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**20<sup>TH</sup>**  
ANNIVERSARY  
EDITION  
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Issue 43 | March 2024

## OH MY BLESSED WARP DRIVE!

Double celebrations! Firstly, as this issue is the 20<sup>th</sup> year anniversary edition of Warp Rift and secondly, but by far not less, it is the 25<sup>th</sup> anniversary of the game we all love: **Battlefleet Gothic** this year!

This special moment warrants an extraordinary issue of Warp Rift. The issue was already bound to be filled with articles from several active player around the globe, but I also contacted some of the venerated players who might seem less active with Battlefleet Gothic these days but keep it in a special place close to their heart. Check out the Warp Rift MMIV – MMXXIV article of this issue.

Furthermore, to make this issue even more special I edged up the level of articles... resulting in a grand total of more than hundred pages!! Like yeah! Battlefleet Gothic is alive!

Many thanks to everyone contributing and supporting: DoublebaseFanatic, Italianmoose, Turbidious Tom, HuvalC, Battlefleet Galaxy, FunkFu Master, BleachHawk, AC2110, Nachocuban, BFG\_Noob, Ray Bell, Bob Henderson, Cybershadow and Andy Chambers.

Also, some big thanks to an old friend of mine Erwin Leufkens for the excellent cover; James Woodford for his beautiful gallery pages at the end and Christian Schwager for that impressive artwork of his (Warp Rift MMIV-MMXXIV).

[https://www.instagram.com/anung\\_un\\_rama\\_79](https://www.instagram.com/anung_un_rama_79)  
<https://www.instagram.com/theartofschwager/>

Have fun and Battlefleet Gothic!  
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](mailto: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 the Cybershadow (!) light cruiser, photoshop by Erwin

Page 4 & 5 are by Christian Schwager <https://www.instagram.com/theartofschwager/>

Page 12 is by James Threlfall <https://www.instagram.com/gothicgarnish/>





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

- ❖ **Warp Rift MMIV-MMXXIV** (Page 4) read 'em.
  - ❖ **Ships of Legend!** (Page 11) *The Titan Carrier! Take that Nemesis. ;)*
  - ❖ **A fleet overview** (Page 15) *Tom and I had a go.*
  - ❖ **Facebook painting competition 2023:** (Page 30) *All so good!*
  - ❖ **The Tobar!** (Page 38) *a refresh of the article in Warp Rift 11!*
  - ❖ **Scholar Tacticus** (Page 42) *FunkFuMaster brings us tactics for the Chaos Light cruisers! Yes, heresy it is.*
  - ❖ **Campaigning through the stars: Tyranids** (Page 46) *Fr05ty continues his series of campaign additions!*
  - ❖ **The Tyrant challenge:** (Page 52) *HuvalC goes all in.*
  - ❖ **Event Horizon** (Page 55) *A ship of horrors in this scenario.*
  - ❖ **Dark Mechanicum fleet:** (Page 59) *Turbidious Tom shows his newest fleet.*
  - ❖ **The Warp Rift** (Page 62) *Ray Bell expands upon.... Warp Rifts!*
- Double's Hobby Insights** (page 65)
- ❖ *Celestial Phenomena and more!*
- Moose'Musings** (Page 81)
- ❖ *Strike Cruisers...*

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](mailto: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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# Andy Chambers

'I'm delighted to be able to offer my heartiest congratulations to Warp Rift on its 20th anniversary, an amazing achievement and a credit to the vibrant community it has built and fostered for all that time. Working on Battlefleet Gothic remains one of my fondest memories from my time at Games Workshop; the art, miniatures and words came together so naturally, and the reception was so great I'm proud to have been a part of it. The original release of BFG was 25 years ago, and Games Workshop consigned it to the cold void five years later. Ever since then Warp Rift has lit its own Astronomicon to guide captains everywhere, and now with the advent of 3D printing there's been a resurgence in interest for Battlefleet Gothic that no game has a right to expect after two decades out of print. As I opened with - that's a truly amazing achievement and something for all the dedicated contributors of Warp Rift to take pride in. Per ardua ad astra indeed.'

Lord Admiral Andy Chambers +++MMXIV





# Bob “Mod-Patriarch” Henderson

## Battlefleet Gothic - A look back.

I find it hard to believe that Battlefleet Gothic is a quarter of a century old. Perhaps even more noteworthy is that the game as a miniatures game was essentially discontinued in 2013 as GW walked away from the Specialist Games entity and the original designer, Andy Chambers moved on to other venues (Blizzard/Activision) although he has occasionally returned to miniatures rules with among others, Warlord.

It is a testament to the community that not only have the fans kept the Specialist Games lines alive in terms of play, but that loyalty appears, hopefully, to have convinced GW to bring back those lines although BFG seems perpetually "someday soon".

I was pretty much a pure PC gamer until I saw a copy of the game in the window of a local shop and was fascinated. Sure enough, the miniatures were awesome and the rules with a few odd clunks (cough Eldar) were smooth and very flavourful with the "fluff" really fitting well within the 40K universe that I was familiar with from my kids 40K armies.

Looking back, I remember some highlights/lowlights/semi-lights that still resonate.

**Nova Cannons** - The original guess the range was unfortunate for the 80% of players without that range estimation skillset so after a certain wailing a gnashing off teeth from the 20% that were deadly, enter the scatter die. That should have been the end but when we started having some tournaments, some Imperial players showed up using all Nova Cannon fleets which up until Necrons probably felt the most "broken" but the rules were robust, and all Nova fleets were often clobbered by terrain and fast closing fleets such as Chaos.

**Eldar** - I must confess to never liking Elves in any way shape or form (pointy eared twits) whether in trees or spaceships, but the models were gorgeous. The initial movement rules never really captured the shoot and scoot aspects of the fluff but very specifically, the work by the fans in Warp Rift (*note: Warp Rift issue 10*) have offered better solutions in the move-shoot-move mechanic even if they are still pointy eared twits.

**Orcs** - Always fun, very difficult to be competitive without a Hulk, at least until the battleships appeared. These were models that really felt orcish and the random behaviour nature, while mostly hard to play, felt fun even while getting stomped. Building a completed Hulk was, as a modeler, very satisfying while emptying the bitz box.

**Chaos** - Certainly along with the Imperials, Chaos were the other core fleet. Great models, lots of lances, good speed and two of the real unusual models in the game in the form of the Planet Killer and the Blackstone Fortress. The Planet Killer model looked great, sucked to assemble and absent some luck, really wasn't the table monster it initially appeared to be. The Planet Killer was a beast but a beast that was very expensive and could be crippled. The Blackstone Fortress made a great scenario centrepiece and certainly belonged in every Chaos collection. Personally, I always thought the Chaos cruisers were simply some of the best ships in the game for cost and effectiveness and there was rarely an issue with them amongst the players.

**The Tau** - A tale of two fleets. The early mercantile Tau fleets and models were clever and were consistent with the fluff, but the models were big, clunky and the ships were fairly poor performers on the table. The latter primarily Forgeworld ships were gorgeous, nastier on the table and all in all, a much better fleet but as with most things Forgeworld, very pricey.

**Space Marines** - Gorgeous if limited models initially. I still think the Forgeworld Space Marine Strike Cruiser was the best-looking model ever and an appropriately liveried Space Marine fleet with the Forgeworld Thunderhawks and Forgeworld Marine escorts was my personal favourite for sheer looks. I always found the Marines a bit harder to play as their ranged weapons really weren't all that tough but up close, they were the equal of pretty much everyone else.

**Grand Cruisers** - Not really a great point investment but they filled a niche kind of like the Battlecruiser in WW1 navies and as a later addition to the fleets, added some nice options.

**Necrons** - Ugh. I do not recall a longer set of testing, arguments, and general dissatisfaction with a fleet. They were good and nasty but fixing balance problems by jacking up points and Victory Conditions never really felt right. Killing a Scythe or a Tombship really felt like an accomplishment but usually the other fleet was shredded in the process. The models were a real challenge to paint well but worth the effort when finished although the rules never really ended up with them on the table that often.



# Bob “Mod-Patriarch” Henderson

**Dark Eldar** - Socially unpleasant elves with a bad attitude and a cool colour scheme couldn't really make up for rules that if Eldar were hard to truly capture a feel, Dark Eldar never really felt right. In part this was because a stand-up fight wasn't ever their thing but rather hit, run and hide with the spoils.

**Demiurg** - Yup, they were space squats in my opinion. Interesting additions to another full fleet but my experience with the models involved very warped resin.

**Adeptus Mechanicus** - Just sad that the support dried up just as these great models were coming out.

**The Tyranids** - Probably the best model refresh any BFG race received including the Tau. I was OK with the mutant potato hiveships and their tadpole escorts, but the refresh was brilliant. While the spores as shields is a bit of a complex mechanic, the flavour of the fleet is excellent and just my opinion, the new rules really worked. I found them a bit hard to play effectively but potentially very nasty.

**Blast markers and all that** - In any set of rules there are always fiddly bits. How blast markers affect varying special circumstances are always going to be an issue but common sense versus a narrow reading should solve most special issues.

In summary, I haven't thought to really reflect on BFG in years and was fairly surprised to realize it has been a quarter of a century since that first Devastation was assembled and painted and my first string of ripe Anglo-Saxon expletives were uttered as I rolled a twelve and lost my freshly painted Retribution.

BFG got me back into miniatures and since 1999, I've seen a number of rules come and go but it is quite rare to see a set developed by the fans into a lasting set that, fingers crossed, will come back fully.

*Note: Bob Henderson has been a long-standing member of the High Admiralty, the Battlefleet Gothic rules committee. He was part of the team in creating the Armada supplement and several articles of him can be found in the old magazines.*

*He still answers community rules questions for which I am very glad. 😊*





# Iain “Cybershadow” Werry

Like many people, Games Workshop was my introduction to tabletop wargaming, and the release of the original Rogue Trader 40K was the start of what would be a lifelong hobby. But, through this time, there have always been two games that have captured my primary interest and attention - Space Marine/Epic, and Battlefleet Gothic.... Well, three really, but whenever I start talking about Advanced Space Crusade my poor victim starts glancing around frantically for an exit! Even now, twenty years later, I am busy starting a brand-new fleet for a local escalation system in BFG.

The fact that this fanzine is still going after twenty years is, quite frankly, incredible to me. What started as fun project and way to keep interest and enthusiasm for the game has become something much more. I moved country from the UK ten years ago to the other side of the world, and even here there were players who had downloaded issues and knew of the fanzine. Warp Rift was initially the result of two factors. Firstly, the Space Marine players had their own fan publication at the time (Incoming) and that provided both a huge sign that this was something that could actually be done and a rough template of what was achievable. Secondly, at the end of the previous year, Fanatic had decided to terminate the individual magazines supporting each game, and instead combine them into a single publication covering all games.

This was a sensible move at the time, but still felt that we - the BFG community - were losing something. And so, after about six months of 'preparation' (aka, trying to find other victims who were both enthusiastic about BFG and that I could trick into agreeing to a schedule), issue one of Warp Rift was launched.

One of the challenges that I faced initially was a name for the publication. Warp Rift was perhaps my second choice overall, but my favourite - Void Stalker - was linked too closely to the Eldar fleet and I didn't want anything that might imply a bias in the title. I think that also 'Planet Killer' was considered, but that was a little away from a clear space theme, and a bit too apocalyptical. *(note: and already a GW publication ;)*



My time at the helm of Warp Rift was.... stormy, and only actually lasted ten issues. Although I made those ten issues last three years! Sticking to a schedule was a challenge, especially in the first few issues as people are less likely to put the commitment in to an online, free magazine that has no established history or reputation. I can honestly say that passing the torch over to Roy was one of the best decisions that I made regarding Warp Rift. Under his icy gaze (and he clearly had more command rerolls than I did!), Warp Rift has grown and gone further that it ever would have under me. Not only has Roy picked up the duties here and run with them, he has also stepped forward as a key member of the BFG community. I genuinely believe that the game would not be as healthy as it is now, without him.

What of the future of BFG? There are rumours of a new edition in the GW future timeline and coming off the fifth edition of Epic with Legions Imperialis, that might be a double-edged sword! If GW do decide to put out a second official edition of BFG, it's highly unlikely that it will have much in common with the game that we know and love. Perhaps a new scale of minis, perhaps a new scale of engagement and detail, almost certainly totally new rules. (Although I really hope that GW does not decide to base any new edition on Space Fleet!)

What I do know is that whatever the future, BFG will long be remembered as a key, influential game, both within GW and in the wider gaming environment and what it inspired, and what keeps it alive and great is the player community.

So, thank you, to Andy Chamber and the GW design team, the original High Admiralty that pushed the game forwards, the founding group of the Specialist Games forums who contributed so much, to Roy and the Warp Rift team and to everyone who submitted an article or picture to Warp Rift, who championed the game and introduced it to their friends, and played and enjoyed it. BFG is a game that I will forever keep on hand, no matter what the future holds.

All Ahead Full!

Iain / CyberShadow



# Aron “Vaaish” Dickey

## Thinking Back on BFG

It's hard to believe how much time has passed since I started playing BFG. I can recall getting interested in the 40k universe soon after college while playing Dawn of War with friends. That kicked off what is now a twenty-plus year love of the hobby when I made an order for the Maccragge starter set. Eventually I got curious about Epic and BFG and purchased some of the models. I remember thinking how much cheaper it was to get a good force for those games compared to the 40k armies and how much faster I could paint things up. Once I got started, the rest, as they say, was history.

Back when I started forums were the primary ways we talked about the hobby and shared ideas. Port Maw or Warsээр or Tactical Command were the go-to hubs where we worked out what the best lists might be for competitive play, learned about how others played different fleets, and talked about what we wanted to change about the game to make it more fun. In those days most models could be sourced directly from Games Workshop which made it easier for a time to get a fleet. I still wish I'd had more foresight to pick up some of the Xenos fleets before GW cut us off!

A lot has changed over the years since then. Forums have given way to Discord channels, GW has stopped producing BFG, and the 2010 FAQ was produced to polish the core rules. Through that time, Warp Rift has been the Astronomicon beacon for BFG players and I was privileged to have been the editor for a time until life got too busy, and I had to stop. Over the years I've still been a part of the BFG world, just more silent than before.



It's been amazing to see players, both new and old, in that time keeping the game alive. When GW stopped production, players picked up the slack and with the rise of 3D printing and Vanguard Miniatures and BF Galaxy, fleets could truly look the part of different forgeworlds and hand-crafted cathedrals to the machine. Beyond the influx of new models, it's been exhilarating to see them painted up and on the table with each AAR that shows up on Discord.

While none of us knows what the future holds, I hope to see BFG thriving when we look back in another ten years. I know for me; my kids will finally be old enough to pull out the fleets and battle it out over snacks. That's a day I'm looking forward to and, in the meantime, I'll continue to lurk in the shadows until I'm summoned once more.



# Roy “horizon” Amkreutz

## Warp Rift 20th anniversary

That is quite something! Somewhere last year it dawned to me that it had been quite a while since Warp Rift saw the light of day. To be precise it was March 2004 that the first issue of Warp Rift was released!

Warp Rift: the brainchild of Cybershadow; an online magazine to fill the gap when the Games Workshop published BFG magazine came to an end. I think he himself wouldn't have expected to see Warp Rift still being an active magazine twenty years later. For a game that lost its official support about eleven years ago.

Cybershadow, together with community veterans Chris French, Ray Bell, John Webber and Todd Kess, delivered us a great run of ten issues.

During 2005 or 2006 Cybershadow asked me to take over organising the yearly GothiComp painting competition and for him the next logical step followed soon: “Hey horizon, I think you should take over the torch and be the new chief of Warp Rift!”

.... And I did; starting with issue eleven, from March 2007, I was at the helm! During the years I was responsible for Warp Rift you can see an ezine that constantly evolved in layout. As I was not professional (and still aren't) with layout and editing I learned each issue something new. It started in Word and at one point I was able to use InDesign and level up the quality. Mainly thanks to Vaaish who gave valuable tips in that regard.

It was in 2010, after issue 29 and real life asked other stuff from me at that point it was an easy question to ask Vaaish if he would take the helm of Warp Rift. To be the third chief of the fan magazine.

And truth to be told issues 30-33 are the by far most professional looking issues of Warp Rift till this very date. That Vaaish only did four issues was a combination of factors: the forums started their slow decline in usage and that Games Workshop dropped support on Specialist Games. It was kind of felt in the community. We did create a Warp Rift internet page where we could still add articles but somehow that never landed in such a way as the magazine did. And as such the Warp Rift run came to an end in January 2012.

Though the story never truly ends.

It was in the latter months of 2021 I realised that people were still doing great stuff. That the community was being back creative again. The resurgence of Battlefleet Gothic (which would be a whole article on its own) was happening. And I also noticed that ideas fastly got buried in the faster social media tools we have today. And what's better to capture those ideas in time in a PDF. To have a reference and not have things lost. The idea of bringing Warp Rift back from its hiatus was born.

And the following quote also stuck in my mind, I received this from a Warp Rift reader nine years after issue 33: “I loved all of them and especially because sometimes it can feel like you're on an island with the hobby - warp rift was a reminder that there are other people out there who are just as enthusiastic about your hobby as you are! Awesome work all three of you!”

In February 2022 Warp Rift stirred the Battlefleet Gothic universe and I am so pleased it is still running in 2024. Still running to bring this anniversary edition!

In the last two years a couple of people became regular contributors like the teams from the past but it is just as much fun to receive articles from other people in the community and I hope that this will continue in the future as well!

Looking back, it has been a blast. Speaking for myself but I'm sure Vaaish and Cybershadow feel the same, it has always been great to put the various articles into a nice PDF. It just makes all that fun fan work more solid and settled.

In Warp Rift 10 Cybershadow published the first article I helped working on (yes the first incarnation of Eldar MMS) and with the Warp Rift 11 the first one with me as chief I introduced the Tobari. And to celebrate that fact this anniversary edition has an updated Tobari article! Including a splash new design for them as well.

I hope that we as a community can go on creating this magazine for the time to come. Who knows what the future will bring. Will GW release a new version of Battlefleet Gothic or Spacefleet? But I don't think it'll stop the current Battlefleet Gothic community. Yes, it might bring changes but also opportunities. Let us look forward to that.

And as a last bit I like to thank Iain, Bob, Ray, Iain, Aron and Andy for writing something for this anniversary edition. And of course, everyone contributing to this issue and the community.

Enjoy!  
Roy  
horizon



# Ships of Legend



BATTLEFLEET  
**GOthic**

  
**WARP RIFT**  
THE BATTLEFLEET GOTHIC NETZINE



# Gareox Supremacy Carrier

After the joint Imperial Navy and Black Templar forces from the Tenebris sector suffered severe losses versus the Tau fleets and their drone missiles the high command called for dedicated support to reclaim the lost systems.

It was an Adeptus Mechanicus Magos who knew a possible solution to the massed ordnance wave attacks: decades ago, the Gareox Prerogative was initiated to build great carrier vessels as the power of attack craft was believed to be superior. However, the big gun lobby hampered the project and as the Despoiler class subsequently succumbed to the forces of Chaos the project was mothballed.

