



BATTLEFLEET
GOthic

Issue 42 | December 2023

You better watch out!

After the Hivemind took over in issue 41 we are relieved that Warp Rift is back in control!

With Christmas a couple of days away this issue brings you some great new articles. Be it from Tom's Santa Claus vessel (ready your voice) to Moose Musings shoving blastmarkers and everything in between like the third installment to Solblade. The concluding article has two more scenarios and the introduction of.... Adeptus Custodes! Rounding this Javier del Rio, aka Guajirogunpla, shows us his wonderful diorama. Check his other works here: <https://www.instagram.com/guajirogunpla/> This issue sees the start of a serie of tactics by FunkFuMaster. Starting with the Imperial Navy light cruisers.

As a part of campaigning through the stars Fr05ty now has the crazy Orks around. Furthermore, Captain Ardias has started a giant undertaking to refresh the Badab War. For Warp Rift he reserved a slight adaption of this fleet lists. (And as the chance was there, I sneaked a Red Corsair fleet list into it at the end). And most science fiction people know what's up when someone shouts: "It's a Trap!". Check out Francis' scenario the Trap!

Che Webster might ring a name with some. In this issue we have a really old interview with him by Matt Gilson. It was archived as Warp Rift went on hiatus but now it's here. And concluding this issue DoublebaseFanatic engineers a Blackstone Fortress and Italianmoose shoves blastmarkers around!

Lastly, I want to thank Paul Davies, <https://www.instagram.com/paulsmallus/> and James Threlfall, <https://www.instagram.com/gothicgarnish/>, for lending their images to this issue of Warp Rift.

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 a close up of the titan carrier painted by mwdunning. Thanks!



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

- ❖ **Ships of Legend!** (Page 4) You better watch out! Santa Claus is brought to you by Turbidious Tom!
 - ❖ **New rules & scenarios: Solblades.** (Page 6) The third part is here!
 - ❖ **Tyranid Diorama:** (Page 12) Javier del Rio made a great diorama featuring Tyranids. Fitting perfectly with the Solblade series.
 - ❖ **Scholar Tacticus** (Page 17) FunkFuMaster brings us tactics for the Imperial Light cruisers!
 - ❖ **Campaigning through the stars: Orks** (Page 23) Fr05ty continues his series of campaign additions!
 - ❖ **Fleet of the Badab War:** (Page 30) Captain Ardias delves into the history of the Badab War... and changes it?
 - ❖ **The Trap** (Page 37) A scenario by Francis.
 - ❖ **Tales from the Old Man** (Page 39) An old interview with Che Webster
- Double's Hobby Insights** (page 43)
- ❖ The Blackstone Fortress with electrical engineering!?!
- Moose'Musings** (Page 51)
- ❖ Shove those blastmarkers aside!

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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THE BATTLEFLEET GOTHIC NETZINE

Santa Claus – Jingle Bells by Turbidious Tom

Now everyone sing along, you know the words!!!

(Verse 1)

Through the nebulae we navigate,
Chasing chaos fleets, our righteous fate,
With macro-cannons roaring bright,
We'll rule the stars with our naval might!

(Chorus)

Jingle bells, lasgun cells,
Emperor's light ablaze,
Oh, what fun it is to cleanse
The galaxy in His grace, hey!

(Verse 2)

Among the stars, where warp storms brew,
Blackstone Fortresses, secrets anew,
Oh, what fun it is to spy,
On chaos plots that multiply!

(Chorus)

Torpedoes launch, novas charge,
Emperor's wrath in space,
Oh, what fun it is to serve
The Imperial Navy, with grace! Hey!

(Bridge)

Dashing through the warp,
In an Astartes Thunderhawk,
O'er the fields we go,
Blasting all xenos, oh what a show!

(Verse 3)

Purge the heretics without remorse,
In the Emperor's name, of course,
Oh, what fun it is to sing
A hymn of war, for the Imperium's king! Hey

(Chorus)

Warp jumps swift, void shields lift,
Emperor's fleets engage,
Oh, what fun it is to claim
Victory in His name!



Solblade part3

BATTLEFLEET
GOthic

By: horizon
Special thanks to DoublebaseFanatic, Italianmoose & BFG Noob



Solblade – Part 3 – Adeptus Custodes and Ultramarines!

Introduction

In this issue of Warp Rift, we bring you more for the Solblade article from Warp Rift 40 and 41!

Let's kick it off right away!

Adeptus Custodes

Note from horizon: Last few years several people asked if there are rules for Adeptus Custodes in Battlefleet Gothic. And as far as I know non have been made for them in all those years. Maybe there has been, but I haven't seen them (feel free to point me to them if they exist!).

The background for the Adeptus Custodes fleet is rather sparse but we know they have some specialties and strong weaponry. A direct translation of that little info would make them seem a fleet akin to the Adeptus Mechanicus with their upgraded Imperial Navy ships. But I had little interest to create a similar fleet. Another point was that no one knew how Custodes ships would look like.

But when Italianmoose released a couple of frigates I suddenly had an idea: why not make the Custodes out of these? A distinct design. So, lets add two smaller vessels to Solblade. And if people like the concept we can always add more new stuff for the Adeptus Custodes.

Adeptus Custodes Special Rules

The Adeptus Custodes follow all Space Marine rules.

Adeptus Custodes Weaponry & Upgrades

Custodes Beam lance

This highly specialised version of the lance weaponry functions as a normal lance but ignores shields and spores. Holofields function as usual.

Phase shield

after each round of fire: roll a D6, on a 4+ the blastmarker is removed.

Veilbreaker pattern teleportarium

This ancient teleportarium allows for teleport attacks even if the enemy ship has active shields (or equivalent) + 10pts

Godstrike Pattern teleportarium

The Godstrike teleportarium doubles the range of a teleport attack to 20cm. It also disregards the size of the enemy ship +10pts.

Adeptus Custodes Solblade

The Adeptus Custodes have the following options for Solblade.

Adeptus Custodes Light Cruiser 140 points

This ship may add +1 shield for +25 points

Adeptus Custodes Frigate 060 points

This ship may add +1 shield for +15 points

Adeptus Custodes Command

Custodes commanders may only embark on Custodes ships.

Adeptus Custodes General Captain 025 points

The emperor finest give a +2 modifier when boarding. When conducting a hit and run attack roll the dice per usual with the +1 modifier. The Custodes player may now pick any result between 1 lower and 1 higher of the result. The General-Captain has a leadership of 10.

Adeptus Custodes Upgrades

Veilbreaker pattern teleportarium 010 points

May only be taken once per Custodes ship

Godstrike Pattern teleportarium 010 points

May only be taken once per Custodes ship

Solblade – Part 3 – Adeptus Custodes vessels

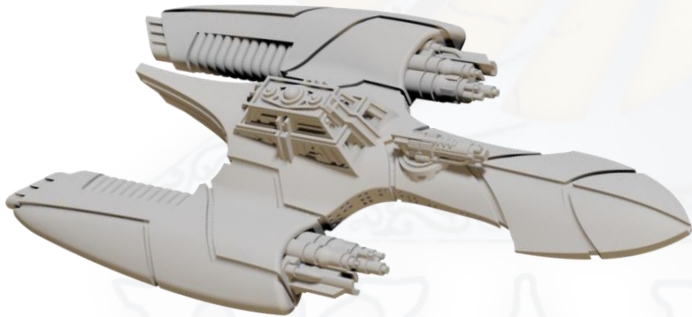
Adeptus Custodes Light Cruiser

140 Points

These vessels came as somewhat of a shock to the Imperial Navy and discussion is tense on how the Adeptus Custodes Acquired these advanced vessels. Their design and power distribution has been attributed to an unknown ancient STC. Which forge world may be responsible for this is also unknown.

The unclassified vessel has been seen to travel at a very high speed, outrunning the Imperial Dauntless Class. Its forward focussed weaponry seems to be of a much higher sophistication as enemy shields seem to be not working when hit by the frontal lance weapon.

This ship is perfect to infiltrate deep into Tyranid held territory.



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	30cm	90°	1	5+	3
Armament		Range/Speed	Firepower/Str	Fire Arc	
Port Starboard Batteries		45cm	3	Front	
Starboard Weapon Batteries		45cm	3	Front	
Dorsal Beam Lance		30cm	1	Left/Front/Right	

Adeptus Custodes Frigate

60 Points

From the onset of the Tyranid invasion the Adeptus Custodes sent out their frigates for reconnaissance and intelligence. And their frigates raised the same question as their larger counterpart the light cruiser: how did the Adeptus Custodes acquire these agile frigates?

Their frontal armament appeared to be a devastating dual lance array. A frigate that excels at sweeping at the edges of the Hivefleet and luring the xenos after them. Only to quickly dart behind them engaging Hiveships at full speed.



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35cm	90°	1	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Prow Lance		30cm	2	Front	

Solblade – Part 3 – Severus Agemman, Captain of the Ultramarines 1st Company

During the Fourth Tyrannic War, Agemman was rapidly dispatched to Segmentum Pacificus to lead a Solblade against the forces of Hive Fleet Leviathan. Battling the tendril Grendyllus in the Bastior Sub-sector, his knowledge on Tyranid-killing given onto him by his friend and brother Ortan Cassius proved invaluable

The Ultramarines Solblade forces of First Captain Agemman came to the aid of Ahbtospar's Folly and are now defending its spaceport from Leviathan's Tyranids. The Space Marines seek to hold the Xenos off long enough for Folly's priority personnel to escape the world.

Accompanying First Captain Agemman on his assaults are his veteran warriors – Terminators, Librarians and Sternguard to name but a few. One weapon at his disposal, however, is the Apothecary Biologis, taking samples of the new Tyranid bio-forms so that more can be learned about them, and new ways to kill them can be found. In this war, information is crucial.

Solblade Agemman Special Rules

Captain Severus Agemman

25 points

Agemman has a Leadership of 10 and 1 re-roll. Any Solblade vessel within 15cm may use the Leadership of Agemman. Furthermore, roll a D6 after each successful hit and run or boarding action. On a 4+ the Biologis found a temporary Tyranid weakness: in the following turn the ship may ignore D3 successful Tyranid attacks (player's choice which one). Agemman can only be taken once.

Solblade vessels of the Ultramarines

They have access to the following vessels

Space Marine Strike Cruiser	145 points
Space Marine Solblade Light Cruiser	115 points
Dauntless Class Light Cruiser	110 points
Nova Class Frigate	050 points
Gladius Class Frigate	045 points
Firestorm Class Frigate	040 points
Sword Class Frigate	035 points

Ultramarines may choose the upgrades as presented in Warp Rift 40.



Solblades – Scenario Five: Ahbtospar's Folly

Rescue

Solblade Agemman must reach the besieged world to set-up an escape route for priority personnel.

FORCES

The Solblade player may choose up to 250 points. *(Historically seen one should use the Solblade Agemman list from the previous page but feel free change this).*

The Tyranid player must choose a fleet of 1500 points. A maximum of two Hiveships may be chosen.

BATTLEZONE

This battle can take place in the Primary Biosphere. Place a medium sized planet on the table as shown on the map (30cm away from a short table edge). The planet has a 5cm thick gas ring at 10cm distance of the planet's edge. Set-up further celestial phenomena according the rulebook or in mutual agreeable fashion.

SET-UP

1000 Points of the Tyranid fleet is set up in a corridor 90cm away from the planet. The fleet is facing one of the long table edges. Roll a D6 to see in which part they are setup. 1-2 = A, 3-4 = B and 5-6 =C.

The remaining 500 points is setup 45cm away from the planet facing the planet.

The Solblade enters the table from the short table edge furthest away from the planet.



FIRST TURN

The Solblade takes the first turn.

GAME LENGTH

The game continues until the Solblade successfully lands on the planet or the Solblade is destroyed.

VICTORY CONDITIONS

The Solblade player must reach the planet with at least one ship. The number of success is dependent on how many points of the Solblade fleet made it: 0-100 make a Leadership test with a -1 modifier to see if it is a success. 101-200 make a Leadership test without modifier and between 201-250 make the Leadership test with a +1 modifier.

The Tyranid player wins if the Solblade is destroyed.

Campaign ideas

In a campaign this scenario could be used to play a variant on Blockade Run for example or even a Planetary Assault variant.

In a dedicated Solblade campaign this game should ideally be followed up by games of Kill Team and Warhammer 40k! To see if the Captain Agamann succeeds in the crucial evacuations.



Solblades – Scenario Six: Do not falter!

Do not falter!

As the evacuation is commencing three Solblades join forces to hold of the Tyranid Hivefleet for as long as possible.

FORCES

The Solblade player may choose up to three Solblade forces of 250 points each. Thus, in total 750 points.

The Tyranid player must choose a fleet of 2000 points. At least one Hiveship must be included. This fleet arrives in three waves.

BATTLEZONE

This battle can take place in the Primary Biosphere. Place a medium sized planet on the table as shown on the map (15cm away from a long table edge). The planet has a 5cm thick gas ring at 10cm distance of the planet's edge. Set-up further celestial phenomena according the rulebook or in mutual agreeable fashion.

