



2023!

Here we are again! Issue 37 of Warp Rift has hit the void.

In December two fine expansions have been released: Book of the Void 2 – The Xenos Tide and Dark Mechanicum. Of the latter we have the Arks of Omen in this issue.

Italianmoose has brought forward to set to solo play Battlefleet Gothic with a fleet of your choice against the Tyranid Hiveswarm. For those days when no opponent is available or if you are up for a challenge. As an extra it combines with the Space Hulk boardgame!

Also bringing Top Gun to the Battlefleet Gothic rules!

HuvalC brings us an extensive Adeptus Mechanicus overview.

The cover is by Aurelien Ceccaldi (Elias_Minis on Instagram, check link below) who turned the two prize winning entries from the French BFG Academy (also, link below) into a stunning wallpaper. Later in this issue you can see both winning miniatures.

Enjoy the following pages made possibly by the community of Battlefleet Gothic! (aka: you! Thanks all!)

Horizon

https://www.instagram.com/elias_minis/
https://www.instagram.com/bfg_academy/

Some quick notes on Battlefleet Gothic:

THE RULES HUB:

<https://www.specialist-arms.com/forum/index.php?topic=5203.0>

Here you will find all and everything rules related from official and unofficial fan sources. But also, a digital starter kit, tokens, PDF sheets, markers and all the old magazines.

BATTEFLEET GOTHIC DISCORD

<https://discord.gg/W8ZMHKb2bz>

Join this great discord to talk about Battlefleet Gothic!

WARP RIFT DISCORD

<https://discord.gg/kSKy3Rrtda>

A small dedicated discord for this very Warp Rift ezine!

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

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

Cover page by Aurelien Ceccaldi (<http://www.studioloparis.com>)



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

- ❖ **BFG Academy winners!** *Check out the great winners from this Instagram painting competition.*
- ❖ **Top Gun Maverick!** *A fun short article by Rin and Hexagrammaton*
- ❖ **Solitaire Campaign.** *Take on the hivefleet using rules to play solitaire.*
- ❖ **BFG Facebook annual 2022 winners.** *All the winners from 2022!.*
- ❖ **Adeptus Mechanicus Overview.** *HuvalC guides us through the Ships of Mars.*
- ❖ **Arks of Omen.** *The Balefleets have arrived. And a really big Ark. Of Omen.*
- ❖ **Painting tutorial.** *DoublebaseFanatic guides to create a planet model.*

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

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

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

Or mail me at horizonmcr@vivaldi.net

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

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

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BFG Academy winners



BATTLEFLEET
GOthic



Image by Aurelien Ceccaldi (<http://www.studioloparis.com>)



BFG Academy Winners

In 2023 the BFG Academy from France hosted a painting competition on Instagram. This competition was won by DoublebaseFanatic and Siras78.

Here are the links to Instagram of both skilled painters:

<https://www.instagram.com/doublebasefanatic/>

<https://www.instagram.com/siras78/>

And as an award they received the custom-made wallpaper as you can see on the cover of this very issue of Warp Rift. DoublebaseFanatic already had it printed and framed and now it hangs proudly in his house.



Siras78 Grand Cruiser



Siras78 Grand Cruiser



DoublebaseFanatic Grey Knights Battlebarge



DoublebaseFanatic Grey Knights Battlebarge

TOP GUN MAVERICK



Top Gun

By Rin (rules) and Hexagrammaton (intro)

"You are here because you are the best of the best, top aces from the top squadron of your respective and your carriers. We want you to be better.

Here you will fly harder, faster, longer, and hit targets deadlier than you can possibly imagine, we are looking for a select few to spearhead an attack against a target never attempted.

You will not all make the cut, and those of you who do will likely not come back. Get suited up, and welcome to the Sumus Ballistae programme." - Wing Lead Piet "Prodigalis" Hock

Standard crew refit: highest firearm

One ship with launch bays in your fleet may replace one launch bay with a Top Gun Squadron. Top Gun squadrons can launch as fighters or bombers. This upgrade is available for Imperial Navy, Chaos and Tau.

A Top Gun Squadron acts as a resilient fighter when engaging other ordnance however opposed to other resilient craft it does not stop and as such may move further and engage a second marker. The speed of a Top Gun fighter squadron is 35cm.

When launched as bombers they may re-roll attack dice when rolling for how many attack tuns are being made. A Top Gun bomber squadron has a speed of 25cm.

This upgrade costs +10 points.

Note: in essence a copy of the 'Excellent Pilots' campaign refit with a small speed bump for the attack craft.



Just before Christmas last year Book of the Void 2 saw its release!

In the previous issues of Warp Rift we have shown some previews of the fleets and ships in this expansion but now it is complete! For the Rak'Gol two more vessels have been added for example.

Have fun reading and feel free to give feedback!

Many thanks to Discord members Grifftofer and HansKrampf for putting this fine PDF together.



BOOK OF THE VOID 2: THE XENOS TIDE

A fan-made supplement for Games Workshop's Battlefleet Gothic.
This volume provides all the rules you need to add the Mercantile, Demiurg, Commerce, Rak'gol, Battlefleet Helian and Hivelfleet Devourer fleets to your games of Battlefleet Gothic.

You can download it here:
[Book of the Void 2 - The Xenos Tide](https://www.gutenberg.org/files/64482/64482-h/64482-h.htm)

You can give feedback directly on the BFG Discord:
<https://discord.gg/uR6wvGn67A>



Solitaire Campaign



This background image is by Kharneth

Battlefleet Gothic Solitaire Campaign

By Italianmoose

A Tyranid Hive Fleet attacks a solar system. The defender must stop the incoming horde!

The intent of this campaign is to be used with 1st Edition Space Hulk (SH) rules and any version of Battlefleet Gothic (BFG). Solo play rules for Space Hulk can be found in the Deathwing expansion, while a modified form of the Instinctive Behaviour chart is used in BFG. Forces for Space Hulk missions are selected from the Terminator Force List, with maximum points values as described in the difficulty section. Other faction-appropriate lists are available.

If you prefer to use some other skirmish battle system, more power to you! Let me know if anything works well in a single-player mode.

Tyranids start with a set number of hive ships. They lose at any point if they are all destroyed.

Defenders start with a large regular fleet and a smaller "elite" fleet, neither of which can replenish losses apart from special circumstances. The Elite fleet is required to trigger offensive space hulk games. The defender also starts out with a set number of "terminators" or equivalent for space hulk games. If all of these are lost, the defender reverts to an infinite number of regular troops - this makes the Space Hulk missions much harder.

For example, once all Terminators are lost an Imperial player would revert to basic guard troopers! If all elite capital ships are lost, no offensive space hulk games can be played. They are automatically lost.

Battlefleet Gothic missions are expected to have substantial points imbalances towards Tyranids. Escorts and cruisers are infinite for Tyranids, only hive ship damage is carried over (critical hits are repaired between missions). In Battlefleet Gothic scenarios Tyranids are deployed with hive ships as far from the Defender deployment zones as possible and surrounded by escort drones. Other escorts and cruisers are uniformly spread throughout the deployment zones. Where divisions are used in deployment, Tyranid ships and squadrons are randomly assigned via dice roll, coin toss, etc.

The intent of this campaign is that it's very hard to win, and the defender must be careful deploying forces. Once they're gone, they're gone!



Imperial Cruiser on the run.