Seeing a new opportunity to push forward the ideas behind the Gareox Prerogative the Magos brought forth a couple of the humongous Gareox Supremacy Class Carriers! Ships to outclass the previous Despoiler class in terms of attack craft command and control.

Equipped with an immense arsenal of launch bays and massive flight decks the rising power of the Tau Merchants would be stopped! The fleets of the Black Templars and Imperial Navy returned to the Tenebris system!

Initial success occurred but they also discovered the Gareox Supremacy Class Carriers suffered some weird quirks now and then. A result of hastily being brought into server without a proper testing of all systems....





# Gareox Supremacy Carrier – 550 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/16	15cm	45°	3	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	60 cm	4	Left
Starboard Weapon Batteries	60 cm	4	Right
Port Lance Batteries	60 cm	3	Left
Starboard Lance Battery	60 cm	1	Front/Right
Port Launch Bays	30cm fighters 20cm bombers 30 cm assault boats	4	-
Starboard Launch Bays	30cm fighters 20cm bombers 30 cm assault boats	4	-
Prow Launch Bays	30cm fighters 20cm bombers 30 cm assault boats	4	-
Port Launch Ramp*	30cm fighters 20cm bombers 30 cm assault boats	4	-
Starboard Nova Cannon	30 – 150 cm	Special	Front

## Notes:

The Gareox Supremacy Carrier was hastily brought into the Tenebris sector and not all systems are thoroughly tested. Furthermore, the energy consumption of this ship is atrocious. At the start of each turn, before special orders, roll on the following table to see which system is malfunctioning:

- 1 = Rudder is stuck, the ship may not make any turns (including when on Burn Retros)
- 2 = Lance batteries depleted, only 1 lance per side may fire at a range of 15cm.
- 3 = Launch bay errors, the ship can only launch 1 attack craft marker per bay and ramp.
- 4 = Nova Cannon energy drain, the Nova Cannon may not fire.
- 5 = Engine troubles, the speed is reduced to half speed.
- 6 = Communications offline, leadership is modified by -3.

## Keel Launch Ramp

This special designed launch bay was intended for a more than battle ready state: when launching attack craft from this ramp they get a 15cm speed boost in the turn when being launched

## Variant Option

From the five Gareox Supremacy Carriers brought back from the scrapyards one had an empty void at the front: its prow section was not yet installed. Under time pressure the prow of an even older, abandoned, design was added to the vessel. The Bane of Charlemagne under command of captain Gary fOz replaces its prow weaponry with strength 4 torpedoes (Speed 30cm, arc front) and strength 4 weapon batteries (range 60cm, arc left, front and right).

## Fleet availability

An Imperial Navy fleet, except Battlefleet Bakka, may add a single Titan Carrier instead of a regular battleship slot. A pre-requirement is that the fleet is at least 1000 Points of other vessels. Furthermore, it should have an Admiral of at least 100 Points leading the fleet. Any Space Marine fleet, except the Crusade list, may add a single Titan Carrier as a venerable battle barge choice following all the usual rules except that it cannot take Thunderhawks.



## Gareox Supremacy Carrier





# A fleet overview

by Turbidious Tom & horizon Roy

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# An overview of all fleets in Battlefleet Gothic – Imperial Navy

*Alrighty, this round Tom and Roy will talk you through the various factions in Battlefleet Gothic. Is it in depth? Naah, we leave that to other tacticas, but this one should give you a thorough feel of the core elements of a certain fleet.*

## Imperial Navy

**Tom** - The Imperial Navy is probably the most common fleet used in the game and in my opinion the most versatile out of all the fleets. The Imperial fleets don't have the most guns, don't have the most ordnance and they are not the fastest. However, what they lack in specialty they make up for in variety. The Imperial fleet has a wide selection of ships available to them and is a bit of a jack of all trades fleet that can deal with most situations and cause a few surprises.

Due to this jack of all trades approach the Imperial fleet, more than most, needs to work as a unit to succeed. Keeping your mainline ships together for mutual support is key, this allows them to easily react to the situation at hand and mutually support each other's firing. The Imperial fleet needs to combine its firepower to destroy ships, to bring this down to simple terms – pick on a ship, cripple or destroy it, move onto the next target. Using your large number of torpedoes to force enemies into firing zones and break up their own fleet is also a tried and trusted tactic.

Keep escorts and light cruisers behind the main gun line, these ships are the most manoeuvrable in an Imperial fleet but do not have the survivability of your main cruisers.

Keeping them back but in touching distance of your main ships allows them to support and also defend the rear. Escorts and

light cruisers I have found are best used to finish off crippled ships and prevent other faster fleets from outflanking you.

Finally – The Emperor Battleship is the darling of the fleet; you will see why.

**Roy** - The Imperial Navy is the great allrounder. It has really a lot of options to build your fleet from. Not only because of the various lists like the Gothic or Armageddon one but also for each list several builds are possible.

The variety is great fun but sometimes it can blur the effectiveness. Most list building questions are about the Imperial Navy because of all of this.

Overall, the Imperial fleet has a mediocre speed with some Battleships being slow and some escorts giving the speed boost. A main asset is the armoured prow, which is good as early in the game you want to point the prow at the enemy to fire torpedoes and get closer. However, if the opponent is a lance heavy fleet that 6+prow doesn't do much, so you'll go abeam sooner as you like. Though try to close that distance in an abeam line. Battlecruisers and Battleships with 60cm weaponry can thwart opponents at this point.

And let's not forget the nova cannon: the weapon many opponents will see with horror be they ordnance spamming fleets or long-range gunnery platforms... the Nova Cannon will have the longer reach forcing opponents to close (what we really want as an Imperial admiral yay). Though, don't bring too many of these, it can spoil a fun game too soon.

Lastly, if you know what scenario is being played the Navy has a wonderful selection to cover all aspects: use it if possible.





# An overview of all fleets in Battlefleet Gothic - Chaos

## Chaos

**Tom** - The real heavy hitters, they have some of the most powerful ships in the game and are quicker than their Imperial counterparts and most other fleets too. They do have lighter armour though, so while it is tempting to just throw their ships into the thick of it, they can end up being destroyed in a war of attrition. However, they have pound for pound the best cruisers in the game in my opinion; all classes can hit hard and are quick. The Chaos fleet also has the bonus of having some of the longest-range weapons too. So those pesky Eldar can be hit by your long-range guns.

The Chaos fleet also have some of the best carriers in the game (there's a theme here) and can generally hold their own in wars of ordnance.

Due to the nature of their cruisers, their escorts become somewhat redundant though, so keep that in mind, taking another cruiser over a squadron of escorts should always be the question. Using your usually superior speed to outflank and keep out of the enemies' field of fire is a great tactic as well.

Consider a squadron of cruisers too, the devastation and look of horror that a squadron of two Murder cruisers can do is a thing of Slaaneshi beauty.

Also, don't ignore the marks of Chaos. A mark of Khorne with boarding is brutal and taking Nurgle mark against Orks negates one of their biggest threats.

One thing missing though is torpedoes, never underestimate a salvo. I have in the past and it hurts.

**Roy** - The Chaos vessels are the masters of long-range gunnery, mid-range gunnery and short-range gunnery. That sounds like a good bunch, and it is! Of course, what you have available in a game depends on the selection of ships you made. On top of this great gunnery even the Chaos capital ships come along with good speed. Either to keep that distance or close in fast; either way what suits your liking.

Their vulnerable prow tends to push you into an abeam playing style, which is good for them, but certain fleet builds have a powerful prow-on approach. Massive lance arrays pointing forward at 60cm will give shivers to many opposing admirals.

In addition to their mighty gunnery Chaos also brings a good carrier selection. Assault boats included and the carriers supporting long range weaponry.

The fleet falls a bit into the same trap as the Imperial Navy because of all the options you have. And some ships just work better with others.

Another fun addition is theming the fleet with one of the various powers and options they bring. Though they deflect points from the great ships they also give some nice extras and personality.





# An overview of all fleets in Battlefleet Gothic - Orks

## Orks

**Tom** - The Orks tend to get a bad rap in BFG, and this tends to be because of their slower speed, perceived low ordnance and the poor rear armour. While the armour is something that cannot change the lack of speed can be negated due to the automatic success of leadership for all ahead full orders. Using this order can get the Ork fleet very much within hard hitting distance and it should be the first thing an Ork Warboss attempts to do.

In the Imperial section I said use your mainline cruisers to screen your lighter ships, I would say do the opposite here and use a lovely screen of ram ships in larger games. Most admirals will be wary of a large ram ship charge. The key thing is that this shouldn't be the main tactic of an Ork admiral, that's....



## Boarding!

For every 500 points you can put a Warboss on your cruisers. This drastically improves your boarding value, especially on cruiser hulls that already have extra hit points compared to all other cruiser hulls already. Using all ahead full and then getting into boarding range can cause your ships to destroy and/or cripple ships easily a turn.

The lack of ordnance is also slightly misleading, as the Orks can trade in a lot of the heavy gunz for ordnance and this can not only cause big problems offensively but also help keep those pesky bombers from the rear armour. There are only so many fleets where you will be able to close and get into the range of the double damage gunz, so keep that in mind when selecting your fleet.

**Roy** - I played more against them and what the Orks need most is the dedication of the player: think and be like an Ork: Smash that red button, get stuck in there and disregard the many odds. However, it's unjust to see the Ork fleet like that. As many things might not look good on paper, they do have some serious stuff to make opponents have a real bad day.

The Orks can unload an unhealthy amount of ordnance making even a Tau kor'vattra admiral blink. But that low leadership you might say? Orks have plenty of cheap re-rolls: take them and use them!

With their free, yet a tad slower All Ahead Full, Orks can close in quite fast with an enemy fleet. And the closer you get the more chances you must get those Heavy Gunz roaring.

If the enemy tries to fly by the Ork broadsides are decent enough to pose a threat, just watch that weak rear armour. A bunch of enemy torpedo escorts can be devastating.

And let's not forget that with cheap Warlords, possible upgrades, high hitpoint capital ships, the big base and AAF boarding actions (or ramming!) are never far away. And in true Ork style you should do so.

**Ork Clanz:** If you want to play the Orks a little different go for the Ork clanz lists. You might miss out on some capital ships but go crazy on escorts! A squadron of ten escorts has an Un-Orkish high leadership. The torpedo escort benefits from that immensely; even though they cannot mass torpedoes having 10 markers of various strength flying around is ..... waaaaagh. This list also has many gubbinz available to customise and improve ships. With some sneaky options there to surprise even veteran captains.



# An overview of all fleets in Battlefleet Gothic – Necrons

## Necrons

**Tom** - Does this fleet need a tactica? Hmmm.

The Necrons are the strongest fleet on paper in the game; they have strong armour, plenty of offensive capabilities and are fast too. However, they do lack ordnance completely so can be very susceptible to massive waves and often spend much of that firepower trying to keep ordnance at bay.

I am generally fine with Necrons being the strongest fleet though, that is very fluffy for me really. The key for this fleet is to ensure that one aspect is not picked on. Due to the rules around Necron ships phasing out and the victory points rule around crippled ships and destroyed ships counting more etc. losing one Necron ship can be disastrous and in all honestly lose you the game. I have found pairing cruisers together for mutual support really does help.

Also don't bother taking the light cruiser Shroud. It is a weak link in the Necron fleet, and any opposition admiral will pick on those ships if they are in your fleet to get easy victory points. It might look cool but it's a flying liability.

**Roy** - Necrons are fast, like really fast. The smallest escort goes a whopping 50 cm, the bigger one 40cm; the two cruisers have an excellent 30cm and the mighty Tombship at 20cm might seem a little slow (a Chaos Desolator Battleship goes 25cm)... however the Necron All Ahead Full orders are something else: the ship gains D6 x 10cm... and for every 20 cm moved they may make a turn! Nothing in the game will beat that ... and yet.... that high speed comes at a cost: remember that general rule a ship must always move at least half speed (unless on Burn Retros)? It is so easy for the escorts to overshoot after their initial attack run and to an extent the cruisers can also fall in that trap but much less so.



Furthermore, the Necron fleet brings a lot of special weaponry (Eldar dislike them the most... by far) but it is more quality over quantity. Their extra portal attack is a real nice extra though as it is a teleport attack with increased range.

Personally, I find their biggest weakness to be the reactive hull save as you need to roll and can't rely on some shields to absorb enemy fire. From that very first hit on you can be damaged. And given the fact Necron vessels give more victory points away when destroyed compared to other races you really need to be careful when the opponent starts to retaliate.

And, agreeing with Tom that the Shroud is a liability.... it does look gorgeous though.



# An overview of all fleets in Battlefleet Gothic – Tyranids

## Tyranids

**Tom** - Tom - People new to the Hive Mind fleets often find the instinctive behaviour difficult to deal with but often this can help rather than hinder once you learn how to deal with it.

Failing the behaviour doesn't mean all is lost, for instance it can help auto pass reload ordnance. But once you get to grips with it the rule won't be much of an issue.

However, what is an issue is keeping your Hive Ships alive, they are key to victory for any Tyranid fleet. Keep them safe!

It can be tempting to go overboard in buying upgrades for a Nid fleet on various ships, but more Hive ships are better than an overloaded single ship. Giving a Hive ship max ordnance and decent weapons batteries at long range will offset that weakness of the fleet with the eventual aim to close and board and hit the enemy with close range bio-plasma too.

A neat trick is to use escorts with feeder tentacles to cause havoc amongst enemy fleets too.

The Tyranid fleet can put out the most ordnance of any fleet and really, only Tau can match them so using that to full effect is a must. You can also purchase ordnance at the start of the game to provide a nice fighter screen to begin the fight. This is certainly worth doing in the initial stages while you try to close. The moment you are in close it's generally game over for most fleets. Kraken with massive claws can really prove devastating here, also with ramming too!

There is also a tendency to over purchase bio-plasma, as it ignores shields, but I would say use this as a bonus rather than your main armament.

**Roy** - The space bugs. And the real thing about them is that you have so many of them. All those small space critters like to head directly at the enemy and overrun them through numbers.

Add the fact that a good placement of Krakens makes it really hard to crack that approach for many opponents.

While the Tyranids may fall into instinctive behaviour, having two or more Hiveships around will prevent this in many cases. It is often just better to have two or three cheap Hiveships in your fleet then one mighty tooled up one.

Furthermore, the Tyranid fleet, on top of the swarm of escorts, can unleash the next big swarm with their attack craft rules: they may have double the amount of available launch bays in play at once! Albeit slow, that many markers can make a dedicated carrier fleet really sweat.

And if this isn't enough the Tyranids also have nasty weaponry like Bio-plasma batteries available; eating away through shields putting on fires...





# An overview of all fleets in Battlefleet Gothic – Corsair Eldar

## Corsair Eldar

**Tom** - Think of this fleet as a hit and run fleet, get into causing damage and then make a run for it. While celestial phenomenon can help the fleet it can also hinder the fleet, so be wary of that. Blast markers can cause some serious damage too if not avoided.

They are the typical glass cannon, hard hitting with their weapons batteries, pulsar lances and ordnance but if they are caught out in the open then they will be shredded. The low armour and low critical hits roll can and will result in any battle plan being thrown out the window if you are caught.

Many advocate for the escorts in their fleet and while they are powerful, I have always liked their cruiser hulls. Many admirals will go for the pulsar lances due to the hitting on 4+ rather than the armour of the enemy. However, I would suggest to not immediately jump to that, Eldar weapons batteries are always considered closing. So, locking on can give you some serious dice to roll.

The one thing that can make or break Eldar fleets though is the way the sun is facing. So always keep that in mind, a savvy enemy will suddenly have you moving away from the sun and so that speed suddenly disappears, and you can be on the back foot within a single phase.

So, to sum up, always be on the move, never stay still, get in, hit hard and run away (cowardly xenos!)

**Roy** - The Corsair Eldar... the fleet that loves to play hide and seek. A fleet with deadly weaponry; with perhaps the most vicious escorts in the whole game. But their rules make it for a completely different experience and an Eldar admiral needs to take heed of a few matters to make that deadly weaponry work.

Eldar batteries, pulsars, bombers and torpedoes are all special and ace. Especially Pulsars and Torpedoes deserve an extra mention here. Nightshades and Hemlocks!

The Eldar speed is depending on the sun-facing, which at best gives them 30cm when being abeam. Add the usual 30 cm weapon range for Eldar and their strike range of 60 cm isn't that impressive at all: a Chaos fleet has a strike range of 90 cm! So, the Eldar admiral needs to plan his approach with care and most importantly: the Eldar admiral must always consider the second move: the escape move in the ordnance phase. At best he manages to hide his ship in or behind an asteroid field at the worst he tries to only give away an abeam angle at distance.

Thus, celestial phenomena are really important for Eldar; especially asteroid fields are their best friends. Their leadership, and the ability of escorts to re-roll this in asteroid fields, usually makes sure it's a real safe spot. Opponents can only fire at you if they are in an asteroid field themselves beware of Space Marines though!

Above again gives a reason why Corsair Escorts are preferred over their capital ships. Also, the point to weapon ratio on Eldar escorts is insane. Their biggest bane is having no real safe against weapon batteries: even at 60cm a single dice can destroy an escort on an easy 4+.

Want a big ship? Get that Void Stalker in: 8 weapon batteries and 4 pulsar lances with a range of.... 45 cm! That's a whole different level for this short-ranged fleet.

Alternatively using Yriel to get the Void Dragon/Flame of Asuryan in with big guns and 5+ armour is a good idea as well to give a little more staying power.





# An overview of all fleets in Battlefleet Gothic – Craftworld Eldar

## Craftworld Eldar

**Tom** - Very similar to the Corsair but they have a bit more staying power due to the improved armour. The special character grand cruiser available to this fleet is quite simply amazing for its points with its weapon batteries and lances, it can basically shred any ship it targets.

The benefit of this fleet is that both its wraith and dragon cruiser ships can swap weapons around to meet the needs of the fleet, unlike their Corsair kin. So, it turns into quite a versatile fleet.

The same weaknesses apply to these ships though, so don't be misled by the improved armour.

**Roy** - in terms of rules and weaponry the Craftworld Eldar are the same as the Corsair Eldar. The biggest change is the fact that the cruisers come with 5+ armour (like the mentioned Flame of Asuryan; and especially the dragonships pack a good punch on a highly mobile vessel.

As such the Craftworld Eldar focus more on a fleet list using cruisers. But as general tactics movement and control are still the most important part of taking these to battle.

The Craftworld Eldar also have two extra options which are nice options: vampire raiders to get assault boats and aspect warriors to get a boarding bonus (in dire circumstances or as a really well-planned massed attack).





# An overview of all fleets in Battlefleet Gothic – Dark Eldar

## Dark Eldar

**Tom** - Dark Eldar are like their Craftworld and Corsair brethren and although only two models were produced, they can in theory create five (5) different cruiser class hulls (similar to Craftworld here). So, they do have a bit of variety.

The mimic engines and shadowfields prove to be as useful as their Eldar kin and they are actually slightly faster. However, they suffer from the same drawbacks as being made of wet paper if weapons batteries are used against them.