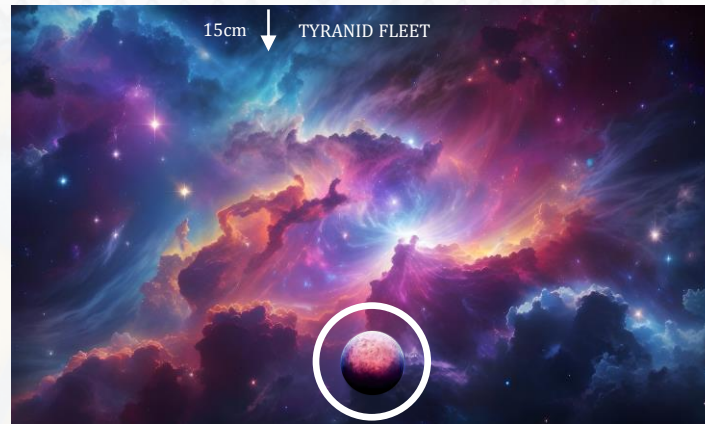
SET-UP

The Solblade player places his Solblades facing any direction no further than 30cm away from the planet's edge.

The Tyranid player deploys 750 points of his fleet anywhere alongside the opposing table edge with a maximum of 15cm onto the table.

FIRST TURN

The Tyranid fleet takes the first turn.



SPECIAL RULES

With the start of turn two the Tyranid player rolls a D6: on a 4+ the second wave arrives. The Tyranid player moves the next 750 points of his fleet from his starting table edge.

If the roll was failed next turn the roll is made on a 3+.

As soon as wave two has entered the Tyranid player starts rolling for the third wave in subsequent turns. Again, starting with the needed 4+ to see if the wave enters the table.

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 Solblade player should last as long as possible. For each 100 points of Tyranids reaching the planet a planetary assault point is scored. Check the table to see the effect:

- If the Tyranid player scores 0-7 points the Solblades have done enough, and the evacuation is a success.
- If the Tyranid player scores 8-14 points the battle on the planet will be long and heavy and only a part of the evacuation was a success.
- If the Tyranid player scores 15-20 points the planet is overrun and the Solblades utterly failed.

Campaign ideas

There are many ways to incorporate this idea into campaigns. Just like scenario five games of Warhammer 40 or Epic Armageddon (yes, the old one ;) may feel the effect of the results.

You could even think of an additional scenario where some transports need to escape the tentacles and massive claws.



Tyranid diorama

by Javier del Rio



Tyranid Diorama

It's a pleasure to be doing this write up on my piece for Warp Rift. I thank all who have taken an interest in my work; it is simultaneously humbling and validating. Cheers and happy painting!

I've been an avid fan of Warhammer 40,000 since roughly 2003, halfway through middle school. While I wouldn't put paint to plastic--let alone even own models--until late 2019, I immersed myself in all aspects of the lore, devouring any reading material I could get a hold of. My first actual tabletop experience was Battlefleet Gothic, by way of my brother-in-law who would let me use his models when list-building fleets for our games. Back then, I only played the Imperial Navy against his Chaos, Eldar, or Necron fleets. The game has always held a particularly special place in my heart, and while I cannot claim to be an avid player, the factions' ship designs and depictions of space battles have always remained one of my favourite things about the Warhammer 40,000 universe.

In November of 2019, I finally started collecting and painting models of my own; specifically, I went about starting an army. After some deliberation I went with Tyranids, as I'm absolutely enamoured with their role as an undeniable existential threat to practically everything but themselves, as well as feeling that they grant me the most creative freedom to experiment with colours and form. Since then, I've been collecting and painting an ever-expanding army of Tyranids with a deliberately involved scheme, patiently churning out alien horrors when I have the time. The army is just one facet of an ongoing long-term hobby project: a homebrew splinter fleet with thoughtfully-crafted lore accompanied by high-quality 2D artwork--both commissioned and my own--arranged into a

hardcover custom codex, thematic display pieces, and a dedicated tabletop board featuring permanent terrain.

I began work on the diorama at the start of February, 2023. It is a depiction of a forward element of my splinter fleet devouring the last, defiant remnants of a Navis Imperialis patrol that was unfortunate enough to cross paths with it. While the piece



would evolve in scope and scale as I progressed through it, the aforementioned description has always been the core of the narrative. I started with three pieces of wood that would act as the bases. I originally went with three because a backdrop was not part of my initial vision for the diorama, accounting instead for an intentionally modular design that could be displayed asymmetrically. I marked where I intended ships and asteroids to be placed, then drilled tight-fitting holes into the wood. After priming the wood black, I set about painting it with a combination of acrylic paint, washes, and inks. The asteroids were made from several wine corks that I tore apart with my fingernails to get nice, irregular chunks. I then took paperclips--the ones that sport a plastic coating

over the metal frame, straightened them out, and cut them in various lengths to use as flight stands for the asteroids. Even after finishing the wooden plates, I would go back and fill in holes from defunct placements or make new ones to fit new asteroids periodically throughout the piece. While I hope to make a sloped backdrop painted to match the base in time for Adepticon 2024, the rest of the diorama is effectively finished.

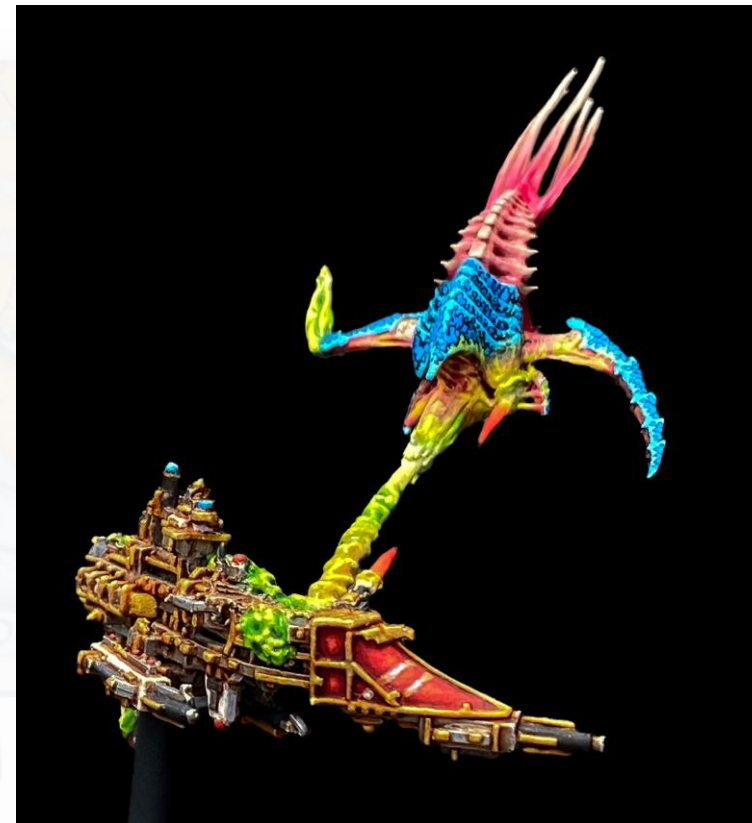
I made it a point to only use bioship designs that have been depicted in official material, as I wished to aesthetically root the diorama in canon as much possible; several of the ship designs are taken from Battlefleet Gothic: Armada 2, which feature my favorite Tyranid designs and what I believed would be the most recognizable. I was able to find files for them on Thingiverse and--thanks to a good friend who generously agreed to my request--print them out. I gave him the URLs of the files I'd like to see printed and in a few weeks, he got back to me with what he printed. After fiddling about with the scaling, he handed them off to me along with all the 'failed' prints and bits that came out of the whole endeavour. Even the bioships that were considered successful prints came in pieces that needed to be joined, with some bioships having different scaling across their constituent parts. In truth, every Tyranid vessel in the diorama required a moderate to significant amount of epoxy putty to get pieces to fit snugly and overcome shortcomings from the 3D printing process. The bioships I asked to be printed were the Vanguard Escort Drones, Devourer Cruisers, the two Hive Ships, about a dozen or more Tyranid mines and boarding craft. Sadly, many of the boarding craft would not make it into the final piece as so much as a wayward glance proved enough to disintegrate them. Despite the casualties, four boarding craft managed to make it into the diorama and fill out the space in a meaningful way.

Tyranid Diorama

About halfway through finishing the vessels I had planned for the diorama, I began to question if my original configuration of the ships flowed properly and began to experiment with different placements for them. It is at this time when I started to take a closer look at the rejected prints to see if I could put them to use. From one such print came the inspiration for the duel between the 'Firestorm' variant of the sword-class frigate and the Vanguard Escort Drone. The intention was to depict both ships in their death throes: a frigate firing a final, retaliatory shot at an escort drone as its frame is finally

buckled from the impact of the pyro-acidic battery hammering into it. For this, I selected a drone that was almost perfect but smaller than intended and turned its minor deficiency into battle damage using epoxy putty to mimic ichor spewing from a severed limb. The pyro-acid splashed all over the hull of the Firestorm is a combination of PVA, super glue and epoxy putty, with the core of the gout connecting the two ships to each other being formed from a straightened paper clip. The turret on the frigate was sawed off and glued back on facing the drone. The muzzle flash, round, and point of impact is epoxy putty.

Working on the duel opened my mind to the possibility of adding to the configuration, and I began scouring the internet for iconic Tyranid bioship artwork once more. I landed on two older designs; a 'Stalker' Escort Drone from one of the early publications of White Dwarf and a nameless one that makes a singular appearance in a piece of 5th edition artwork, though is often attributed to being a possible depiction of a Tyranid Narvhal. Both of these vessels lent themselves well to what I had available from both the failed prints and my own collection of bits. For the Stalker Drone, I attempted to work a bit of the new aesthetic direction into the design, particularly the concentrically layered double set of flagella found at the rear of most bioships for motility. In all other aspects, I attempted to match the most appropriate bits I had as closely as I could to the original design. The piece features bits from the hive guard, warrior, carnifex, and venomthrope kits. Almost no epoxy putty was involved in this one; the bits were largely conjoined and reinforced using sprue goo--Tamiya plastic cement mixed with sprues from used kits, with cut paper clips forming the wire skeleton that held it all together. Staying true to its narrative as an aggressively territorial drone that swarms around the larger hive ship and lashes out in a frenzy to anything that draws near



it, I had it firing a double payload of pyro-acidic batteries at the dying Dauntless Cruiser despite its obviously forlorn fate; the payloads being made from stripped paperclip and epoxy putty. I placed one of the larger asteroids close to the drone and employed OSL to tie the model narratively to the board in some capacity. The second ship; what I originally deemed to be the Narvhal, features bits from the hive guard, venomthrope,.

Tyranid Diorama

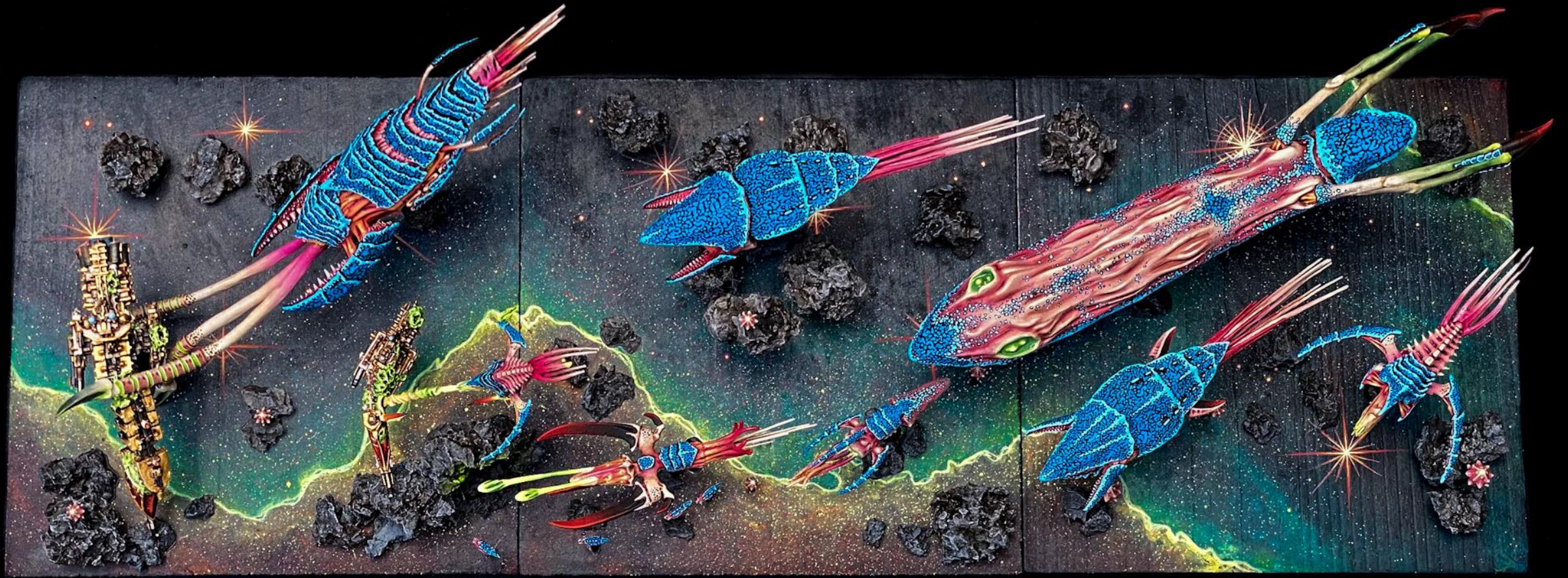
hormagaunt, and warrior kits. The triplicate claws on the front are bits leftover from mangled escort drone prints. The mass of writhing tentacles at the "mouth" of the ship was sculpted with epoxy putty.