Modifications to Instinctive Behaviour

The instinctive behaviour rules need some tweaking for this to work effectively. Listed below is a new logic flow:

- If > 60 cm and front arc, AAF towards enemy.
- If <60 cm, turn and move full speed & attempt to board closest enemy if possible. Speed can be reduced to facilitate boarding.
- If guns will be in range after normal move straight ahead, lock on.
- If outside of a single turn's angle, CTNH and move half (escort drones move full) speed towards enemy if escort (full speed is too evil for most escorts with a 180-degree turn!). Capital ships turn towards enemy and try to make full move. Hive ships burn retros to turn if blast markers will prevent it.
- Don't launch torps/assault boats until <15 cm. Fighters CAP hive ships. Hive ships launch fighters up to their standard launch capacity and then reload (rolling for reload ordnance) ready to launch assault boats for the remaining launch capacity (i.e., the doubling they get). Any fighters lost are relaunched as soon as possible. Crippled hive ships only launch fighters for self-protection.
- Ignore celestial phenomena other than warp rifts, in which case move away from and burn retros if movement would cause impact. Otherwise move through the phenomena. Celestial phenomena have their normal effects, however Tyranids only move towards a planet by default in a planetary assault scenario. If within 10 cm of planet, ships move into high orbit and start scoring assault points.
- Brace for impact when the total firepower being fired against the ship/squadron can cripple it. Once crippled, hive ships always brace for impact. For example, a squadron of six vanguard drones would brace when six dice are being rolled against them (combined lances and weapons batteries). A cruiser with full shields would brace against 5 dice or more.
- If in doubt, turn and move half speed towards closest enemy

Difficulty Options

Easy

4 Hiveships, 40 Terminators, all damage is repaired on defenders. 50 points max in Space Hulk missions.

Medium

6 Hiveships, 30 Terminators, defender's crippled ships are repaired to half hits +1 (i.e., not crippled). Non-crippled defender ships are repaired to full health. (ships which don't take part in a mission are also repaired in this way). 30 points max in Space Hulk missions.

Hard

8 Hiveships, 20 Terminators. All defender hull damage carried over; crits are repaired. 20 points max in Space Hulk missions.

The Scenarios

Scenario BFG-1

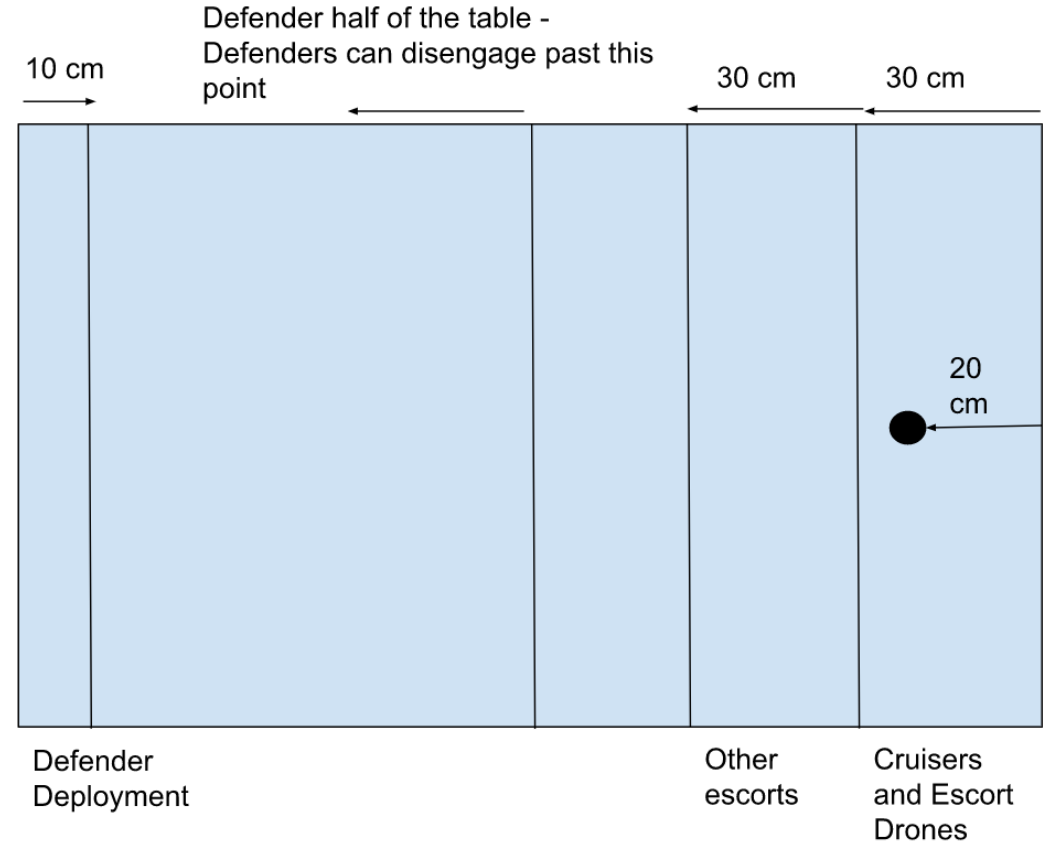
BFG: a small elite scout force needs to perform a teleport attack on an outpost surrounded by Tyranids ships and escape. If successful, play **SH-1**. If failure, move on to the next mission.

1000 pts of Tyranid escorts and cruisers vs. 500 pts of elites. (No hiveships)

Terrain is generated using the outer reaches generator. The sunward edge is the Defender's short table edge. The outpost is a marker 20 cm from the center of the Tyranids' short table edge. The Tyranid fleet can choose escorts and cruisers and does not contain hiveships. The Tyranid ships are deployed in the zones shown. All Tyranid ships are deployed in lines between the long table edges with each ship facing the Defender table edge, forming several walls of ships between the Defenders and their objective. After this the defender fleet is deployed in the zone at the other end of the table.

After the defenders have performed a hit and run attack on the outpost, all of their ships must disengage but can only do so past the half-way mark of the table edge or via a warp rift if present. Ships which disengage outside of this zone do not count for victory.

Play until all defender ships are destroyed or have disengaged. The defender wins if a teleport or hit and run attack is performed on the outpost and the ship which performed the hit-and-run disengages in the defender table half. Ships which disengage roll a d6. On a 1 the ship goes off-course or is otherwise lost for the duration of the campaign, returning too late to be of use. Subtract 2 from the roll if the ship disengages from the Tyranids' half of the table and subtract 4 if the ship flew into a warp rift to disengage.



Scenario SH-1 (Offensive)

Space Hulk: The team delivered to the outpost in the previous mission needs to recover sensor recordings and exfiltrate. Play Mission Book Mission 3: **Rescue**. If the mission is a success, the defenders will get some regular reinforcements for the planetary defence mission.

Scenario BFG-2

BFG: The incoming Hive Fleet threatens the system. The defenders need to evacuate the outer system - Play Scenario 6: Convoy run. If successful, the Tyranids will need more assault points for the planetary assault scenario. Then play SH-2.

Scenario SH-2 (Offensive)

Space Hulk: As part of the evacuation, the defenders need to extract a VIP. Play Mission Book Mission 5: Decoy. If successful, the defenders get more planetary defences in the assault scenario. Then play BFG-3.

Scenario BFG-3

BFG: The defenders perform a surprise attack as preparation for an engagement. Play Scenario 3: The Raiders with the Tyranid fleet as the defender. 750 pts of defenders vs. 1500 pts of Tyranids. If a hive ship is hit and run (or teleport attacked) by an elite ship, play SH-3 after the game if the hive ship survives. If SH-3 is won, the Tyranids lose this hive ship post-game. If the BFG game is lost the Tyranids can do repairs on their hive ships (+d6 hull points per hive ship as they munch on the matter).
Play BFG-4 (after SH-3 if SH-3 is played)

Scenario SH-3 (Offensive)

Space Hulk: A strike force is tasked with planting explosives within the hive ship. Play Mission Book Mission 4: Cleanse and Burn.

Scenario BFG-4

BFG: The Defenders perform a fleet engagement to try to blunt the assault (the objective is to hit the hive ships and cause as much damage as possible). Pick a formation before rolling a d6 for the Tyranids' formation. On a 1-2 the Tyranids deploy in a Sphere, 3-4: Wedge, 5-6: Cross
1500-point fleets are used on both sides. Then play BFG-5.

Scenario BFG-5

BFG: The defenders must protect the main planet from the hive fleet. Play Scenario 7: Planetary Assault.

1500 pts each (or whatever is left of defenders). If SH-1 was won, gain +3d6x10 points of new ships in the regular fleet. If SH-2 was won, gain +2d6x10 points of planetary defences. Tyranids need to park in high orbit within 10 cm of the planet edge to score assault points unless the low orbit table is used. If BFG-2 was won by the defenders, the Tyranids lose 2 assault points.