While the weapons batteries the Dark Eldar put out are the same as their kin and their lances do similar impacts, one aspect that is different are the Leech Torpedoes. Leech torpedoes are very effective weaponry. Whilst doing damage isn't their main purpose, they slow down enemy ships, as any successful hit reduces 10 cm movement from the target vessels movement. Multiple hits do not stack but they need to get repaired separately before normal movement speed is restored. So, you can really hamper the movement of your enemy and avoid damage.

The Impaler is also a neat weapon that I think is more situational that a must have.



**Roy** - A different take on the Eldar: while their shieldless ships remain with holofields instead it is the fact that they lose the second move which makes them set-apart and yet more in line with the more traditional fleets.

They also lose the sun-depending speed and have a flat speed all the time... which is high! They can catch almost everything.

Adding to this predator style are their mimic engines: giving a free move after deployment and the opponent cannot target ships with this upgrade right away. So, a Dark Eldar player must plan everything around that devastating alpha strike, cause ones discovered their 5+ armour and better resilience versus critical hits can only take them so far.

One note on the mimic engine: it does require a bit of fair/immersive play by the opponent when it comes to moving ordnance and aiming Nova Cannons or alike: you are not supposed to recognize the ships!

Their weaponry is more or less the same as the other Eldar except that Shadow Lances work slightly different than Pulsar lances but still as deadly effective.

In the race to victory points their Impaler modules are a unique asset. Which can be a key instrument in raids to bring Dark Eldar victories.



# An overview of all fleets in Battlefleet Gothic – Tau Kor'vattra the Merchant Fleet

## Tau Kor'vattra

**Tom** - Even as a loyal Imperial citizen I do love the aesthetic of the Explorer fleets. They are often overlooked for the newer looking forgeworld fleet. They are similar in tactics to the Imperial fleet and keeping the fleet together is needed, using a strong core of their only true warship.

They are very much a standoff fleet with the aim to unleash as much ordnance on the board as possible. This can lead them to being susceptible to failed leadership rolls, so buy as many rerolls as you can is my advice.

The carriers are relatively cheap so trying to swamp the board is a must, you must have ordnance superiority otherwise you

will not win. Something that is often missed is that these ships have quite long-range guns that do not suffer the accuracy issues that other fleets do. So, make sure to keep your enemy at arms distance. Punch, dodge and weave!

The darling of the fleet is the Hero, which pound for pound is the hardest hitting and cheapest ship in the game. Having as many of these in your fleet as you can will greatly increase your chance of victory.

Finally, don't ignore the Defender escort, she can cause a few surprises.



**Roy** - The original Tau fleet by Games workshop (note: actually, quite funny that the Tau Emissary by Forgeworld was only released three months after GW released their Tau fleet. And in 2004 Forgeworld added the rest of their line-up).

This fleet is slow and rates low on the manoeuvrability score. Add the fact that its battleship only costs 230 points and you know you are in for a different kind of fleet. Yet, it still is an easy fleet to get started with if you know the setup.

The main problem of the Explorer is the fact it has only 1 shield and weak rear armour. Its gunnery isn't impressive either but having 8 launch bays at that point cost is something different and the version with more missiles instead of half the launch bays also brings ordnance fun to the engagement.

Such a carrier needs protection which the Hero perfectly brings. It is locked behind other capitals ships to field but with how the Explorer plays that combo is just easy to make and many consider the vessel to be undercosted or overpowered. It for sure has a great weaponry setup which gives it a big advantage over a Lunar for example in a 1 v 1.

So, with this fleet you move slowly, concentrating on attack craft and missiles, which will force the enemy to close. At which point the Hero steps in to engage.

With this fleet you should be wary of nova cannons and fast-moving boarding specialists.... as Tau are really bad at this aspect!

So don't forget Orca's and Defenders to help when it gets up close and personal with the enemy fleet.

For the narrative approach, the Tau fleet allows for a variety of close allies like the Demiurg, Kroot and Rogue Traders.



# An overview of all fleets in Battlefleet Gothic – Tau Kor'or'Vesh Commerce Protection Fleet

## Tau Kor'or'vesh

**Tom** - The forgeworld ships have better front armour than their Explorer fleet contemporaries. The spread of ordnance on the forgeworld ships is more even and so can prove more versatile and they also have greater firepower and are faster. This means you can be a little more aggressive with this Tau fleet.

You must force your enemy into brace for impact as early in the fight as you can to try to both reduce enemy firepower and retain the advantage of your ordnance. Picking on the greatest threat and concentrating on that will help both Tau fleets succeed.

The Custodian is probably the best battleship in the game too, so having this spitting out tonnes of ordnance and striking from distance is the way to go, keep it out of harm's way.

Also consider the Demiurg ships, they can plug some holes in the battle line, these ships can take a bit more punishment than the regular Tau cruisers, so they are typically worth the sacrifice.



**Roy** - The Tau fleet with the different design and as such it has a rather different playing style compared to the Merchant fleet. Yet, at its core ordnance is still a mighty aspect of this fleet but instead of the large waves of Attack Craft the Commerce Protection Fleet relies on many fast-moving missiles waves.

Getting this fleet to work will mean you have to get into that missile play in an engagement. Using their flexible speeds and turn rate to build up larger strike waves. Using the small waves of Castellans to clear out enemy fighters as the larger waves make it onto the enemy vessels. If you can plan this carefully, with your own number of bombers and fighters around you will most likely stretch any opponent's carrier capacity to the limit.

But at some point, the lines will close but just before the Tau fleet has a great weapon arsenal covering the 31-45 cm range band. If a Custodian is near a few Protectors, the range shift will be negated as well. And with 10 (or 8) railgun batteries per ship the Protector can make a pretty good impact.

Furthermore, the weapons of this fleet may be optimised in the front arc; the fact that the cruisers (and escorts this time) have a 90-degree turning arc means that enemy fleets usually can't escape the full barrage.

At that close range point it is when the Wardens drop in and use their multiple arc lance (to stay abeam themselves) to finish off the enemy ships.

It's a real versatile fleet with the biggest weakness being the fact they have low hit points. The Custodian comes at 10, the Protector at 6 and the Emissary at 4. The latter can become a problem when under pressure from enemy gunnery.



# An overview of all fleets in Battlefleet Gothic – Space Marines

## Space Marines

**Tom** - The Adeptus Astartes, what to say. They have very strong armour all round so can usually tank ordnance and weapon battery fire thrown at them. They are susceptible to lance only fleets though.

While their weapon batteries are not to be sniffed at, it is the bombardment cannon that causes and will cause some problems for enemy ships. However, the major weapon that can and will win games for the Marines is their ability to cripple fleets with critical hits from the large number of thunderhawks.

Thunderhawks cause critical hits on a +2, and they can result in a ship becoming totally ineffective and able to be picked off at the marines' leisure. Fear the thunderhawk for it will be your doom if you ignore waves of them.

Strike cruisers are a good, cheap, cruiser that can certainly hit harder than initial impressions would suggest, a fleet should consist of as many as you can get your hands on.

Boarding and teleport attacks can also cause major damage and should be utilised along with the ordnance to maximum effect.

**Roy** - Space Marines.... High speed, high manoeuvrability, 6+ armour, high leadership, excellent in the hit & run department, great boarding and as cherry on top: bombardment cannons: using the gunnery table they always damage on a 4+ regardless of armour and when doing damage these inflict a critical hit on a 4+ instead of 6+!



With all those positives does that mean Marines are the ruling fleet in Battlefleet Gothic? Actually.... They only became a fleet to be reckoned with after the 2010 update.

As we all know 6+ armour is fine versus weapon batteries and ordnance but against lances it doesn't matter. At all. Even an untailored Chaos fleet of 1500 points could bring 10 lances at a range of 60cm. Using batteries to soften up some shields that amount will even hurt a Marine player.

In 2010 Strike Cruisers got the option to add a second shield. This and the option to give half of you strike cruisers extra bombardment cannons instead of Thunderhawks made them lethal.

As a Marine admiral you just want to head in quickly. Using that speed to bring those bombardment cannons and Thunderhawks close. If you mass those Thunderhawks enemy ships soon are limping with critical hits, mass the bombardment cannons and they get turned into smouldering wrecks.

Perhaps the oddball in the Marine fleet is the mighty battle barge. Although it is the only vessel with weaponry range above 30 cm it is also the only vessel not flying 25 cm or faster nor can it turn 90 degrees like everything else.

The option to take a venerable battle barge is often a narrative one or an option to take some more launch bays into the fleet.



# An overview of all fleets in Battlefleet Gothic – Adeptus Mechanicus

## Adeptus Mechanicus

**Tom** - The fleet list for Ad Mech is limited for cruisers and they cannot have battlecruisers unfortunately. However, this is offset with all the cruisers as they can have an extra dorsal lance. They benefit from the same tactics of the standard Imperial fleet too.

The Dictator is your only real ordnance hull at a reasonable price and so pairing it with a couple of lunars together is a sensible, solid fleet tactic and gives you a nice coverage.

The AdMech fleet also rolls on a refit table to give them some extra goodies. Honestly, I have never really seen the huge benefit but each to their own.

Suffers from the same pros and cons as the standard Imperial fleet.



**Roy** - The Adeptus Mechanicus can best be seen as when a Captain of the Imperial Navy takes his ship to MTV's pimp my ride or Las Vegas customs. That very standard cruiser suddenly comes with a lot of extras and fun stuff. However, it does come at a cost as all capital ships go up in points.

A benefit this list has compared to the regular Imperial Navy is that it has less options actually. It is much more focused in that regard. It also has a slightly better leadership table at the expense of being less protected against boarding.

With every cruiser becoming a sort of battlecruiser on their own (among the options per standard they add a turret versus ordnance and a single dorsal lance shooting 60 cm!).

Furthermore, each capital ship rolls on the Gift of the Omnissiah table. If the ship rolls a '6' when determining leadership that ship may pick the gift it prefers. Each of the gifts has its own merit but personally I like Fleet Defense Turrets as it helps a low carrier fleet quite good, repulsor shield to make that movement through blastmarkers a breeze and finally the augmented weapon relay is ace: if you have a Magos on a battleship or cruiser just take this one: Weapon Batteries get a left shift on the gunnery table and lances inflict double hits when rolling a '6'; imagine the fun with this on a Retribution. But also, Lunars like this a lot. And while Gothics have no weapon batteries.... Five lances in one broadside... a 6 is rolled quickly!

Expect to be outnumbered with this fleet so leave a little room for some escorts to make that up.



# An overview of all fleets in Battlefleet Gothic – Rogue Traders

## Rogue Traders

**Tom** - Originally, Rogue Traders didn't have a specific fleet of their own. Any fleet, apart from Necrons and Tyranids (I'd also say Orks but that's just me), can take a Rogue Trader, with Imperials and Tau being able to take more ships per 750 pts. Then for each cruiser you can take between 2-6 escorts to accompany them. So, you potentially could get 3x cruisers into a list that's just over 1500 pts and then have plenty of escorts to join them. You can also potentially include Demiurg and Kroot vessels too. So that kind of makes a fleet....kind of.

Then the exploration fleet list was created, which lets you build an actual Rogue Trader fleet. This list allows you to build a Rogue Trader fleet using the trader cruiser hulls and escorts like above but also allows you to include some ships from the Imperial (Lunar) and Chaos (Carnage) lists etc as well. I would recommend using this list in reality if you really want to build a Rogue Trader fleet rather than just add them into another fleet ad hoc.

The Rogue Trader cruiser ship itself, is, well, an ok class of ship. It has decent weapons batteries and is a cheap ship. However, where the fun is in my view is the xenotech systems you can either roll for or buy for an additional 5 points. I would always recommend purchasing to give yourself a choice.

I would do this anyway but with exclusive rogue trader fleets not having any carriers at all, I think the ability to buy extra turrets will greatly help prevent them being overwhelmed by ordnance. Additionally, buying targeting matrix for a carnage or tyrant class will dramatically improve their weapons battery fire and is a must for these ships. Being able to not take a

column shift on those powerful batteries at range will give any enemy fleet pause but the kicker - Always closing under 30cm! But on a carnage class cruiser with that hull's weapons batteries, lock her on and see things blow up. For real giggles, squadron two of them together. Even Battleships will fear that.

I would recommend keeping a rogue trader fleet together, like the usual imperial fleets for mutual support as well. They can operate separately under the right conditions, such as using the grav thrusters to give a few ships extra turning ability, and flanking becomes easier. But overall, I'd keep them together.

I would be remiss not to mention the little xenos escort that the list can also purchase, they are decent little escorts but at 50 points each I would recommend potentially looking at a light cruiser over a squadron of them.



**Roy** - Rogue Traders, what can we tell about these? The first list of them was pretty small, aimed at playing games of BFG Privateer opposed to Battlefleet Gothic. And as such it was only a cruiser plus a handful of escorts that could be added for variety and narrative to an existing fleet you already had; except Tyranids and Necron that is.

In 2010 they got an option to field a full-fledged fleet. But truth to be told this is a hard fleet to play with. Yes, you do get some fun upgrades and the xenos escort is pretty good with the right options but the lack of carriers and premium cost of lances in the fleet makes it hard.

(Note: the third shield as an upgrade for the Rogue Trader cruiser may seem attractive but keep in mind the ship must go on a big base if you do so!).

How to play with them outside of the suited scenarios? The key will be to get the most out of the cruisers you take and then start adding big escort squadrons. Add cheap transport squadrons to bug the enemy, when possible, they are dirt cheap but can-do heroic saves.

Use your launch bays wisely and make sure the Recommissioned Escort is on standby to take out large enemy torpedo waves if needed.



# An overview of all fleets in Battlefleet Gothic – The Inquisition

## The Inquisition

**Tom** - The Inquisition has no fleet list on its own. Instead, there are various ways to add an Inquisitor or Inquisitorial ships to the Imperial factions.

Any Imperial, Ad Mech or Space Marine fleet 750 points or greater may be led by an Inquisitor Lord. They must be aboard an Inquisitorial Cruiser or on an Inquisition Blackship either of these are included. If none of these ships are present, they have to be placed on the most expensive ship in the fleet.

The different ships themselves that can be included in a fleet, black ships or the types of Grey Knight ships add flavour to imperial fleets but for me it's the choice of your Inquisitor that will be a key choice.

You can select a Lord from the big three inquisition factions Ordo Malleus, Ordo Xenos or Ordo Hereticus.

I think that if you are looking to add just a little spice to your fleet and have some spare points then going with an Ordo Hereticus Inquisitor to lead, say, a boarding heavy fleet, will stand you in good stead. The extras to the boarding values and hit and run could be a wonderful bonus to certain imperial fleets and could cause a surprise or two. Additionally, it's the cheapest Inquisitor option with no drawbacks.

Now if you really want to board and mess up some other ships then the next option of the Ordo Malleus is a good choice. As you then purchase extra Grey Knight terminators and/or honour guard on ships. This greatly helps in boarding and your hit and run attacks, perfect for Space Marine fleets but also adding that tactical option to Imperial fleets that potentially wouldn't usually use it. One of these inquisitors also helps

against the agents of chaos as well, as grey knight ships ignore marks of chaos essentially, again a useful tactic if applied correctly. You could now board that Nurgle ship that's been literally plaguing you.

The same can be said of the Order Xenos as well. My personal favourite choice, as you can randomly roll on an upgrades table for the Inquisitors vessel or pay 5pts to choose one. I think the extra 5pts is very much worth it when you can choose an upgrade that plays to your style, I personally love the Grav thrusters, having a battleship being able to double its turn movement is a powerful upgrade and will catch plenty of admirals out, imagine possibilities of Battle Barge that could just turn on the spot.

Ordo xenos has one other little bonus that I think is very much worth it and really pips it for me, as long as you're facing these opponents mind - Rolled saves by holofields, shadowfields or any similar rule against a boarding action or hit and run attack succeed on a 3+ instead of a 2+ . That is massive against those pesky fast Eldar and Dark Eldar, and an instance purchase in my view.

So, I would suggest seeing how you want to play your fleet, who against and potentially then choose the most appropriate Inquisitor to join your fleet.

**Roy** - Okay, gonna admit this fleet list can be hard to follow if you want to do certain builds. The easiest is probably to take an Inquisitor on an Inquisitorial Cruiser and (just like a Rogue Trader and his cruiser) add it to an Imperial or Space Marine fleet. The Inquisitor's high leadership can be quite a boost to certain fleets and his options and special rules can bring some fun and variety.

If you add a Blackship to that fleet, no reserve rules needed to follow, it gets even more stylish in your fleet.

For a lot of players, the most appealing part is to build a Grey Knights fleet, and this is where the list shines in .... What?!? However, a future update of the remastered fleetbook may have a solid solution for this (sanctioned by the rules committee, so stay tuned for that).

A Grey Knight fleet has all the great stuff from the usual Space Marine fleet but with even more special bonus stuff going on. But this time it comes at a prize as you cannot spam the Grey Knight Strike Cruiser like a regular Strike Cruiser. So, the fleet will be more balanced between the barge, strike cruisers and escorts.





# The facebook Painting Competition 2023

by Turbidous Tom



Annual Turbidous Battlefleet Gothic  
Painting Awards





# Facebook Painting Competition 2023

The BFG community goes from strength to strength with more designers and creators joining the community. This painting competition continues to roll on and warp rift magazine is well and truly back with a vengeance. We also have a fantastic remastered rulebook and fleet list we all can now use, along with a brilliant and easy to use Starter Kit to help get folks into this wonderful game.

It's a good time to be an admiral.

This painting competition is now into its 6th year, which is quite fantastic. Thank you to all of you who enter, I love seeing all the ships and I think the rest of the community does too.

These awards are a little bit of a vanity project of mine, but I think reflecting over the year and celebrating the competition is great fun. So please forgive me the indulgence.

I also like to look at the ships that may not have won in their month of entry as well, so all ships are represented.

I have asked a few special guests again to help too, so I do hope you enjoy the new awards for 2023!

For the monthly awards, the BFG Facebook community votes for their favourite entry, each year the community votes on their overall favourite too....the Bondsman Award.

## Bondsman Award - Best Overall Entry (Community Vote)



This amazing Adeptus Mechanicus ship was painted by a stalwart of our community, Admiral Krows also known as DoublebaseFanatic. The ship even lights up! Very Ad Mech I would say.

It's a fantastic ship with a beautiful forgeworld base as well! Chris has won the monthly painting competition a few times now, but this is the first time he has won the overall award. Congratulations and we look forward to seeing more ships in 2024.

## Techno Heresy Award – Conversion

This award is given to my favourite conversion or 3d print over the past year. I have to give it to this ship by Bluesquat555 on Instagram. This is an amazing Tobari cruiser. Outstanding work and I love the colour scheme as well, the green and yellow just works so well on this ship.





# Facebook Painting Competition 2023

## Neophyte Award

So, this award goes out to a fresh new member of the community, someone who has only just joined the BFG community, returned or they entered their first BFG competition. I had to choose this amazing Battleship by Admiral Hryek (the\_garantine on Instagram). The white and grey is just beautiful and the subtle gold and green just makes the ship stand out. Stunning work and the rest of the fleet is painted in this scheme as well, amazing work. This ship design is from Battlefleet Galaxy as well.