The BFGA2 hive ship clutching the dying Dauntless-class cruiser is inspired by 'The Ancient One', an enormous Tyranid mothership that appears in the game and is known for being notoriously difficult to defeat. The colossal tentacles at the mouth of the bioship are toxicrene tentacles I shaped by leaving in boiling water for a short amount of time and bending in the direction I wanted. The hive ship was originally completely hollow on the inside and needed to be filled in with epoxy putty. the largest bio-ship of the diorama is modeled after an old but iconic design first featured in a supplementary expansion to the tabletop version of BFG: 'Battlefleet Gothic Resources - The Harvest Fleets: Necron Vessels'. The ship was printed in two halves that had to be sanded down and joined together using epoxy putty, though not much else was necessary prior to painting.

Both the Imperium ships present in the diorama are the original pewter ships from the old line; the very same ones my brother-in-law allowed me to use in my earliest games and now graciously donated to my passion project. Given my fondness of those halcyon days, stripping them of their original Gothic livery and deliberately maiming them gave me a touch of melancholy, admittedly. I decided to go with the battlefleet colors depicted on the original box art, which I believed at the time to be Battlefleet Koronus or Battlefleet Ultima, though was informed later on that it closely resembles Battlefleet Armageddon as well. Battle damage from pyro-acidic batteries was sculpted by covering the area in question with PVA glue, then placing drops of super glue on the PVA--this will cause it to shrink and deform.



Tyranid Diorama



Tyranid Diorama



Scholar Tacticus

by FunkfuMaster

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Image by Eliaz

Scholar Tacticus – Lesson 305: Light Cruiser Strategy and Tactics

++ SChOLAR TACTICUS GOTHIC ++

++FLEET WARFARE COMMMAND COURSE++

++SESSION 4120+M41.345+PORT MAW++

++TACTICAL DOCTRINE – BFG: REMASTERED++

++FLEET INTELLIGENCE DATABASE – BFGXR++

++LESSION-305++RECORDING TRANSCRIPT++

++LORD ADMIRAL PELLEW PRESIDING++

Commodores, Captains, good evening. Now that we have concluded with ships of the line manoeuvring and firing patterns, it is time we faced the realities of fleet campaigning and sorties.

The hard truth of campaigning in any segmentum, and in particular the Gothic Sector, is that you as fleet commanders will never have the ideal resources and force elements you require in order to meet your objectives. Cruisers are expensive and time consuming to construct and maintain, and with the limited allocation to task group commanders for any one mission (points cost) you will not always have every class of ship you desire in your force. Battleships are an even rarer commodity and must be apportioned very sparingly and suitably protected to justify deployment.

Conversely, escort squadrons for all their tactical value, which will be covered in another module, do not have the endurance and defences to survive on the battle line and remain combat effective under sustained fire.

This is where the necessary paradigm of the light cruiser has emerged. Notably cheaper and simpler to produce than their larger siblings, they none-the-less have far more resilience than their equivalent in escorts.

In their patrol duties light cruisers can operate far afield independent of support, however it's their utility in fleet engagements that we will focus our discussion today.

The available light cruiser types available across our Lord Emperor's fleets are varied, however largely fall into two broad categories based on their characteristics and utility.

SQUADRON LEADERS

Designed to keep pace with escorts ranging into the flanks of an engagement, the ubiquitous *Dauntless* class is a common sight in every fleet. Our comrades from Battlefleet Bakka also make use of the legacy *Siluria* class gun cruiser.

With speed and manoeuvrability equal to our Frigates, both can lend their firepower to an escort squadron's strike runs. Sublight drives have been significantly enhanced, allowing for bursts of velocity to enable flanking positions.

It is unfortunate that our command structures prevent a light cruiser from integrating directly into an escort squadron, however coordinated attacks are still very effective if timed accordingly.

Dauntless are particularly apt in delivering significant ordinance salvos into a target or striking the killing lance strike after supporting escorts have knocked down shields. Their side armaments are lacklustre at best however so frontal vectors are preferred unless operating in a squadron.



The *Siluria* class *THEBES* knocks down the defences of the condemned heavy cruiser *INJUSTICE*, as *Firestorms* line up the killing lance strike.
(image: FunkFuMaster)

Siluria on the other hand are pure gunships, able to bring a weight of shot equal to a Tyrant class onto one broadside. They excel at whittling down target defences, allowing lance armed escorts to strike at unprotected hulls. Encircling manoeuvres are best on the flanks of the escort squadron. Conversely to the *Dauntless*, this class struggles against frontal targets with only small portion of its armament in a turreted configuration.

Both platforms are also capable of limited teleport strikes, preferably at targets already weakened in the coordinated attack. The risk however is that this exposes them to close range counter fire for which their lighter armour and shields are less able to deflect.

Scholar Tacticus – Lesson 305: Light Cruiser Strategy and Tactics

The manoeuvrability of these classes comes at a cost however, with the heavy prow armour that the battle line relies upon being sacrificed for the additional velocity. As such stationing in the battle line for frontal assaults should be avoided, or at the least on the flanks, where they would not be the priority target, and they can potentially use their speed advantage to pincer.

Turret defence is also lacklustre, as such they are vulnerable to strike craft and torpedo strikes, unless they are closely protected by supporting escorts or squadmates. These classes operate exceptionally well when squadroned together, either in like pairs or mixed. Paired up, they can

concentrate broadside attacks and a *Dauntless* squadron's frontal lance attack or combined torpedo salvo can be devastating. A full broadside from a pair of *Siluria* class can match a battleship for weight of shot.

CRUISER ESCORT

If the *Dauntless* and *Siluria* can be considered oversized escorts in their role, the other subclass can be considered an undersized ship of the line.

The *Endeavour* class and her variants are an ancient design, harking back from Segmentum Solar and the great crusades. In comparison to their lighter siblings, this family of designs boast

frontal armour equivalent to a full cruiser, at the cost of reduced velocity and manoeuvrability.

(Horizon's note: in the official rules the Voss Class Light cruisers can choose to have either a 6+ prow and 45 degree turns or a 5+ prow and 90 degree turns).

This reduction reduces their utility in independent action; however, it lends itself well for close escort of cruisers and battleship who share these characteristics.

This class is suited to provide defence in depth to battleships, drawing fire and harassing potential threats to those precious few behemoths.

However, assigned as close escort to a particular cruiser for an engagement is where this class excels. With similar command configurations, light cruisers and cruisers can integrate into ad hoc squadrons, closely coordinating all aspects of manoeuvres, fires and orders.

Common to all three variants, the light torpedo armament is lacklustre by itself, however when in close escort to a torpedo armed cruiser can notably enhance the salvo. The heavy prow armour affords the class a place on the battle line during frontal charges. The light dorsal weapons emplacement can also lend its fire to any broadside salvo of its parent.

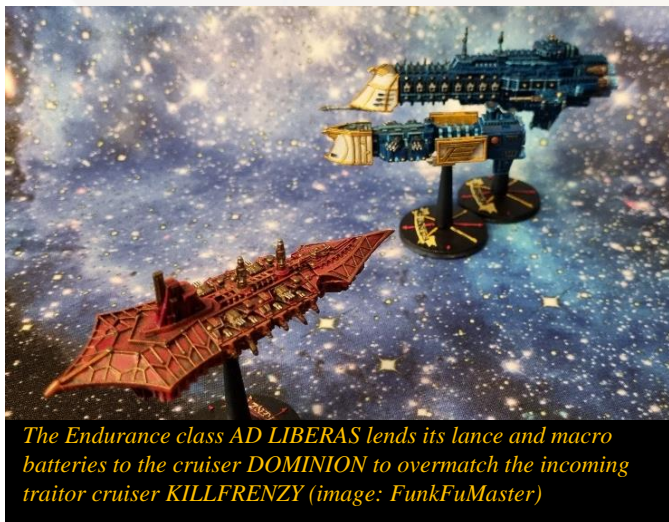
The *Endeavour* base class is a gunboat similar to the *Siluria*, with a significant broadside weight of fire at standard ranges. Dependant on the threat, it is best paired with either lance armed classes such as *Lunar* or *Gothic* to knock down heavily shielded opponents' defences. Alternatively, against the dreaded Xenos of the Eldar, supporting heavy gunships such as



Dauntless cruisers from the 67th Patrol Group execute a lethal torpedo run against a Ork Battlekroozer (image: FunkFuMaster)

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Tyrant, Dominator or Overlord classes provide devastating broadside attacks.



The *Endurance* class, rarer than its sister, sports a lance armament equivalent to a Lunar class. It is best paired with macro battery platforms to lend lance strikes whilst enhancing the main salvo.

Pairing with Gothic is less effective as the lack of supporting macro batteries leaves the light dorsal armament sub-optimal. This class is designed for heavily armoured opponents and employment against the holofields of the Eldar should be avoided.

The final variant, even rarer, the *Defiant* is an excellent in its role escort carrier. On its own, it can range fighter

defence to support convoys and protect other lightly defended vessels. When attached to another fleet carrier it comes into its own. Massing its strike craft together, it can form strike packages of such weight that can threaten even enemy battleships. It can also complement the shortfalls of the Dictator and Mars marginal macro batteries. However, if the parent carrier is Nova Cannon armed the utility of the *Defiant's* torpedo launchers is somewhat negated.

All three variants, in the role of close cruiser escort, can also lend themselves very effectively to teleport attacks with their parent cruiser, and also greatly support boarding



actions enabling close in action on multiple fronts against an overwhelmed target. They are also well defended against opposing boardings with their bottleneck design enhancing the defences on board.

The *Endeavour* & *Endurance* class can also operate effectively when squadroned together, with two able to bring broadside firepower to bear equal to any cruiser and with greater defence. The exact makeup of the squadron can be tailored to the threat, be that macro cannon, lance or a mix for ubiquity.

The *Defiant* is of less utility in a light cruiser squadron, unless massed together to provide sufficient strike craft to an attack wave.

Turret defence is significantly improved compared to the Squadron leader classes, and when massed together provide a significant deterrence against all but the heaviest strike waves.

A NOTE ON THE ADEPTUS MECHANICUS

The Explorator fleets of the holy Adeptus Mechanicus also utilise the *Endeavour* class and its variants for escort duties to protect the even rarer and precious cruisers and Ark Mechanicus. As such, the Tech priests have enhanced the self-protection defence turrets of the class considerably against the threat of enemy ordnance.

Several divisions have also been retrofitted with turreted lance armament in place of their torpedo bays. This synergises well with the Explorator fleets propensity for nova cannon armed cruisers in place of the torpedo launcher of the Navy. With the lack of Squadron Leader classes, this flexibility frees up the cruiser escorts to increase the range of defence, not requiring

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to remain in close escort to combine salvos. Combined with the myriad of unique upgrades that the Mechanicus installs on their ships, this allows each light cruiser greater tactical flexibility.



\\Explorator fleet Endeavour class

(image BFG: Armada II)

FORCE DISPOSITION

Tonight, so far, we have covered the tactics that suit the strengths of the light cruiser and mitigate some of their weaknesses. With that in mind, you can now better prepare your force apportionment requests with fleet command to achieve your mission objectives with greater efficiency.

The current force in being of most sector battlefleets sees a light cruiser to cruiser order of battle ratio of roughly two to one. As such you should consider your requisitions in these terms. Can a detachment of light cruisers better achieve the objective than a single cruiser?

The flexibility that the enhanced command and control that a cruiser, even a light cruiser, over an escort squadron has means that you can alter your force disposition at the opening of battle easily.

Dependant on the mission and the battlefield you fight, you may determine whether the light cruisers in your force should operate independently, in squadrons together in the roll of squadron leaders, or attached to your primary capital ships as cruiser escort.

As mentioned previously, a detachment of light cruisers can even satisfy the force protection requirements that fleet regulations demand for the safe and effective deployment of battleships, enabling a more flexible deployment as Light cruisers can enable the protection of such a precious fleet asset where normally a division of cruisers would be required.

ADDENDUM: ADEPTUS ASTARTES

As we are graced with the presence of several Ship Masters from the holy chapters of the Adeptus Astartes, a short treatise on the integration of the *Vanguard* class cruiser is in order. Whilst designated a strike cruiser in line with the mandate of the codex restrictions, the *Vanguard* carries an armament more in line with a conventional Navy light cruiser, albeit benefiting from the blessed construction and resilience that the Chapter fleets can afford.