If defender wins (i.e., full victory) play SH-5, else (if the Tyranids get more than 2 assault points) play SH-6. If Tyranids get more than 6 points, play SH-7.

Scenario SH-5

Space Hulk: The defenders must hunt down any Tyranids that made it to the planet surface. Play Generator Scenario 6: Search and Destroy. If won, defenders win! If lost, play SH-6

Scenario SH-6

Space Hulk: some key synapse creatures or Genestealer cults have been discovered on the planet. Play Generator Scenario 4: Raid twice. If 1 or more of the 2 play-throughs are lost, play BFG-6. If 2 of the 2 play-throughs are won, defenders win.

Scenario SH-7 (Offensive)

Space Hulk: The Tyranid forces that made it to the planet are growing in strength and the defender forces must evacuate the planet. Play Generator Scenario 5: Breakout. If lost, the elite fleet is lost. In either case, then play BFG-6.

Scenario BFG-6

BFG: The planet has been overrun and the defenders must evacuate, taking as much with them as they can and spreading the news. Play Scenario 5: Blockade Run. 750 pts of defenders (or whatever is left) vs. 1500 pts of Tyranids. If won, play BFG-7. If lost, defenders lose as the system goes silent without explanation.

Scenario BFG-7

BFG: The defender must prevent the spread of the Hive fleet beyond the system which is already lost. Play Scenario 9: Exterminatus. A new defender 1500 pt fleet (all damage is repaired on existing ships and the fleet is reinforced to strength with ships of the defender's choice) vs. a 2000 pt Tyranid fleet.

If the defender wins, they score a Pyrrhic victory as the system is lost but the Hive fleet cannot claim any more systems.

If the defender loses, the system and the reinforcements are all claimed by the Hive Fleet leading to a complete defender loss.



Tyranid fleet by AC2110

The 2022 Winners from the Facebook Painting Competition

Hosted by Turbidious
Tom



Annual Turbidious Battlefleet Gothic
Painting Awards





Bondsman Award - Best Overall Entry (Community Vote)

This outstanding up-scaled Lunar Class Cruiser entry from all the way back in the first competition of the year. This entry was from Admiral Paulsmallus. We maybe hearing from Paul in a little bit, but you can find Paul on instagram if you would like to see more of his amazing work.

Painted in the classic gothic fleet scheme it has to be one of the best paint schemes the BFG community has ever seen. A truly worthy winner of the 2022 overall winner. Fantastic work Paul, congratulations.

Make sure to check out the complete article at:

<https://portinvicta.weebly.com/bfg-painting-comp/turbidious-painting-competition-awards-2022>

To read the insights of Turbidious Tom and find out which entries did get special awards from him, Italianmoose, Battlefleet Galaxy and Andy Chambers!



By DoublebaseFanatic



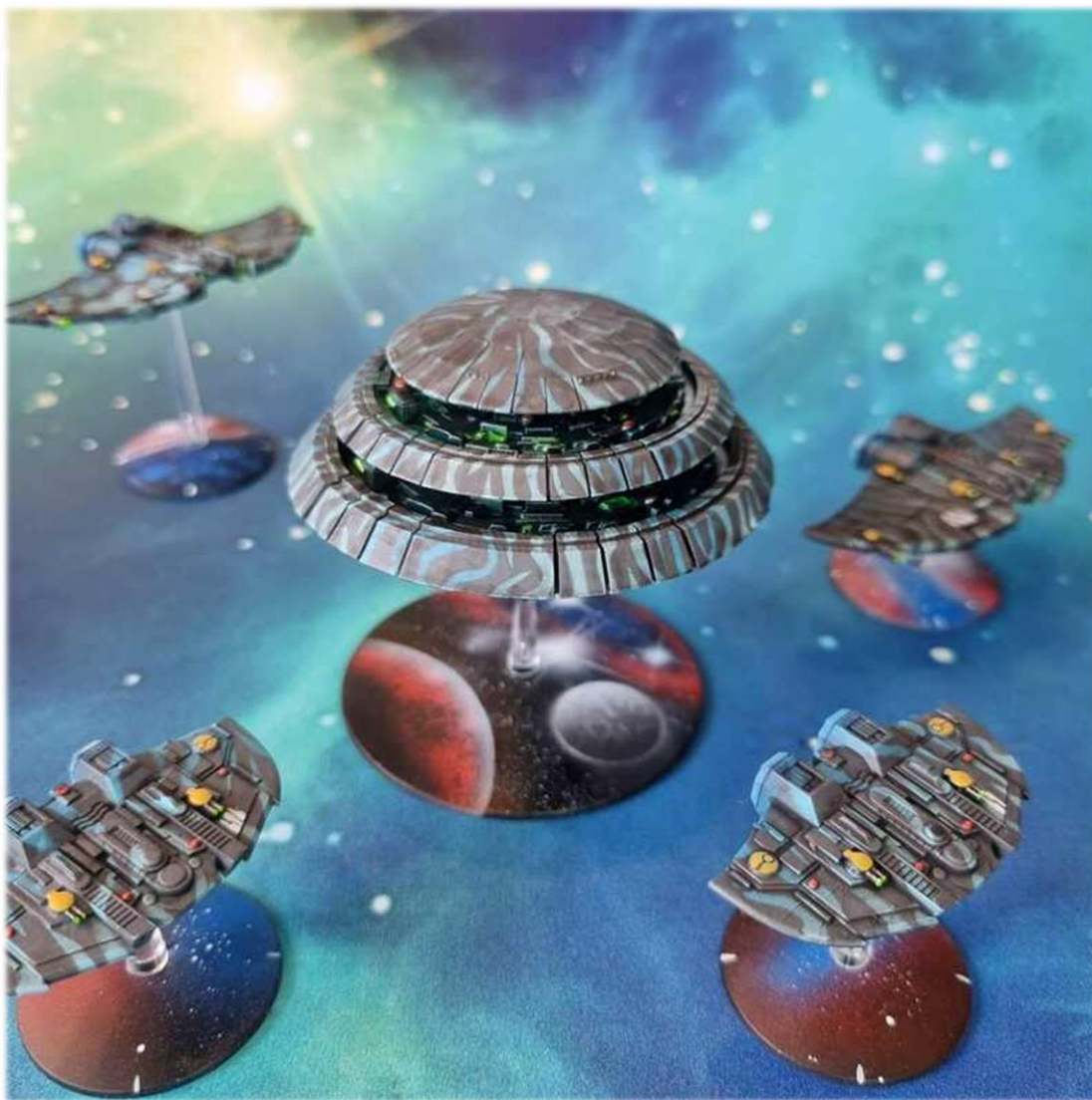
By Warmaster Pierces



By Warboss Evans



By VexarE



By DoublebaseFanatic



By DoublebaseFanatic



By horizon



By PaulsMallus



By DoublebaseFanatic



By AC2110

Adeptus Mechanicus Overview

By HuvalC

(with additional input from Hexagrammaton and
QueenofBithynia)



This background image is from <https://www.tumblr.com/creedomnissiah>



The Adeptus Mechanicus Overview

On the following pages HuvalC, with input from Hexagrammaton and me, will take you through the vessels of the Adeptus Mechanicus. Let's just jump straight into them:

Adeptus Mechanicus key features

- Leadership is better than the Navy counterpart ranging from 7-9, with a 50% chance of having Leadership 9.
- Standard there is no reroll for the Arch-Magos (Admirals). Rerolls can be bought but are relative expensive (50 pts for 1, 125 for 2).
- An Attack rating of 2.
- Weak against boarding actions and hit & run attacks; as attackers may reroll their dice, Adeptus Mechanicus ships do not have access to assault boats.
- Can shoot at friendly hulks! Ideal to provoke some more damages and deny Victory Points to your opponent.
- Every regular Cruiser has a Strength 1, 60cm, shooting left/front/right, dorsal lance included in its point cost; making it a small Battlecruiser. Light Cruiser may exchange their prow torpedo for a Strength 1, 30cm lance for free.
- The fleet has access to the special torpedoes as listed in the rulebook.
- Access to the power ram. Ramming can be a good option as your high Leadership and armoured prow can enable your ship captain to successfully ram its target