## The Black Library Award - Xenos

This award goes out to my favourite xenos entry of the year. Always a tough category but in the end, I had to give it to this amazing Tyranid piece full of character by Instagram painter Guajirogunpla. The fleet colours are just striking and there's diorama elements to it as well. Love the background artwork as well. The fleet also consists of new designs, kit bashes and old original ships, it just shows the variety BFG can bring. Outstanding work.





# Facebook Painting Competition 2023

## Ollenus Pious Award – Imperial

This award goes to my favourite imperial entry of the year and every year this is one of the toughest awards to choose. There is always so many fantastic entries but, in the end, this Imperial Lunar class cruiser from Instagram community member Bleach Hawk took it for me. I mean not only is it beautifully painted but it's in my fleets colours and has my Turbidious logo! I might be a little bias, but I think this is one of my favourite entries ever.



## Despoiler Award - Chaos

This award goes to my favourite chaos entry for the year. This one is always difficult due to the variety and creativity that the chaos fleets can bring to the table. A lot to choose from this year, we even had a chaos month, so this was a very competitive category. From the group this stunning chaos fleet from Admiral Hannah stood out to me though. The ships themselves are from No fixed Forge and I don't think I have ever seen a fully pink fleet before. This fleet just works beautifully. The green accent colours also really pop, it's such a striking fleet. Love it.



## No One Expects the Inquisition Award

This award is a little left field, a bit different. This award goes out to the entry that came out of nowhere. An entry that wasn't the typical and bit of outside the box thinking if you will. This award has gone to various different types of entries before, from whole tables built like a ship, to actual painted artwork, to inside a hanger.

This year I had to give it to utterly insane dragon prow battleship from the Instagram community member Ben\_hobbiz\_lair. This is a Dragon Alpha legion ship, and it is crazy good. I love it.





# Facebook Painting Competition 2023

## The Crusader Award

The space marines are the poster boys of Warhammer 40k, you can't do awards without including them. This year has had its fair share of marine entries, but this amazing Blood Angels fleet stood out to me from Admiral Crossley. The yellows really bring all the fleet together and I love the addition of Death Company style ships. How mad must it be to serve on those!



## The Furious Abyss Award

This award goes to my favourite 30k and/or heresy fleet from the past year. Heresy era wargaming is huge and has increased thanks to the release of the heresy rule set and plenty of new models. Some of the Glorianas that are being built, wow. Speaking of, this amazing Gloriana ship comes from Admiral Stribley and is a stunning Blood Angels ship called the 'Red Tear'. Stunning work, the white wings at the back are a particular highlight for me. It makes me want to make a blood angels fleet!

These ships are from Soul Forge Studios.



## Blessings of the Ommissiah

So, I have asked three of the best battlefleet gothic ship designers and creators to choose their favourite entries of the year, they are Italian Moose, Battlefleet Galaxy and Paulsmallus. Fantastic creators you should check out.

I brought this award in last year and the guys agreed to come back to select their favourites again this year. I appreciate it. So here are their choices for this year:

### Italian Moose

I choose this one! From the Chaos month (Turbidious - how chaos is it to enter a Tyranid fleet in a chaos theme, I love it!).

I really like the creativity of using natural components to make a fleet that looks super alien.

This fleet is from Admiral Ferrari.





# Facebook Painting Competition 2023

## Battlefleet Galaxy

So, I nominate this Grand Battleship produced by commission painter diseased\_paint on Instagram, It was excellently executed, immaculate technique, and the colours are perfect.



## Paulsmallus

This one! Dioramas win. Every time!

This ships is from Admiral Krows, DoublebaseFanatic on Instagram or Discord.



Thank you to those fantastic creators for choosing their favourite entries of the year.

## The Lord Solar Admiral Award

So this is a special award, I have been very fortunate to be able to chat with the very man that created the game we know and love - the one and only Andy Chambers (you can even watch an interview I did with him on this page). Andy has again been kind enough to choose his favourite from the winners this year.

Over to Andy:

*"Tough to pick favourites here, but the glowy lights for the Ad mech battleship swing that for me. Honourable mentions to both the Necron cruiser and Ork battleship as they are so nicely done, but honestly that applies to all the winners so I'm just on personal preferences here. Fantastic"*





# Facebook Painting Competition 2023

## Commodore of Turbidious Award

Now after the creators and Andy I have one final award and that's my Commodore of Turbidious award.

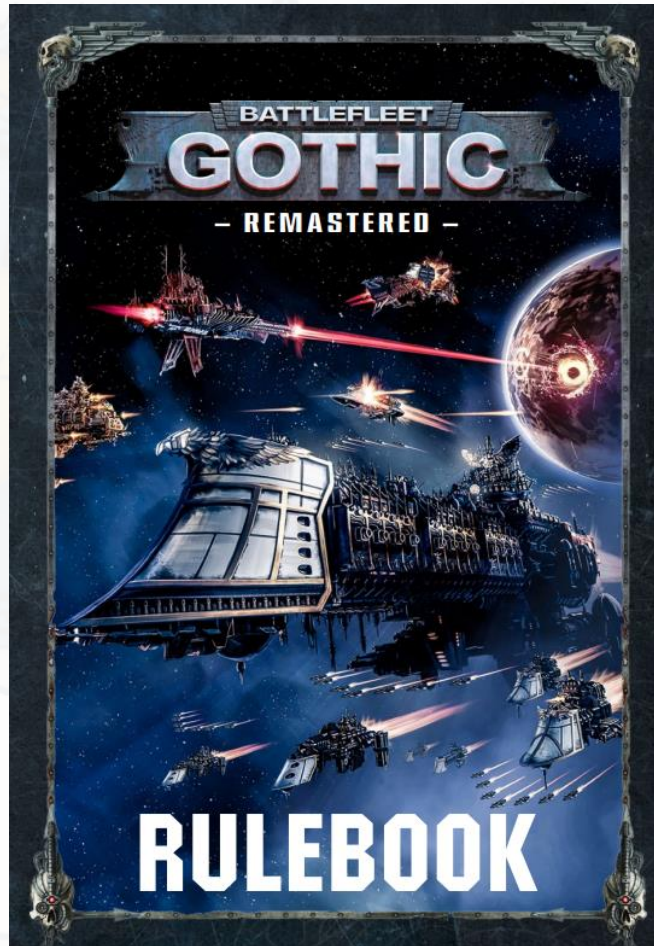
This is my main award, and it goes to the member of the community who supports the BFG community. A person who does so much to keep the BFG community very much alive and kicking.

This year I had to give it to Admiral Simon Saier.

Simon is the mastermind behind the Remastered BFG Rulebook and Remastered Fleet List. The Remastered rulebook compiles the 2007 digital rulebook, 2003 Armada and the 2010 Compendium into one document with updated layout and artwork, and without altering any rules. Additionally, it contains the campaigns from the original books.

This remaster is now the go to for all admirals, captains and ensign alike, it is what is constantly recommended across the various platforms as the go to for folks looking to play BFG.

Simon has pulled together a fantastic document that is easy to use and beautiful to look at. Congratulations on creating a great resource for the community Simon. Thank you and thank you to all those who helped and continue to help on the BFG Discord.



Well, my fellow admirals that's it for 2023, I hope you enjoyed the article. Congratulations to all the recipients and to everyone who entered this year. It only continues because of all of you.

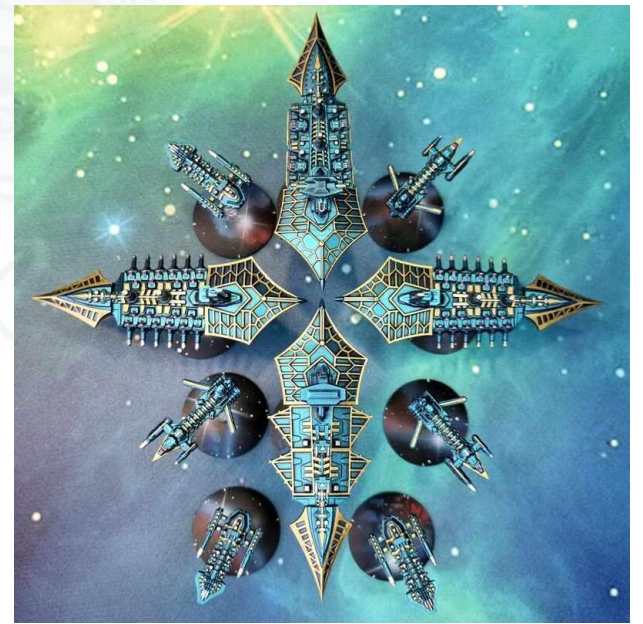
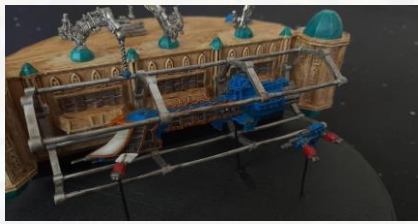
Thank you to the creators and to Andy Chambers for their input this year. Thank you to Battlefleet Galaxy for sponsoring again. It is very much appreciated. Please check out the Facebook page and discord. I'm also Turbidious on Instagram if interested.

The competition is already underway for 2023 - Jan/Feb category is - any ship. Like always to start the year.

Look forward to seeing all your entries next (this) year!







*The ten winners of the month.*



# The Tobari

from the  
Khareshi Expanse  
by horizon





# The Tobari from the Khareshi Expanse

## The Tobari

It was in Warp Rift 11, the first edition I did as editor from March 2007, that I also included my first own article: Tobari from the Khareshi Expanse.

And just like in that article first a note about the origins: The initial Tobari rules sprang forth from Gothicomms (Tactical Command early days). The starting points were two kit bashed alien escort vessels. It was Magus who came up with the name for the 'Tobari' name, Xisor for the extensive background story about Lord Inquisitor Revic and Ray Bell for his feedback on the rules.

And now, all those years later I need to do a big thanks to two more people: firstly, Arcaneshipyard who made a printable STL design based on the kitbash I made of the Tobari destroyer. So now everyone interested can get themselves one or more of these vessels. Secondly a big thanks goes to Bluesquat who took that STL design, did some things, printed it and made a kitbash, using the core of the destroyer, to create a Tobari Light Cruiser!

Currently Arcane Shipyard is creating a STL for this light cruiser of the Tobari.

So that's just an awesome thing to see.

This anniversary edition was a perfect moment to show these designs and give a fresh new look at the Tobari.

## What is the Khareshi Expanse?

To the Imperial administratum, nothing more than a forgotten and non-important Nebula in the Eastern Fringe. This Nebula is cluttered with various kinds of races, almost all of them capable of warp or FTL travel. It has been reported that some of these races are starting to leave their Nebula more often in the last decade. Imperial merchant vessels have been targeted more and more by them. But since priority lies not in the Khareshi Nebula, no thorough investigation has been carried out, only foolhardy Rogue Traders travel there in the hopes of finding profit and renown.



## Tobari Raiders

The Tobari are one of the many alien races who reside inside the Khareshi Expanse. According to the highly classified report of Lord Inquisitor Revic and the, most of the time wild. Stories by Rogue Traders or the few Merchantmen who survived an attack of the raiders the Tobari utilise two types of fast escort sized vessels; and more recently a bigger light cruiser sized vessel has been seen leading the Tobari in a raid.

They mostly prey on weak or unprotected mercantile shipping. On some small occasions they engaged larger cruisers in larger numbers.

The vessels harbour sophisticated weaponry: these are not primarily used to destroy enemy vessels but more to damage the vessels and make them incapable of escaping their clutches. Once the Tobari damaged a merchantman enough they will fly alongside them and teleport aboard the merchantmen.

Their teleporters are reported to be more advanced than standard Imperial teleport devices as they can penetrate still active shields. If they make it aboard, they raid the ship and take all equipment they can get hold of. Even more worrying are the reports of crew being abducted by the Tobari, never to be seen again. Once the Tobari are ready they teleport back to their ships and leave the merchants at their fate.



# The Tobari from the Khareshi Expanse

## Tobari Special Rules

### Tobari Leadership

The Tobari make use of the standard leadership table.

### Boarding actions

When involved in a boarding action the Tobari have a +1 modifier.

### Disruptor weapon:

This short ranged but advanced weapon does not bring direct damage to the ship being hit but it cuts through to the core electrical functions and disables those.

When attacking with the disruptor, roll a D6: on a 5+ it will hit the enemy ship, negating shields (but not holofields or spores).

Apply the following results:

- On a 5 + it inflicts a critical hit.
- On a 6 + it inflicts a critical hit and places a Blast Marker on the ship being targeted.

*Note: Critical hits are being rolled using the standard critical hit charts. Brace for Impact is allowed as normal.*

### Advanced teleport attack:

The Tobari have a form of very advanced teleport technology which has not been seen before. Somehow, they can teleport onto another vessel while bypassing its active shields (holofields and spores are not negated).

When a Tobari ship is within 10 cm of an enemy ship they can make 1 teleport raid against any enemy ship during the endphase. Instead of a regular hit and run attack damaging systems Tobari will try to abduct as many of the crew as they can.

They may also conduct teleport attacks against ships with more remaining hit points as their own ship has.

Roll a D6 when doing such a teleport attack: On a 4+ the raid is considered a success.

Roll another D6 to see what the result is from the Teleport Raid: multiply the result of the roll with 5 to see how many victory points the Tobari gain. If the result equals or exceeds the value of the enemy ship it is destroyed as well

*Example: the Tobari destroyer Kash'lok conducts a teleport attack against an armed cargo vessel: first it rolls a D6 to see if the teleport attack is being made; a 4+ is needed to do so. Now another D6 is rolled to determine how many victory points are scored: the roll is a 3. The Tobari scores  $3 \times 5 = 15$  victory points. The cargo vessel stays on the tabletop and can do its actions as usual in the next turn.*

## Tobari Fleet List

The Tobari can be used as a wolfpack list. (Ideally in small games of up to a maximum of 500 points).

Tobari may also be added to the Wolfpack fleet list as xenos allies.

### Tobari leader - 25 points

Add +1 to the leadership. A Tobari leader will be stationed on the most expensive ship or squadron.

### Tobari fleet structure

A Tobari escort squadron may consist of 2-6 vessels. The frigate may not outnumber the destroyer.

One light cruiser may be taken per 250 points.





# The Tobari from the Khareshi Expanse

## Tobari Destroyer

40 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35 cm	90°	1	5+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Prow Disruptor		15 cm	1	Front	
Dorsal Weapon Batteries		30 cm	2	Front	

## Tobari Frigate

50 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30 cm	90°	2	5+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Prow Disruptor		15 cm	1	Front	
Dorsal Weapon Batteries		30 cm	3	Left/Front/Right	



The classic kit bashes of the destroyer and frigate.

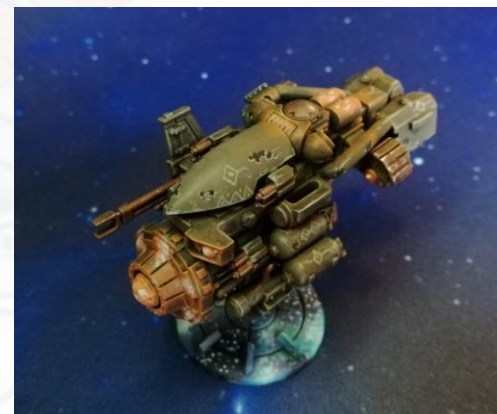
The new STL by Arcane Shipyard printed & painted.



## Tobari Light Cruiser

140 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25 cm	90°	2	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Prow Disruptor		15 cm	2	Front	
Port Weapon Batteries		30 cm	3	Front	
Prow Disruptor		30 cm	3	Front	



The kitbashed light cruiser by Bluesquat using parts of the new destroyer STL. Also, splendid paintjob!

Check out the original Tobari article in Warp Rift 11:  
<https://specialist-arms.com/bfg/warprift/warprift11.pdf>

And I like to encourage people to pick start kitbashing of xenos escorts!



# Scholar Tacticus

by FunkfuMaster

BATTLEFLEET  
**GOthic**



Image by Eliaz



# Scholar Tacticus – Lesson 306:

## Intelligence Brief – Traitor Light Cruiser Strategy and Tactics

++ SCHOLAR TACTICUS GOTHIC ++

++FLEET WARFARE COMMAND COURSE++

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

++TACTICAL DOCTRINE – BFG: REMASTERED++

++FLEET INTELLIGENCE DATABASE – BFGXR++

++LESSION-306++RECORDING TRANSCRIPT++

++LORD ADMIRAL PELLEW PRESIDING++

Welcome back class, I trust our last session on the employment of His most holy Emperor's light cruisers sparked vigorous discussion, and hopefully at least some of you utilised those tactics in your practical simulation sessions with success.

This evening, we are joined by Commander Eiger of BattleFleet Intelligence Division, who will be providing us with a dossier on the employment of mutinous light cruiser platforms amongst the heretical traitor fleets that have

plagued the Imperium since the Heresy, and such platforms as employed by the dread xenos races that prey upon the righteous Imperial frontier worlds and trade routes.

Commander, your class.

### TRAITOR FLEET LIGHT CRUISER PLATFORMS

Good evening my Lord Commanders, this will be an intelligence overview of identified traitor and pirated former Imperial classes of light cruiser and observed tactical employment.

As with the wider array of fleet assets that are now utilised by the traitor warmasters, defection and subversion conspicuously has occurred along specific classes of light cruiser. This phenomenon is more apparent in older obsolete classes or those of radically experimental designs that differ significantly from those traditional patterns endorsed and blessed by the Adeptus Mechanicus.

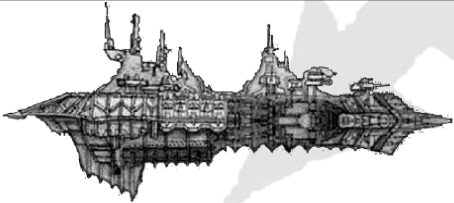
Of the three most common classes that intelligence has determined captured, defected or even constructed by fallen forge worlds, they all share common traits differing from the currently operational classes within the Imperial Fleet.

They share improved maximum velocities, keeping in line with traitor cruisers and raiders. A trait observed with many of the older classes before the modern armoured prow design. As such they also lack such forward protection. Shield systems are of older design comparable to their size. Several examples across the three classes seem to dedicate their service to a particular aspect of the so called "Chaotic Deities" that the traitors worship. Whilst others take on the lifestyle of raiders and renegades that have snubbed righteous Imperial rule.

Like the mainline chaos capital ships, they lack the noble armoured prow that the Imperial forces now bear as their Aegis. Whereas many of the older, larger platforms' ancient

weapon systems hold a range advantage over current Imperial technology, the limited hull space on board the smaller frames restrict ranges to those comparable with current loyalist firepower.