Sacrificing its capability to support planetary assaults and bombardments, this class is designed to escort and support the larger strike cruisers and battle barges and intercept enemy fleet targets during an assault. Boasting

enhanced weapon batteries, torpedo launchers and a small flight bay, the *Vanguard* is best utilised in like squadrons, where combined fire and ordinance salvos can soften up a pursued target prior to a coordinated boarding. Indeed, several chapters, such as the Space Wolves excel at this strategy, with their *Vanguard* squadrons, along with their escort squadrons, trained, specifically in this aggressive boarding tactic.

CONCLUSION

Whilst everyone in this room aspires for the command of a Battleship or Battlecruiser leading a cruiser division, the realities dictate that you will in your future commands rely heavily on the ubiquity of the Light Cruiser. Many of you who have come from cruiser command may already owe your lives, and that of your crew, to the actions of a brave escort captain shielding you from that fateful torpedo or striking at the flank of an oncoming fleet.

Now, that concludes this evening's seminar class. Next session we shall cover an intelligence briefing on the light cruiser employment within the heretical traitor fleets and Xenos races. Off to the Wardroom with you, I have heard the Lord Admiral Ravensburg is visiting and has uncasked a batch of the M38 Port Maw void-aged Burgandy.



The Vanguard light cruiser STIKLESTAD, supported by Gladius frigates, performs an aggressive boarding action against a stricken Eldar cruiser

(image: FunkFuMaster)

Campaigning through the stars: Orks by Fr05ty



BATTLEFLEET
GOTHIC


WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE
BATTLEFLEET
GOTHIC
ARMADA

Image from the Armada Videogame

Campaigning through the stars: Orks

Last time we went through the rules for the poster boys of 40k, and now we're bringing you the rules for the funniest, greenest, most random bunch in 40k: the Orks! Orks have an interesting relationship with authority and empire-building, distrustful of every other Ork and believing themselves to be the ones who should be leading, however this has not stopped them from being ferocious pirates plaguing the cold void, like Kaptin Badrukk, or from establishing massive empires, like the Ork Empire of Octarius. Your Orks could be the newest threat to plague the system, whether as a Freebota band raiding from your hidden base or as the leader of a nascent Waaagh! eager to conquer the system.

Today I'll aim to provide you with the full complement of rules that you'll need to make sure your Orks get their campaign going!

Orks in a campaign

There's something that will sweep through the galaxy, it's green, it's mean and it's chanting with a grin! The Green Tide cannot be contained, it can only be delayed, and here your mighty Ork boss will get an Admiral progression table, updated refit tables, clarified rules for their behaviour and even a couple of tables to appeal for support.

General rules

Orks follow the usual rules for a campaign, being capable of behaving as a conquering fleet (an Ork Waaagh!) or as a pirate fleet, though in both cases that must be announced when the campaign starts.

Pirate Fleet Rules

Fleet Size

Your starting fleet size is 1500 points (or 75% of the starting points value that has been agreed for conquering fleets in this campaign).

Fleet Lists

Most Ork pirate fleets should be represented by using the Cyclops Cluster Fleet List or Da Ork Clanz Fleet List, but you should feel free to use other lists if you feel it appropriate!

Pirate Base

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the Hunter, Prey scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The space hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the space hulk.

Appeals

An Ork pirate fleet uses the Ork Pirates Appeal Chart.

Waaagh! Fleet Rules

Fleet Size

Your starting fleet size is 2000 points (or the starting points value that has been agreed for conquering fleets in this campaign).

Fleet Lists

Most Ork Waaagh! fleets should be represented by using the Ork Waaagh! Fleet List or Da Ork Clanz Fleet List, but you should feel free to use other lists if you feel it appropriate!

Ork Infested planets

Many worlds are Ork infested to such a degree that can never truly be recaptured. To represent this, there is a new system type, Ork Infested worlds (I). An infested world is useless to anyone other than an Ork player, and hence counts as uninhabited to these players. If an Ork player controls an infested system he may count it as a civilised world. However, since these worlds represent what are in all likelihood the ancient tribal grounds of many of the Ork commanders, their loss would prove a terrible blow against their own Orkish renown. If an Ork player loses a battle in one of his own infested systems, all minus (-1, -2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.

Appeals

An Ork Waaagh! fleet uses the Power of the Waaagh! Appeal Chart.

Campaigning through the stars: Orks

Promotions

Your Admiral will surely appreciate being called by their proper title, as many a life has ended after calling the Boss the wrong title!

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

Ork commanders behave like a Warlord for the fleet list that's been used to build the fleet, thus gaining their respective boarding bonuses and restrictions.

The upgrades earned by the Ork commander from the Ork Promotions Table must be applied to the Ork commander's flagship, and they must be selected from either the Warlord's upgrade list or the Gubbins list (whichever is available in the fleet list).

Renown	Title	Ld, notes
1-5	Nob	1 re-roll
6-10	Big Nob	2 re-rolls
11-20	Boss	2 re-rolls, 1 upgrade
21-30	Big Boss	3 re-rolls, 1 upgrade
31-50	War Boss	Ld +1, 3 re-rolls, 1 upgrade
51+	Warlord	Ld +1, 4 re-rolls, 1 upgrade



Campaigning through the stars: Orks

Refits

Ork Meks are constantly tinkering with their technology, producing better and more powerful systems. The process of developing this technology is not straightforward, and most definitely not safe!

The refit tables are for use by any capital ships in an Ork fleet (remember that Roks and Hulks are NOT capital ships). It is not for use by escorts (except if you've rolled Dey're Egsperimental in the Ork Pirates Appeals Table). Ships that cannot use the refit rolled for whatever reason may re-roll the result, such as not being equipped with gunz, attack craft, etc.

Ork 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	Improved Engines: The Mekaniaks have improved the efficiency of the ship's engines to an astonishing degree. The ship rolls an extra 2D6 when on All Ahead Full! special orders.
2	A Bigger Red Button: The Mekaniaks have installed a switch next to the Red button. This channels a short burst of extra power to the engines. Once per game when you use the All Ahead Full special orders, you may double the result of the dice roll to see how far you go. You must travel this FULL distance.
3	More Thrusters: Additional thrusters have been placed all over the ship, enabling the ship to make an additional turn after traveling the minimum distance (i.e. 45°/90°).
4	Silent Running: The Mekaniaks on board have installed special relays (hammers) to shut down the engines quickly (knock-out the Gretchin). When rolling to disengage add +2 to the Leadership value.
5	Kustom Force Field: The Mekboys have managed to improve the shielding systems with a little tinkering. A ship with this refit may ignore the movement penalty for Blast Markers in contact with its base, or it travels through (including gas clouds and other celestial phenomenon).
6	Painted Red: While the ship was being repaired the Meks decided it needed a new coat of paint. Due to the Ork belief red ships go faster, increasing the ship's speed by 5cm. Note the model must be painted red to get this benefit.

Ork 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 Tellyportas: Orks are the undisputed masters of Tellyporta Teknologuee, and have been able to improve this ship's Tellyporta to carry extra boyz. Add +1 to all hit-and-run attacks made by the Tellyporta.
2	Extra Armour Plating: The Mekboys have been to work welding extra metal plates all over the ship. This has had the effect of increasing the ship's damage by 25%, but decreasing its speed by 5cm.
3	Fire Grots: Due to an efficient and terrifying (for the Grots) training regime, a group of Gretchin have been taught how to fight fires with maximum efficiency. Fires are extinguished on a 5 or 6 roll to repair in the end phase, but normal damage is still repaired on a 6.
4	More Shields: If one is good two must be better, the Mekaniaks have added a shield to this ship.
5	Ram Spike: At the Kaptins' order, the Mekaniaks have welded a huge ramming spike to the front of the ship. Due to the extra confidence this spike gives the Krew add +1 to leadership when rolling to ram.
6	Overloading the Shield Generators: Mekaniaks on board have put in switches, buttons, and lots of flashing lights, which somehow allow them to enhance the shield output. For each hit against the shield's roll 1D6, on a 6 the increased shielding absorbs the hit and it is ignored, placing no blast marker. On a 1 roll a further 1D6, on a 6 take a critical hit. As the power meant for the shields overloads another system.

Campaigning through the stars: Orks

Ork 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	Skill
1	Weirdboy Tower: During the last battle, the power of the Waagh was too much for one of the boyz on board and he manifested strange powers. Always inventive they have chained the new Weirdboy up and are using him as a weapon. The Weirdboy is the equivalent of a Strength 1 Lance, with a range of 15cm and a firing arc of Front/Left/Right.
2	Kans: The Kaptin ordered the Mekboyz to build Kans to aid in the loading of torpedoes and the readying of attack craft. The ship adds +1 to its leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).
3	Dakka Central: The Mekboys have been able to rig all of the ship's weapons through the Dakka Central. This allows the Orks to still fire with enthusiasm while the ship is performing special manoeuvres and still hit. While on special orders, the ships firepower is reduced by 25% (rounded up) rather than halved.
4	Mad Bombers: The particularly foolhardy Ork pilots from this ship push their Fighta-bommas past the known limits of Ork Technology. Rather than rolling D3 for the number of hits against ships, these Bombers may roll 1D6.
5	Grot Targeters: The Mekaniaks have installed display screens which show the enemy ships as Grots. As Orks have practiced from a very early age how to hit Grots, all of the firing by weapons batteries now benefits from a left column shift on the Gunnery Table (before any other modifiers for blast markers or range).
6	More Dakka: The Mekaniaks have been adding guns all over the ship, increase the Turrets value by 1.

Ork 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	Shooty Boyz: These boyz are attempting to aim their weapons.. 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	Bigger Hammers: Mekboys are able to get nearly anything working again, when they believe they are employing the correct tools and this ship has just received a new supply of hammers. The Ork ship may always repair at least one critical hit per turn, excepting those that may not be repaired. Note: escorts may re-roll this result.
3	Well Trained Grots: The Slavers responsible for Gretchin reloaders have trained them well. If the ship/squadron attempts to Reload Ordnance, you may roll 3D6 and discard the highest die. Note Ships/Squadrons without ordnance may re-roll this roll.
4	Asteroid Pilots: These particularly foolhardy Ork pilots believe they can pilot their ships anywhere, including asteroid fields. Using this skill, ships travelling through Asteroid fields on All Ahead Full special orders roll 3D6 and pick the two lowest. Escorts still get to re-roll this as usual. If the test is failed while using this skill, the ship takes 1D6+1 impact hits from Asteroids (ignoring shields).
5	Loyal Krew: The Orks on board this ship look to the ship's/squadron's Kaptin with unusual loyalty. Once per game you may re-roll a failed Leadership or Command check.
6	Loudhailer and Big Stick: Due to the effectiveness of the Kaptin's training methods, the Krew is able to work together with unrivalled efficiency. Once per battle the ship may automatically pass a Leadership test or Command check without rolling any dice.

Crew Skills

Ork krews are disorganised rabble eager to fight, but even among them, there are individuals and crews that simply excel at their roles.

Ork ships may use the following table when rolling for Crew Skills.

Campaigning through the stars: Orks

Appeals

Warlords can try to command their subordinates to assist them, though that does not mean that any Orks will follow those orderz.

Ork Waaagh! fleet players may roll on the Power of the Waaagh! Appeal Chart, while Ork pirate fleet players may roll on the Ork Pirates Appeal Chart.

POWER OF THE WAAAGH! APPEAL CHART

2D6 Roll	Result
2	Look wot I did Boss – changed your Kroozer! Your flagship is changed into a randomly decided different class of kroozer. Follow the steps in the Krooza Tinkering Table below to figure out what that ship will be! Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Ld for the next battle only.
3	Pillagin' . You may add up to 1 kroozer or squadron of escort to your roster for each system you control. Each unit you add forces you to reduce the grade of a system as follows: Forge becomes Mining, Civilised becomes Agri, all others become Uninhabited.
4	Lootin' . For each hulk you captured last scenario you may give one of your kroozers Looted Torpedoes or Extra Power Fields.
5	Oddboyz . For each civilised system or hive world you control you may give one of your kroozers any warlord upgrade except Looted Torpedoes or Extra Power Fields.
6	Dis is my ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry.
7	Take us wiv ya . A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier.
8	We iz gonna protect ya . An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign.
9	'Ere we go, 'ere we go, 'ere we go! Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign.
10	We iz da best! The boyz are filled with the spirit of the Waaagh! You win any dice rolls which are drawn during your next campaign turn and battle
11	We iz gonna liv 'ere . One uninhabited system you own becomes an agri-world, or an agri-world you own becomes an Ork Infested world.
12	Waaagh! The next time you are the attacker in a battle you may nominate two systems to be attacked. The battle will be 1,500 to 2,000 points. If you win you can claim both systems. If your opponent wins he can claim one neutral system.