- +1 turret on Cruisers, Light Cruisers and Battleships as default. *(Revised/XR allows Escorts to buy this upgrade for +5pts per ship). Remember this will help versus being boarded.*
- +Every capital ship has +1D6 repair dice (after modifiers).
- The Nova cannon is available as an upgrade for every Cruiser and the Retribution Class Battleship.
- Weapon battery range upgrade (from 30 increased to 45cm) available for every Cruiser and Light Cruiser for + 10pts.
- **Quest for knowledge** It is mandatory to roll on this table even if not in campaign. It add some more taste to your fleet. :-) A bad roll can lead to some of your ships having suffered damage, leadership drop, or a critical hit ; use the mimic rules on a ship ship (pretty cool though) ; Experimental equipment.... Nothing too big, not too bad, just some salt and pepper for fun.
- **Gifts of the Omnisiah** - Cruisers, Light Cruisers, and Battleships gain a free refit rolled randomly from a select list (see right). Your Archmagos picks one extra to apply to the ship BEFORE rolling, if you roll the same refit as the one you picked you may pick the second too. On a roll of 6 you can also pick your upgrade. *(Editor note: if you play homebrew like Revised/XR these gifts can instead be bought for a fixed-point cost)* This will shape your tactics and deployment as you roll.

Gifts of the Omnisiah

1. **Emergency Energy Reserves [EER]:** If crippled, ship stats are reduced by 25% rather than 50% (note that the dorsal lance will remain 1 whatever the reason Shield will remain 1 on light Cruisers and 2 on Cruisers!). This option can be interesting as the capital ship leading the charge can remain in place to provide good fire support for some turns.
2. **Advanced Engines [AE]:** +5cm to standard movement and +1D6 to the roll on All Ahead Full. Increased movement allows resistance to blast markers impacting turning speed on larger ships, and on Light Cruisers can turn them into a surprising threat to Escorts. Can be interesting in a wolfpack if several ships get this upgrade.
3. **Repulsor Shielding [RS]:** Ignore negative modifiers from Blast Markers for movement, Leadership and repairing. Useful, notably for Emperor and Oberon class ships, but will help with any Cruiser, particularly when that Command Check is really needed.
4. **Fleet Defense Turrets [FDT]:** The ship can lend up to 2 turrets to an ally ship for the initial dice roll Vs ordnance within 15cm - Note this does not stack with the ship's turrets for the purpose of bombing runs. Interesting depending on enemy ordnance position but can significantly reduce the efficiency of a wave, perfect for ships in Fleets without a launch capacity.
5. **Gyro-stabilized Targeting Matrix [GTM]:** 75% firepower when in movement orders, rather than the standard 50%. Typically, better on ships with higher weapon values to make the most of the additional attack dice. The higher values will also help just keep your weapons a threat on ships like the Lunar where at 75% you still get 5 batteries and 2 lances per side, plus the unaffected dorsal lance, rather than 3 and 1 respectively.
6. **Augmented Weapon Relay [AWR]:** The most appreciated offensive upgrade for most ships. A left shift for weapon batteries counteracts the right shift if firing over 30cm or through blast markers, which is a nice boost to the number of dice; and lance hits on roll of 6 inflict 2 damage rather than one to really smash home against your opponents.

Adeptus Mechanicus ship review

The ship list available to select your fleet from is essentially a restricted combination of the Gothic and Bastion Fleet List. There is no access to Battlecruisers or Grand Cruisers. This is mostly down to the additional weapons equipped to all Adeptus Mechanicus Cruisers as standard; which turns them into pocket Battlecruisers and removes the need for heavier class ships being fielded.

Note from Hexagrammaton - This does tend toward investing upgrades in ships to make them more inline with regular Battlecruisers, but the additional point cost can rapidly work against you.

Note from horizon - Agreed, if you play with the Adeptus Mechanicus be prepared to be outnumbered in most games as your core capital ships are quite expensive compared to other fleets.



Retribution Class Battleship by horizon

Battleships

Mechanicus battleships are not that different from their Imperial Navy counterpart, though upgraded with the Mechanicus special rules (turret, gift). They do not gain the dorsal lance as cruisers do.. Only the Retribution can swap its prow torpedoes for a Nova Cannon.

Ark Mechanicus (Unique): An up-gunned Retribution with nova cannon, and 2 native Gifts which cannot be altered (AWR & RS!). The left shift for weapon batteries, a 6 for lances are double hits, no movement, leadership or repair penalty when being in contact with blast markers/gas clouds! An upgrade on the Retribution, but this comes with a cost as you must take the most expensive Archmagos, this for a total of 515pts. I would advise you to keep it for larger games. but if you can field it, you will be a really pleased Magos due its firepower and disregard of blast markers.

Note from HuvalC - The Ark also has an option to switch its broadside lances for launch bays. I would keep lances and maintain heavy firepower to make best use of the AWR upgrade.

Retribution: A speed 20cm/6+ prow/9 torps Battleship that can have strength 12 left shift Weapon Batteries at 60cm and lances to match. The Retribution is probably the best offensive choice without investing in the Ark Mechanicus, as it is cheap and can provide a lot of damage while keeping up with your Cruisers. The additional Adeptus Mechanicus turret boosts the Retribution to 5 dice against ordnance waves, making it surprisingly tough without any fighter support. A real solid choice if you don't want to take the expensive Archmagos. A great benefit is that cheap Magos is not required to be on the Retribution itself, so the point sink isn't maximum, though having a second gift is a fun thing. So, you look at a 430 vessel, 85 points cheaper than the Ark Mechanicus. Often needed points to get in an additional vessel.

Emperor: A solid choice in every fleet, it is a great ordnance platform and a good support ship with a weapon battery at 16 strength broadside. But as a fleet the Adeptus Mechanicus does not require a huge quantity of ordnance and with 400 Points it is quite an investment, lacking the assault boats is a pity for the Mechanicus fleet. With good upgrades it is a more than a decent flagship, and the possibility to be aggressive with ordnance against a single Cruiser with a mixed wave of 4 fighters and 4 bombers averaging 8-9 attack dice.

Oberon: The cheapest of the Battleship options, a balanced mix of batteries, lances, and ordnance. It lacks the prow armour, but it does give a boost to Leadership while your enemy is on Special Orders in the same fashion as the Emperor. It does suffer from range compared to the Emperor with most of its weapon batteries being limited to 45cm, but it gains supporting lances which can do the extra damage.

Within the Adeptus Mechanicus fleet its versatility is more useful than in a regular Navy fleet. There is a balance to be made with regards to its own special orders, when launching smaller waves of ordnance, you might want to Reload but the ship benefits more from Lock On at closer ranges; which essentially reduces its effectiveness by removing a weapon slot compared to the Retribution. Combined with 15cm movement, which makes it vulnerable to blast markers, the choice of the Arch Magos Gift is split between Advanced Weapon Relays or Repulsor Shielding, for damage or consistent maneuverability.

Note from Hexagrammaton - I use the Oberon as my standard Battleship, upgraded with Repulsor Shields from my Archmagos. I find it a nice self-sufficient ship with enough turrets and weapons to be a threat to almost anything, and with the shields it can always turn without Special Orders. The reduced cost when compared to the other Battleship options allows for a bit more flexibility in the rest of my list.

Note from horizon - For me, the Retribution is the choice of Battleship in this fleet. Having those 3 lances in addition to the dorsal lances of the cruisers is a great asset. And with a good heading 12 batteries on top with a left shift to drop some shields. And it has a 20cm speed. Yay.