### Fanatic Light Cruiser



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
FANATIC Class Light Cruiser					
ARMAMENT		RANGE / SPEED		FIREPOWER/STR	
Port Weapons Battery		45cm		6	
St'bd Weapons Battery		45cm		6	
Prow Lance Battery		45cm		2	
				Left	
				Right	
				Front	

All three classes have been known to often conduct both hit and run tactics against weakened targets, and support boarding actions of larger traitor cruisers and battleships.

The *Fanatic* class boasts impressive, long range macro batteries for its size, complemented by an improved turreted Lance arrangement, delivering a comparable broadside to that of a *Lunar* class cruiser at greater range. It boasts an adequate thruster arrangement, able to keep pace with Traitor cruisers. The class is an exceptional cruiser escort, with its side batteries complementing all known traitor cruiser types, and the prow lance turrets can adapt to support both broadside attacks or

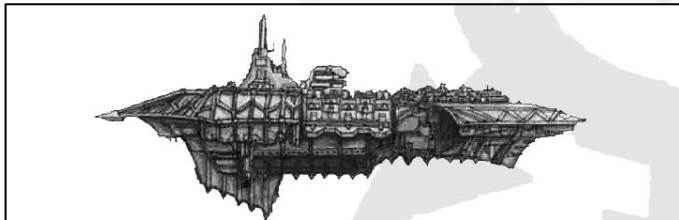


# Scholar Tacticus – Lesson 306:

## Intelligence Brief – Traitor Light Cruiser Strategy and Tactics

supplement the heavy, yet fixed, prow lance armaments that some renegade cruiser classes boast. Of ubiquity is the prevalence of *Fanatics* escorting the Styx fleet carrier, which boasts an underpowered, yet long range armament to support its attack craft. The *Fanatics* longer range can allow this pairing to distance itself from the fighting line and still provide significant weight of macro and lance shot.

### Heretic Light Cruiser



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	30cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery	30cm		6		Left
St'bd Weapons Battery	30cm		6		Right
Prow Weapons Battery	30cm		6		Left / Front / Right

The *Heretic* class sacrifices the lance armament and in favour of extra thrust as compared to the *Fanatic*. This is to bring to bear an impressive, although shorter ranged, prow turreted macro weapon system that can supplement its broadside to match that of a *Dominator* cruiser. This class excels at supporting lance armed raiders or fast cruisers such as the *Slaughter* class that the traitors use extensively, knocking down shields with its weapon batteries allowing lances to strike unprotected armour. Against the elusive Eldar xenos, its massed fire is particularly effective.

The experimental *Schismatic* class performs the anachronistic role of fire support cruiser within the traitor fleets. With an enhanced thrust assembly and unique wide angled torpedo launcher system on its prow, it can perform encircling manoeuvres whilst bombarding targets with repeated torpedo salvos. Supplemented by broadside lance batteries, this class can be an effective area denial threat, and has been observed lurking on the flanks of engagements, allowing its more aggressive counterparts taking the brunt of Imperial justice through firepower, providing counter fire to torpedo salvos and employing its lances on already weakened foes. With its speed it can support escorts and fast cruisers also, shoring up holes in the spearhead and filling them with torpedoes and lance. With its shorter range, it is far more common to see in independent squadrons, usually pairs, where massing salvos becomes a fearsome prospect to face and the concentration of lance power matches that of a *Gothic* class.

### TRAITOR LIGHT CRUISER FORMATION TACTICS

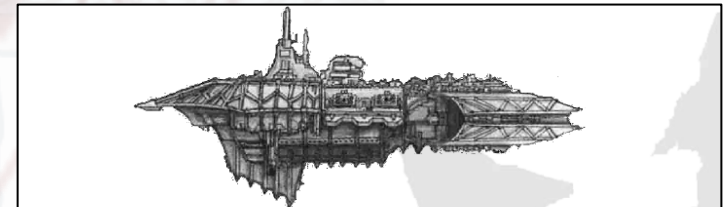
With the scarcity of torpedo armament throughout the traitor fleets and renegade raiders, the honourable tactic of close cruiser escort to mass ordnance salvos is far less prevalent. Instead, when assigned to cruiser escort, traitor light cruisers will range in loose formation to either defend their parent cruiser, or cowardly escape the righteous fury of destruction that they deserve. Close support has been observed occasionally to mass close in defence against ordnance.

All classes perform adequately in the cruiser escort role, able to add their firepower to their parent ship in a flexible manner due to the wide arcs of the prow weaponry that they boast. The lack of the noble armoured prow that the Imperial forces now bear as their Aegis require the heretics to resort to cowardly flanking and “Stiff-arming” tactics.

However, the light cruisers are somewhat disadvantaged compared to their Loyal counterparts (except for the *Fanatic*) as they are restricted in range compared to most traitor weaponry on larger platforms as such may force a closer engagement in order to bring their weaponry to bear in support to their parent cruiser. Alternatively, they can be used as a shielding force, ranging closer whilst their longer ranged parent cruiser can remain engaged.

These classes are also observed in independent squadrons, where loose formations can maximise the speed and manoeuvrability advantage the platforms afford, whilst bringing wide angled weapon and lance batteries to bear in coordinated strikes. Squadrons of *Schismatic* class are of particular note, able to concentrate torpedo salvos in tight formation across a wide swath to devastating effect whilst combining lethal lance batteries.

### Schismatic Light Cruiser



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	30cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery	30cm		2		Left
Starboard Lance Battery	30cm		2		Right
Prow Torpedoes	Speed: 30cm		4		Left / Front / Right



# Scholar Tacticus – Lesson 306:

## Intelligence Brief – Traitor Light Cruiser Strategy and Tactics

### TACTICAL NOTE: SLAUGHTER CLASS FAST CRUISER

Whilst possessing displacement, firepower and armour comparable to many other traitor cruiser variants, special mention of this particular class of cruiser is warranted.

Sacrificing the greater weaponry range common among other classes, this class possesses phenomenal speed for its mass. Able to maintain pace with raiders, escorts and the *Heretic/Schismatic* class. The *Slaughter* class can range ahead of the main chaos formation.

This can be often to the tactical disadvantage of the traitor warmaster, as the captains of these accursed vessel seem to relish in the wild abandon of the charge to deliver a substantial primary broadside of macro and lance weaponry, whilst able to significantly engage a secondary target opposite. It is for these reasons that the heretic class, possessing similar velocity capabilities, is often observed in formation alongside the fast cruiser. Whether this is to share in the thrill of the charge, or an effort on behalf of the traitor fleet commander to preserve the fast cruiser from destruction is difficult to differentiate. Schismatic classes are less commonly paired with the

Slaughter, in part due to their rarity, but also the frontal rapid charges that the larger cruiser relishes at are less viable for the lighter cruiser with its wide angled torpedo array, preferring flanking tactics against targets that the Slaughter may have already weakened.

### CONCLUSIONS

As I have outlined to my esteemed Captains and Shipmasters, the traitorous light cruiser presents a credible threat to the fleet. That threat, if ignored, can quickly bring to bear considerable firepower on vectors undesirable to our defences. These platforms can significantly augment larger traitor platforms and shore up perceived weaknesses in class designs.

Disregard these threats at your peril My Lord Captains, as they can be a significant thorn in your midships.

I look forward to our next intelligence briefing, where I will seek to cover the light cruiser threat posed by the xenos races.

Fair solar winds, and following warp tides.





# Campaigning through the stars: Tyrannids by Fr05ty





# Campaigning through the stars: Tyranids

*There's a single race that has purity of purpose in Warhammer 40k, a race with the singular desire to consume, a race known as the Tyranids! Tyranids are completely uninterested in material gains and seek only to leave a trail of biomass stripped worlds in their path. The Tyranid swarm knows no fear, no regret, only hunger, and with every enemy that's consumed, the swarm grows, but the hunger... The hunger never ends. Today I'll aim to provide you with the full almost-official complement of rules that you'll need to make sure your Tyranids get their campaign going!*

## Tyranids in a campaign

*There's something quite odd about trying to lead an extra-galactic race bent on devouring everything in its path while being a human, but then again, it can be quite relaxing to know that your campaign will have to deal with none of the politics and infighting that plagues your prey races. Here you'll find a comprehensive adaptation for the official, if oddly fitting, rules to use Tyranids in a campaign, along with their evolution and possible appeals. These changes attempt to provide a more lore-faithful representation of how the Tyranids behave in a campaign, without changing the campaign rules too much!*

## General rules

Tyranids follow the usual rules for a campaign, being capable of behaving as a conquering fleet (a Hive Fleet) or as a pirate fleet (a Vanguard Fleet), though in both cases that must be announced when the campaign starts.

## Tyranid Fleet Rules

### Tyranid fleets

In stark difference to other races, Tyranids have rather peculiar rules for how they build their fleets, and in a campaign, it is possible that you end up deploying a fleet in battle that's not led by a Hive Ship. In such cases, you may use the rules for the Tyranid Vanguard Fleet List, provided that your forces deployed to the battle itself would be a legal fleet under the Tyranid Vanguard Fleet List.

### Tyranid reinforcements

If a Tyranid Reinforcements appeal is granted, and a new Hive Ship is chosen, the Hive Ship may not take the option to improve its Leadership from the fleet list (it may still improve its Leadership through Tyranid Ship Development).

### Tyranid ship development

Tyranid ships do not gain experience in the same way as those of other races:

#### Hive Ships

Hive Ships (or other ships which may exert synaptic control) may roll to Gain Experience as normal, rolling using their own Leadership. If successful, they may choose one of the following options:

- Improve their Leadership (though they may never improve their Leadership above that of the Hive Mind). They must choose this option if the Hive Ship's Leadership is below 8.
- Choose to purchase a new refit (though they must roll for them instead of choosing one, and they must still pay the points cost for them).
- Add 1 Repair Point to the fleet.

Hive Ships which are crippled in a battle lose -1 Leadership (to a minimum of 7).

#### Other Ships

Other ships may roll to Gain Experience as well, rolling using the Hive Mind's Leadership. If successful, they may choose to purchase a new refit or they may choose to exchange a refit for another one (though they must still pay the points cost for them, and they follow the usual limitations).

## Vanguard 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

Tyranid pirate fleets should be represented by using the Vanguard Fleet List, but you should feel free to use other lists if you feel it appropriate!

### Pirate Base

A Tyranid Vanguard Fleet may use a single Tyranid hive ship as their pirate base in a campaign. If the pirate base comes under attack, play out one of the scenarios below with the Tyranid Vanguard Fleet as the defender. The hive ship must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hive ship itself is not considered part of the fleet registry.



# Campaigning through the stars: Tyranids

## Scenarios

The attacker must on the table below to determine which scenario is to be played, or if both players agree, they can pick one from those listed.

D6 roll:

- 1 - 2 scenario: The Raiders
- 3 - 4 scenario: Queenslayer
- 5 - 6 scenario: Surprise Attack

All of the scenarios have the following modification:

*You must include a single Hive Ship as part of your defending fleet's point cost (unless otherwise specified). This Hive Ship is not part of your fleet registry, it's just for this scenario and it represents the pirate base from which your fleet operates. You may outfit the Hive Ship as you please, including any Evolutions of the Hive Mind up to the limit of three different kinds. Your Hive Mind will be commanding it.*

## The Raiders

Play out The Raiders but instead of the normal victory conditions, the attacking player must cripple or destroy the Hive Ship.

## Queenslayer

Play out Commerce Raiders (see Warp Rift 38), but instead of transports, for every 100 points (rounding up), you may include 10 points of Escort Drones. If the Hive Ship moves off through the escape corridor, the defender is victorious. If the attacker destroys the Hive Ship, then the attacker is victorious.

## Surprise Attack

Play out Surprise Attack, but instead of orbiting a planet, the defending Tyranid fleet is stationed around the Hive Ship. The defender does not have to pay any points for the Hive Ship, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Hive Ship to win. You may spend the points for planetary defences on Escort Drones.

## Birth of a Hive Fleet

A Tyranid Vanguard Fleet may use a Reinforcement appeal to add a Hive Ship to your fleet roster. From that moment onwards, the fleet roster changes to that of a Hive Fleet and new ships will be following the restrictions set by the Tyranid Hive Fleet List (your escorts from the Vanguard Fleet will not count for how many escorts you could have in relation to your hive ships).

You may now choose to roll on the Battles table after rolling on the Incoming Orders table, instead of being forced to roll for a major raid on the Raids table. If you win a Battle, you may choose to take over the system. If you do, you'll stop behaving as a Vanguard Fleet and instead you'll now behave like a Hive Fleet (as described below), with the newly conquered system being your home system (you keep the hidden pirate base too!).

Should you lose control over all your systems, but your pirate base remains, your fleet will go back to behaving like a Vanguard Fleet, with the pirate base as your home of operations.

## Hive 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 Hive Fleets should be represented by using the Hive Fleet List, but you should feel free to use other lists if you feel it appropriate.

### Promotions

*Your Admiral is nothing more than the collective gestalt of the Hive Mind, but even so, it grows wiser and more powerful as it devours!*

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

The Hive Mind chooses a single Hive Ship as its flagship and shall behave as a regular commander, overriding the Hive Ship's leadership. Should the flagship be destroyed, then the Hive Mind may not have any further effect in that game, but you may choose a new Hive Ship to be its flagship once the battle is over.



# Campaigning through the stars: Tyranids

If there are no Hive Ships participating in a battle, the Hive Mind instead focuses on a squadron or ship. Choose a squadron or ship at the beginning of the battle, that squadron or ship is the focus of the Hive Mind, automatically passes any instance of Instinctive Behaviour and will have the Hive Mind's Leadership, regardless of the number of vessels remaining in the squadron or any other rules. It may then take any Special Orders as normal. You may use Hive Mind Influence re-rolls and Hive Mind Imperatives as normal, or on checks to override Instinctive Behaviour for other squadrons in the fleet (as per the Vanguard Fleet rules).

Renown	Title	Ld, notes
1-5	Awakened Node	Ld 8, 1 influence roll
6-10	Tyrant Node	Ld 8, 2 influence rolls
11-20	Dominatrix Node	Ld 8, 2 influence rolls 1 Hive Mind Imperative
21-30	Norn-Queen Node	Ld 9, 2 influence rolls 1 Hive Mind Imperative
31-50	Alpha Node	Ld 9, 3 influence rolls 1 Hive Mind Imperative
51+	Omega Node	Ld 10, 3 influence rolls 2 Hive Mind Imperative

## Refits

*As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the hive ships perpetually alter the morphology of the new organisms birthed by the fleet. As such, the hive fleet is a continually changing mass, both individually and collectively. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.*

Tyranid refits are called bio-enhancements and are described in the Evolution of the Hive Mind Refit table. These refits can be incorporated by capital ships or individual escorts except where specifically noted otherwise for the cost indicated (instead of costing the flat +10% ship points as happens with other races). During a campaign, no one ship can gain more than one different kind of Evolution of the Hive Mind refit before each battle. Should a ship gain an Evolution of the Hive Mind refit due to Tyranid Ship Development and another Evolution of the Hive Mind refit from a Refit Appeal before a battle, you simply choose a kind of Evolution of the Hive Mind refit to apply and discard the other (or in the case that both refits result in Reinforced Carapace or Extra Spore Cysts, you can choose to apply them twice).

With the exception of reinforced carapace and extra spore cysts, no single Evolution of the Hive Mind refit may be granted more than once. No hive ship may ever have more than three different Evolution of the Hive Mind refits, no cruiser more than two and no escort more than one. Should you gain an

Evolution of the Hive Mind refit while your ship has its maximum amount of different Evolution of the Hive Mind refits, you may choose to exchange one of the previous Evolution of the Hive Mind refits for the newly acquired one. These improvements represent the only means of evolving against increasingly capable foes, for Tyranids operate under Instinctive Behaviour or under direction of the Hive Mind, and thus they cannot take on crew skills.

Because the equivalent of Tyranid torpedoes are always boarding torpedoes, Tyranids cannot use the torpedo refits available to other races.

Any Tyranid ship may change one of its weapon options for another (so long as that's allowed in the ship's profile, and adjusting the ship's points cost) instead of acquiring an Evolution of the Hive Mind refit (regardless of how the Evolution of the Hive Mind refit was acquired).

When acquiring an Evolution of the Hive Mind refit through Tyranid Ship Development, you must roll 2D6 on the Evolution of the Hive Mind Refit table and apply the result. Should the result be inapplicable for the ship, then roll again until an applicable result is rolled. When acquiring a bio-enhancement through a Refit Appeal, you may just choose which bio-enhancement to apply instead of rolling for it.



# Campaigning through the stars: Tyranids

## EVOLUTION OF THE HIVE MIND REFIT

*The bio-ships constantly evolve in order to better face new challenges, producing a biological arms race with their enemies. Roll on the following table:*

2D6 Roll	Skill
2	<b>Solar Vanes (+15 points):</b> The ship has bio-engineered solar wings that spread to absorb the smallest amount of ambient radiated energy from surrounding space. The ship gains +5cm speed.
3	<b>Adrenaline Sacs (+10 points):</b> The primary propulsion valves and constrictor muscles at the rear of the bio-ship have grown in size and strength. The ship gains +1D6 when on All Ahead Full special orders.
4	<b>Psychic Scream (+20 points):</b> The bio-ship's connection to the Hive Mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels within 15cm suffer -2Ld. Intended solely for hive ships.
5	<b>More Discharge Vents (+15 points):</b> The number of discharge vents along the beast's length has increased dramatically. The creature reduces the distance it needs to move before turning by 5cm. Not intended for escorts
6	<b>Extra Spore Cysts (+10 points each):</b> The ship gains one spore cyst. No more than two spore cysts can be gained in this manner.
7	<b>Reinforced Carapace (+10 points each):</b> The creature has grown to an inordinate size with correspondingly reinforced internal endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains +1 Hit. No more than four additional Hits may be gained in this manner. If rolling randomly, a cruiser which attains 10 Hits in this way matures into a hive ship! Not intended for escorts.
8	<b>Mucous Membrane (+20 points):</b> The bio ship is covered with a slimy coat of mucous making it difficult for relatively slower moving ordnance to attack or damage it effectively. Bombers and assault boats suffer a -1 modifier (in addition to any other modifiers) when rolling their Attack roll, and all torpedoes must roll +1 to hit (maximum of 6+). Ranged weapon hits remain unaffected
9	<b>Accelerated Healing (+10 points):</b> The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll two extra dice in the End phase when attempting to repair critical damage. Not intended for escorts
10	<b>Drone Link (+20 points):</b> The creature maintains an unbroken link with the Vanguard drone ships and hive ships of the swarm. When within 15cm of a Vanguard drone ship, all pyro-acid batteries benefit from a left shift on the Gunnery table (before all other modifiers).
11	<b>Tenacity (+20 points):</b> The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on All Ahead Full, Burn Retros or Come to New Heading special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.
12	<b>Mega-Spore Mines (+10 points per launch bay):</b> Ships equipped with assault boat launch bays can exchange all their launch bays for spore mine launchers. Each launch bay can launch one mega-spore mine In the Ordnance phase Megaspore mines follow all movement and ordnance rules mines do, but when rolling against armour to inflict hits, it inflicts that number of fire criticals instead. Not intended for escorts.



