

Space Marine players may choose to roll on any of the following tables when making an Appeal of the "Other" variety.

PLANETARY GOVERNOR APPEAL CHART

2D6 Roll	Result
2	The Governor gives you the first pick of the graduates from the Sector Naval College. Any new ships you receive from now on will have Leadership 7, not 6
3	The Governor insists that you receive top-of-the-line equipment. The next new Capital ship you receive (replacement or reinforcement) has already had a random refit.
4	The Imperial Guard plan to mount a massive planetary assault. The next time you win the initiative, the scenario is a Planetary Assault, and you receive three free transports for every 500pts in your fleet.
5	The war effort is at an all-time high and naval construction benefits greatly. Next campaign turn you do not need to pay Repair points for replacement escorts.
6	One of the planets in the sub-sector completes its capital ship construction project. The Planetary Governor presents your fleet with a brand new cruiser.
7	The Planetary Governor diverts much needed supplies to your fleet. Gain D6 Repair points to use now or next turn.
8	A regiment of the Imperial Guard is seconded to your fleet. One of your ships gains a +1 bonus to Boarding actions.
9	Manoeuvres and training exercises with the Governor's forces improve the Leadership of the ship on your roster whose current Leadership is the lowest. In the case of a draw, you may select which ship is affected.
10	A force of Stormtroopers and Ogryns is placed at your disposal. One of your ships gains a +1 bonus to Boarding actions.
11	The Governor imposes a new Evasion of Duty law on many of the citizens under his control. This means that one of the uninhabited worlds you control becomes a penal colony.
12	A programme of civic defence works is inspired all across the sub-sector. In any future battles where you use planetary defences, you may deploy additional defences worth D6x20 points.

ECCLESIARCHY APPEAL CHART

2D6 Roll	Result
2	The Ecclesiarchy declares a crusade against one of the enemy's systems. Select a system you do not control. Until the end of the campaign you may deploy an extra D6x20 points of ships in any battles there.
3	The Ecclesiarchy will help you, if you return the favour. Generate an extra sub-plot next scenario and if you succeed you may roll twice on this chart during the Appeals phase.
4	A Preacher boards one of your Capital ships and invokes fanaticism in the crew. This gives them a +1 Leadership bonus on all rolls except for Disengaging. In this case he counts as a -2 Leadership modifier.
5	The Ecclesiarchy incite religious fervour throughout the region and many citizens work zealously for the Imperial fleet. All inhabited systems produce 1 extra repair point this turn.
6	The resources of the Ecclesiarchy are diverted to your cause. Gain +4 Repair points this turn.
7	Praying for guidance to the Emperor grants your fleet an extra re-roll in the upcoming battle (whether or not your Fleet Commander is there in person).
8	The Adeptus Astra Telepathica is asked to give your orders top priority. Gain +1 Initiative for the next three campaign turns.
9	Local militia are assigned to shipboard security duty. One of your ships gains a +1 bonus to Boarding actions, but only when the ship itself is being boarded.
10	You are offered the services of a convent of Sisters of Battle. These give your flagship a +1 bonus to Boarding actions.
11	A Cardinal blesses your fleet for the battle ahead. You will automatically count any draws as wins during your next campaign turn and battle.
12	A Missionary to one of your penal colonies persuades the inhabitants to repent and worship the Emperor. This system can now be treated as a Mining World. They are put to work as a reward for their redemption.