Cruisers

Adeptus Mechanicus fleets have access to a reduced array of Imperial Navy Cruisers: *the Lunar, Tyrant, Gothic and Dictator Class Cruisers*. They all benefit from the Adeptus Mechanicus special rules (+1 turret, dorsal lance, and Gift). Just as in a regular Imperial Navy fleet they will (usually) make the bulk of the battle line, though they are a bit more expensive than the Navy versions. Increased range upgrades to weapon batteries and availability of nova cannons instead of torpedoes make up for the lack of diversity.

Dictator: While expensive, these can be upgraded to become Mars-wannabes and give you access to some solid ordnance defense against fleets using both attack craft and torpedoes. And unless you are confident, a usual and common choice in your fleet if you have the Mechanicus Ark or Retribution Battleship leading your fleet.

Lunar: Again, the range increase on batteries can almost turn the Lunar into an Armageddon, the lances remain limited, but the increased weapon range is situational. In smallest games the Lunar is perhaps the best choice as its versatility of weaponry is a real boost. Especially with the dorsal lance adding that extra punch to a broadside.

Gothic: Already a fantastic support vessel, the dorsal lance boosts the broadside to 5, a very credible threat for most ships. It can also take a nova cannon to make it an even more fearsome support vessel as it now fields ranged weaponry as well. Easy to use and never goes wrong if you have some weapon battery ships around to fire first. Excellent support as ever.

Tyrant: Benefits less than other ship classes from the AM upgrades as it already had an equivalent in its Imperial Navy versions, but with the Dominator not being available the additional range makes a solid choice. If you take it make sure this and the Gothic are having blasts at the same target.

Light Cruisers

Adeptus Mechanicus can require the service of all "Voss-pattern" Light Cruisers (Endeavour, Endurance and Defiant class). As owner of the STC the Adeptus Mechanicus may have any number of these ships without restrictions. In the Adeptus Mechanicus fleet, where ships are expensive, the Light Cruiser will often perform the role of support ship when squadroned to regular Cruisers. While the Voss type Light Cruisers has less speed compared to the Imperial Dauntless Class the flexibility of its weapon options and upgrades to the hull give them a wide operational range. Either as small squadrons hunting Escorts, flanking, or acting as armoured shields for bigger Cruisers with the 6+ prow upgrade.

Furthermore, there is the option on the Endeavour and Endurance to swap their prow torpedoes for single dorsal lance at (range 30cm); this enables these Light Cruisers to also become an "all abeam" wolfpack, with one of each providing for a total weapon battery strength of 10 and 4 lances.

Endeavour: This gunboat is boosted significantly by the additional range to batteries, making a solid 8 strength broadside at 45cm. Perfect for fighting alongside a Gothic cruiser to strip shields for a mere 135pts, or run a pair as a squadron and hit heavy targets or Escort squadrons with a horrible surprise, especially if you get the Advanced Weapon Relays!

Endurance: These little ships pack a surprising punch when the torpedoes are swapped for an extra lance, capable of stripping shields before unleashing almost a full Cruisers worth of lances at point blank range. And as the Endeavour likes the Gothic the Endurance likes the Tyrant.

Defiant: The oddball of the Voss Light Cruisers to start with, it does not have access to either the lance swap or the extra range available to most other ships in the fleet. It can be made a bit tougher with the prow armour while sacrificing turning speed.

Where the Defiant comes into its own is the application of high Leadership ordnance capacity. 130pts for 2 launch bays and 2 lances is not efficient at a glance, however combined with the overall high cost of other carrier ships in the Adeptus Mechanicus fleet list and the overall high Leadership chart, taking two of these in a squadron gives a 50% chance of Leadership 9 carriers. Even added singly to another Cruiser it can provide consistent torpedo defense with CAP and still add some last minute and often forgotten lance shots into a weakened target.

Note from horizon - probably me but as soon as I removed the Defiant from my fleet I started winning. lol

Note from HuvalC - I do believe Defiants can do well, but not as standalones. If you are ordnance-light the better would be to squadron it/them to other cruisers that often reload so that they can launch fighters for CAP, while providing 2 lances to the cruiser the escort. A dictator with 6 launch bays and 2 lances is interesting. While squadroning light cruisers (at least in 1000+ games) you really lack a second shield.

Escorts

Adeptus Mechanicus have access to all Imperial Escorts, including the Astartes (at a discount, as they don't benefit from Space Marine rules).

You will want to take Escorts in your fleet. All your capital ships being more expensive, a decent sized Escort squadron will bring enough punch in the battle with the mobility the rest of your fleet lack. With the extended range of batteries and 60cm lances from Cruisers can support them.

The choice should be made depending on your needs in the fleets, if you can afford the Astartes variant you'll benefit from additional armour and speed.

Swords/Gladii: Cheap extra weapon batteries for raid flanking and Escort destruction. A squadron of these are fast and pack a punch to scare most capital ships.

Firestorm/Nova: Light batteries and a lance, if for some reason you don't feel like the Adeptus Mechanicus Cruisers are giving you enough 4+ to hit, these Escorts fill the gap wonderfully. The L/F/R arc of fire on the Nova make it a real threat with Lock On with even two or three having enough firepower to threaten Cruisers.

Cobra/Hunters: Perfect for fast torpedo salvos with large threat ranges if your Cruisers have given up their torpedoes in place of nova cannon these cheap and always useful Escorts will fill in the weapons gap and keep your enemy from playing nice neat lines.

Falchion: Again, a bit of an odd-ball ship from the Bastion fleet. Like the Defiant it lacks an obvious use, with a bit less firepower than Swords and only a single torpedo. And the latter is the key in the Mechanicus fleet: these single torpedoes are useful at removing larger enemy waves or CAP fighters. They can also be added to squadrons of Swords and Firestorms to give some weapons variety..

Note from HuvalC - I personally like Gladii for the speed and toughness they bring, and hunters for the 65cm torps range they bring (even more All Ahead Full!). I believe lance Escorts are a bit below as you should already have enough lances on your capital ships, but if you want some, I recommend "Novas" for their LFR lance.

Note from horizon - choice of escorts is personal, I know many love the Nova frigate for its Left/Front/Right lance, but the Gladius and Hunter are my staple choices as well.

Reserves

As a part of the Imperial Navy, Adeptus Mechanicus fleets can take reserve from said Imperial Navy fleets, Space Marines, Inquisition and Rogue Traders. As a reserve to other fleets, Adeptus Mechanicus ships have special rules forcing them to disengage when crippled, which might lead to some tricky situations in games (or a campaign) but will also add that extra fun risk. The Battlefleet Bakka fleet list has the option to use Adeptus Mechanicus cruisers as battlecruiser choices in their list. This may add some flavour to your fleet, and it is a good way to include attack craft you lack on regular Cruisers.

Note from Hexagrammaton - I have never used Reserves, preferring to run a fleet from a single roster, the Adeptus Mechanicus list allows a very complete fleet with massive variability. They should make good additions to other fleets for flavour, but I'd generally use them as Scenario additions if they're not being run as a whole fleet.

Note from horizon - When I started collecting and had to go into a 1500-point battle I added a Space Marine Strike Cruiser as a reserve vessel. A much better choice than a Defiant if you want a light carrier around(!). But otherwise, the fleet is so low in numbers reserves don't make sense most of the time. Adding an Adeptus Mechanicus capital ship to another fleet can be a fun and solid choice though!

Tactics

With Cruisers being rather expensive compared to their Navy equivalents, they tend to hit harder, although less than a battlecruiser. This leads to you being outnumbered in almost every game, so you may want to bring Escorts rather than lean heavily into all the fun but costly upgrades.

Note from Hexagrammaton - I used to run Cruiser and Battleship only fleets at 1500pts, with only 5 ships. While possible, it does not make for a relaxed playing experience, and you do have to think A LOT about your tactics. I've since started exploring the flexibilities of Escorts and Light Cruisers to open my playstyle.

Note from horizon - Yes, 5 ships is... really a few. Dropping a cruiser to get in two escort squadrons makes it a bit easier. The opponent now needs to choose between more available targets.

Though the single dorsal lances are split between several ships, it is possible to provide long range support from all the fleet on a single target with the chances of decent Leadership allowing you to ignore those pesky smaller targets.

You may want to avoid close range against some fleets, as being weak to boarding and hit and run attacks. This obviously isn't always within your control, but your deployment and terrain will be useful to delay/interfere with your enemy's plans! It is perfectly fine to run away when some ships get too close, and with your speed upgrades this might work well in your favour for ramming with your nice heavy 6+ prow armour and good Leadership values.

Remember, you have the might of the Omnissiah with you in the form of your bonus turrets, they are a formidable defense against most ordnance, use the fighters from your launch bays to intercept assault boats whenever possible and almost entirely ignore bomber waves. If there's nothing else in range, use your weapons to blast at free floating ordnance waves. Sure, you need 6+ to hit them but the whole wave goes pop, and you'd not be rolling those dice otherwise. And if the opponent is a real heavy ordnance fleet, massing turrets is also an option. Every extra turret helps.

A bonus for the Adeptus Mechanicus in this case is with their extra repair dice, it just might repair that damage from an enemy assault boat. Don't forget to use your light cruiser to remove CAP with their str-2 salvos.

All your Cruisers have the standard 6-strong torpedo wave on the prow as standard, squadroning these heavy hitters is a real threat if you manage to force your enemy into a compromising position and you can hit them with a 12-strong wave. If you're hitting a Cruiser with them, you've got a good chance of scoring 2 or 3 hits directly and forcing them to Brace!

Alternatively, you can crack out the cheese and swap all your torpedoes for nova cannon (Hex's 5 ship fleet) and lose some friends. It does not make for a particularly fun game for your opponent if you blow apart a Cruiser turn one from the deployment zone. But it is a valid tactic, if risky, you lose even more ordnance and must position and move very carefully to maximize the effectiveness of your cannon which when crippled become useless. And if the battlefield is filled with celestial phenomena, as many players like, line of fire may become difficult.





Use Special orders to their fullest with your decent Leadership and make the most of your upgrades for your expensive and limited number of ships. Rerolls cost a lot in this list and often the points are better spent on ships to bolster your limited numbers and simply risk the failed rolls.

Lunar Class Cruiser by horizon, Gothic Class Cruiser by Littleblueman

Note from Hexagrammaton - I tend to use a pair of Tyrants (with extended batteries), a Dictator, and a Gothic in my base fleet. Squadroning them to meet my opponents' threats, although normally I keep the Tyrants as a working pair of massed firepower. The Dictator near some escorts and the Gothic near my Oberon as a way of ruining people's fun. Because you will normally be outnumbered by your opponents target priority becomes of high importance. Where possible I will focus fire on single ships/Escort squadrons as much as possible until they're gone before moving onto the next target rather than spreading damage equally among the enemy. This is less efficient at slowing them down through blast markers but does remove potential damage much more securely.

Note from horizon - just to note... I run my Adeptus Mechanicus cruisers never in a squadron. My last game was a 1000 points one with a Dictator, Gothic and Lunar as the cruiser choices and Gladii plus Hunters as my escort squadrons. The lances took good care of the Ork prows, and the 4 fighters did their job effectively enough to render the Orks waves useless. In games of 1500 points the Retribution will be added to spearhead the fleet. The remaining points could be an Endeavour or some more escorts. Contrary to my Tau or Marines I keep the Adeptus capital ships much tighter together (if the scenario permits!) to have more single focus on key targets.

Note from HuvalC - You may want to have a form of kiting by bringing some nova cannons, enough long-range gunnery, or very fast Escorts. That's how I play my fleet, with the core of the fleet staying altogether. You can as well abuse ordnance by forcing your opponent to maneuver.

All the possible upgrades (picked or roll) can completely shape your fleet away from how you intentionally built it (i.e., advanced engine dictator with nova cannon but -2Ld to reload,...), but it may also enhance the fleet to a very surprising effect (i.e., Retribution with advanced engines!)

Some Fleet List examples

Hexagrammaton's List choices

Beginner 600 (A taste of everything the fleet can do)

Lunar Class Cruiser 215

Dictator Class Cruiser 255

Swords Class Frigates x 3 105

Total Point Value 575

Intermediate 1000

Archmagos Explorator 50

Dictator Class Cruiser 255

Endeavour Class Light Cruiser (ER WB) x 2 270

Gothic Class Cruiser 215

Gladius Class Frigate x 3 120

Cobra Class Destroyer x 3 90

Total Point Value 1000

Full fleet 1500

Archmagos Veneratus 50

Oberon Class Battleship 370

Gothic Class Cruiser (Nova Cannon) 235

Dictator Class Cruiser 255

Tyrant Class Cruiser (ER WB) x 2 460

Cobra Class Destroyer x 2 60

Total Point Value 1430



Fleet by Hexagrammaton

This is from the **starter fleet** article: Adeptus Mechanicus starter fleet by horizon

Archmagos Explorator 50
Retribution Class Battleship 380
Lunar Class Cruiser [Nova Cannon] 235
Gothic Class Cruiser 215
Dictator Class Cruiser 255
Endeavour Class Light Cruiser [ER] 135
Gladius Class Frigates x3 120
Hunter Class Destroyers x3 105
Total Point Value 1495



HuvalC's go-to list is the following:

Archmagos Explorator 50
Dictator Class Cruiser 255
Gothic Class Cruiser 215
Tyrant Class Cruiser (ER) 230
Endeavour Class Light Cruiser (ER) 135
Hunter Class Destroyers x3 105
Total Point Value 990

The other option is to drop the Magos and get a Lunar with a Nova Cannon as a replacement for the Tyrant, and upgrade the hunters to Gladii. To go to 1500 points I would add a battleship, and either one light cruiser or another escort squadron depending on what I want to add in my fleet.



DARK MECHANICUM

As a fun idea started from a quick chat an idea thread was started on the BFG Discord about the Dark Mechanicum at the end of 2021.

After several months of lingering and ideas being added I started putting all of it into a PDF in October 2022. What really inspired was the feedback and contact with four ship designers who each contributed to a part of the Dark Mechanicum fleet.

A last addition we did was including

the Ark of Omen rules. Trying to conveying what they could be in Battlefleet Gothic from the info GW released. Thanks to Griffthofer and his BFG Dreadnaught rules this worked really fine.

You can download the Dark Mechanicum ruleset here:
[Dark Mechanicum](#)

If you have ideas or feedback, you can go to the Battlefleet Gothic Discord:
<https://discord.gg/uR6wvGn67A>



ARKS OF OMEN

The Balefleets

Rules: Griffthofer, Italianmoose and horizon
Ark of Omen image: Soulforge Studios



ARK OF OMEN

750 Points / 2500 Points



DARK MECHANICUM

ARK OF OMEN [regular play edition]

750 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
All Subsection Characteristics					
Defence/16	10cm	Special	4	4+	6

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weaponry			
Prow Weapon Batteries	45cm	12	Front
Prow Lance Battery	30cm	4	Front
Prow Torpedoes	30cm	6	Front
Port Weaponry			
Port Weapon Batteries	45cm	12	Left
Port Torpedoes	30cm	6	Left
Port Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	4	-
Starboard Weaponry			
Starboard Weapon Batteries	45cm	12	Right
Starboard Torpedoes	30cm	6	Right
Starboard Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	4	-
Spine Weaponry			
Mawcannon	30cm / 90cm	8	All around
Aft Weaponry			
Aft Weapon Batteries	45cm	12	Rear

With only a few faltering obstacles standing between Abaddon the Despoiler and supremacy over the entire Imperium Nihilus, the forces of Chaos are nearing their goal.

When the enigmatic daemon mechanic Vashtorr the Arkifane appears, he brings Abaddon an offer ... and an opportunity. The fiendish forge-master turns his specialty in corrupt machines and insane innovation to constructing the Balefleets – swarms of heretic warships, reinforced by the mighty Arks of Omen.

Colossal Black Legion void craft built around the cavernous bodies of Space Hulks, the Arks of Omen are heavily weaponised and augmented with the means to steer them through the stars. Abaddon the Despoiler awards each to a favoured Warband – seeded, naturally, with loyal enforcers and informants – and he dispatches the Arks to claim artefacts of mysterious provenance.