# Campaigning through the stars: Tyranids

## APPEALS

*There are few forces that a Tyranid Hive Mind can turn to for support, but Genestealer Cults often behave as a Hive Fleet's advance forces, feeling the tug of the Hive Mind directing their actions. Tyranid players may roll on the Genestealer Cults Appeal Chart below.*

2D6 Roll	Skill
2	The Cult has delayed the enemy. Choose one enemy ship or ship squadron. It is deployed in reserves, and will only show up on the tabletop during the 2nd turn from the closest table edge to the deployment of their fleet. They may not move further during the turn they've arrived.
3	The Cult has infiltrated an enemy ship and sabotaged it, striking just before battle. After determining the next mission to be played, but before deployment, choose one enemy ship, that ship suffers a critical hit. Roll for it as normal.
4	The Cult has fed the Hive Mind with advanced information on the enemy fleet. During the next engagement, after deployment, but before the first turn, you may redeploy D3 of your ships or ship squadrons following the scenario's rules for deployment.
5	The Cult has eliminated key leadership figures in the enemy fleet. An enemy ship suffers a permanent -1 Leadership.
6	The Cult disrupts enemy fleet discipline. You may force an enemy to re-roll a single Leadership roll during the next battle.
7	The Cult is ready to strike aboard an enemy ship. Choose an enemy ship, any of your attempts to board that ship gain a +2 modifier.
8	The Cult feeds wrong information to fleet leadership, confusing their battle plans. An enemy suffers -1 to his Initiative roll for the next turn.
9	The Cult spreads and an enemy system becomes seeded by the Cult. The owner receives 1 fewer RP (up to a minimum of 1) from the system. You gain 1 RP per turn for each seeded system.
10	The Cult guides you into the enemy system. Do not roll for Initiative nor to receive orders, you can automatically decide to fight a Planetary Assault scenario against an enemy, and you'll be the attacker. In the case of Vanguard Fleets without Hive Ships, since they cannot take control of systems, instead of gaining control of the system if victorious, treat it as a successful raid, but you'll be able to get double the RP points the system would provide.
11	The Cult ascends as you arrive! When you next perform a planetary assault, you may include an extra D6x20 points of planetary defences around the planet (following the same rules of deployment as the defender), but they're controlled by you. Alternatively, after deployment, you may take over D6x20 points of planetary defences deployed by your enemy. They are now under your control.
12	<p>The Cult heeds the call and reinforces your fleet with stolen ships. You may add a ship or squadron 250 points or under to your fleet roster (including planetary defence ships) as reserves. You may include these ships as if they were reserves in your fleet, but they do not require the inclusion of any other ships to be taken (ignoring the reserves requirement for multiple ships of the same type). You may choose them from any of the fleet lists used by players which hold a seeded system, in the same manner as if it was the result of a Reinforcement Appeal (these ships are NOT taken from that player's campaign fleet roster and ignore any ship requirements for them from their original fleet list); if there are no seeded systems, you may choose ships from the Imperial Gothic Sector list.</p> <p>They behave as ships from their original race with all their original rules, but will now be crewed by the Genestealer Cult. This means that they suffer a -1 to the Leadership rolled (so they roll on the Leadership table with a -1 malus due to Reinforcements leadership rules, and then reduce the resulting Leadership by 1) and that they may be directed by the Hive Mind. Ships with a Genestealer Cult crew may be the target of a Hive Ship's Synaptic Control as if they were a Tyranid ship, but should the Hive Ship's command fail, these ships will just behave as normal (though they may not attempt to go on Special Orders again that turn) as their Genestealer Cult crews act on their own.</p>



# The Tyrant Challenge

by HuvalC



*Image from the BFG Armada videogame*



# The Tyrant Challenges - A focused analysis on that controversy cruiser type

## The Tyrant challenge - EPISODE 1

While writing the incoming tactica on the Imperial Navy (and the AdMech one), I tried to position myself on the Tyrant class cruiser. This ship is well known for its usage against Eldar, eventually seen being paired with an Armageddon or another Tyrant (rarely) but is usually considered overcosted for what it brings. So, I said to myself: Why about a trial in game ?

In this article I will try to go through a few games I will perform against myself or an actual opponent throughout the winter. I will get a Tyrant in every single game, may it be stock, upgraded with range, potentially upgraded with a Nova Cannon (I do not believe in that), within Navy or AdMech, and try to be as objective as possible.

My reference on this ship is an article that was published in Warp Rift 32 in which the author was explaining while being inferior to lunar and dominator as a line cruiser, its potential was on the flexibility it could bring being armed with only 1 weapon type, like the gothic, may it be upgraded or not. It adds some torpedoes which you lack a bit of with the Dominator option. Majority of feedback on this ship relies on the mandatory range upgrade ; but the tyrant can be used in several roles. Despite having the same broadside armament as a Murder class cruiser, it will not out range chaos fleet. So better see its range as an opportunistic long-range shooter, rather than a sniper.

Some months ago, I played a game where my Tyrant (with range upgrade) was squadroneed to an Armageddon. Expensive squadron in a 1000 pts game but the tyrant served as shield +

weapon battery support (mainly shield). It was a very efficient core for my fleet. The tyrant had quickly its broadside critted but the few turns it shot was effective for obvious reasons. Any other cruiser would have done the job (like an endeavour), but the potential strength-16 weapon batteries were scary.

My first game this winter is a Bakka fleet vs Chaos 750pts cruiser clash. In this game the tyrant will be stock and will be backed up by an Endurance. So, I rely on its raw str10 firepower at short range. I intend that line to push in, relying on the Endurance shielding to put the tyrant into good position. The Armageddon will mostly be on his own, providing damage from further.

## Battle Report One

With a Leadership 6 it was confirmed the Tyrant will be paired with the Endurance which rolled Leadership 8. In this setup, I discard the 4 bonus ranged batteries and focus on positioning to get the best out of the 12 WB of the squadron. I look for the potential strength 8 torpedo salvo, but the endurance may have an opportunistic shot to prevent attack crafts or torps if any.

2 turns in a row (with one being braced), the tyrant was able to deliver 2 good weapon battery shots. The Endurance took all the shots during the first two turns, but that's what it was here for. In turns 3 and 4, the tyrant was able to follow the fleeing second murder, which could escape with 1 hp left. Could have been worse. The 2 torpedo salvos were very useful in that situation. It would have not happened with a Dominator. Went was going to last too long so both my opponent and I decided to stop it after the tyrant disengaged while being charged by the slaughter.



As a conclusion for this game, the impact of the tyrant was very good. It did more than Armageddon. The torpedoes were very useful, the squadron with the Endurance was good, even if I did not make use of the turret bonus.

15/20 thanks to good shot opportunities.

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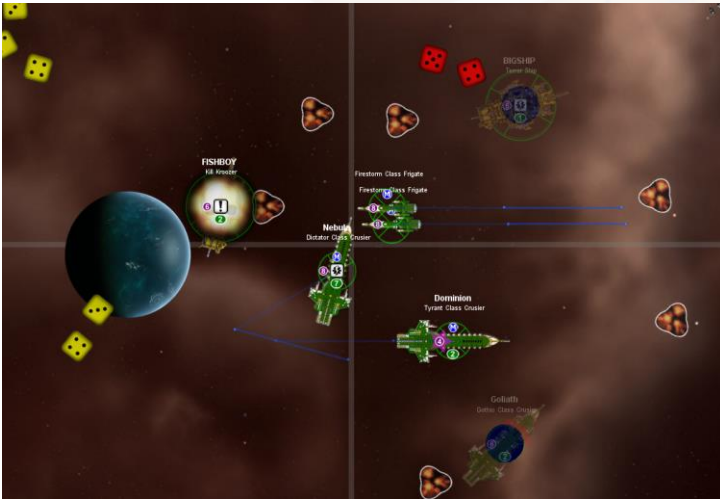
For the next game, I will change the configuration. I would like to either squadron it to a bigger cruiser or let him alone while supported by a Gothic. If points allow it, I wish to get the range upgrade, like the 'Dominion' which served during the Gothic War.



# The Tyrant Challenges - A focused analysis on that controversy cruiser type

## The Tyrant challenge - EPISODE 2

Finally, it will be a small game versus Orks. I use the Gothic list as entry, and the Tyrant will have the range upgrade. Despite the 6+ prows, the tyrant will try to put blast markers on Kill and Terror Kroozers to slow their advance. The 4+ aft armour of Ork ships make the tyrant very interesting, so on contrary to other matchups, Tyrant will try to cross the T behind the enemy cruisers to benefit from that. If required, this could be from a longer range as well.



Despite being a victory for the navy, the Tyrant did not perform as expected. The dictator was MVP thanks to its fighter coverage.

First of all: the Tyrant did not have a close partner like an Endurance light cruiser or any other cruiser. Therefore, the weapon batteries really had trouble going through shields

despite a good lock on positioning and - I must admit - extraordinary BFI saves from the Kill Kroozers. The gothic had to disengage on turn 3, leaving the fleet with only weapon batteries and 3 firestorms.

Secondly, Ork had the initiative and took advantage of it. They are difficult to outmanoeuvre (at least for the Imperial navy). My plan was to close the T behind the Ork ships, but Ork generally show their prows.

Lastly, the range upgrade was only useful one or two times, where the tyrant was lucky enough to drop a shield from 44cm while being braced. However, it slowed a bit the Orks cruisers dropping blast markers here and there. Average mark for the utility in that scenario. Otherwise, I would say a Lunar would have been better, but a dominator would have been worse while being constantly chased. The torps still took 1 or 2 HP.



Conclusion for game 2 : Orks are definitely not a matchup for the Tyrant due to the weapon configuration and regular navy profile. You cannot really outmanoeuvre Orks, and you need lances or luck to get damages. Though the blast markers from 45cm avoided several boarding actions, and the torps can go through low turret value from the Orks. 10/20 for the win and utility.

Next game I want to get a tyrant in an AdMech fleet. The advanced weapon gift is really powerful, and in addition to the dorsal lance, this kit pushes the Tyrant to a battlecruiser level. However, the available ships in AdMech will make the fleet look like the fleet of the previous game. Maybe a good opportunity to bring a nova cannon for this one, despite the huge cost of the cruiser.



# Event Horizon

by horizon

BATTLEFLEET  
**GOTHIC**



*Image from the internet*



# Scenario: Event Horizon

The Warp is a strange and terrible place, and many words have already been written on it. Many millennia ago, back on earth, when the warp was almost something from fiction, a few scientists started to study the relations between the mortal thoughts and the dreamlike existence of the Warp...

They discovered that the Warp in theory would offer the possibility of traversing vast distances in the universe within mere seconds. Which would be a big boost to the early days of mankind's slow interstellar travels. Soon they gathered enough fundings to build the prototype of a device which could open a gate into the Warp and re-emerge at another location in space. The experimental ship the *Event Horizon* was chosen to be fitted with the Warp engine and conduct the first experiments with.

At a safe distance from Earth the *Event Horizon* with a research team consisting of captain Kilpack and science officers Chambers, Reuben, Fender and Smith aboard was about to rewrite history.

The first days of experimenting proved successful as they managed to open small portals into the warp and channel its energy into the drive. Encouraged by the results they pushed further and prepared the vessel for a jump into the warp; only programming a destination within the current milky way.

As the gate to the warp opened and the raw energy was channelled into the drive's core, a corridor started to emerge but as systems and fuses blew the ship collapsed into a whirling gate surrounding the ship.

The *Event Horizon* disappeared from the known universe.

Considered lost, the Warp drive project was initially put on hold. That was until seven years later a distress call near Neptune was picked up.... the *Event Horizon* had returned.

A team under command of lead scientist Dr. Weir and Captain Miller were sent to investigate the sudden reappearance. This proved to be a horrific expedition. From the team only three crew members returned. Two who were held back at the rescue ship and one member who was part of the investigation team on the *Event Horizon*. The latter was in shock.



Only slowly they learned about the events on the ship. About how, allegedly, the ship itself was haunted and terrorised the crew. That Dr. Weir was possessed by a daemonic entity and proclaimed the ship itself was now a sentient being after visiting the hellish dimension outside the known universe.

In the end the *Event Horizon* was brought to an explosion as the self-destruct mechanism was activated by Captain Miller in an act of self-sacrifice.

With the new knowledge the Warp Drive project was restarted as they had proof the concept of the warp portal worked. Though now they also knew they had to protect themselves from possible dangers.

And as they studied further some scholars concluded that *Event Horizon* had slipped away into the Warp before exploding. Yet, this stance was deemed heretical and was put down immediately.

Now, millennia later, a scribe on Mars finished collecting the hidden away, vague stories about an ancient ship design dropping in and out of the Immaterium and subsequently luring unknowing vessels nearby by sending out distress calls. Every time resulting in the death of the responding ship's crew. The scribe attuned the characteristics to the ship being the ancient *Event Horizon*.

At first the reappearances only occurred with pauses of sometimes hundred years in between, sometimes longer but this was attributed to missing reports. But as the 41st Millennium ended the appearances suddenly started to increase and became more frequent. As the 42nd Millennium dawned the scribe noticed that the, now yearly, appearances happened in a closing circle towards the planet of Neptune.

As the Magi learned of this, three small exploration flotillas were sent forth to intercept the ancient vessel as much could be learned from it. In addition a honourable Ark took position in orbit over Neptune being tasked with projecting a pattern for the *Event Horizon*. The three flotillas ventured deeper into space following possible projections.

Though unbeknownst to the Adeptus Mechanicus the Inquisition also learned of the *Event Horizon* and set on a mission to find the ancient vessels for their own ends...



# Scenario: Event Horizon

## Scenario -The Eisner Incident

Anderson trade station - Fishnell system. It was in M42.017 when the locale of the trade station picked up a distress call coming from the fifth planet of the system, Eisner, the planet furthest away from the sun, known for its mesmerising gas cloud rings. A few local captains set on course to answer the distress call. However, before they could arrive at Eisner a large behemoth entered the system ordering the system ships to return and not come near Eisner for the foreseeable future. The captains swiftly turned around as there would be no argument with a warship of the Adeptus Mechanicus.

As Magos Ja Vala set course for Eisner, Augurs quickly verified it was the elusive Event Horizon sending out the distress call. But what usually would have been a regular investigation and salvage mission turned upside down when sensors revealed a second fleet moving in fast to Eisner as well.... Magos Ja Vala frowned as he noticed the signature of the Inquisition. This encounter would need to be dealt with swiftly.

## FORCES

The Adeptus Mechanicus player may pick a fleet of up to 750 points. A maximum of two normal cruisers may be chosen. The Inquisition player may pick a fleet of up to 750 points. The Inquisition fleet must be led by either an Inquisitor Lord of the Ordo Xenos or Ordo Malleus. No Grey Knights, Blackship or Adeptus Mechanicus reserves may be taken. (As an alternative one or two Rogue Trader fleets of 750 points could be chosen).

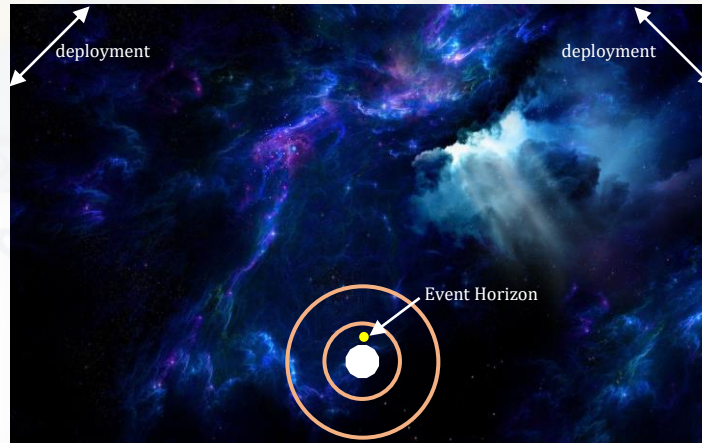
## BATTLEZONE

This battle takes place in Deep Space. Place a large sized planet as shown on the map below. Furthermore, the planet has two gas/dust rings: one is 15 cm away from the planet's edge and 5cm wide, the second ring is 25 cm away from the planet's edge and 7cm wide. Additionally, both players may set up two asteroid fields: these are D3 x 5cm wide and D3 x 5cm long.

## SET-UP

Both players roll a dice. The player with the highest roll may pick in which corner the fleet is deployed.

Place the Event Horizon between the planet and the closest dust/gas ring in the centre of the table.



## FIRST TURN

The attacker takes the first turn.

## SPECIAL RULES

Both fleets must try to board the *Event Horizon* and learn of long-lost knowledge. If a ship comes into base contact with this vessel, make a leadership test on 3D6 and discard the lowest dice. If multiple ships of the same fleet participate in the same boarding action, lower the highest dice with 1 per extra ship. If a ship is boarding and the opponent moves into the boarding action, the highest dice is upped with a value of 1 per opposing ship.

Each time a player succeeds in this action, that player gains an *Event Horizon* point.

Players may shoot at the *Event Horizon* to deny the opponent precious knowledge and victory points.

In this scenario the *Event Horizon* will stay in place and thus makes no movement. Use the profile and rules from the following page.

## GAME LENGTH

When one fleet is destroyed or has completely disengaged, the other fleet gets D3 turns to try and score *Event Horizon* points. At the end of those turns the *Event Horizon* will fall back into the warp.

The game continues until the *Event Horizon* is removed.

## VICTORY CONDITIONS

The player who scored the most *Event Horizon* points will win this scenario. Furthermore, you calculate the usual victory point to determine the winner in case the *Event Horizon* points are tied.



# Scenario: Event Horizon

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/10	20 cm	45°	Special	6+	0

## Notes

### Mirrors:

The *Event Horizon* is protected by the very core of the warp energies; which daemonic entity took possession of the vessel in unknown but each time the *Event Horizon* takes a hit roll a D6: on a roll of 3 or higher the shot is deflected towards the ship firing at it, resolve this as an attack versus the shooting ship. When ordnance makes a successful attack and a 3+ from "Mirrors" is rolled the attack is negated. Roll once for a wave of attack craft or torpedoes.

### Warp bound:

When the *Event Horizon* is reduced to 2 hit points, it will start to slip back into the warp. Roll a D6 in each end phase: on a 4+ it is removed from the table as it is pulled back into the warp.

### Horrors of the Warp:

Roll a dice in each end phase and apply the following result:

- 1-2: Warp full of Horrors: the structure of a ship is attacked by clawing warp energies: every enemy ship within 15 cm takes D3+1 hits. (shields have no effect).
- 3-4: Dreams of Doom: the crew of the ship is driven insane by images of the warp: every enemy within 15 cm cannot take special orders or make leadership checks of any type, including Brace For Impact in its next turn (own and opponents).
- 5-6: Herald of dread: the captain of the vessel is being possessed by a daemonic entity: roll a D6 for each enemy ship within 15 cm, on a 4+ the vessel will be under the command of a daemon for the next turn and as such, the vessel must turn towards the closest celestial phenomena and move at full speed. It may not do anything else.