Campaigning through the stars: Space Marines

INQUISITION APPEAL CHART

2D6 Roll	Result
2	An Inquisitor discovers a heretic in your fleet. Unfortunately he is also one of your best officers. A random capital ship loses -1 Leadership permanently.
3	An assassin from the Inquisitor's retinue has infiltrated the enemy fleet. At the start of the next battle she assassinates her 'captain'. A random capital ship in the enemy fleet loses -2 Leadership for the duration of the battle.
4	Members of an Inquisitor's retinue carry out a hit and run attack on an enemy capital ship at the start of the battle. Their knowledge of sabotage is so great that the damage cannot be repaired before the end of the battle.
5	An Inquisitor neutralises a number of enemy spies in your sub-sector, reducing your next opponent's Initiative roll by -2.
6	The Inquisition assigns a company of Space Marines to a ship in your fleet. It receives a +1 bonus to Boarding actions.
7	A Navigator from an Inquisitor's retinue discovers a new and secret warp path. The next time you win a battle you are able to claim the system even if it isn't adjacent to one of your systems.
8	An Inquisitor and his retinue are stationed with your fleet. Your flagship receives +1 Leadership and a +1 bonus to Boarding actions.
9	An Inquisitor intercepts a message behind enemy lines and informs you of the enemy's plans. Next battle you may deploy an extra D6x25 points of ships.
10	An Inquisitor calls for an Exterminatus immediately. The next time you win initiative you will fight an Exterminatus scenario as the attacker. The Inquisition sends one of its ships along to help. Treat the ship as a Dauntless class Light Cruiser with an Exterminatus weapon in the prow.
11	An Inquisitor questions a captured officer and learns vital secrets about the enemy's plans. Next battle you may deploy an extra D6x50 points of ships.
12	An Inquisitorial purge cleanses a nearby neutral planet of all heretical elements and brings it under Imperial control. Select a neutral planet adjacent to one of your systems. It now belongs to you and is reduced in status as follows: Mining if Forge; Agri if Civilised or Uninhabited if Penal.

SPACE MARINES APPEAL CHART

2D6 Roll	Result
2	One of the Chapter's handful of battle barges is diverted to support your fleet. You may include one Space Marine battle barge in your next game for free, as long as you have a model to represent it (if not, roll this result again).
3	The Chapter dispatches two of its strike cruisers to assist your fleet. You may include two strike cruisers in your next game for free, as long as you have models to represent them (if you don't, roll this result again).
4	The Chapter keeps one of its strike cruisers on station to assist you in your next fight. You may include one strike cruiser in your next game for free, as long as you have a model to represent it (if not, roll again).
5	The Chapter sends two companies of Space Marines, stationed aboard two ships of your choice. Add +1 to Boarding Action rolls for those ships for the rest of the campaign.
6	The Chapter sends a company of Space Marines, which are stationed aboard one ship of your choice. Add +1 to Boarding Action rolls for that ship for the rest of the campaign.
7	The Chapter sends you squads of Space Marine Scouts that scour the sector for information and provide you with an enhanced tactical overview. Gain +2 Initiative for the next turn.
8	The Chapter sends squads of Space Marine Honour Guards to be stationed on one ship of your choice. That ship counts as having Honour Guards for the rest of the campaign.
9	The Chapter sends squads of Space Marine Terminators to be stationed on one ship of your choice. That ship counts as having Terminator Boarding Parties for the rest of the campaign.
10	The Chapter sends a cadre of veteran warriors to train your crews in shipboard combat. You may train one ship's crew after each game – mark the fact they have been trained on your fleet registry. Ships which have been trained may re-roll the dice in a boarding action.
11	The Chapter conducts raids on your enemies' supply lines, tying up their ships in defending convoys and bases. In your next game your opponent must reduce his points value by D6x30.
12	The Chapter conducts coordinated attacks to destroy the orbital defences of worlds you are planning to attack. In the next game you play where your opponent has planetary defences, their value will be reduced by D6x30 points.

Conclusion

Hope you enjoy these new additions for the Space Marine campaign experience! Please let us know any feedback you have, and yes, there's an Imperial Navy appeals table coming in the future as well (perhaps it will show up on time for the next Imperial faction, but the tides of the Warp are tricky!)!

BFG OXITANIUM CAMPAIGN
by BFG_Academy

BATTLEFLEET GOTHIC

WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

Image by The Nate Sorenson

BFG OXITANIUM CAMPAIGN

BFG Oxitanium is a multi-platform narrative Campaign, set in the Warhammer 40K universe and Developed from its inception around the Battlefleet Gothic Game.

Every members of BFG Oxitanium, scattered around France and Belgium, have created their own sub-sector and the lore related to it. Each of these Sub-sectors constitute the OXITANIUM Sector which is the original creation of our admirals.

So, each member contribution is part of the big picture and the general history of the project.
Every game played in BFG, W40k, KillTeam, Necromunda, Inquisitor, and many more, is recorded and included into both the local and general narrative line.

To further enhance the experience, our members also play tabletop RPG (Dark Heresy, Rogue Trader etc.). In those sessions they have the opportunity to explore their own private 40k sandbox through the eyes of their characters, thus covering the full spectrum of the setting :
From the point of view of a single individual struggling in the streets of a doomed hive city to the impossibly large scale of an interstellar Battlezone...

Everything has its importance, and the smallest bit of mystery distilled by the GMs can lead to an enigma with star spanning consequences....

But to know how our project was born, we have to make a rewind and go back in time a bit.

Here is our story :
At the beginning, during the great lockdown in 019.M2 ,our grand Admiral Luthor Harkon, involved in the French Hobby for over 30 years, had an epiphany : create a new comminatory project around the Battlefleet Gothic game.

His idea was to teach BFG and train people to reinvigorate the game for all the French speaking wargame community.
To do so, and with the help of some friends (our most brilliant and beloved admirals) they have created the BFG ACADEMY.
This academy would've been a place where the rookies, recruited for their talents, their mentality their faith, and more generally their involvement into the French hobby community, could learn from the bests, and in turn transmit their knowledge to other gamers in their area.
After many months of hard theorical learning and tests with the veterans, the first batch of officers were officially decorated... Ultimately, They were tasked with teaching new recruits the following year...

The apprenticeship was rough and merciless. Sometimes exemplary measures were needed, following the secret moto of the academy : "An iron fist in a steel gauntlet"

Here is a transcription of the last words of two cadets recorded in the airlock:
'You know, it's at times like this when I'm trapped in the airlock with a guy from Smyrna IV, and about to die of asphyxiation in deep space that I really wish I'd listened to what the captain told me yesterday.'
-Why, what did he tell you?
-I don't know, I didn't lissssSSSSSSHHWOOP.

This ordeal and the ruthlessness of the teaching personnel were to ensure everyone stay motivated (and entertained) to continue in the Academy...
Most of them disappeared in the depth of space, but some of them managed to create their own parallel organization. We salute them, respectfully.

In 021.M2 following the last graduations, the remaining captains would be for ever a part of this awesome community adventure.

Our grand admiral had another huge project up his sleeve....
And a few months after the closure of the Academy, everyone was once again at work on the newly created BFG Oxitanium!
It is an immersive adventure. And if you want to be a part of it, you need to get involved, one way or another...(painting, writing, playing, editing, planning etc...)

Although everyone is playing a role (role that we could choose freely during recruitment, at the only condition it had to be consistent with the lore we created, coherent with BFG, the 40k universe and the GW canon storytelling).

Sometimes, it can be puzzling to see a Jokaero arguing with an Arbites Sergeant about who should drive the speeder, or a Guard Veteran ''brainstorming'' with a techno-Adept to adapt his new multi-functions arm. But don't fall for it, we may have fun roleplaying, on the other side, all our members create stuff, lore, and organize some challenges for the community to share the hobby we all love !

Prologue

It must have been around 2012 that I stopped playing and collecting 40k, but my love for the Tyranids was so great that I still decided to buy the Tervigon model. I just loved the idea of a creature breeding something on the battlefield. So, I bought this model second hand. Since then, however, it lay neglected in my closet without getting the love it deserved but I was sure that this would change one day. That it must then hold up as a BFG model, I could not have dreamed of at the time.

Fans of Warp Rift magazine will have already sensed my love for the Tyranids in past articles and I have long followed the thought process of wanting a larger central piece for my fleet. And so it came to pass that a few weeks ago I already stumbled upon my Tervigon model again. And how awesome would be an oversized Hive Ship which breeds escorts? The thought of it solidified in my head, I found the idea more than just good, but I absolutely lacked the motivation to dig out my sculpting tools and get to modeling and if I have no motivation for something, then I don't do it because otherwise it becomes half-hearted, and I get annoyed at the end.

The idea lay dormant, but with the introduction of the Solblade rules in the last Warp Rift issue and the realization that I was still missing a whole bunch of models for the 3 Tyranid lists suggested there, I fired up my printer and started printing and my passion to continue my Nids was back again.

30 more models were needed. Among others 6 Hive Ships and they also wanted to be painted.

And so, my fleet became quite a bit larger again. But I'm also talking a lot right now so let's rather dive into the project. :D
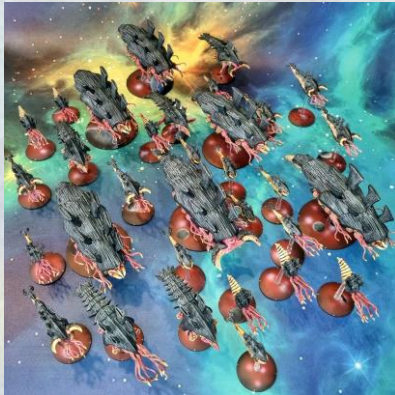
The Equipment

Brushes:
Winsor & Newton Series 7 (0)

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 pallete
Glossy haispray
Apoxie Sculpt
AMI Colour Shaper
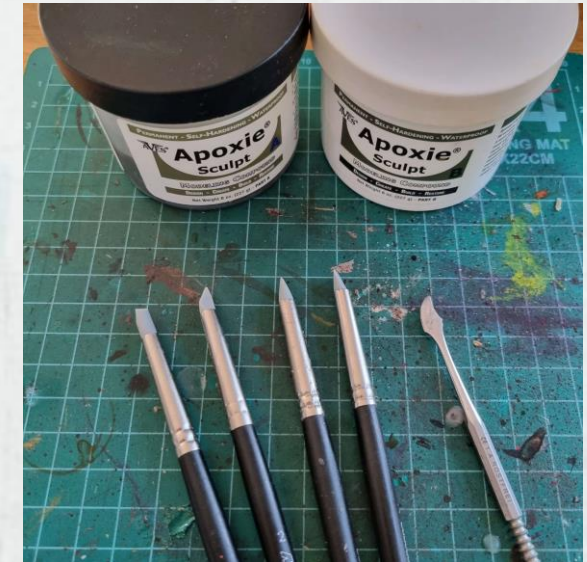
Colours:
Citadel (brushwork)
Vallejo Model Air (airbrush)

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

# The Behemoth arrives – sculpting and converting

Anyways, let's get started. The original model of the Tervigon has a very curved back where the transition between the rib cage and the hip is. The brood pouch also points more towards the ground. I wanted to change that. The opening of the brood pouch should point more in the direction of flight and the hips or tail should be stretched backwards.

The following is a very professional MS Paint concept drawing. :D But I think that it will be reasonably clear anyway.

The red part and thus the new connection between the torso and the hip must be remodeled. Since I'm not a particularly high-brow modeler, this will probably be the biggest challenge for me in this project.

But now I had to go through it and so I started to separate the two parts.
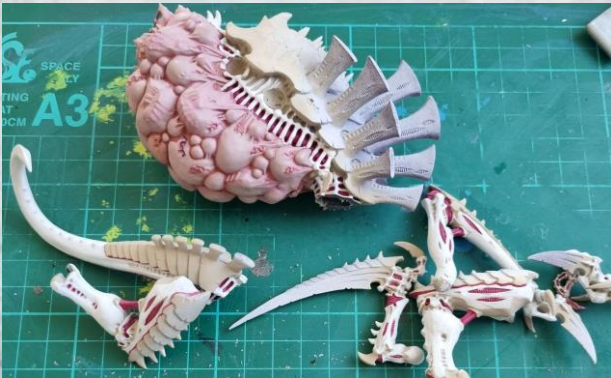
Now that the model was cut up, I also had the opportunity to remove the paint from it. Before it didn't fit into my my canning jar with isopropyl.

So, while the model enjoys its well-deserved bath, I started STL kitbashing some more needed parts on the PC. The figure should fit stylistically later well into the rest of the fleet, so I searched on my PC for a pair of STLs and put them together. The base was the prow claw of the Soul Forge Studio Hive Ship plus the tendrils of the cruiser.

Beforehand, I had already measured the connecting piece from the head of the original Tervigon, so I knew roughly how far I had to scale up the parts so that they would fit reasonably well afterwards.
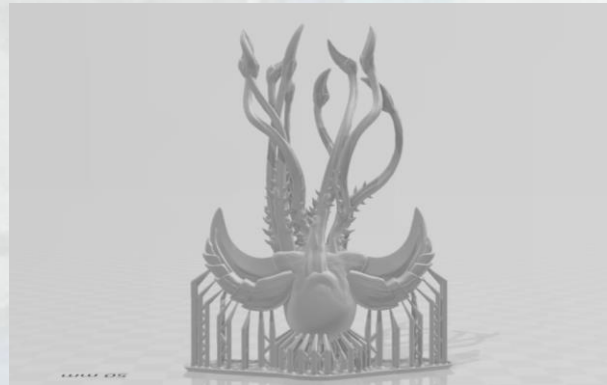

The whole thing now only had to be supported and printed. Then, in the printing time, the paint was also stripped from the model.

But unfortunately, not completely. Only after the upper layers of paint were off, I noticed that it was probably originally primed in purple, and the primer was also not completely dissolved. The primer has also attacked the plastic a little and roughened it. Things I now have to come to terms with.

In addition, I also lost a part of the chimneys during the decolorization process. So far, the project is going well. /ironyoff

So, first of all, I started to remodel the missing part.
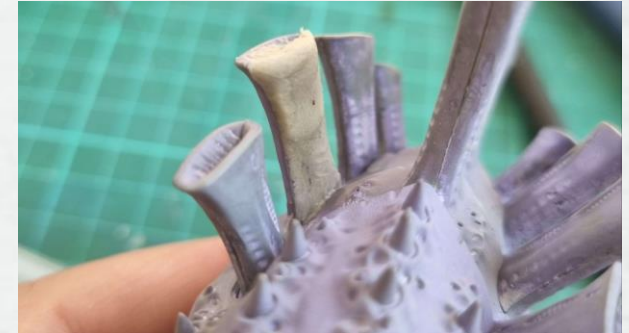
Once that was done, I used the modeling clay to stuff the holes on the two pieces I separated because once it dries, I want to connect them with wire.

When this was dry, I drilled the holes for the wire with a hand drill and glued it to the tail part with superglue. I put the other end of the wire into the upper part of the body and bent everything into the desired position and orientation to glue it in place.

When everything was dry, I used the modeling clay to wrap the wire mesh, which will later serve as the basis for the remodeled ribs.

In the meantime, the print was ready, and I started to remove the front horns on the body with a Dremel so that the printed part has enough space.

This I then glued and then worked out around it with modeling clay. I press from the front with the round modeling tool these small pockets in the torso.

The biggest mistake that happens to me over and over again is that I am too impatient and start with the new modeling work while the other one is not yet completely dry. It then happens that I like to pat with my fingers on the finished spot, which is why I have to repair the spot again. Impatient me.

Next, I took several tyranid escorts that I had printed some time ago and used as test models and broke them in half with a large pair of pliers.

After that I looked at the individual fragments and saw which and how they fit best into the opening of the brood sack, then glued them down and used the same modelling technique as I've already used on the printed tentacles in the model. The main thing is that it looks somehow organic.

In time, the mass on the wires was sufficiently dried and I began to model the skeleton around it. First on the bottom and sides, then later the remaining areas. It is important at this point to do this in several steps. At least in my experience, because otherwise you push the previously modeled clay together again as soon as you continue before the previously sculpted mass is dry. Unfortunately, you have to be very patient at this point. Also, for this I have used the round modeling tool. I pressed flat pieces of modeling clay on the respective sides and then pressed the rib gaps in with the tool. From time to time, I had to remove some mass that overhung.

As you can see in the picture, I have modeled a kind of ball joint at the places where the hind legs are actually glued. Originally, I had planned to put the Soul Forge Studio Tyranid hangar bays there. But in the end, I decided against it and put the claw pincers of the Trygon there. I did the same "ball joints" on the brood sack and added the hangar bays to it later, because I thought they would fit better there.

To do this, I then pressed small modeling clay balls onto the bag, slightly moistened the 3D printed bays and pressed them into the balls, everything that was then pushed away to the outside I united with the model and removed the bays again.

Then it was also time to glue on the arms and other small bits.

As a last step, I used the modeling clay to fill the many unsightly gaps and then, after it had completely dried, the model was ready to get painted.

However, I will not go into the painting of the model this time, because I have changed absolutely nothing in the process (except for some smaller details). However, if you are interested in how I painted my Tyranids, I highly recommend my previous article from Warp Rift 38.

Closing words

So much for the building process of the model.

Overall, it was a journey with many ups and downs and once again the realization that I am not a modeling professional. Many things look "perfect" to me during the modeling process, or rather good enough to paint later. But I had to realize again that the paint forgives almost no mistakes. What looks good in some places in the WIP pictures is just sufficient later.

The best example is the modeled skeleton (Connection between torso and tail). Have a closer look at the showcase on the next page. I imagined it to be a bit more beautiful. :D I think you will know what I mean.

Anyways, it was still a great project where I had a lot of fun with and even if it has flaws, I still think it's a great central piece in my fleet and I'm pretty proud of it.

Let me know if you have had similar experiences or maybe you have some tips for me. Do you swear by Greenstuff? Or maybe you have ideas for rules for this monster?

I am always happy to hear from you.

Instagram: DoublebaseFanatic

Facebook: Chris Krows

Discord: doublebasefanatic

Thanks for reading

Chris "DoublebaseFanatic" Kraus

Showcase

Moose Musings

The D12

The D12

Sometimes you just get a hankering to have a bit more granularity in BFG but not to the extent of the Rogue Trader RPG. Everyone has D6, they've been standard for *literally* thousands of years, however they can be a bit coarse for making fine +/- boosts. A simple way to give an extra little control and room for upgrades is to use a D12:

This allows us to port all the things on a d6 directly across. Some things I'd still recommend using a d6 for to avoid overly complex tables. If you don't have a few d12s to hand a dice rolling app will help. I'd only recommend doing this in smaller games as small differences in bigger games just take up time without making as much of an impact. Feel free to use the bits of this you like and leave the bits you don't. There's no hobby police coming after you! If it allows a more fun and flavourful game it's a good thing, if it doesn't, then ignore it.

The most important thing this will be used to change is shooting - now a +/- 1 to armour won't be as massive a boost. First, we will adjust some armour values for flavour:

- Ships with 6+ armour like space marines all round become 11+ all round
- Ships with 6+ prows like the imperial navy become 12+ front /9+
- 5+ becomes 9+
- 4+ becomes 7+

The gunnery chart is unchanged.

Leadership:
Leadership is doubled and rolls are made against 2d12. The bonus when opponent is on special orders becomes +2 (as does any normal improvement to leadership such as a Cobra Widowmaker and the Emperor).

Shooting:
Roll on a d12. Critical hits occur on a roll of 11 or 12.

Critical hits still uses 2d6 as I don't want to think up a load more things to break on a ship.

Now the fun part, we've given ourselves a bit more room to play in so let's think of some upgrades. I'd peg them first as being treated as a bit like refits in campaigns, but generally increasing a ship's points cost by 5% rather than 10% as these upgrades are less drastic unless otherwise noted. The upgrade names are taken from the Rogue Trader RPG.

- Lathe pattern drives: +1 Ld when attempting all ahead full or come to new heading special orders.
- Jovian pattern drives: +1 Ld when attempting to burn retros Stygies pattern macrocannons: +1 on all to-hit rolls (+10% cost).
- Pyros melta-cannons: Can only cause fires as critical hits, but do so on rolls of 10, 11, or 12.
- Hecutor plasma cannons can fire at +5 cm range but suffer a -1 on to-hit rolls if they do so.
- Mezoa Macrocannons: +1 to hit when firing at or under half range.
- Lathe-pattern landing bays/launch tubes: +1 Ld when attempting reload ordnance
- Cybra-pattern drives: opponent does not get +1 Ld for this ship being on special orders

Tyranid by Wintermans