No one knows the Despoiler's ultimate plan for these vast warships and the artefacts they seek. As for Vashtorr's dark desires, every offer comes with a price ...

ARK OF OMEN [the maniac edition]

2500 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
All Subsection Characteristics					
Defence/48	5cm	Special	2	4+	6

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weaponry			
Prow Weapon Batteries	45cm	48	Front
Prow Lance Battery	30cm	8	Front
Prow Torpedoes	30cm	12	Front
Port Weaponry			
Port Weapon Batteries	45cm	48	Left
Port Torpedoes	30cm	10	Left
Port Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	12	-
Starboard Weaponry			
Starboard Weapon Batteries	45cm	48	Right
Starboard Torpedoes	30cm	10	Right
Starboard Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	12	-
Spine Weaponry			
Mawcannon	30cm / 90cm	12	All around
Aft Weaponry			
Aft Weapon Batteries	45cm	32	Rear

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Special Rules

Ark of Omen

Arks of Omen are so massive compared to other star-ships that they require several special rules. However, an Ark of Omen must still follow all the usual rules for ships in your fleet, except where its special rules explicitly state otherwise.

Arks of Omen should be placed on a base that is at least 60mm, but no more than 90mm, in diameter. However, should a game include opposing Arks of Omen they should be mounted on the same size of base in order to keep things as fair as possible.

Ark of Omen Special Orders

An Ark of Omen acts as a single entity for the purposes of special orders (with all Subsections be affected by those orders as normal) and may not use the *Burn Retros* or *Come to New Heading* special orders.

Ramming

For the purposes of ramming an Ark of Omen is considered a defence and as such cannot initiate a ramming action.

An Ark of Omen that is rammed rolls dice equal to half the total starting hits of all it's Subsections.

Movement

Arks of Omen must move their Speed in a straight line each turn, no more, no less. Arks of Omen never have their speed reduced by blast markers or damage. Any other effects that would cause the Ark of Omen to have reduced Speed take affect as normal.

Turning

An Ark of Omen may turn up to 45° in every second movement phase. This turn must be taken at the end of the Ark's move.

Gravity Wells

If an Ark is within the gravity well of a planet or moon at the end of its movement, it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase.

Also, the enormous size and mass of an Ark of Omen means that it creates its own gravity well extending 5 cm from the edges of its base. This affects other ships in the same way as a planetary gravity well and means that other ships can take up a stationary orbit around the hulk. Objects orbiting the Ark are moved along with it until such time as they break orbit. A ship deciding to break orbit must do so before the Ark of Omen moves. In other words, no free moves!

Sub Sections

Arks of Omen are so large that their weapons, hits and defences are divided up into four 'Subsections': Prow, Port, Starboard and Aft.

When the Ark of Omen is fired upon, determine which Subsection the attack will hit by tracing a straight line from the stem of the firing ship to the centre of the Ark.

Likewise, ordnance hits are only resolved against the first Subsection contacted by the marker. If an attack traces its line to either the Port or Starboard Subsection, the Ark is counted as Abeam; if it traces to the Prow Subsection the Ark is counted as Closing and if it traces to the Aft Subsection the Ark counts as Moving Away.

Remember, an Ark of Omen is counts as a defence and as such that column on the gunnery table is used.

Shields and Blastmarkers

Each Subsection has its own shields; when blast markers are placed, put them in contact with the appropriate edge of the Ark's base.

Damage and Critical Hits

All damage and critical hits only affect the Subsection that they are inflicted against unless specifically noted otherwise. Subsections can be crippled as normal, however only the crippled Subsection has its weapons/capabilities affected, and the Ark's Leadership is unaffected by the crippling of any Subsection(s). Once a Subsection's hits are reduced to 0, any further hits plough into the drifting wreckage and do no further damage. Should the Aft Subsection be destroyed, reduce the speed of the Ark of Omen by half (round down).

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four Subsections function as individual ships placed 'back to back'.

Due the Dark Mechanicum improvements the Ark of Omen receives always one extra dice when attempting to repair.

The Ark of Omen itself is only destroyed once all four Subsections are reduced to 0 hits, at which point a single roll on the catastrophic damage table must be made. Blast markers only affect the Subsection(s) that they are in contact with.

Nova Cannon, Armageddon Gun and Warpcannon

Nova cannons and other template weapons can only score a 'full on' hit against the Subsection

most under the centre hole of the marker when it hits. If a direct hit is rolled on the scatter-dice then the Nova Cannon directly hits only the Subsection facing the attacking ship.

Should the Armageddon Gun hit an Ark of Omen, then only the Subsection facing the firing vessel is hit, unless the struck Subsection is destroyed by the damage caused by the Armageddon Gun. If this happens then the Armageddon Gun will strike the opposite Subsection as well (Port - Starboard, Prow - Aft).

The same procedure applies to the Blackstone Fortress. When the mega death shot is being used only one quadrant is fully destroyed. The others take D6 hits (no shields).

Boarding

Enemy ships may board any Subsection that they make it into contact with. The following boarding action is resolved as normal, with only the targeted Subsection being involved in the boarding action. Any resulting hits or critical hits against the Ark of Omen are likewise only applied to that Subsection.

If an Ark of Omen initiates a boarding action against an enemy ship, it may choose how many of its Subsections will be involved in the boarding action, only counting their remaining hits for its boarding value. Subsections not involved in the boarding action may fire their weapons normally.

Furthermore, an Ark of Omen is filled with horrifying Daemon Engines and as such has a boarding modifier of +2.

Hit & Run Attacks

Hit-and-run raids are resolved only against the Subsection they are directed at and will not affect other Subsections. Enemy ships that launch a teleport attack against the Ark of Omen may target any Subsection.

Arks of Omen contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as a devastating hit-and-run attack against enemy vessels. Each Subsection that is not destroyed allows the Ark of Omen to launch one teleport hit-and-run attack.

These teleport attacks are conducted by mighty daemon engines and give a +1 on the result of the D6 roll.

Attack Craft

When launching attack craft an Ark of Omen may only form waves out of squadrons launched from the same launch bay. Squadrons launched from separate launch bays (e.g., another section) may not be combined to form a single wave.

The Spine

The central command and control facility of an Ark of Omen is a heavily armed and armoured redoubt capable of withstanding almost any attack. The Spine cannot be targeted separately by enemy attacks and is only destroyed when the rest of the Ark of Omen is reduced to zero hits. In rare instances, if the spine would take damage (such as from its own ordnance exploding due to critical hits, etc.), the opposing player distributes this damage between any remaining Subsections.

Daemon infused Spine weaponry: Mawcannon

Retrieved from the warp by the daemon Vashtorr an Ark of Omen becomes infused with daemoniac energies. The Mawcannon is a terrible Warp-based energy weapon which unleashes different types of lethal Warp energies through the spinal weapon emplacements. When firing the player may choose one of the following attacks:

- **Baleful Torrent:** this burning Warpfire engulfs enemy ships in ethereal energy: Target an enemy vessel within 30cm. Treat the attack as a regular strength 8 lance attack with the exception critical hits are inflicted on a 4+.
- **Phlegm Bombardment:** masses of mutating phlegm are hurled at enemy ships: Target an enemy vessel within 90cm. This ship is hit by 8 hits. These roll versus armour and each successful hit cause one critical hit (roll on chart per usual).

Using Arks of Omen

If taken, it must serve as the flagship. It may not be taken in a fleet that has the Planet Killer, an Activated Blackstone Fortress or ships that must be used as flagships such as the Terminus Est. It may not take any Chaos Marks, but other ships still can.

There is no minimum point requirement or ship prerequisite for fielding an Ark of Omen! If desired, it may even be taken by itself or only with escorts.

Victory Points

Arks of Omen use the following table to determine how many victory points they are worth to opponents:

- An Ark of Omen that disengages with no damage whatsoever counts as 10% destroyed.
- An Ark of Omen that disengages with any damage at all counts as 25% destroyed.
- An Ark of Omen that has two Subsections destroyed, or all four Subsections crippled, counts as 50% destroyed.
- An Ark of Omen that is destroyed counts as 100% destroyed.