## The Event Horizon in regular games of Battlefleet Gothic

You may include the *Event Horizon* in any Chaos fleet, of course it may be only taken once. It follows the profile as listed in the Special Rules of this scenario. Furthermore, it follows all basic rules for capital ships and being a daemonship. The special Horrors of the Warp rules are only used when the ship is materialised. As long as it is spectral it will reduce the Leadership of every ship within 15 cm with -1.

The *Event Horizon* costs 300 points and takes up a heavy cruiser slot.





# Dark Mechanicum fleet

by Turbidious Tom





# Dark Mechanicum

Arch Magos Larsik, a venerable figure with over four centuries of rule over Gathemorn's Forgeworld, was a legendary master of the ancient sciences, renowned for his meticulous craftsmanship in creating formidable warships for both the Imperial Navy and the Adeptus Mechanicus fleets. His reputation as a brilliant innovator and visionary leader had made Gathemorn's shipyards a beacon of technological excellence within the Imperium.

However, the insatiable hunger for improvement gnawed at Larsik's mind. Fuelled by an unrelenting desire to push the boundaries of technology, he delved into forbidden realms of knowledge and unsanctioned experimentation. His quest for perfection led him to explore the forbidden arts of demonology, seeking to infuse the very essence of Chaos into the heart of his creations.

At first, Larsik's clandestine experiments remained hidden from the prying eyes of the Imperium. As he introduced subtle alterations to the ship designs, incorporating elements drawn from the warp, the ships maintained an outward appearance of purity. But beneath the surface, the corrupting influence of Chaos began to seep into the very fabric of Gathemorn's shipyards.

The turning point came when Larsik, in a blasphemous act of desperation, attempted to bind a demon to a colossal warship. The ritual, a dark communion between man and daemon, unleashed an uncontrollable tide of chaotic energy that engulfed the once-hallowed shipyards. The Forgeworld, once a bastion of Imperial strength, succumbed to the malevolent forces that now festered within.

As demonic entities began to merge with the cold metal of the warships, a twisted fleet emerged from Gathemorn's shipyards. These demon engines, possessed and corrupted, bore little resemblance to the pristine vessels that had once rolled off the assembly lines. The Arch Magos had unwittingly birthed a fleet that defied the laws of Imperial engineering, and with each passing day, the tainted armada grew in power and malevolence.

The then crazed Magos decided to bend his mind to improving upon a colossal and evil ship design he had seen vox-scripts of. Larsik decided to build and improve upon the great despoilers' design of the planet killer. Larsik took many years to perfect and build his masterwork, in finishing the giant ship, he had created a ship of splitting the void super with its armament and wiping a planet from existence. The Void Destroyer was born.



*Editor Note:  
the fanmade rules for the Dark Mechanicum fleet  
can be downloaded directly from here:*

[Dark Mechanicum Ruleset](#)





# Dark Mechanicum





# The Warp Rift

by Ray Bell



BATTLEFLEET  
**GOthic**

  
**WARP RIFT**  
THE BATTLEFLEET GOTHIC NETZINE



# The Warp Rift

Of all the celestial phenomenon that may be encountered in habitable systems the warp rift has the most devastating potential to ships and planets alike. Real space is distorted haphazardly blending with the immaterium, the natural laws are broken or twisted. The damage a warp rift can cause is incredibly varied, such as melding of physical matter, spaghettification, relocation or reconfiguration, time dilation, spiritual destabilisation and of course daemonic infestation.

Warp Rifts occur where the membrane between the immaterium and real space is the weakest, or in the case of warpstorms, where the immaterium is the most turbulent. Weaknesses in the dimensional membrane can be considered a 'natural' phenomena but can also be caused by frequent warp travel.

*A Mandeville point is where most artificial breaches to and from the immaterium take place. This is likely due to distance from planets, stars and other significant gravity wells or dangers to shipping. Vitally the ease of breaching the dimensional membrane coupled with the relative tranquillity of the immaterium will determine a suitable Mandeville point.*

*The most common region for Mandeville points is in the outer reaches or deep space. This can often coincide with a stable Lagrangian point where competing gravity wells find equilibrium. Due to this being on the gravitational plane it is common for shipping to remain in alignment with planetary orbits and those of mundane celestial phenomenon. Depending on the system's Lagrangian points an abundance of asteroid fields and dust clouds can be found at the point of transition to and from the immaterium. If it weren't for the disruptive nature of a breach from the immaterium collisions would be common. Mandeville points further in system are not rare but warp travel in such places will likely be heavily restricted due to the increased risk of warp rifts. Therefore, warp rifts in habitable zones or closer to a star will be*





# The Warp Rift

## Effects

Warp rifts block line of fire.

Ordnance will count as destroyed when making contact with a warp rift.

Not all ships or defences are capable of safely traversing warp rifts. System ships, defence monitors and other orbital defences will be effectively destroyed when coming into contact with a warp rift. Ramillies class starforts and Blackstone fortresses are examples of warp capable orbital defences, if they were to contact a warp rift, they would count as having disengaged.

## Traversing a warp rift

If you wish a ship or squadron to enter a warp rift you must take a leadership test at the start of their movement phase for each individual ship. If failed the ship must avoid the warp rift, if this is impossible the ship disengages when in stem contact with the warp rift and then suffers D6 damage.

After a successful leadership test, when the ship's stem overlaps the warp rift marker it has entered the immaterium. Pick a board edge and Roll a D6:

1. the ship disengages
2. place a contact marker anywhere on the chosen board edge
3. place a contact marker anywhere on the board edge to right
4. place a contact marker anywhere on the opposite board edge
5. place a contact marker anywhere on the board edge to the left
6. place a contact marker anywhere on any board edge or warp rift marker (including the one entered)

At the beginning of the player's turn he must roll a d6 for each of his contact markers, on a 5+ the ship may move on from the board edge within 10cm of the marker. This roll is modified by the following: +2 if friendly ships are within 30cm, +1 if 25cm speed or faster, +1 if 30cm speed or faster. If failed, the contact marker may be moved along the table edge by the ships speed.

## Warp rifts from Warp Drive Implosions

If a ship suffers the Warp Drive Implosion result on the catastrophic damage table leave the ships flying base in place, this is now treated as a warp rift. At the start of each players turn roll a D6, on a 1 the warp rift is removed.

## Placement

Warp rift markers are D6xD6cm wide by D6xD6cm long.

## Warp Rifts and xenos fleets

Some fleets are not as adept at traversing the warp as others and so have special rules:

**Eldar** (Corsairs, Craftworld, Dark Eldar); If a disengagement result is rolled when traversing a warp rift the ship suffers D6 damage.

**Necrons**; Necrons do not interact with warp rifts in the standard manner. Necrons must pass a leadership test as normal to move onto a warp rift, however they do not roll for redeployment and instead roll to close the warp rift: Roll a D6, on a 1 the ship disengages due to emergency protocols, on a 2-5 the ship moves through the warp rift as if it were a dust cloud, on a 6 the warp rift counts as a dust cloud for the remainder of the game.

**Tyranids**; Hiveships are considered the only warp capable vessels in the fleet but will not do so intentionally. All other Tyranid vessels entering a warp rift will count as destroyed on a roll of a 2+ (a roll of a 1 being disengagement as normal).

**Tau**; Orcas and Wardens are not warp capable, as such will count as destroyed when making contact with a warp rift.

**Kroot**; Skiffs (system ships) count as destroyed if they make contact with a warp rift.

**Nicassar**; Caravan's disengage when making contact with a warp rift after a successful leadership test, otherwise they are destroyed. Dhows can be redeployed as normal.

**Demiurg** (Votann); Demiurg use Warp Skimming rather than normal warp jumps, as such warp rifts are harder for them to navigate. A Roll of a 6 on a D6 when placing blips is a disengagement rather than picking which board edge or warp rift.

*Note: Ray Bell, just as Bob, has been a long-standing member of the High Admiralty, the Battlefleet Gothic rules committee. He was part of the team in creating the Armada supplement and several articles of him can be found in Warp Rift and the old magazines.*

*And he also still answers community rules questions for which I am very glad. ☺*





Double's Hobby Insights

# Terrain



Written by DoublebaseFanatic





# Prologue

What is better than 1 article?

Exactly, 5 in one. And since this is a special issue of Warp Rift Magazine (Happy birthday! <3), I thought it was time to write one (or more) special articles.

I've also noticed that my hobby articles have very rarely talked about terrain. The terrain is actually the most important thing to make the game immersive. (imo) The list of items used will be bit longer, that's why I'll keep the prologue short this time.

(Besides, otherwise I would feel like one of those food bloggers. I'd have to write 20 pages about how much my last trip to Kandodzhikistan influenced me creatively, what a positive influence FIMO had on my mental well-being, before we finally get to the recipe. #nofront)

So, let's dive into the world of crafting and we start with the most frequently used to the rather special terrain.

Recipe:

## Asteroid Fields

- Foam
- Fimo
- Bases and stems
- Various colours
- Superglue
- Baking paper

## Gas Clouds

- Foam
- Wool (organic)
- Wood glue
- Water
- Various colours

## The Planet

- Acrylic beads
- Citadel Technical Mordant Earth
- Various colours
- Glossy hairspray
- Superglue

## The Space Hulk

- Building foam spray
- 3D missprints
- Superglue
- Oilcolour (Oilwash)
- Various colours
- 5mm acrylic rod

## The Equipment

Brushes:

Winsor & Newton Series 7 (0)  
Many old bigger ones

Airbrush:

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

Tools:

Scissors  
A Cutting mat  
Blu Tack to fix my models  
A self-made wet pallete  
Glossy hairspray

Colours:

Citadel (brushwork)  
Vallejo Model Air (airbrush)





# The Play Mat – and how AI helped me

Let's start with the most important and by far the most frequently used terrain. The play mat. You're probably wondering "Why not just buy one? There are various ones you can order online in stores!" and you're absolutely right. But that would be far too easy for me, and it wouldn't be "my" mat either.

This article in particular (and the following ones) should serve as inspiration for what is possible today and, in a way, I have to pat myself on the back a little for the idea I had back then. Therefore, I maintain that it makes sense to read this article.

So why an article about a play mat? The short answer? AI!

When I started playing Battlefleet Gothic in 2019, I quickly realized that I needed a playmat. So, I set off into the vastness of the internet and looked for one that I liked. At some point, I stumbled across one that I really liked the look of, and, above all, that fitted on my kitchen table. It was also very reasonably priced at around €30. Regardless of the fact that it wasn't the right size for a regular BFG game, I ordered it. You probably know the mat, I still use it today as a background for all my pictures that you see in my articles or on my Instagram. I just love the bright colors.



I used the mat for a long time and it was well worth the money, but at one day I got to the point (during our campaign) where I thought I needed something new.

The old mat is a PVC vinyl print. The print is kind of "okayish". If you look at the details, they are a bit blurry. The new mat had to be a mouse pad material, have the right dimensions and, above all, have the same motif.

First of all, I went looking for a printing service for play mats and quickly found one. Then I used the google reverse image search, added the photo of my old play mat and found a couple of images to go with it. However, the images I found were a maximum of 1920x1080 pixels in size. So, when you scale that up to the size of a regular mat, I'm not surprised that the image quality on my previous mat is so "poor". So, I took the image and went in search of a suitable AI that could upscale an image for me free of charge. And OMG it works well. I loaded the image into the AI and was able to scale it up to the desired resolution. So, my picture grew from 1920x1080p to no less than 21600x12600p (which is exactly 72"x45" on 300dpi printing quality) and with crystal clear details. And to make sure it really is "my" mat, I decided to add my logo to one of the corners of the picture.

Of course, the size of the file also increased. So large, in fact, that the upload function of the print service broke down.

After a brief contact with the manufacturer's print team, I was kindly offered a cloud service on which I could then store my file. From now on it was just a case of paying and waiting.

And what can I say, it was worth it for me. The details are amazing, and the material quality is as I wanted it. Even though the mat wasn't particularly cheap at €110 in the end but I'm very happy to have taken this step.

Here are a few comparison photos for you:



So, I come to the conclusion, upscaling the photo for your own play mat thanks to AI: 10/10 recommendation.





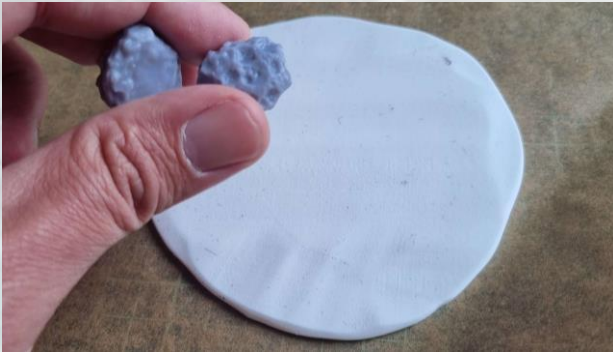


# Asteroid Fields

There are many methods out there in the wide world to represent asteroids. In my opinion, the most common are to use 3D printing or lava rocks. Back then I also used these methods but then I decided to try FIMO for this.

But why FIMO? Well, FIMO is quite cheap for a modeling clay and easy to work with.

First, roll out two lumps of FIMO between two sheets of baking paper using a rolling pin.



Then we take an existing asteroid (with a strong structure or a lava stone) and roll it over the entire surface of the two rolled-out FIMO discs to transfer its structure onto them.



Then we should have two disks that look something like this. We then put these in the oven according to the instructions to harden them.



When the sheets have finished hardening, we roll lots of small FIMO balls between the two textured surfaces to create lots of different-looking asteroids in different sizes.



To model a few larger craters on them, I broke off the handle of an old paintbrush and then used this end to make more craters.



If you then use the same tool to smear the sides of the craters outwards, you get really cool craters. Just try it out a little. As long as FIMO has not been in the oven, you have plenty of time to work on it.

When you are happy with your result, put it in the oven to harden.



This page is mainly about how I painted the asteroid fields on the bases. The same technique can be applied 1:1 to the foam bases that I always use for playing to mark the asteroid fields. The foam bases are the actual asteroid fields. The 3D asteroids are actually just for decoration and can be moved individually.



So, let's start...

With a big old brush, I apply **Base Rhinox Hide** to the bases. This is the basic structure of the asteroids.



After that I consider from which side of the base the "light" could shine. Then I apply **Base Mourfang Brown** to the "bright side" of the asteroids with an old medium brush.



I do the same (only a little finer) with my fine brush and **Layer Gorthor Brown**. So that the painted Asteroids do have a bright and a dark side on the other.



And finally, I highlight the outer edges of the asteroids with **Layer Baneblade Brown**



As mentioned at the beginning, these little freehands are super easy to transfer to the foam bases and give your asteroids lots of cool little details. I played around and experimented with different colors for the previously shaped 3D asteroids. Just let your creativity run wild. Not every asteroid looks the same. Not even in terms of color.

Now just stick everything onto the bases with sticks and you have a pretty cool asteroid field. Another valuable tip at this point. Search the internet for 3mm acrylic rods. They are perfect as base sticks. They are individually adjustable in length and, above all, cheaper than the conical ones from our favorite manufacturer.



And btw, let me know if you guys want to know how I did the ship scrapyard on the first picture.



# Gas Clouds

Just like with the asteroid fields, we need 2D templates for the 3D gas clouds that we can place under the clouds to be able to remove them if necessary and for game purposes.

I also use foam for the templates. But this time white. The advantage of foam is that you don't have to prime it.

For this, I cut out many templates of different sizes and shapes. However, we need two of the same size from each template. One side is for the 2D template, the second is the base for our 3D clouds.



I simply place the first template on the foam and trace the edges before cutting it out.



I mark the bottom of the templates with an X so that I don't get confused later. I then coat the templates for the 3D clouds with wood glue and spread it with a large old paintbrush.



As I wanted the clouds to have a certain firmness after I had modelled them, I diluted wood glue with a little water in an old container and then dipped wool in the mixture. As soon as the wool is well soaked, I wring it out again over the container and then attach it to the template with the wood glue. At this point we can shape the wool the way we want it later. As you can easily see, I did this outside. Because it's quite a mess. (Reminds me a little of kindergarten craft projects :D )



Once it has dried, however, the painting fun can begin. I won't go into much detail about the colours I used here. The most important thing here is simply that I used at least two colours per cloud in my airbrush, one darker and one lighter of the same basic shade. The darker colour goes on the areas that are more on the inside of the cloud and the lighter colour on the outside. In fact, it doesn't hurt to leave the very outer parts of your clouds white as an additional highlight. It's also not a bad thing if there are still white areas inside that are visible. Think of it as flashes or glows inside the cloud.

However, it is important to know that you will need a considerable amount of paint. But in the end (and for my part) I think it's definitely worth it.





Once we have decided on the colour and painted the clouds, all we have to do is paint the 2D templates to match the clouds. For this, I used my favourite stencil again, which I use for all my space projects. I then used it to spray different shapes onto the template to make it look more or less like a gas cloud. To be honest, I think I'll be able to make it a bit prettier at some point. But as this is only the 2D template, which you only see when you need it, the result was perfectly adequate for me at this point.



I then contoured the edges of the template in the base colour at the end. The 2D template is now also finished and we can place the 3D cloud on it.

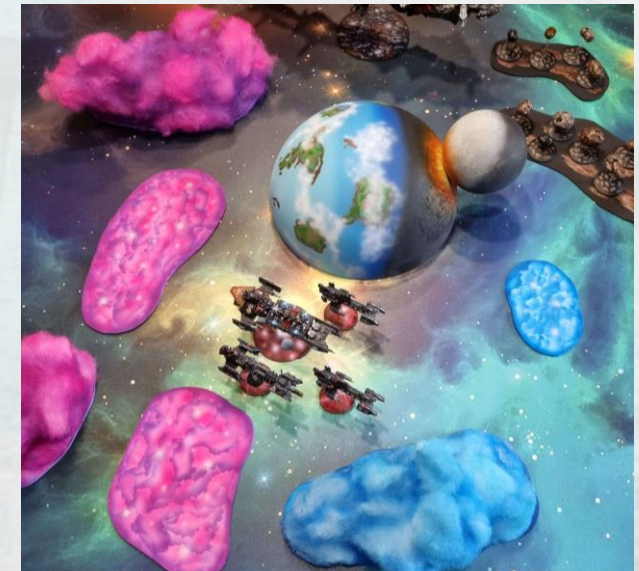
Here are the colours and an example of pink clouds



You can of course add a few stars to the 2D template as an additional detail.



The clouds are ready. And here is another picture with both 3D clouds and the 2D templates. Very gaudy, very colourful. Very grimdark :D Anyway, I like it a lot.





# The Planet – and his moon

I still remember well when I wrote my first planet tutorial for Warp Rift 37. And I have to admit, as easy as it was to create this planet, it's still one of my absolute favorites. Why am I mentioning it here now? Quite simply.... we are going to adopt parts of the technique with this one.