ORK PIRATES APPEAL CHART

2D6 Roll	Result
2	Look wot I did Boss – changed your Kroozer! Your flagship is changed into a randomly decided different class of kroozer. Follow the steps in the Krooza Tinkering Table below to figure out what that ship will be! Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Ld for the next battle only.
3	Dey're Eggsperimental . The Meks have been practising on the little ships. Every vessel in a random escort squadron receives D3 refits!
4	We Can Make Sumfin' Wiv Dis Hulk . Add a new kroozer or escort squadron to your registry. It has an improvement and a side effect generated from Secret Ploy number 3 on the Sub-plot table. However it currently has 0 Damage points and will need to be repaired. You must have the model(s) to represent it.
5	Da Meks Work Overtime . Add D3 extra Repair Points for each kroozer.
6	Dis Is My Ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry.
7	Take us wiv ya . A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier.
8	We iz gonna protect ya . An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign.
9	'Ere we go, 'ere we go, 'ere we go! Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign.
10	Dere's Go-Fasta Juice In Dese Big Rocks . You come across an unexpected supply of fuel and the fleet fills up. For the next battle only all ships add an extra D6 when on All Ahead Full orders.
11	Dese 'Oomie Torps Ain't Blowed Up Yet . You come across a battle site and loot it of unexploded torpedoes. All of your ships can re-roll the size of their torpedo salvos for the next battle only.
12	Da Boyz 'Ave Found A Planit . Gain control of an Ork world adjacent to your Pirate Base. This counts as a Penal Colony and can be discovered like a Pirate Base and captured.

Campaigning through the stars: Orks

Kroozza Tinkering Table

Roll a D6 to find out what ship size category the kroozza will belong to! The starting size is that of the current ship that's being replaced. The sizes are (in order of bigger to smallest): Battleship, Battlekroozza, Kroozza, Lite Kroozza. You may not get a ship size that wouldn't be allowed in the fleet list (either because that size is not present in the list, or because the fleet restrictions wouldn't allow for it), if the roll would result in such a size being selected, re-roll that.

Once the ship size has been determined, choose a random ship of that size from the fleet list to be your new Kroozza!

D6 Roll	Result
1	The Meks have screwed up! Reduce the size of the Kroozza by 1 step.
2 - 4	The Meks have shifted stuff around and given the ship a brand new gob! The Kroozza's size is unaffected.
5 - 6	The Meks have outdone themselves! The Kroozza's size is increased by 1 step.

Conclusion

Hope you enjoy these new additions for the Ork campaign experience, they really do have some quirky things up their sleeve! Please let us know any feedback you have, and WAAAAGH!!!



Fleets of the Badab Void War

by Cpt. Ardias



Image by James Threlfall <https://www.instagram.com/gothicgarnish/>

Fleets of the Badab Void War

About a month ago I started on an epic adventure for myself: re-writing the two greatest Imperial Armour books ever written: The Badab War Books 1 and 2. The Lore of the Badab war has always enraptured me. I couldn't afford the books when they came out, and by the time I could afford them they were long out of print. I did this mostly as a personal project, since I think very few people will agree with my philosophy or the changes I've made... but I like it, so I've been having fun with it.

When I asked Horizon for a review of the book, he mentioned that I could very easily pull out just the original Badab War vessels and fleet lists. Unlike my rewrite project, these are pulled straight from the book with rebalanced points costs and replicated fluff so that people can have access to these legendary ships.

The Points system is what I assume will be the most controversial piece. I have pulled system balance philosophies from several modern sources and woven them into my own system that I hope will play as 'balanced' as possible for folks willing to be good stewards of their forces and their opponent's morale. Aside from the Vanguard Cruiser (pulled from the published points updates on the discord), I've applied an algorithm I built based off existing Human ships from across all the books. The spreadsheet is a ton of fun to play around with, and has some interesting differences in calculated points compared to where the community has arrived at after the many years of hard work, they've put in.

I'm not going to say that just because I used math that it's better than what's been published, or that the points values below are perfect, but it's a proposal that I'm pretty happy with and would like folks to play around with and respond to.

I didn't include my calculated points for the Vanguard Cruiser for one very important reason: although my algorithm feels close for almost every ship released so far, it is wildly different for Space Marine Strike Cruisers. My algorithm points them out way higher than fan points, and I'm not exactly sure why. I've approached the problem from a few different angles, and the thing that fixes the algorithm for Strike Cruisers breaks the algorithm for Space Marine Cruisers and Battleships.

It's a fun little oddity that highlights the philosophical difference between bespoke points and algorithms.

For anyone wanting to use these in a campaign, I'll note that the Badab campaign doesn't have permanent destruction of unique ships. *The Night Hag*, *the Nicor* and the *Raptorus Rex* are vital to the narrative of the Badab War and come back even when 'destroyed' in battle. There's also a lot of talk about how focused both sides were on boarding actions and attempting to capture ships.

It could be an interesting shift in tactics for players of a Badab War campaign to limit the shooting and destruction of ships, and focus on attempting boarding actions and 'capturing' enemy ships. Theoretically, both sides are 'loyal' to the Emperor, and this is an unfortunate failure of internal diplomacy rather than all-out-war against Chaos...

Horizon's note: as soon as Captain Ardias has a finished version available Warp Rift will have the link to it as well.



Fleets of the Badab Void War

Maelstrom Zone Loyalist Fleet

Commanders:

- 0-1 Fleet Admiral (Ld 8).....50 pts
- OR Space Marine Master of the Fleet (Ld 10).....75 pts
Both begin with a single reroll, and may purchase up to 2 additional rerolls
 - 1 re-roll.....+25pts
 - 2 re-rolls.....+50 pts

Capital Ships

- 0-1 Retribution Class Battleship
- 0-1 Other Imperial Navy Battleship of any type
- 0-5 Space Marine Battlebarges
- The Raptorus Rex
Any Battlebarge or the Raptorus Rex may also purchase a Terminator Boarding Party for +50 pts

Grand Cruisers and Battlecruisers

- 0-2 Imperial Navy Grand Cruisers of any type
- 0-3 Imperial Navy Battlecruisers of any type
- The Nicor
The Nicor may purchase a Terminator Boarding Party for +50 pts

Cruisers

- 0-10 Imperial Navy (light) Cruisers of any type
- 0-10 Space Marine Strike Cruisers
- 0-4 Space Marine Vanguard Cruisers
- 0-2 Adeptus Mechanicus Cruisers or Light Cruisers

Escorts

- Any number of Imperial Navy Escorts of any type
- Any number of Space Marine Escorts of any type



Maelstrom Zone Secessionist Fleet

Commanders

- 0-1 Secessionist Commander (Ld 9).....60 pts
- OR Space Marine Master of the Fleet (Ld 10).....75 pts
Both begin with a single reroll, and may purchase up to 2 additional rerolls
 - 1 re-roll..... +25pts
 - 2 re-rolls..... +50 pts
- The Tyrant's Flag: One Battlebarge in the fleet may carry the Tyrant Himself. In this case that ship (and that ship only) gets one free re-roll per game turn and begins with Ld 10 for 100 pts

Capital Ships

- 0-3 Space Marine Battlebarges
Any Battlebarge may also purchase a Terminator Boarding Party for +50 pts

Grand Cruisers and Battlecruisers

- 0-1 Imperial Navy Grand Cruisers of any type
- 0-4 Imperial Navy Battlecruisers of any type
- 0-1 Rogue Trader Cruiser
- 0-1 Carsdinal Class Heavy Cruiser
- 0-1 Chaos Acheron Class Heavy Cruiser
Note: counts as a Space Marine ship for all intents and purposes
- The Night Hag
may purchase a Terminator Boarding Party for +50 pts

Cruisers

- 0-6 Imperial Navy Cruisers or Light Cruisers of any type
- 0-10 Space Marine Strike Cruisers
- 0-4 Space Marine Vanguard Cruisers

Escorts

- Any number of Imperial Navy Escorts of any type
- Any number of Space Marine Escorts of any type
- 0-4 Rogue Trader Escorts
- 0-5 Chaos Infidel Class Raiders
- Armed Freighters
Up to 1 in three ships may be Armed Freighters. Destruction of these do not count towards enemy victory points.

Fleets of the Badab Void War

Space Marine Vanguard Cruiser

120 points

A notable variant of the basic Space Marine Strike Cruiser role, Vanguard Cruisers are often refitted vessels rather than built to their task. They are intended for long range independent operations, often serving as the eyes of a Space Marine Chapter fleet itself or as a heavy escort vessel, although they are less capable in a planetary assault role by this re-purposing of design. Not all Space Marine Chapters utilize or designate their vessels this way, and those that do are more commonly entirely fleet-based Chapters who have need of such vessels, often operating beyond the Imperium's borders and without any assistance from the Imperial Navy.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25cm	90°	1	6+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	30cm	5	Left
Starboard Weapon Batteries	30cm	5	Right
Prow Launch Bay	Thunderhawk: 20cm	1	-
Prow Torpedoes	30cm	4	Front

Notes: Improved Thrusters. The ship may move 5D6 cm on All Ahead Full Orders.

Retrofitted Shields: A Vanguard Cruiser may take an additional shield for +10 pts

Imperial High Conveyor

220 points

Rarer than the more common freighters and merchantmen, High Conveyors are truly vast transport vessels. Often many kilometres long they have cavernous vault-holds intended to carry the entire tithed output of worlds, full invasion armies of Guard troops, or vast quantities of ores and other raw materials. The economic importance of these vessels is huge, and they are fitted with defensive arrays sufficient to give most raiders and pirates pause, though they are no match for a true warship. Every bit as legendary as famous warships, the command of such vessels is either in the remit of ancient Chartist Trader bloodlines or a particular branche of the Adeptus itself, such is their rarity and commercial value as part of the Imperium's life blood

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	15cm	45°	2	4+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	15cm	4	Left
Starboard Weapon Batteries	15cm	4	Right
Prow Weapon Batteries	15cm	4	Front
Prow Lance Battery	30cm	2	Left/Front/Right

Vast: High Conveyors are truly massive vessels, dwarfing even Legion warships in size. These ponderous ships cannot use the All Ahead Full or Come to New Heading special rules, and all critical results against them are reduced by -1 to the dice result.

Humanity's Provender: A High Conveyor may be used as a transport in any scenario where transports can be used, with a single High Conveyor counted as two normal transports for the provision of any special rules.

Fleets of the Badab Void War

The Night Hag

275 Points

The scourge of Loyalist shipping during the Badab War, the infamous *Night Hag* was formerly the flagship of the darkly fated Rogue Trader house of Revvokan which fell to Chaos before being wiped out by the Imperium, and the ship itself was refitted and claimed as a prize of battle by the Executioners Chapter. Swift and heavily armed, the *Night Hag* proved itself to be a peerless commerce raider and doubled as a powerful strike cruiser for the Chapter. It alone counted for more kills and captured vessels than any other Secessionist ship of the Badab War.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	25cm	45°	3	6+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	35cm	6	Left
Starboard Weapon Batteries	35cm	6	Right
Prow Launch Bay	Thunderhawk: 20cm	2	-
Dorsal Lances	40cm	3	Left/Front/Right
Macro Cannonade	20cm	6	Front

Macro Cannonade: The Night Hag's under-prow weapons hurl massive short range fusion charge shells at the enemy, saturating an area in atomic blasts. This is resolved as a separate battery attack from the ship's other firepower. The player may re-roll failed attempts to equal or beat the chosen target's armour

Darkling Engines: The strange and arcane design of the Night Hag's drive systems create an inherent energy disruptive effect that can confuse enemy targeting scanners. For every hit scored against this ship by direct weapons fire (i.e. other than weapons that use templates such as a nova cannon, moving through blast markers, hit and run critical damage, etc...) roll a D6. On a roll of 6, that damage is ignored.

The Nicor

370 Points

Serving as the flagship of The Carcharodons during the Badab War, the *Nicor* was itself an ancient relic. It was a heavily modified example of a Charibdys-class Grand Cruiser, seldom seen since the Horus Heresy. Although smaller in size than a standard Space Marine Battlebarge in place of which it served the Carcharodons, it was both swift and lethal, proving its worth in several fleet engagements and planetary assaults, including a key role in the final orbital assault on Badab Primaris itself. The unorthodox design of the vessel included a huge plasma destructor weapon mounted in the lean ship's prow and mass teleporter systems far greater in scope than any modern Space Marine pattern, allowing it to make devastating boarding attacks and hit and run raids.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Grand Cruiser/10	25cm	45°	5	6+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	45cm	7	Left
Starboard Weapon Batteries	45cm	7	Right
Prow Launch Bay	Thunderhawk: 20cm	2	-
Prow Torpedoes	30cm	6	Front
Plasma Destructor	15cm	10	Front

Plasma Destructor: The Nicor's Plasma Destructor always hits and causes critical hits on 5 or 6, regardless of a target's armour.

Teleporter Assault: The ancient Nicor is fitted with massed banks of teleporter arrays which can be used for boarding enemy ships and making Space Marine landings. As a result, as well as the usual bonuses gained by Space Marines in boarding actions and hit & run attacks (see Battlefleet Gothic Armada), the Nicor may re-roll on any boarding action or hit and run attack it makes. The second result applies even if it is worse than the first.

Fleets of the Badab Void War

The Raptorus Rex

535 Points

BB a considerable margin the largest warship operating in the Badab War, and indeed one of the largest warships in the Imperium's service, the *Raptorus Rex* was a legend long before its involvement in the conflict. A vast, mobile star fortress which served as the Fire Hawks Chapter's base, this immense vessel was a hulking colossus of war, with firepower enough to challenge a cruiser squadron alone or devastate the surface of a world within mere moments. Its greatest power lay in the sheer durability lent to it by its size and ancient design, which allowed it to shrug off the heaviest fire all but unscathed and smash aside defense lines and attacking fleets with arrogant power.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/20	10cm	45°	5	5+	8

Armament	Range/Speed	Firepower/Str	Fire Arc
Dorsal Weapon Batteries	60cm	60	Left/Front/Right
Prow Bombardment Cannon	30cm	12	Front
Prow Launch Bay	Thunderhawk: 20cm	4	-
Prow Torpedoes	30cm	10	Front
Port Torpedoes	30cm	4	Left
Starboard Torpedoes	30cm	4	Right

Leviathan of Iron: A truly immense and ancient vessel, believed to be pre-Imperial in origin, the *Raptorus Rex* is able to withstand tremendous amounts of punishment. Whenever it suffers a point of damage that penetrates its shields roll a D6. On a result of 5 or 6, the damage is ignored. Additionally, it adds +1 to its defence rolls against boarding attacks.

Special Orders: Owing to its bulk and huge mass, even the massive engines that power the ship cannot readily change its course or speed in combat conditions. As a result, the *Raptorus Rex* must use the Burn Retros special orders in order to turn.

Rain of Fire: The *Raptorus Rex*'s most dreadful reputation is as a burner of worlds. Its hull is studded with scores of orbital bomb racks enabling it to seed a planet's atmosphere with clusters of thermic bombs. When conducting an Exterminatus attack in the relevant scenario, this ship requires no modification and succeeds in carrying out an Extermination on a 2 or more.

Dreadnought: this ship could easily be converted into a Dreadnought with multiple hull sections.

Red Corsairs fleet list post Badab War by horizon

Red Corsairs

Pirate Leader

- 0-1 Huntmaster Marine (Ld 8) 50 pts
- 0-1 Huron Blackheart (Ld 9) 75 pts

A Pirate Leader has 1 re-roll included in its point costs. Furthermore, a Pirate Leader of the Red Corsairs adds a +2-boarding modifier on the ship on which they are embarked.

Capital Ships

The Red Corsair prey on Imperial shipping lines and hardly form a full battlefleet. A Red Corsair fleet may take two capital ships per 750 points or part thereof.

- 0-1 Spectre of Ruin Marine Battle Barge 425 pts
- 0-1 Aquiline Overlord Class Battlecruiser 220 pts
- 0-1 Hope's Sunset Executor Grand Cruiser 210 pts
- 0-1 Midnight Solitude Executor Grand Cruiser 210 pts
- 0-1 Nightmare's Dawn Executor Grand Cruiser 210 pts
- 0-1 Deathblade Murder Class Cruiser 170 pts
- 0-1 No Redemption Murder Class Cruiser 170 pts
- 0-1 Wolf of Fenris Marine Strike Cruiser 145 pts

Escorts

Per usual escorts must be formed in squadrons of 2-6 vessels. As the Red Corsair act like a pirate warband a part of their fleet consists of captured freighters and transports. At least 10% of the fleet must consist of this class of ship.

- Any number of Imperial Navy Escorts of any type
- Any number of Space Marine Escorts of any type
- Any number of Armed freighters or transports (heavy transports may be chosen as well).

Defences

When being defender in scenarios like Planetary Assault or Exterminatus the Red Corsair fleet may include one of the following:

- 0-1 Ramilies Starfort 875pts
- 0-1 Blackstone Fortress 400 pts



Horizon: the idea to do this fleet list was already planned a while ago. The Badab War list by Captain Ardias was the right moment to add this Red Corsair list into Warp Rift.



The Trap

by Francis



BATTLEFLEET
GOthic


WARP RIFT
THE BATTLEFLEET GOthic NETZINE

Image from the internet

Scenario: The Trap

The Trap

An isolated and seemingly vulnerable outpost has been identified, and a small raiding fleet has been dispatched to destroy it. Little do the attackers know that a defending fleet is patiently waiting for them to strike.

FORCES

This scenario is a raid, so it plays well with forces worth up to 750 points. These are divided up as shown below.

Attacking forces: Up to 500 points.

Defending forces: High orbit defences worth up to 250 points initially, with up to 500 points of ships as reinforcements. The high orbit defences consist of a standard space station (worth 150 pts.) and up to 100 pts. of other types of high orbit defences, except for mines which may not be taken in this scenario at all (the presence of minefields is a dead giveaway that the defender is expecting an attack).

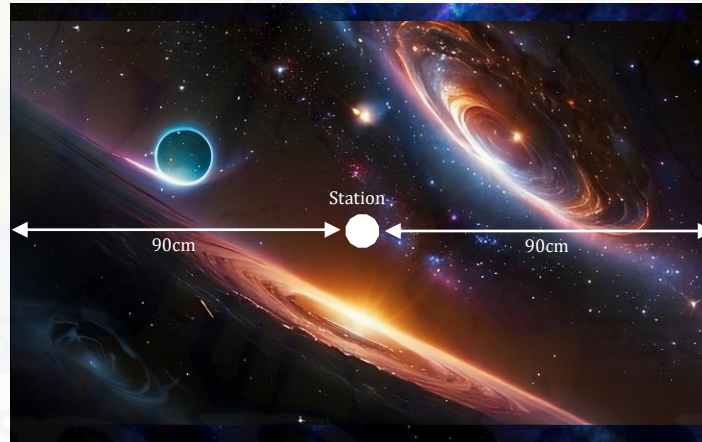
- Eldar players always exchange the standard space station for a Haven space station and cannot take any other forms of defences (which means they lose 50 pts. of defences, as the Haven is 200 pts.).
- Tau players always take a Kor Caste Orbital City instead of the space station, and they choose from their own High Orbit Defences rather than the standard ones.
- Tyranid and Necron players will always be the attacker if this scenario is rolled, even if they previously rolled defender.

BATTLEZONE

This battle is most likely to take place in the outer reaches at the edge of a system, though outposts are also sometimes hidden in the Primary Biosphere. If you are using a random battlezone generator, roll a D6: 1-2 = Primary Biosphere, 3-6 = Outer Reaches.

SET-UP

This setup assumes a 6x4 feet / 180x120cm sized table. The defending space station and its defences are placed in the centre of the table first (90 cm to each short table edge on a standard table). The attacker enters from one of the short table edges on turn 1. The attacker may choose which short edge to enter from. Reinforcements for the defender will enter from the opposite table edge to the attacker.



FIRST TURN

The attacker takes the first turn.

SPECIAL RULES

Any reinforcements for the defender may enter the table on any turn, starting on turn 1. If the reinforcing ships enter after turn 1, they may enter up to 30 cm along the long table edges for each turn after the first. For example, a Slaughter class cruiser enters as reinforcements on turn 4, so it may be placed on the defender's short table edge or up to 90 cm along one of the long edges, measured from the defender's table edge.

GAME LENGTH

The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Standard victory points are earned for ships and orbital defences crippled or destroyed.

A smaller table?

If playing on a table at least 30 cm shorter than 180 cm, the space station is still placed 90 cm from the attacker's table edge, but the defender may not enter before turn 2, and may not deploy further up the table until turn 3. For each full 30 cm table length lost, add 1 turn to when the defender arrives. As the space station should always be 90 cm away from the attacker's table edge, and you need at least 30 cm from the station to the defender's edge, this scenario is not suitable for tables shorter than 120cm. Feel free to modify this to suit your table.

Homebrew rules & Lists

If you and your opponent have agreed to use homebrew rules for them, other defences than the official ones may be taken. The important thing is that at least 1 space station equivalent, that costs 150-250 pts., must be taken. This means that with homebrew, Eldar may take the full 250 points of defences as there are other homebrew high orbit defences than the Haven that they can use. Mines of any kind may still not be taken.

This time an old interview with Che Webster by Matt Gilson

Tales from
the Old Man



Tales of old

Che Webster worked at Games Workshop (GW) from 1994 to 2006, organised a number of Games Days and contributed to Battlefleet Gothic as a playtester, also designing and running the studio Battlefleet Gothic tournament. He now works as a teacher, and writes a number of blogs: check them out at <https://roleplayrescue.com/author/chewebster/>

MG: First, could you give us an overview of your time at Games Workshop?

CW: I joined GW in April 1994 as a Hobby Assistant at the Thurrock Lakeside store and, a few weeks later, got promoted and became Manager of Romford store for about 11 months. I then got moved back to Lakeside as the Manager and did 3 years there. Many amusing tales. Eventually, having been driven mad in retail, I got offered the UK Events Manager job at Nottingham HQ. From there I moved into setting up the Gaming Club Network and helped found the Schools League stuff. After 12 years in GW I was made redundant in August 2006.

MG: Any particular stories that stand out?

CW: Lots and lots and lots... but the main highlights were making Games Day UK first break-even and then profitable, travelling to the USA to visit Origins in 2004, and running the UK part of the 40K online campaign in 2005–2006.

MG: What did you most like and dislike about working there?

CW: I liked the people, who were (on the whole) passionate and well-meaning. Even outside of the 'hobby staff' the whole of GW is built around loyalty and passion. What I didn't like was the emergent bureaucracy that progressively stifled creativity in a lot of places.

MG: What was your involvement in Battlefleet Gothic? Were you involved in playtesting or the original Battlefleet Gothic tournament ("The" Gothic War)?

CW: I was involved in some mid-stage playtesting in the Studio, worked closely with the Studio to design the BFG tournament, and wrote one or two articles for various in-house publications. It was all part of my role as UK Events Manager.

Essentially, I got to work with the highly talented and very lovely Andy Chambers and Gav Thorpe here and there.

I tended to be involved in a lot of back-ground advice to anyone in-house running games or campaigns too.

MG: What fleet(s) did you play at the time? Which were your favourites and why?

CW: Imperial fleet, all the way. The Imperials are the righteous deliverers of humanity from the deception of Xenos and the corruption of Chaos. The ships look cool, they pack many batteries, and I liked the big fleet feel.

MG: What was your best Battlefleet Gothic gaming moment?

CW: Other than the first time I was invited to come and "try this new spaceship game", it was the 'practice game' for Hunter, Prey in which I destroyed the Eldar fleet in 7 turns. We had to re-play the scenario because it wasn't flattering to the just-to-be-released Eldar.

The first ever game of BFG was a treat... I was meeting Andy and Gav properly for the first time, hanging with these awesome creatives, and playing Imperial versus Chaos spaceship games. It was a blur but a memorable one.

MG: Can you remember anything interesting in development that never made it into the final game?

CW: To be honest, not especially. My impression was that the game hung together very well the first time I played it and continued to be played in mostly the same way. Details, small details, are what changed. It was a very exciting impression too because I felt the game was a very strong concept from the get-go. But then, my memory tends to be rose-tinted...

MG: Did you have any influence over the continued development of Battlefleet Gothic (Battlefleet Gothic Magazine, Armada or the Fanatic Online PDFs up to the present Specialist Games support)?

CW: Nope. I had influence over events, not over games. I had an article snaffled for Planet Killer because it was cool content from the tournament. I got invited to do the battle report because I was an excited fan who the guys appeared to like enough to ask. ;-) Sorry it's not more glamorous, but GW is more like a friendly gentleman's club when it comes to hobby stuff. I probably had more input to later Fanatic projects, such as Epic Armageddon. BFG was my doorway into Studio stuff though, so for me it was a huge opportunity to take part in playtests.

MG: Going back to your first BFG article Hunter, Prey – apart from destroying his fleet in the practice game, had you played against John Carter at all in the tournament before this match?

Tales of old

CW: No, I didn't play in the tournament, I managed it. John and I had played quite a bit throughout playtesting, and he'd always taken the Eldar. I think the Eldar morphed more than a little through that process. I always played Imperials and we probably had a 50-50 match win rate. We were like excited children, I suppose, playing Andy and Gav's game with a lot of energy

MG: You mentioned that the original result wasn't flattering to the Eldar: were you happy with the way Corsair & Craftworld Eldar rules work in Battlefleet Gothic? A lot of people dislike the official rules for Eldar and now use the fan made Eldar "Move-Move-Shoot" rules.

CW: At the time I thought the rules were ok. But then I didn't play the Eldar, just against them. I remember the Eldar as very annoying opponents, but we seemed to have a good time. My next comment comes with the large caveat of not having played the Eldar fan rules (to my knowledge), but I am always careful of fan-rules because they tend to get written by fans of the force (in this case the Eldar) and not fairly tested. Of course, I am sure that with lots of fans playing and commenting, and all the time since the game launched, those rules are fine and dandy.

MG: You mentioned the Fra'al Battlecruisers article that you wrote; could you say something about this? Who originally came up with the idea, how were they used there, and did they have much of an impact on the tournament?

CW: The ship was built by me at my desk one lunchtime when I was fiddling with various spare parts from my 'bits box'. I made a very unusual model and decided to talk to Andy about it for the tournament scenarios I was writing.

We wrote the rules, as printed, and used them in the tournament as one of the special scenarios. The idea was to add a little bit of 'spice' to the games and challenge players. Andy had suggested I make it a Fra'al Battlecruiser, a name he used for alien oddities at the time, and the events team tested the rules over a few lunchtimes.

As I remember, the scenarios made a small impact in the tourney. They were not intended to be much more than a bit of fun and colour. A few folk liked the model. It was enough to be asked if Planet Killer could print the rules.

It was all a meeting of my desire to kit-bash and my plan to make the tournaments a bit more scenario driven.

MG: Do you still have a copy of the scenario?

CW: I don't, having long since had my hobby collection scattered around my home and, undoubtedly, to the four winds.

MG: The Ether Cannon rules were quite controversial; were there any alterations or corrections you would have made to the rules after it was published?

CW: Can you illuminate me about the Ether Cannon's controversial nature? I never heard any feedback about it.

MG: It overloads shields, automatically causing damage I believe. I suppose this is the real worrying part of the Battlecruiser though.

CW: Yeah. I know that it was woe-fully undergunned in practice. Sure, it overloaded shields but it was usually fielded alone or (at best) as a pair. That made it deadly in a duel but vulnerable in larger actions

MG: By the way, do you know where Andy Chambers got the name from; did anyone play Alternity at the time? And how exactly are you supposed to pronounce Fra'al?

CW: Fra'al (as pronounced by Andy and me) was "Fraarl". It's funny that you mention Alternity because I played it a lot and, when Andy told me about the Fra'al, I asked if that was from Alternity... and he hadn't a clue what I was talking about. So, no, there was no connection to Alternity. Andy showed me a reference from an old piece of 40K background mentioning Astartes contact with an enigmatic race called the Fra'al. He suggested that, as a race unlikely to be developed, we could fit my ship into the setting as a Fra'al raider.

MG: About the tournament: roughly how many players were there and how hard was it to organise?

CW: I don't remember the exact numbers for certain, but my gut tells me it was 16-24 places made available.

The event was part of a larger Specialist games tournament event, so it was small and experimental in style. It was really easy to organise and run. It certainly doesn't stick out in memory as a pain like some of the Warhammer shows do. I remember some really enthusiastic and committed BFG players who probably felt outnumbered but proud of the chance to play.

Tales of old

MG: Did the outcome of the tournament directly influence the outcome of the Gothic War we read about in the Rulebook?

CW: You know, I really don't remember. I remember that Andy and Gav supported the event, I remember that it was fun to run... but I'm not really going to make any claims about its impact on the Gothic War. I'd like to imagine it did, but that's just my ego.

MG: On another note, you organised a number of Games Days: what was the most memorable moment you had doing that?

CW: I managed Games Day from 1998 to 2000 and had a hand in it until 2004. Again, many memories. The scariest was the 1999 Games Day at 9.55am when I was informed that, due to the M1 causing delays, we did not have enough staff on the Retail stands to safely open. I remember all these senior managers asking for my decision and knowing that 5000+ fans were impatiently waiting outside the doors. It was quite a pressure moment.

I also remember, fondly, the feeling I got every time I got on stage to introduce the Golden Demon awards ceremony in front of 8000 fans. And the time we dressed up two of my American buddies, who were just fans not staff, as an Inquisitor and Cadian trooper for the day.

And the time a very drunk Andy Chambers told me "that was the BEST Games Day... ever!" at the after-show party.

MG: Was BFG successful at the Games Days you organized and in the Gaming Club Network?

CW: BFG was a Specialist Game and always a small element in a big show. But, yes, it was very well received. I remember that we placed it in the lower sports hall at the NIA the first year it was launched, and it was packed all day. Folk loved space battles and it was fresh. Within clubs my impression was that BFG was less well supported... but it depended on the club, as with all hobby games in clubs. I remember sharing all the tourney and campaign stuff we generated with clubs over the first couple of years after release, though, so it can't have been all bad

MG: Are you surprised to see the game still going, kept alive by fans over ten years after it was made?

CW: Not at all surprised, no. Games live on. I have been a fan of the Traveller RPG since 1977 and it lives on too, serviced by hoary ol' grognards who hanker to the "good ol' days". I suspect that Gothic will live on in the same way. I miss the heady days of new release, and the involvement I had, but I cherish the memories. I am sure that fans of the game remember their own high-points but I hope that they will never let go of the game completely.

MG: Finally, has your time with Games Workshop, Battlefleet Gothic and Games Days with screaming Masses influenced your style of teaching nowadays?

CW: Undoubtedly. It's weird how experiences mould you. While teaching I draw on skills honed on the Retail shop floor, teaching intro games, and face-to-face with irate competitors at Grand Tournaments. I am told I have "the patience of a saint" with angry teenagers, but it's really just the calm listening face of the UK Events Manager. In terms of my teaching, I learned that story-telling is at the heart of engaging any audience... and so my lessons include stories, drama, props and models. And I'm open to running the school club too, if they ask me.

MG: Thanks very much for your time!

CW: That's a pleasure





Double's Hobby Insights

The rotating Blackstone Fortress



Written by DoublebaseFanatic



Prologue

First of all, I would like to mention that I am not an electrical engineer and everything here (especially if you want to do it at home) should be treated with caution.

Please Stay safe!

It all started a few months ago when I first saw the Blackstone Fortress model from Soul Forge Studio. I thought to myself, how cool would it be if this model would be motorised and rotated? Well, some of you have already seen the finished project, so I thought some of you might be interested in how I made it happen.

I spent a lot of time thinking about how I could technically make the two halves of the BSF rotate against each other. This would increase the coolness factor even more. Unfortunately, I never got that far. When the first motor arrived and I saw how big it was, I decided to drop the idea. But if any of you have an idea, please let me know. I have absolutely no problem with a second Blackstone Fortress in my showcase. :D

This project (like so many of my projects) had a lot of ups and downs because I often like to plan a lot in advance, but I usually don't plan it all the way through. I probably could have saved a lot of time and money if I had done some proper research beforehand. But in the end, you can learn from it and avoid those mistakes in advance :D

The whole article is going to be a bit more technical this time, and I hope that's OK. We touch on a bit of 3D design (If one may call it that), a bit more electrical engineering and a lot of frustration. :D

Enjoy!



The Equipment

3D Tools:

Microsoft 3D Builder (Yes! The MS Paint among the Photoshops :D)

Materials:

Geared motor

Battery compartment

Switches

Heat shrink tubing

Tools:

Calipers

Soldering station

Multifunctional tool with sanding attachment

Pliers

Lighter

Heat-resistant underlay

3D printer:

Anycubic Photon Mono

Anycubic Wash&Cure

Elegoo Water Washable Resin

FDM Printer for the battery case

The electronic hardware

[Geared Motor](#)

3V

92 Model

1:1000 Reduction ratio

Shaft length 10mm

[AAA Battery case](#)

[GSW Lighting Set](#)

The rotating Blackstone Fortress

First of all, I set out to find a suitable motor for this project. This was completely new territory for me, as I had never had any contact with this area before. So, I asked myself what characteristics the motor needed to have in order to be suitable for this project. And I can only say, oh boy, unfortunately you really have to search. On the one hand, the motor has to be as small as possible, of course, as I planned to place it in the lower pyramid of the BSF. Then the motor has to run on a very low voltage, as I only want to power it with a small battery. In addition, the motor should only rotate slowly, otherwise it would look really funny.

The first person I asked about this was my father, as he has been making models for a long time. However, these are 1:6 scale tanks that are powered by large batteries and therefore offer significantly more space for the hardware. So, he was only semi-helpful as a source. Next, I visited a large model railway shop in my town to get some information. I had great expectations. However, the shop was even less helpful. When I asked for a small suitable motor on low voltage, all I got was "I need a model name", so I walked out of the shop backwards.

So, I started my research on the Internet and that was also a long journey. If you google for electric motors, you get everything as a result. From cargo cranes and RC car motors to those that you can actually install in cars.

At some point I stumbled across the information that there are very small electric motors that run on 3V. In the model series, these always run at the same speed, and this is ultimately influenced by a gearbox. Makes sense!

So, I went in search of a so-called N20 geared motor and found what I was looking for on Amazon. I looked at the dimensions there and thought "That'll work" and I thought the same about the revolutions at 30 rounds per minute.

Those were my first two big mistakes. The size of the motor was a little too big to fit in the pyramid and later I realised that 30 RPM is not fast, but with the wingspan of the BSF it looks more like a helicopter than a huge behemoth. :D



So that was my first nice attempt to get this project up and running. Unfortunately, a failure. So, I consulted my father again and the two of us went in search of an alternative. Fortunately, we stumbled across the information that this type of motor is also available in a smaller version, which is called an N10 geared motor.

Unfortunately, this smaller model could only be ordered on ebay and, as fate would have it, the delivery came from China. So, we had to wait. Of course, I also paid attention to the speed and ordered one with a slightly slower rotation. Unfortunately, the RPMs were not specified but a so-called reduction ratio. Now I could have done a lot of maths to find out whether 1:380 is really much slower. But I didn't. Laziness got the better of me. And I really hate maths. :D



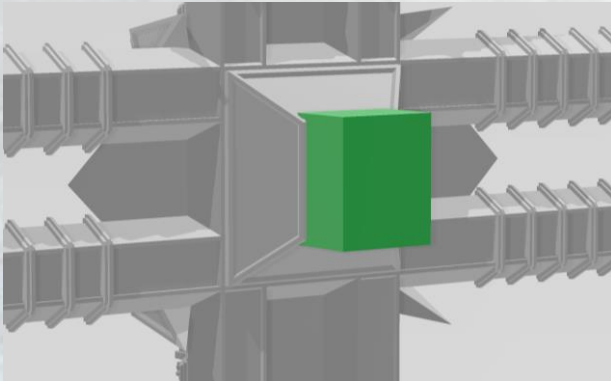
In the picture above you can see the two models, on the left the N20 engine and on the right the N10. The few millimetres in size already make a big difference for the model and the implementation. To check this in advance, I made a cube the size of the motor in MS 3D Builder and sunk it into the 3D model to see if it would fit and with the N10 it would. More on this later in the article.

At the time, the engine had not yet arrived, but the sales article gave enough information about how big the engine would be. So, I started to adapt the 3D file to my requirements and got the rest of the hardware I needed for the project. These were a switch and a socket for a CR2032 3V flat battery which I had already used in my previous LED projects.

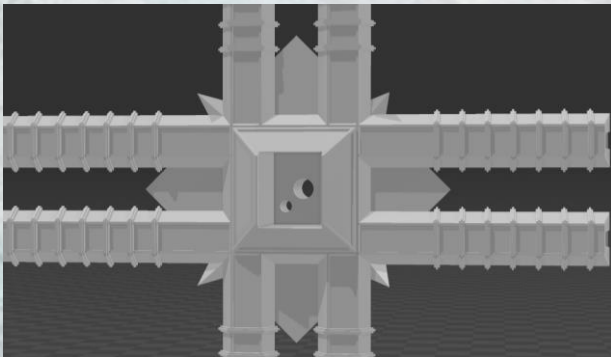


Green Stuff World already supplies this as a kit, which I personally find very practical, as I am also an absolute noob when it comes to soldering.

So, I ordered all the things I needed and set about preparing and printing the BSF.

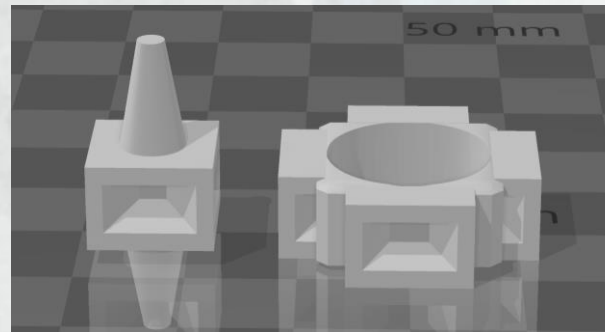


I formed the rough dimensions of the motor in 3D Builder, sank this block into the 3D model as deep as I could and then cut it out (green block). I also drilled a hole for the cables with a cylindrical shape. These were to be fed through later to feed the motor. Which then led me to the following appearance.



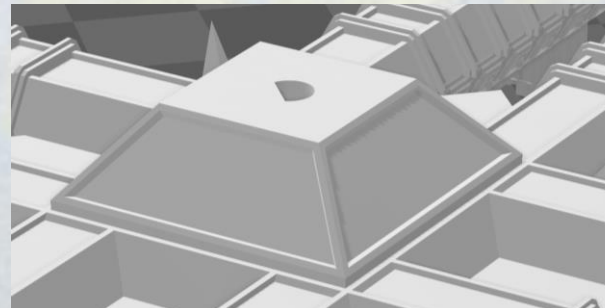
As you can easily see in the first picture, the engine protrudes a little from the pyramid. I wanted to compensate for this by about 5-6 mm by adjusting the mount bit of the weapons and hiding the rest of the motor inside.

So, I started to modify the holder. In the following picture you can see the original mount on the left and the one I modified on the right.

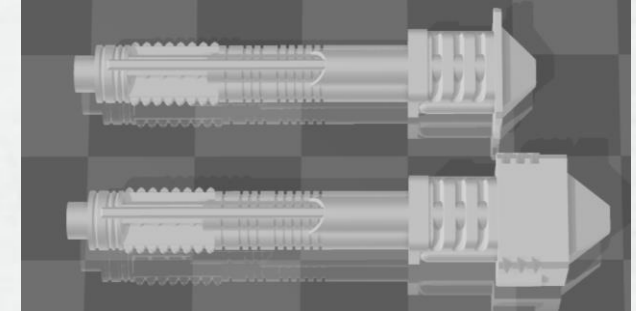


I could have made the hole for the motor square, as with the pyramid, but I decided on a round hole, as this would allow me to turn the weapons later when they cover the motor. (One of my few smarter moments in the project. :D)

For the upper part of the BSF, I was able to measure the shaft of the motor with my caliper, knowing that it was the same size as the new motor, and design the hole for the shaft.



As the gun mounts were now much wider than the original, I decided to shorten the guns accordingly so as not to affect the aesthetics of the model any further. (Original at the bottom, shortened at the top.)



The foundation stone for the project was thus laid. The 3D model was fully modified and printed straight away, but the hardware was still a little way off.

It took about 4 weeks until the new smaller engine finally arrived at my home. During this time, I had already painted the model. When the motor finally arrived, I first held the electronic hardware to the contacts to see how and whether the motor would run. And lo and behold, it ran! It ran! IT RAN! It ran very fast! :D *FML*

My father then suggested trying a lower voltage, i.e. from 3V to 1.5V. So, I decided to change from a 3V CR2032 battery to a 1.5V AAA battery. So, I also got brackets for this and then tried it with a lower voltage.



That worked out reasonably well. The engine ran more slowly and was still strong enough to turn the upper part of the BSF. It worked but was far from perfect.

Due to the larger battery housing, however, I was forced to adjust the height of the box under the 60mm base. (By the way, you can find these on my Cults3D profile if you want to use them as well. I printed them on my FDM printer)

Well... you already guessed it... I have ordered the third engine for this project. This time with a reduction ratio of 1:1000, which was the slowest available from the supplier.

However, the further waiting time of 4 weeks led me to the decision that it would be quite cool if I could install all the hardware and solder everything together. Replacing the motor later shouldn't be the biggest challenge. (I thought)

Using my multi-function tool and the grinding attachment, I started to file away a bit of the bottom of the motor outlet so that there was more space for the cables and the motor contacts. **Please wear a respirator when you do this and it's best to do it outside in the fresh air, as resin dust can be very harmful to your health.**



Next, I unsoldered the flat battery compartment from the switch and soldered the AAA battery compartment to the switch. I drilled a small hole through the 60mm base to feed the cables through. These are then fed past the base pin into the pyramid below. The switch is the only thing that is glued in this case.



After everything was wired up, I put the heat-shrink tubing over the cables and then soldered the motor on. Incidentally, you don't necessarily need to pay attention to the correct poles here, as this only changes the direction in which the motor turns.



As you can easily see in the last picture, I'm really bloody bad at soldering. Any electronics engineer will probably throw up his hands when he sees the solder joints. But for me, it's the result that counts. It works. :D

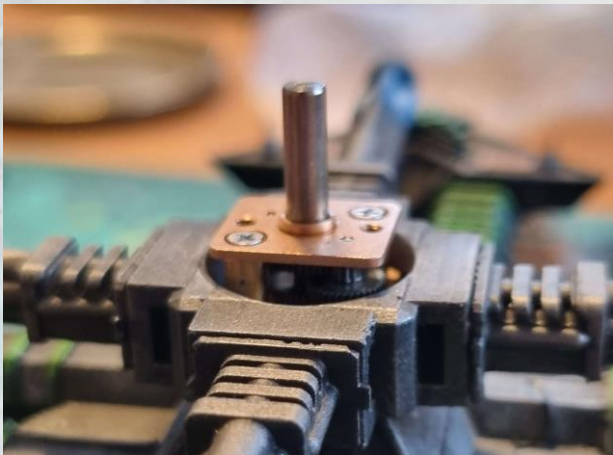
Just pull the heat-shrink tubing over the soldering points and heat it carefully with a lighter so that it contracts and covers the contacts. Done!



Now just push the motor into the opening provided, put the weapons over it and attach the upper part. It works, it looks great. I am absolutely thrilled. Even if it still looks more like a helicopter fortress. But it shortens and improves the waiting time for the new engine a lot.

Fun fact: The videos I published about the BSF were recorded at exactly this time. I have to admit that I cheated a little here and simply let the video play more slowly. Cheatersgonnacheat.

Weeks later! The new engine has arrived. I was so excited! I sat down at my desk and unsoldered the old engine and took everything apart again as far as possible. However, I had a strange feeling during disassembly, which was confirmed shortly afterwards. The gearbox of the new engine was 4mm higher than the old one. Which makes sense when you think about it. :D slower rotation requires a higher gear ratio. *FML* the second!



It now protrudes 4mm from the top of the gun mount. Great, great. (I always get very sarcastic at points like this in my life)

The frustration at this point was very high. Extremely high! Should I start everything from scratch? Paint, measure and print everything again?

My stubborn nature said no! I decided against it and opted for a much more pragmatic solution.



So, I sat down at the PC and "designed" spacer rings. Blunt and simple. To be honest, I didn't even put much effort into adding any embellishments. Just rings. Done.



Otherwise, I would probably have taught the BSF how to fly... into the garbage can. :D

The rest of the gearbox was sufficiently concealed by the spacer rings and fortunately it does not affect the overall appearance of the model too much. It is not a really beautiful or even perfect solution. Nor does it make the model perfect. But it saves me from even more frustration and a few more gray hairs. And that's what makes it perfect in the end, isn't it?



Closing words

When I talked about ups and downs during the projects in my previous articles, I didn't think it could get any more extreme. However, this project has proved me wrong. Was it still fun, even if the frustration threshold was exceeded several times? Sure, and in the end, I still created a fascinating model that I can now proudly display in my showcase. And that's what it's all about in the end. In the end, I stood in my own way several times. I should have done more research; I could have prepared myself much better. But sometimes I'm just a "doer" instead of a detailed planner. That's my nature, I have to live with it. :D And now you somehow have to too if you've read this far.

Sorry for that.

I'd love to show you moving pictures of the model, but well, this is a magazine, so unfortunately, you'll have to make do with static images. However, as in my previous articles, I am always happy to receive your feedback. Do you have any clever ideas on how to make the two halves run against each other? Do you want to make something like this? If so, I still have two engines that I would like to sell. :D

Today I'm also adding my link list with my link tree, where you can find all interesting links to me (especially to my Cults3D profile, if you are interested in the battery case)

I'll add the links to the hardware used to the prologue, even if they probably link to German stores.

Instagram: [DoublebaseFanatic](#)

Facebook: Chris Krows

Discord: doublebasefanatic

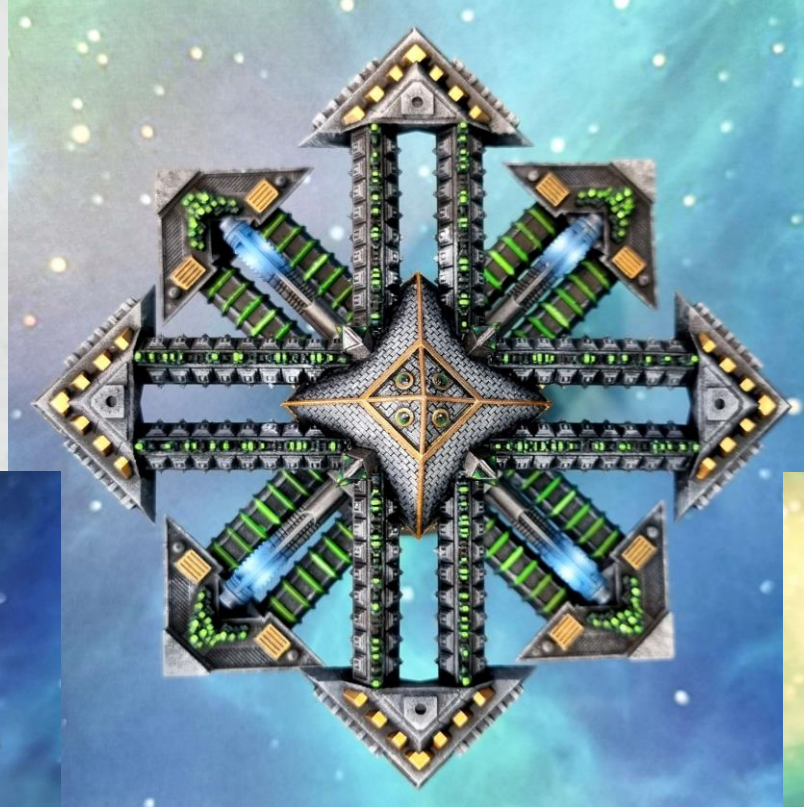
Linktree: [DoublebaseFanatic](#)

Thanks for reading

Chris "DoublebaseFanatic" Kraus



Showcase



**Want to see the rotating Blackstone Fortress?
Check the Instagram page here:**

[https://www.instagram.com/reel/CzjQCKcN3eB/
?utm_source=ig_web_copy_link&igshid=MzRlODBi
NWFiZA==](https://www.instagram.com/reel/CzjQCKcN3eB/?utm_source=ig_web_copy_link&igshid=MzRlODBiNWFiZA==)





Moose Musings

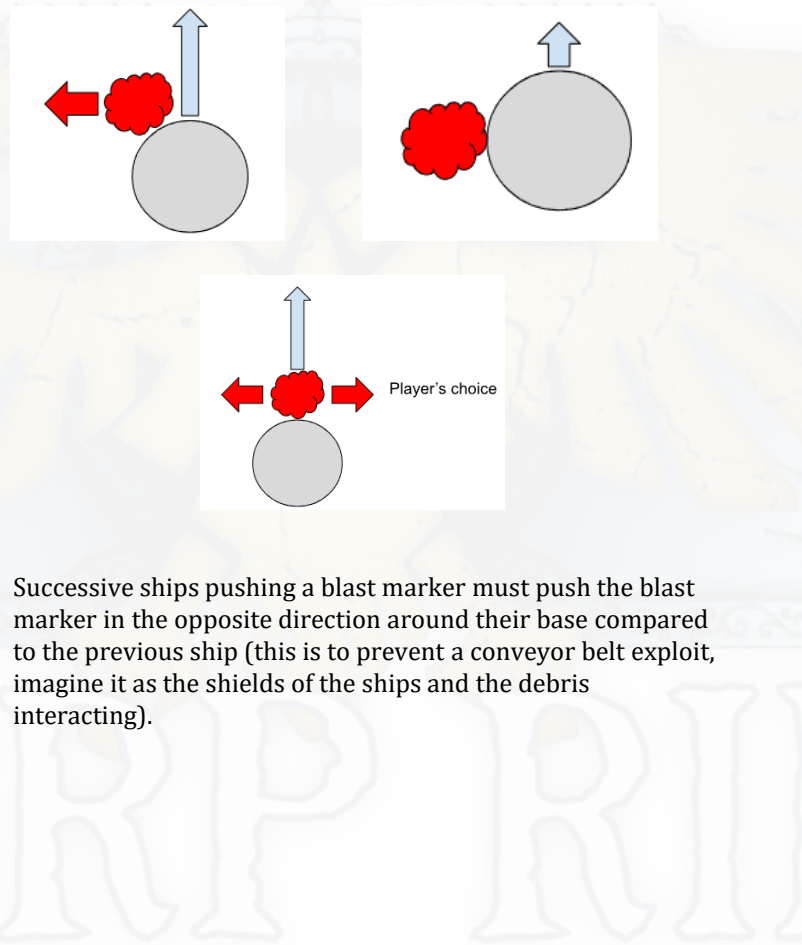
Ships pushing blast markers

Ships pushing blast markers

This is purely a “what if” musing, what if ships could push blast markers around? I had a vision of trails through the explosions left by ships as debris are shunted aside by void shields. It would also allow people with beautifully painted 3d blast markers to have a slightly less awkward game.

So, let's try and work out a way to turn that vision into something workable:

Ships with operational shields (i.e. not those with holofields or the shields collapsed critical hit) push any blast marker they come into contact with around their base until the ship moves away from the marker. The pushed marker stays on the side of the ship it started on. Markers which are dead in front of the ship may be pushed either side with the controlling player's choice. Note the markers are not stuck to the ship, rather they slide past them. The marker must move the minimum distance possible around the base to do this. Generally, pushing your ship through the markers will do a reasonable approximation, sound effects are optional but highly encouraged.



Successive ships pushing a blast marker must push the blast marker in the opposite direction around their base compared to the previous ship (this is to prevent a conveyor belt exploit, imagine it as the shields of the ships and the debris interacting).

Ships are still slowed by pushing blast markers. This should actually reduce the amount of time ships interact with blast markers. Ships without shields move through blast markers as normal.