Arks of Omen in a campaign

A player may never have more than one Ark of Omen in their fleet-list and if it is destroyed then it's gone, you cannot replace it as you would any other vessel.

Rather than using the standard Reinforcements Appeal, in order to add an Ark of Omen to your fleet-list you must successfully make a "Praise Abaddon" Appeal, for only he has the authority to dispatch an Ark of Omen to a particular conflict.

This Appeal requires a 5+ to be rolled in order to be granted and you may only attempt this Appeal once per campaign turn (Do not disturb the Despoiler to often!).

The Ark of Omen rules as described on the previous pages are for based on the Battlefleet Gothic Dreadnought rules by Griffthofer as can be found here:

<https://tinyurl.com/e589p36a>



Only a few points have been changed to reflect the Ark of Omen being based on a Space Hulk and having involvement of a daemon, instead of a big battleship.

Arks of Omen Critical Hits Table

2D6	Extra Damage	Result
2 – 3	+0	<p>“Target high energy systems!” The attacker focuses on destroying areas of the Arks' power distribution network. The attacker chooses one of the following (applicable) options:</p> <ul style="list-style-type: none"> • Reduce targeted Subsection's Turrets value by 1. • Reduce targeted Subsection's Shields value by 1. • Reduce the strength of a Lance-type or Nova Cannon weapon in the targeted Subsection by half (round down).
4 – 5	+0	<p>“Target weapons clusters!” The attacker focuses on neutralizing banks of weapons across the Arks' surface. The attacker chooses one of the following (applicable) options:</p> <ul style="list-style-type: none"> • Reduce the firepower of a gunnery weapon in the targeted Subsection by half (round down). • Reduce the strength of a torpedo salvo in the targeted Subsection by half (round down). • Reduce the launch capacity of any launch bay in the targeted Subsection by half (round down).
6	+1	<p>“Target thruster assemblies!” The attacker focuses on demolishing the Ark's manoeuvring systems. Make a note each time the Ark of Omen suffers this result. Each time the Ark of Omen wishes to turn, it must roll higher on a D6 than the number of thruster assembly critical hits it has suffered during the course of the battle. This does not include the free turn it may make when it is within a planet's gravity well. An Ark of Omen may suffer a maximum of 6 thruster assembly hits (if this result cannot be applied, roll for a different result). This critical hit may only be repaired by the Damage Control rolls of the Aft Subsection.</p>
7	+0	<p>Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.</p>
8	+1	<p>Hull breach. A huge gash is torn in the Subsection's hull, causing carnage among the crew.</p>
9	+0	<p>Command Tower Struck. A command tower on the spine is torn away. The Ark's Leadership value is reduced by -2 points. This damage may not be repaired.</p>
10	+0	<p>Shields Collapse. The shield generators overload and burn out, leaving the Subsection virtually defenceless. The Subsection's shield strength is reduced to 0. This damage may not be repaired.</p>
11	+1	<p>Citadel penetrated! The main citadel is struck, causing immense destruction as the ordnance stored there explodes and wreaks havoc. All Subsections suffer +1 damage and the Spine weapons are lost.</p>
12	+D3	<p>Reactor Struck! The central plasma reactor at the heart of the Ark of Omen is struck, all four Subsections suffer an extra D3 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the Subsection struck.</p>

Arks of Omen Catastrophic Damage Table

D6	Extra Blast Markers	Result
1 – 2	0	Wrecked. The Ark of Omen simply ceases to function. Venting gases and debris block line of sight across the Ark, and movement through it counts as moving through an asteroid field in all respects. The Ark's wreck continues to move its Speed, in a straight line directly forwards, at the end each of the controlling player's Movement Phases.
3	0	"Structural collapse. The Ark falls apart and pieces drift away, filling the area with huge chunks of wreckage. Replace the model with a 15cm diameter asteroid field. This asteroid field moves the Ark's Speed along the same heading as the Dreadnought was on, when it was destroyed, at the end of each of the controlling player's Movement Phases.
4	2D6	Hyper-plasma meltdown. The Ark's main reactor goes critical in spectacular style. Resolve twelve lance shots against all ships within 4D6cm, and remove all ordnance within that range. Everything else remaining on the table suffers the effect of a solar flare centred on the Ark of Omen. Then, replace the Ark of Omen with 2D6 blast markers.
5	0	Daemon Soul Unleashed! As the Ark of Omen explodes the daemonic soul bound within it unleashes its energies as it breaks from the superstructure: All ships within 4D6cm receive D6 critical hits (roll per ship). Ordnance is automatically removed.
6	0	Warp field implosion. The Ark of Omen instantly vanishes as its warp field collapses, leaving behind a vast hole in the fabric of space. Resolve twelve lance shots against all ships and ordnance within 4D6cm, then replace the station with a warp rift. All ships and ordnance markers remaining on the table are then drawn 15cm directly towards the centre of the rift. Objects that pass into the rift will be affected normally as described in the Celestial Phenomena rules.



ARK OF OMEN FLEET LIST

FLEET COMMAND

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 9.

Warmaster	100 Points
<i>+2 Leadership, including one re-roll</i>	

In addition, you may buy up to two more re-rolls for your fleet:

One re-roll	50 Points
Two re-rolls	100 Points

Marks of Chaos: A Warmaster may add one of the Chaos Marks as written in the remastered fleetbook. (page xx). When an Ark of Omen is present no Mark of Chaos may be taken.

CAPITAL SHIPS

Ark of Omen

You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.

0-1 Ark of Omen	750 / 2500 Points
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Grand Cruisers

For every two cruisers you may take one Grand Cruiser:

Vengeance	230 Points
Retaliator	260 Points
Repulsive	230 Points
Executor	210 Points

Heavy Cruisers

For every two cruisers you may take one Heavy Cruiser:

Styx	260 Points
Hades	200 Points

Cruisers 0-12

Devastation	190 Points
Carnage	180 Points
Inferno	180 Points
Murder	170 Points
Slaughter	165 Points

***Note:** above are the regular Chaos vessels and as such they do not benefit from any Dark Mechanicum upgrades or benefits as described in the rules on pages 6-7.*

ESCORTS

The following escorts may be chosen

Idolators	45 Points
Infidels	40 Points
Iconoclasts	30 Points

RESERVES AND ALLIES

The Ark of Omen fleet list may take reserves from the Dark Mechanicum fleet list. This being the option to take any cruiser from the Dark Mechanicum fleet list instead of a Heavy Cruiser from the Ark of Omen fleet list.

The general rules on how Marks of Chaos may combine still apply.

Using Arks of Omen in a campaign:

This fleet list follows the regular Chaos campaign rules.

DARK MECHANICUM

DoublebaseFanatic Planet Guide



Hi guys, it's me again. This time, however, only with a small tutorial.

The idea for this came about when I was looking over my old colours and noticed that I still had a tube of Agrellan Earth left. I wanted to do something with the 'colour' and so I had the idea to use it for a planetary surface. And now I would like to share this idea with you in a few short steps:

1. First of all, I use these acrylic decorative balls for all my planets. So, I take one hemisphere, cut off the pin with a hobby plier and prime the hemisphere white.

2. After the primer is dry, I apply a colour of my choice on the planet. This is the colour that will show through the cracks afterwards.



3. When this has also dried, I apply a very very thick layer of Agrellan Earth to the whole hemisphere. This can use up an entire bottle of Agrellan Earth, depending on the size of the hemisphere, of course.



Looks like a nougat cake, doesn't it? And it will look like that for a while. Because the layer has to dry completely. It's best to let it dry overnight. Then you are on the safe side.



This is how the planet looks now on the other day. As you can see, the cracks are bigger where the Agrellan Earth layer was thickest.

4. For the last finish, I spray one side of the planet dark to simulate sunlight and shadows.



Et voilà, our little selfmade easy to make planet is finished 😊
I hope this little tutorial gives you some inspiration for your hobby! Good success!