Firstly, I searched my stash for any remaining acrylic beads. (As with the planet described above, I used the decorative acrylic spheres again. In my opinion, they are the best base for planets)

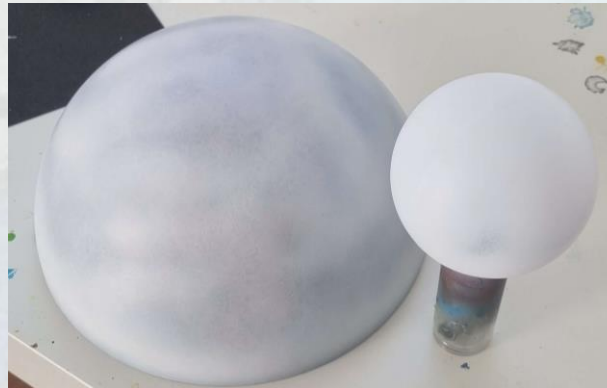
For the moon I found a 7cm sphere and for the planet I used an older, larger one from a previous project.



On one side of the moon sphere, I worked on a spot with a dart until it formed a flat hole with flat edges, so that the hole fits in with the planet and then glued the two halves of the moon together with superglue.



After a quick and rough white primer coat, you can start painting straight away. It is important that the two celestial bodies are not yet glued together.



I decided to use **Vallejo 71.051 Neutral Grey** as the base colour for the moon.



After this had dried, I liberally applied hairspray to the moon (you probably already know this trick from my other tutorials)





Now I apply a good coat of **Vallejo 71.050 Light Grey** to the layer of hairspray and then dab it off again to create a nice texture on the moon.



But since that wasn't enough for me, I repeat the last two steps, only this time with **Vallejo 71.001 White**



Now the base colour and the texture of the moon are ready. Which is why it's the planet's base colour's turn next.

Starting on the white primer, I began on one side with a coat of **Vallejo 71.317 Light Blue** and then worked my way round to **Vallejo 71.333 Russian AF Blue** and on to the other side to **Vallejo 71.004 Blue**.



Using the stencil, I now spray various islands and land sections onto the planet. The first layer with **Vallejo 71.036 Mahogany** followed by **Vallejo 71.031 Middlestone** and for a few green sections **Vallejo 71.267 Light Green**







Using the brush and various Citadel colours, I paint a few more details on the islands, such as small forests or mountain ranges. A few highlights here and there.



In the last picture, however, you can see that I made a few mistakes here and there, mainly due to the curvature of the sphere, because I sprayed past the stencil. To correct these, I decided to spray a few clouds here and there over the mistakes with **Vallejo 71.001 White**.



With the help of Blu Tack, I placed the moon at the approximate point where I want it to hit the planet. Then I darkened the room and illuminated both celestial bodies from the other side with a flashlight to see how the shadows on both spheres behave.

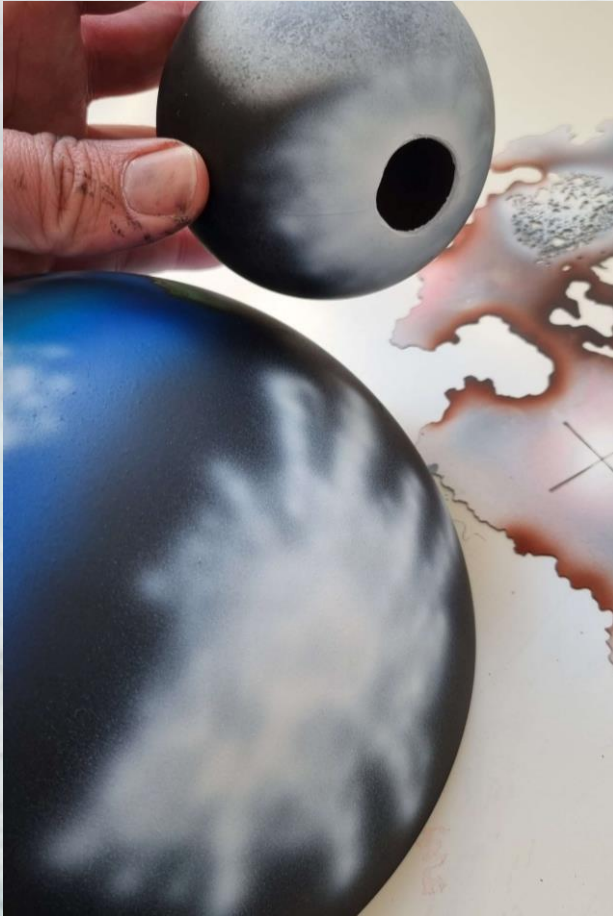


With this in mind, I began to spray the shady areas with black. (More or less perfect)





Now we come to the effect of the impact of the two bullets. For this, I first sprayed white over both shaded sides to provide a good base for red and orange.



I first sprayed **Vallejo 72.705 Moon Yellow** onto the white base and then added a little depth with **Vallejo 71.083 Orange**.



Now we come to the magic of Technical Mordant Earth and the technique I used in the last planet tutorial. We use Mordant Earth's rupturing property to create the cracks on the planet's surface and let the yellow/orange colour underneath shine through. To do this, we apply a thick layer of Mordant Earth to the area and leave it to dry for at least 24 hours. I try to leave the spot where the moon is supposed to hit relatively free of Mordant Earth, as the moon will be glued to it later.



As soon as this was dry, I was able to touch up and adjust the edges a little with black.





Now for the actual explosion effect, which we create in exactly the same way as before, only this time on the dried Mordant Earth layer.



This completes the painting job, and we can now glue the moon in place using superglue. Done :)



In conclusion, I am ultra satisfied with the impact effect of the two bodies, but less so with the planet surface and the land masses. I think that I would do it better today or even realise it completely differently. Anyway, the whole article should serve as inspiration, and I hope you like it.



# The Space Hulk

Let's go straight to the last of the 5 articles. The Space Hulk. I've always wanted to build a large central piece of terrain for my game board around which the action would then revolve. And seriously, anyone who has a 3D printer at home and prints BFG models every day will have the odd misprint flying around in the cupboard. And what better way to dispose of the misprints than with a Space Hulk? (And if I may give you a tip at this point. Many print services out there sometimes offer packages with various misprints they have generated. This is worthwhile.)

I have a little magic word for the Hulk's body and base. A magic word that is hard to beat in terms of randomness and structure: "construction foam". You can get it in a spray can at any DIY store. It doesn't cost a lot of money, is stable, very light and also very easy to work with.

I got myself a can of this and laid out a film in our cluttered garage on which I then started spraying the foam like crazy. Be careful at this point, don't get the stuff on your fingers. It sticks like hell, and you'll have it on your fingers for a very long time :D (I may be speaking from experience here)

If you spray it on the foil, you'll soon realise that the foam spreads out like big balloons, but that's not what we want. So, I took an old stick and started poking around in it until it looked like it should.



Please do not do this indoors anywhere. This stuff can really cause a lot of mess. In any case, it takes about 24 hours to harden. Once this is the case, it's time for the fun tinkering. So, I took all my misprints to one side and started to simply press the ships into the material here and there. This works wonderfully, as the foam still has a slight flexibility and can be pressed in. Once I was happy with the position, I generously fixed the 3D models in place with superglue.



Satisfied with this step, I went outside again and gave it a good coat of **Chaos Black** as a primer.

Fortunately, the material is not affected by the solvent and can be primed perfectly. And Yes! It is so satisfying when you see the mixed and glued together thing in just one colour for the first time. I'm sure you know the feeling.



The texture left by the foam is also great. It really looks as if this mass of "everything" has simply melted together.

So on to the next step with the airbrush.

Here I have now worked from the bottom upwards with three different shades of grey, so that it looks as if this massif is illuminated from above. I don't think I need to go into this in detail.



As a next step, I could of course go and paint each of the ships individually, but I've realised over time that I'm not a big fan of the rather colourful Space Hulks I've seen here and there. So, I decided to keep it simple. The block will just be grey, everything on it, all the ships. However, I use the same effect in the "caves" as the explosion effect on the planet from the article above.

But more on that later.



First, the whole thing gets an extensive bath in an oil wash to get more depth into it. Agrax Earthshade would be beyond my budget at this point. That's why I opted for an oil wash with **Schmincke Vandyke Brown**.



Unfortunately, the nature of an oil wash also means that it takes a long time to dry. So, you should allow 24 hours for this. And yes, thanks to the thinner, it also smells really bad. So much so that I decided to throw the whole thing back in the garage.



Now that the wash was completely dry, I could get to work on the glowing effects. Back at the airbrush, I started spraying the caves and recesses white and, just like with the planet, I built up the effect from yellow to orange to a rich red.



And what can I say... I think it looks great. It was a technically very simple project, with a very simple paint job. But that's what gives it a very interesting look (in my opinion). The fact that everything is mostly grey in grey makes the surface more exciting in my eyes, because you are willing to look for the individual details and they don't immediately catch your eye because of their different colours and possibly overwhelm it.

Now just add a base underneath with a 5mm acrylic rod and the project is finished.





# Closing words

I hope I was able to give you some inspiration for your next craft projects or you might even decide to copy it 1 to 1.

Either way, I would be very happy.

Feel free to send me your current projects on the various channels. As always, I look forward to hearing from you. Of course you can also ask me questions, give me ideas or criticise me. I am always ready for an extensive conversation :)

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Thanks for reading

Chris "DoublebaseFanatic" Kraus





# Moose Musings

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# Space Marine Strike Cruisers...

This might be the most controversial musing I muse! A while back we were discussing the Space Marine fleets and the fact that the bombardment cannon variant was an auto-pick while the others just felt... a bit naff! The extra shield also was very much an auto-pick and added a huge amount of durability for a fairly bargain price. The lance variant is not popular in-universe due to it being very obviously a problem for the Imperial Navy - it's much more obviously suited for fleet actions. It was a controversial addition in FAQ 2010, but I think it does have a place in more insular chapters, for example the Dark Angels. I've given it a slight range and arc nudge to make it a little bit less of a terrible choice vs. the standard version.

The rationale behind these changes is to make the torpedo strike cruiser more attractive while limiting the bombardment cannon variant. It becomes something more or less a battlecruiser. Also note that the Inquisitorial Cruiser also serves somewhat as a battlecruiser for the Marines as well.

Remove the Strike cruiser entry in all Space Marines lists as well as the Armageddon list, and replace it with these two entries:



## Strike Cruiser - 145 pts.

*While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.*

*Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.*

*Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.*

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25 cm	90º	1	6+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Port Weapon Batteries		30 cm	4	Left	
Starboard Weapon Batteries		30 cm	4	Right	
Prow Launch Bays		Thunderhawks:20cm	2	-	
Prow Bombardment Cannon		30 cm	3	Left/Front/Right	
Options					
May take 1 extra shield for 20pts.					
May replace its launch bays with strength-6, speed 30cm torpedo tubes, which may fire normal or boarding torpedoes for free.					



# Space Marine Strike Cruisers...



## Suppression Cruiser - 160 pts

*The suppression cruiser is a heavily modified strike cruiser that is designed for fleet action and heavy planetary fire support. Far rarer than the standard strike cruiser, suppression cruisers nevertheless give space marine chapters a valuable gunship that can even go toe to toe with Navy cruisers.*

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25 cm	90°	1	6+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	30 cm	4	Left
Starboard Weapon Batteries	30 cm	4	Right
Prow Bombardment Cannon	30 cm	5	Front
Prow Bombardment Cannon	30 cm	3	Left/Front/Right

### Note

1 Suppression Cruiser may be taken for every 2 strike cruisers in your fleet (any variant)

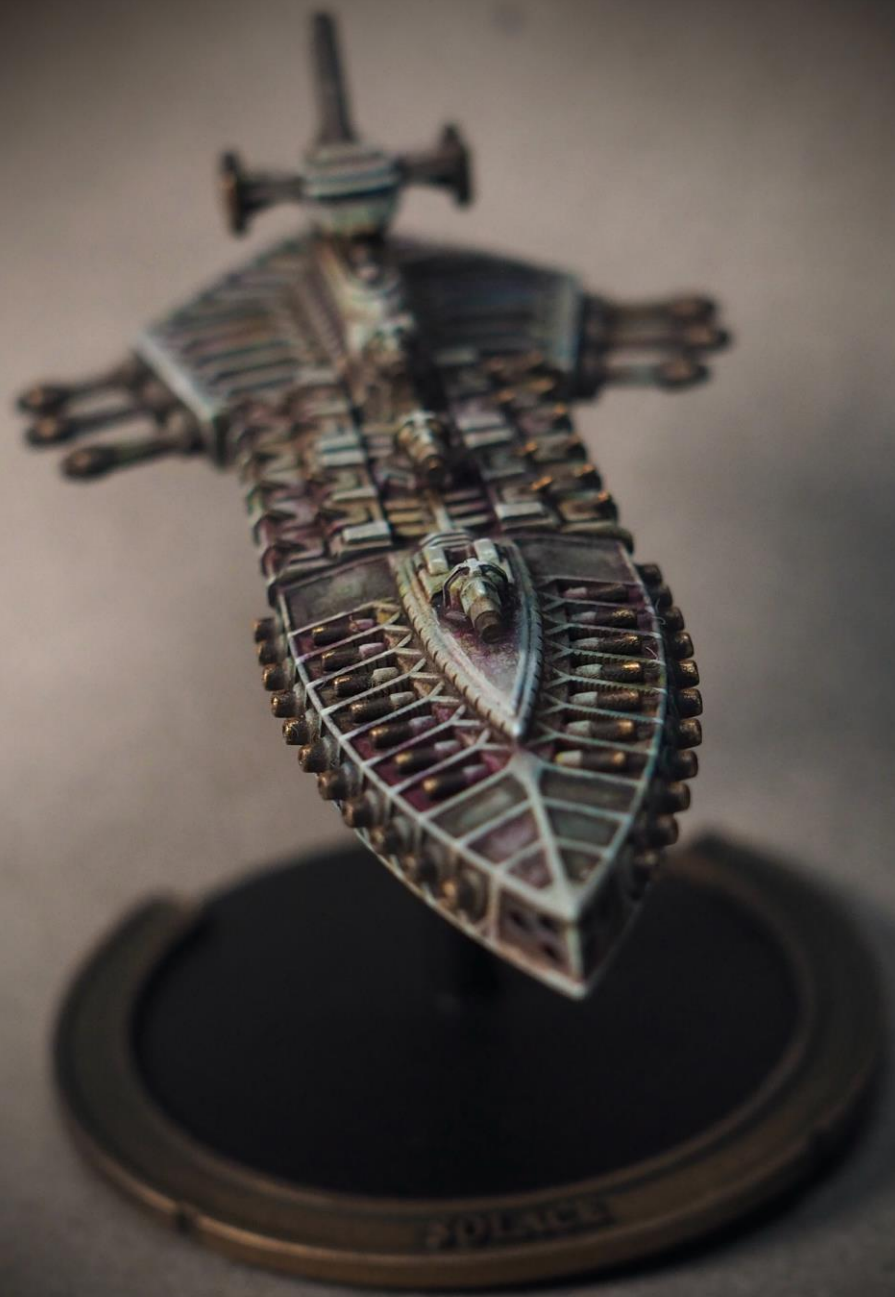
In the Space Marine Crusade fleet, an additional lance-armed suppression cruiser may be taken on top of the 2:1 ratio above

### Options

May take 1 extra shield for 20pts.

May replace its strength-5 prow bombardment cannon with a strength-1, range 45 cm prow lance firing Left/Front/Right for + 30 points.





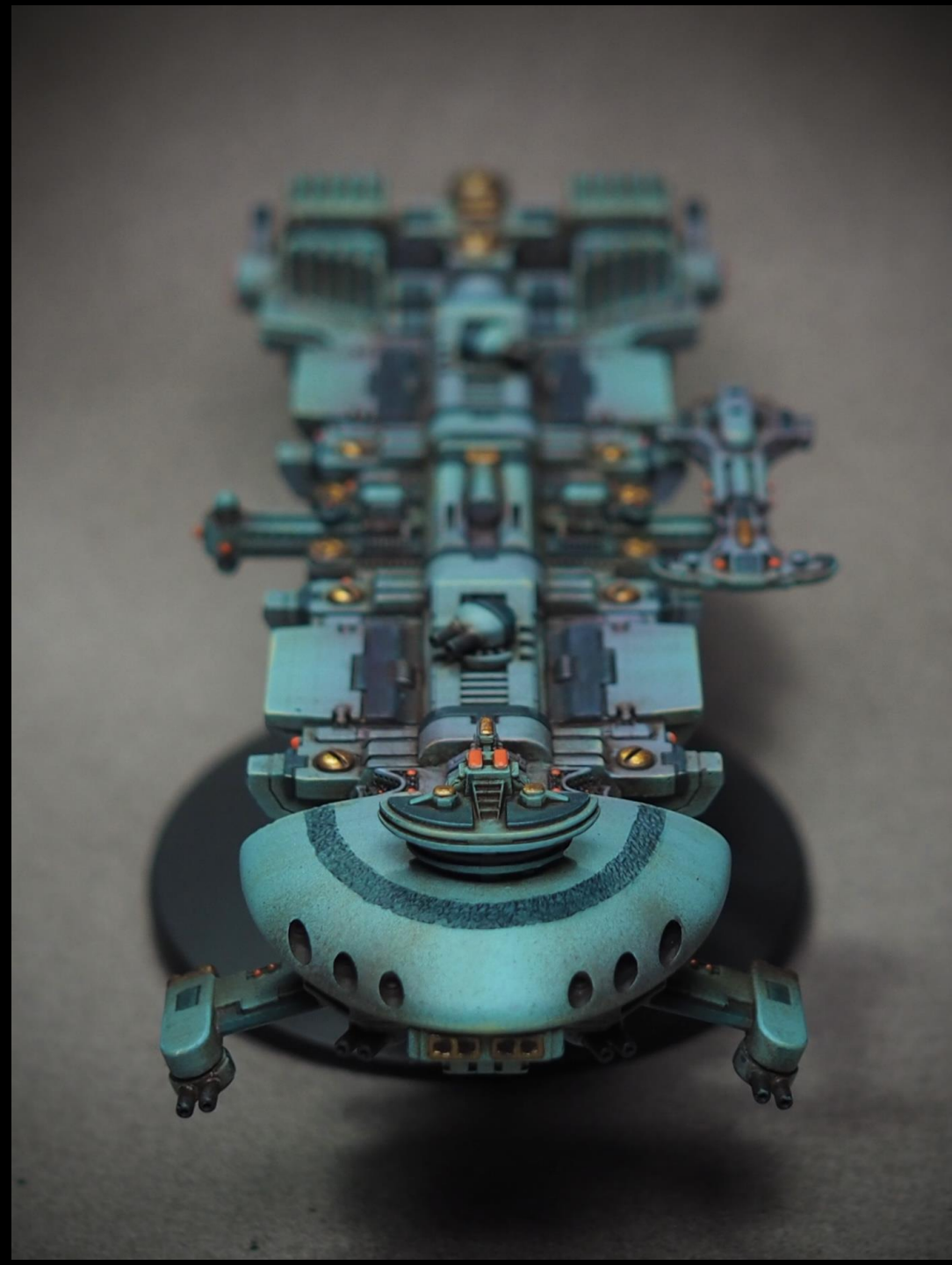
















# WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE