



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE



BATTLEFLEET
GOTHIC

Issue 34 | February 2022

A very warm welcome back to Warp Rift!

It was in April 2004 that Cybershadow launched this Battlefleet Gothic netzine. He created a wonderful community driven magazine.

In 2007 I had the honour to take helm of Warp Rift and in March issue 11 hit the internet. An internet that was very different from the current days of internet! With a two-monthly release time I edited up to issue 29.

And it was Vaaish who released the by far most professional editions of Warp Rift from December 2010 on.

In January 2012 Warp Rift 33 was released. And although Warp Rift shifted for a time being to an online webpage issue number 33 has been the real last edition of this long running magazine.

But now... tremors in the Warp, the eye itself blinked, Cegorach laughed even harder, and the Emperor nodded.... Warp Rift strikes back. Issue 34 has arrived!

A slightly different approach than in the past but it still is Warp Rift. The magazine for and by fans of the game that just keeps going and going.

So, expect some great stories and wonderful images on the following pages. Made possible by the energy and hard work you, we, everyone have put into this game and community.

horizon

Some quick notes on Battlefleet Gothic:

THE RULES HUB:

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

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

BATTEFLEET GOTHIC DISCORD

<https://discord.gg/W8ZMHKb2bz>

Join this great discord to talk about Battlefleet Gothic!

Battlefleet Gothic also has a presence on Facebook, Reddit and Instagram. So, check those out as well.



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

- ❖ **Legendary ships!** *A couple of ships made by fans, some are more known as others; send in your own ships for future issues!*
- ❖ **A preview of the Rak'Gol fleet!** *Expect more in Book of the Void 2.*
- ❖ **Tales from the Old Man.** *Nate Montes delves into his brain and tells us stories from the past development and behind the scenes.*
- ❖ **Turbidious Tom reflects on his 2021 painting competition.** *The host of the running competition looks back at the year of 2021.*
- ❖ **BFG: Commander.** *YetiFiasco brings us a guide for taking Battlefleet Gothic into a game focusing on narrative.*
- ❖ **Battlefleet Gothic Starter Kit.** *What, how and why. ☺*
- ❖ **Jeremiah Crowe.** *Two scenarios in this spin-off from the Book of the Void series.*

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

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

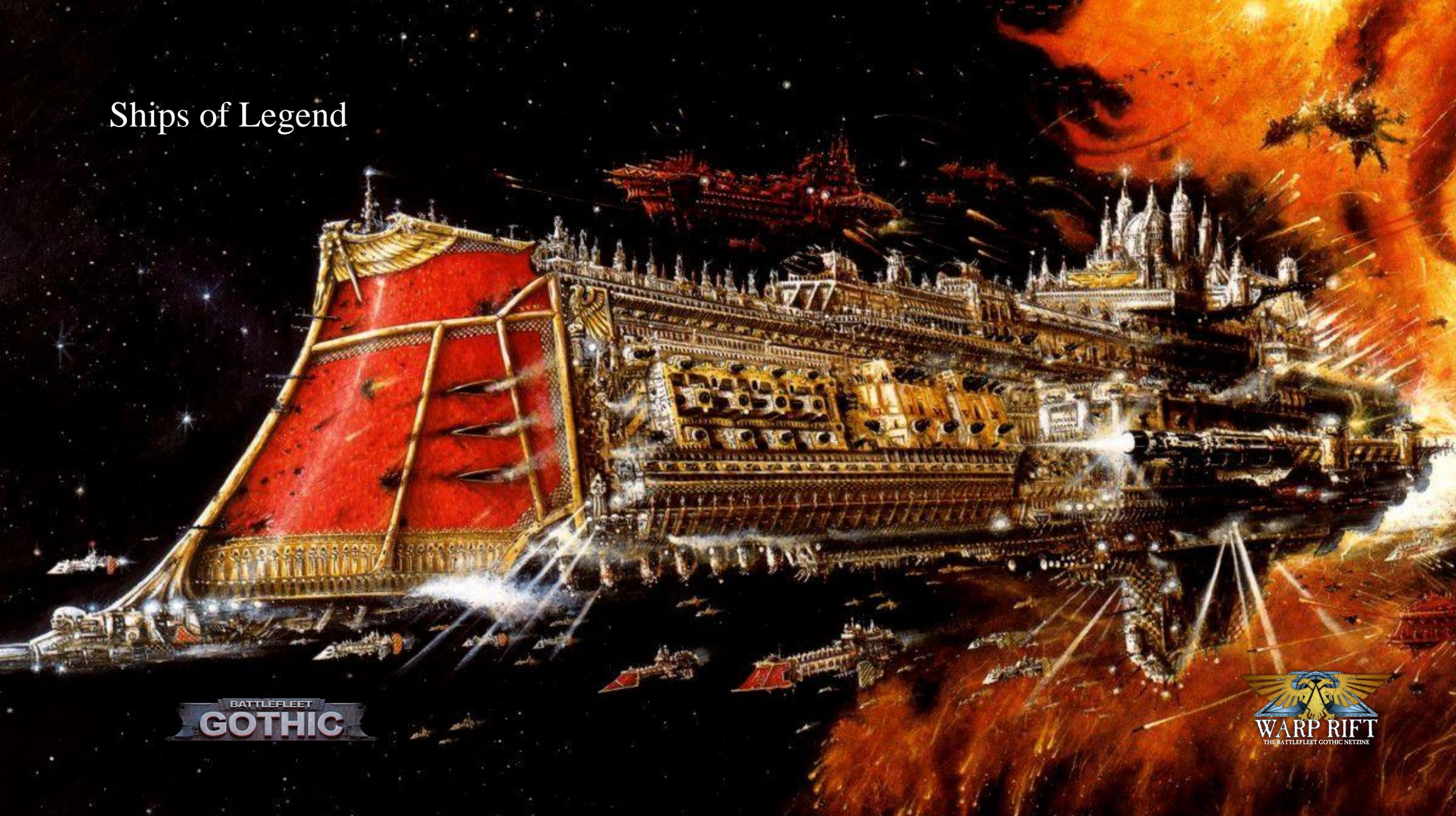
You can find me at the BFG Discord, Reddit ([horizon_fleet](#)), Instagram ([horizonmcr](#)), [specialist-arms.com/forum](#) and [dakkadakka](#) ([horizon](#)).

From the Nexus Publishing House:

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Ships of Legend



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GREEN HILL ROGUE TRADER CRUISER.....230 pts



The Green Hill class is a class of cruisers specially commissioned for the Gronmont rogue trader dynasty. Only one ship has so far been constructed, but the dynasty is currently seeking the funds to commission a second ship.

Built as a fast carrier, the Green Hill class combines powerful weapons batteries with a formidable attack craft wing. However, unlike the Imperial Navy, the Gronmont dynasty does not wish to spend the resources it would take to maintain both dedicated void and atmospheric attack-craft.

Furthermore, unlike navy ships, the hangars aboard the Greenhill class also have a trading function. The ship therefore uses Kestrel-class Thunderbolt interceptors that function in both void and atmospheric combat, as well as assault boats for when enemy ships are more worth taken intact. The heavily armed assault boats can also be used to ship goods and troops to and from the ship to planets, space stations, and other spaceships. The Green hill class carries no heavy bombers though. A concession to the expense and space requirements of these heavy attack craft.

A valuable inclusion to the Gronmont fleet, it remains to be seen If the class proves popular with other rogue trader dynasties with the means to purchase and operate it.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	25cm	45°	2	6+/5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	45cm	6	Left
Starboard Weapon Battery	45cm	6	Right
Port Launch Bays	Interceptors-30cm Assaultboats-30cm	2	-
Starboard Launch Bays	Interceptors-30cm Assaultboats-30cm	2	-
Prow Weapons Battery	45cm	6	Left/Front/Right

Notes: May take a Xenotech refit in the same way as other Rogue Trader cruisers.

Famous ships:
Gaia



TAU RESEARCH CLASS VESSEL.....230 pts



First deployment in the Charlemagne Sector originating from the Sept of Wur'se'len. Engineered by the most revered Do'ub'le Chr'is'ti'an the Research vessel is a development from the Gal 'leath explorer. Removing the usual broadsides for large habitats to carry a great many research materials and facilities.

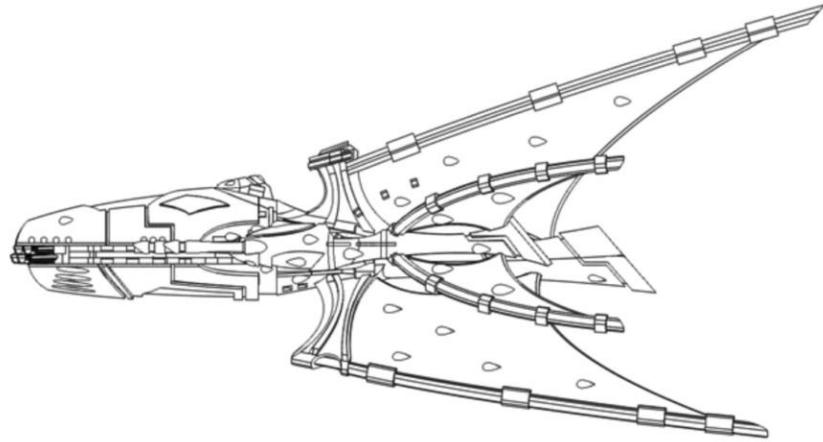
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	15cm	45°	3	4+	4*
Armament	Range/Speed	Firepower/Str	Fire Arc		
Port Railgun Batteries	30cm	6	Left/Front/Right		
Prow Gravitic Launcher	20-40cm	8	Front		

Notes: Manufacturing & Research Modules
The research vessel has two large modules instead of port and starboard weaponry. These modules increase the shield value with 1 each, this has already been included in the above profile.

Furthermore, the vessel comes with an improved tracking drone system. The turrets may attack enemy ordnance up to 15cm away from the base edge of the Research vessel



CRAFTWORLD ELДАР WYRM CLASS BATTLESHIP.....400 pts



The galaxy is an uncharacteristically dangerous place. Vessels go missing, entire fleets vanish without a trace. Whole sectors of space considered haunted or off limits due to stories of entire battle fleets being lost in devastating cases of ironic hubris. While indeed some stars are haunted, many of these stories are the result of the ultimate expression of Craftworld power honed by the greatest artisans of their kinds. While many of the larger vessels of the Aeldari are used as personal vessels of great princes or seers, the Wurm is a dedicated vessel of total war and rarely sees itself commanded by any but an Autarch. Outside the Ordos Xenos, the vessel is little more than a myth spoken by Rogue Traders when too much alcohol flows. To those who know better, it is a vessel to be avoided, or at least, not faced without significant firepower and experienced crew.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/10	15/20/25	Special	Holofields	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Keel Pulsar Lances	30cm	2	Left/Front
Keel Pulsar Lances	30cm	2	Right/Front
Prow Weapons Battery	45cm	14	Front
Keel Torpedoes	30cm	6	Front

Notes: The Wurm may replace its keel plasma torpedoes with a strength 2, 30cm keel pulsar lance that fires in the front arc for no additional points.

Including a Wurm: A single Wurm Battleship may be taken in a Craftworld Eldar fleet of at least 1500 points. An Autarch **MUST** be commanding it. A second may be taken in games of at least 2000 points, so long as a farseer is embarked on the vessel. Prince Yriel cannot command this vessel, as he has his own personalized ship.



Silenzio

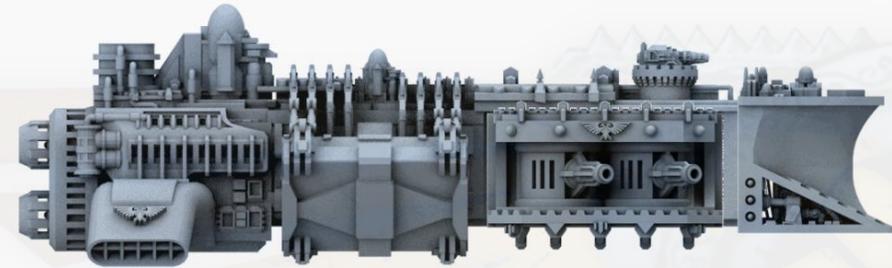


PREVIEW

A special character
vessel from:
Book of the Void 2:
Xenostide



ADEPTUS MECHANICS / IMPERIAL NAVY DEEP VOID CLASS - SILENZIO.....230 pts



As the various raids throughout the Discordia sector increased it was quickly acknowledged that the Imperial Navy presence was weak. Be it due bad command or an understocked fleet the naval assets of the Governor and local Imperial Navy command found them outwitted or outgunned by various marauding factions. And as not to be too reliant on the insecure treaties with the local Rogue Traders or xenos Demiurg, which already was scrutinized by many, the governor and Imperial Command turned to Adeptus Mechanicus for assistance.

Their call was not unheard as the Adeptus Mechanicus sought a way to reestablish their presence in the sector. Within a relatively short time period the first light cruiser of the Deep Void Class was made available to Imperial command. The Deep Void Class, or the Silenzio as the ship had been named, was rebuilt from the hull of a salvaged Endurance Class Light Cruiser.

But aside from the main inner frame it was an upgrade as not seen before. The engine compartment was improved by incorporating the Dauntless Class technologies. In order to be more effective at hunting raiders the lance weaponry was remounted on a swiveling platform. Rumours say this was possible due buying the information to do so from a Rogue Trader selling Tau technology.

But its most innovative piece of technology are the port and starboard side mounted torpedo silos.

To not give up all control over this vessel the Adeptus Mechanicus insisted on having a dedicated Magos onboard as it was of utmost importance all technology was used in the correct manners. Some Imperial commanders suspected the Magos was only onboard to make sure the vessel would never truly be an Imperial Navy vessel.

It is unknown if the Adeptus Mechanicus is producing more of these vessels. Though the impending Tyranid invasion may see an increase in production....

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	30cm	45°	2	6+/5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Lance Batteries	30cm	2	Left/Front
Starboard Lance Batteries	30cm	2	Right/Front
Port Torpedo Silo	30cm	2	Front
Starboard Torpedo Silo	30cm	2	Front

Notes: Under command of Captain Tiber Pike, with supervision of Magos Explorator Nicholae Alset. The ship comes with Leadership 8 and single re-roll for only this ship.

Enhanced Engines: +5D6 when on All Ahead Full Special Orders.

Structural weakness: Critical hits occur on a 5+ instead of a 6+ when this ship is hit

May not squadron with other cruisers

Adeptus Mechanicus intervention: when crippled the vessel must attempt to disengage every turn.



Credits for the render & miniature go to battlefleetgalaxy.com; painted miniature, rules and background are from horizon

PREVIEW

In the upcoming Book of the Void 2: Xenostide you will find more for the Rak'Gol and other fleets.

Rak'Gol

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Fleet Communique

*To: Novan Communication Relay Waypoint Discordia
Alpha Three-Seven*

From: Jameson Preet, Captain of the Waystone

While enroute to our next chartered destination we detected the beacon of a heavy transport vessel, bearing the colours of Battlefleet Discordia, drifting near the Antarus Rock Belt. Scans revealed no power or heat signatures, and our hails went unanswered. As there were no signs of life I authorized an away team of four armymen to be dispatched via cutter-class shuttle to carry out an inspection of the stricken vessel, establish the whereabouts and status of its crew, and to see if its cargo could be salvaged.

After several hours of intermittent vox contact, the away team returned to the ship with a harrowing tale. In all my years of serving with our Master-at-Arms, I have never seen him so shaken. I immediately sent the men to the ships apothecarium and carried out an impromptu debriefing with their grizzled officer while the medicae gave them a thorough psychological review. With a stuttering voice he recounted the utter horror that had awaited his team aboard that haunted ship. Someone... or something... had turned it into an abattoir. Blood and viscera were spread across every surface. Corpses and body parts were strewn down gangways and piled like totems in corners or on workstations. The fuzzy pic recordings we were able to remotely download from the vessel's central logic stacks scarcely did justice to the nightmares those poor men must have witnessed. Even now I can't get the images out of my mind. What I did not share with my crew, yet which troubles me the most, is that almost half the ship's crew were missing. Whoever, or whatever, slaughtered those unlucky few aboard the transport must surely have taken the rest... for whatever purpose I dread to think. I can only beseech the God Emperor to watch over their doomed souls and pray that their end is quick....

Communique Ends.

Marauders from the Koronus Expanse

It was in M42.103 when the first transport ships of the Mercantile fleet fell prey to the vicious and brutal raiding attacks of the xenos Rak'Gol. The attack on the mercantile freighter *Toll Restica* was the first recorded incident of contact with a Rak'Gol ship outside of the nearby Calixis Sector. The Lords of the Ordo Xenos remain baffled as to what triggered the Rak'Gol to venture so far from their territory within the fabled Koronus Expanse, and Imperial reports from within the region have done nothing to shed light on this most worrisome development.

In subsequent years the frequency and daring of the Rak'Gol raids increased tenfold. With little alternative, the hopelessly outclassed merchant transports began to cluster more and more vessels together in the vain hope of safety in numbers, however this only served to provide the Rak'Gol wolf packs with even more tempting targets. In their desperation the Mercantile fleet turned to whoever they could for protection, be it the overstretched Imperial Navy, the well-armed but expensive local Rogue Traders, or the intimidating behemoths of the Demiurg Commerce Guilds.

The Rak'Gol Team

Battlefleet Gothic rules by

Fr0sty and horizon

(Thanks at the Discord channel for feedback)

Background story

horizon

3D miniature design & main text editorial:

Arcaneshipyard

Miniatures printed and painted by:

DoublebaseFanic

Concept and Artwork from Rogue Trader by Fantasy Flight Games (this publication is not endorsed by FFG).

For the first ten years after their arrival in the Discordia sector, the Rak'Gol enjoyed a great degree of success, with some of their larger fleets even penetrating as far as the core systems before they were driven off. That is not to say that they had it all their own way however; the beleaguered ships of Battlefleet Discordia did their best to defend the systems and worlds in their charge, and many a Rak'Gol raiding party was cut to ribbons before they could make their escape. But, for every Rak'Gol ship that was destroyed another soon took its place, forcing Imperial Command to re-evaluate their previous assumptions on the level of threat they were facing.

As the first tendrils of a Tyranid Hive fleet started devouring their way through the Discordia sector, the Imperial defenders could at least take some solace in the fact that neither xenos race discriminated – their horrific fleets clashed brutally time and again, ripping into each other with no thought spared for mercy or self-preservation. These vicious and costly encounters did provide a brief respite to the embattled Imperial fleets, and indeed it was rumoured that a sergeant in one of the Astra Militarum regiments jokingly commented that they should've sent a thank you note to the Tyranids for distracting the Rak'Gol for a while. Thankfully, his Commissar was on hand to swiftly reward him for his heretical sense of humour.



Rak'gol Special Rules

The Rak'gol have the following special rules:

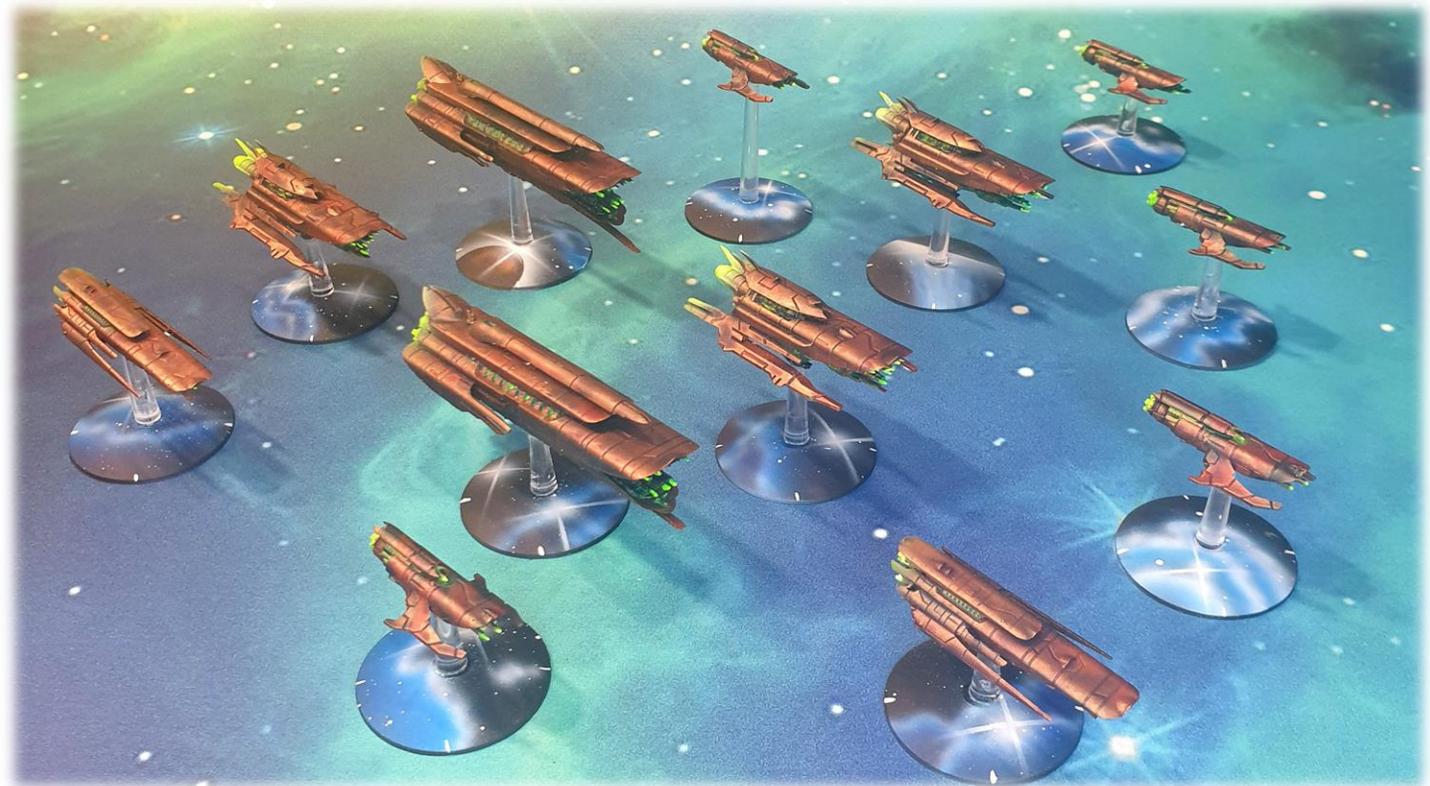
- **Bred for Conflict:** Rak'Gol vessels have a +2 bonus in boarding actions and an additional +1 bonus when they are the defenders in a boarding action.
- **Unshielded emissions:** Enemy ships gain a +1 leadership bonus if any Rak'Gol vessels are on Special Orders.
- **Poor Maneuverability:** Rak'gol cruisers require an extra 5cm travelled distance before they can turn, escort vessels require 5cm of travelled distance before they can turn.
- **Special Orders:** Due their cumbersome manoeuvrability the Rak'Gol vessels can only attempt the 'Come to New Heading' and 'Burn Retros' special orders at a -2 Leadership modifier. *Note: the movement penalty of 5cm before turning is only applied before the first turn. The second turn is made at the normal distance rates for capital ships and escorts).*
- **Leadership:** Rak'gol make use of the standard leadership table

Rak'gol Weaponry Special Rules

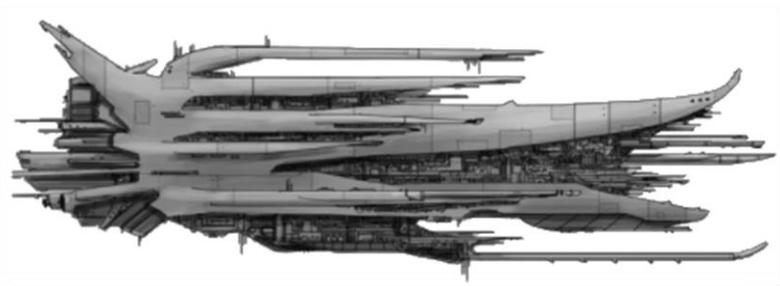
The Rak'gol have the following special rules for weaponry:

- **Howler cannons:** Howler cannons fire massive calibre, and brutal barrages of ordnance to overwhelm their targets through sheer weight of fire. Howler cannons function exactly like weapon batteries but when shooting in the range bracket from 0-15cm the Rak'Gol player may roll an additional dice for every 6 rolled. The additional dice rolled cannot itself cause more dice to be rolled. Furthermore, enemy ordnance is hit on a 4+.

- **Roarer beam:** Roarer beams are lances that can cause multiple hits. They behave the same way as Eldar Pulsar Lances, but each subsequent hit suffers a cumulative -1 to hit (4+, 5+, 6). They can only inflict a maximum of 3 hits.
- **Bloodflayers:** Bloodflayers function in the same way as standard Assault Craft.
- **Clanger torpedo tubes:** Rak'gol ships only use boarding torpedoes.



RAK’GOL MANGLER LIGHT CRUISER.....160 pts



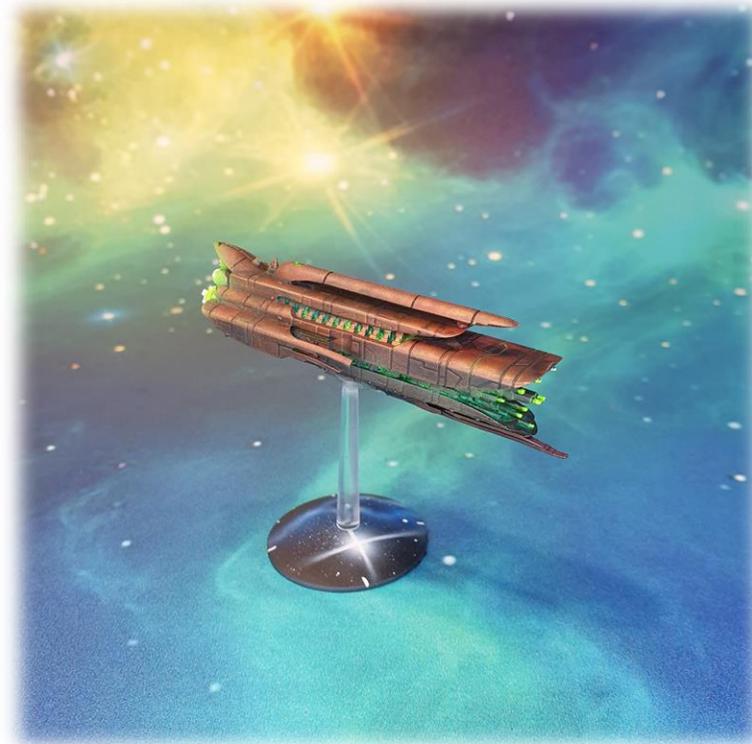
Mangler-class vessels are full-sized warships. These (mercifully rare) ships are generally found accompanied by at least one to three Butcher or Mauler-class escorts, and in a few rare instances, have led larger squadrons.

The examples that have been identified share a common core design and armament but vary significantly in their architecture. This may be due to extensive repairs or may indicate that they were designed by different artisans. Thus far, only Manglers are large enough to mount the Rak’Gol’s equivalent to the lance weapon: the Roarer Beam.

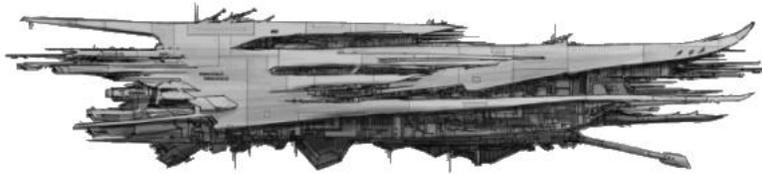
These warships, especially when accompanied by a support squadron, are fully capable of launching a planetary assault against smaller colonies. In addition, the wings of assault craft, in concert with their beam weapons, can be a deadly combination against any but the largest of foes.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25cm	45°	1	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Roarer Beam	30cm	2	Front
Dorsal Howler Cannons	30cm	8	Left/Front/Right
Keel Landing Bays	Bloodlayers:25cm	2	-



RAK’GOL MAULER HEAVY ESCORT FRIGATE.....70 pts



Less common than other Rak’Gol escort craft, the “Mauler”-class frigates are still far more commonly seen than any lone explorer or trader would like. These vessels vary—often dramatically—in their precise secondary armaments, defences, and appearance. They are, however, distinguished by their primary weapon - clusters of torpedo tubes. These tubes are almost always loaded with boarding torpedoes, offering another method for the vicious Rak’Gol to get to grips with their prey.

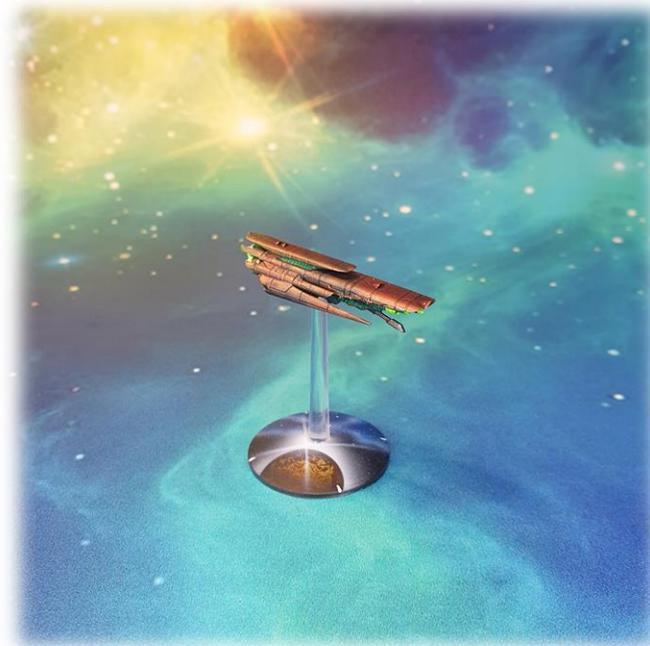
Like other smaller Rak’Gol warships, Maulers generally travel without the support of other vessels. In these cases, the vessels begin firing salvo after salvo of torpedoes towards their victims as soon as they enter range. Maulers then continue to close in order to bring their howler cannons to bear. In the rarer cases where a Reaver is part of a mixed squadron, they generally hang back, firing continuous salvos of torpedoes while vessels with shorter ranged weapons close.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Heavy escort/2	30cm	45°	1	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Clanger Torpedoes	30cm	5	Front
Prow Howler Cannons	30cm	2	Front
Dorsal Howler Cannons	30cm	3	Left/Front/Right

Independent: The Mauler Class Heavy Escort may operate alone and does not need to be in a squadron. If in a squadron it may mix with other types of escort vessels but only with a maximum of 3 Mauler Class vessels.

Heavy: When a Heavy Escort receives its first hull damage nothing changes in its profile, e.g. there is no “crippled” status for a heavy escort.



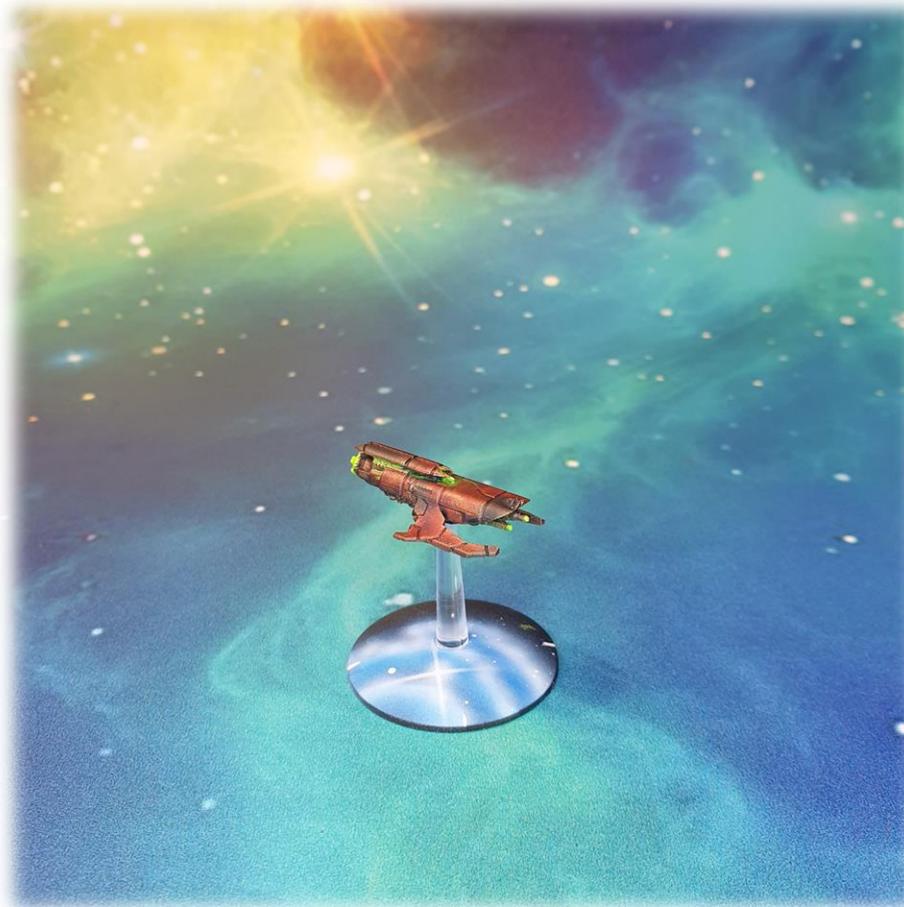
RAK'GOL MARAUDER CLASS DESTROYER.....40 pts



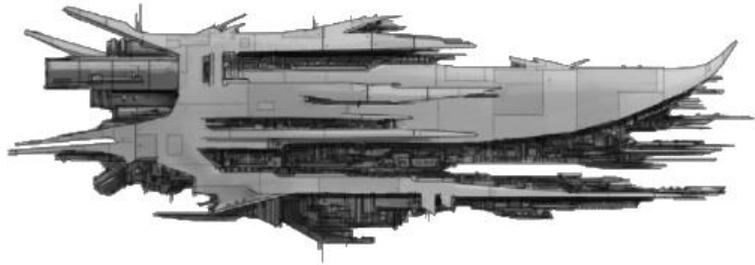
Marauders are the name given to the most common of Rak'Gol ships, sharing the name with the Rak'Gol warrior caste. Given that no two are exactly alike, they are similar enough in size and performance to be grouped together into a broad classification. All Marauders seem to be haphazardly constructed with little regard for layout or crew comfort.

They are all, without exception, brutal craft that are over-gunned and that have impressive amounts of speed thanks to their fission-pulse drives. However, though they are quite fast they are slow to manoeuvre, and savvy captains have been known to exploit this weakness in order to win the day.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35cm	45°	1	5+	2
Armament	Range/Speed	Firepower/Str	Fire Arc		
Prow Howler Cannons	30cm	2	Front		
Dorsal Howler Cannons	30cm	2	Left/Front/Right		



RAK'GOL BUTCHER CLASS TRANSPORT.....75 pts



Seldom found alone, the “Butcher” is used on the rare occasions when the Rak’Gol attack planetary targets. While capable of assisting in combat, these starships are relatively poorly armed and lightly armoured.

Their slow speed and lack of manoeuvrability exacerbates the issue. In combat, they prefer to stand off from the main fight and inundate their opposition with swarms of small craft and boarding torpedoes.

Once the enemy fleet is eliminated, they enter low orbit over a target world and mercilessly pound its settlements with warhead swarms while launching wave after wave of assault craft.

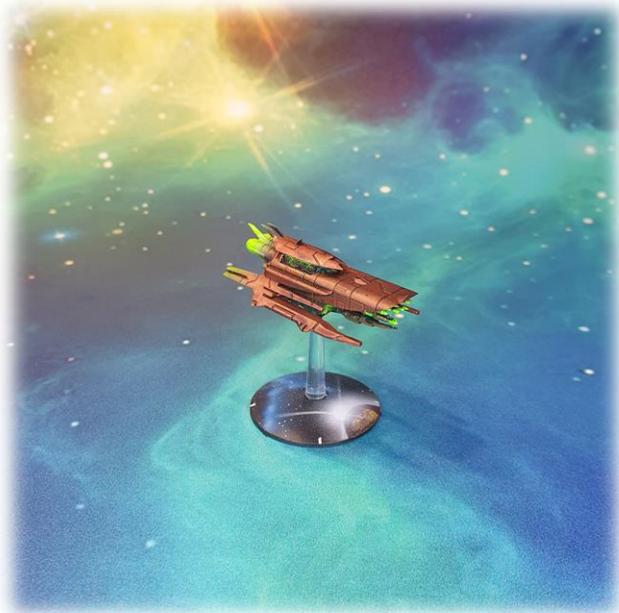
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Heavy escort/2	20cm	45°	1	5+	4
Armament	Range/Speed	Firepower/Str	Fire Arc		
Prow Crangler Torpedoes	30cm	2	Front		
Prow Howler Cannons	30cm	3	Front		
Keel Landing Bays	Bloodflayers:25cm	4	-		

Transport: this ship counts as a transport in scenarios in which transports are used.

Warrior brood warrens: this vessel doubles its boarding value in boarding actions and adds +1 during a planetary assault.

Heavy: When a Heavy Escort receives its first hull damage nothing changes in its profile, e.g. there is no “crippled” status for a heavy escort.

If a Heavy Escort receives a critical hit, or is hit by a successful hit & run attack the result will be an additional point of damage to the Heavy Escort.



Rak'Gol Marauder Fleet List

Fleet Commander

One abomination must be taken for every cruiser picked.

Abomination Leadership +1 25 points
0-5 Techno-Shaman 15 points

A Capital ship with a Techno-Shaman aboard does not suffer from being crippled.

Capital Ships

Battleships

No Rak'gol Battleship has ever been sighted and it is believed none of these are in existence.

Cruisers

You may pick one cruiser for every 3 heavy escorts or 6 standard escorts. Cruisers may not be squadroned.

Mangler Class Light Cruiser 160 points

Escorts

You may pick any number of escorts which must be formed in squadrons of 2-6 (exceptions being Mauler Class Heavy Escorts and the Carmine Claw, which may operate alone and outside of a squadron). If a Mauler Class Heavy Escort is in a squadron no more than three may be in the same squadron.

Mauler Class Heavy Frigate 70 points
Butcher Class Transport 75 points
Marauder Class Destroyer 40 points

Attack Rating

Rak'gol have an attack rating of 4.

Using Rak'Gol in a campaign:

The Rak'Gol function as any pirate faction would in a campaign, but if the players wish, they may be used in the following manner:

At the end of each complete campaign turn, all players roll a D6. The player with the lowest roll gets attacked by Rak'Gol raiders. They and another player roll on the raid table and play a mission against the Rak'Gol instead of their normal opponent's fleet.





3D miniature by Italianmoose. Model painted by horizon

Some words

As Games Workshop closed Battlefleet Gothic on april 1st in 2013 many could have been unsure of how long a game like Battlefleet Gothic could survive. But from the very start there have been enough people caring about this game. In the years after 2013 some very talented people have been creating miniatures to use as proxies for the game or as new options for the game.

In 2014 we saw the release of Battlegroup Helian as one of the first, later these ships moved to Vanguard Miniatures, which these days is home to several spaceship races. Wintersbioforge created some great alternative space bugs to add to the univeser of BFG. In those earlier days 3D printing was a thing through shapeways but as moons came and went the 3D printing improved and more people started designing their own unique views on the ships for Battlefleet Gothic. And the latter years saw the emergence of Italianmoose and his designs, Soulforge Studios with their Patreon and steady release of detailed STL files for the community and Battlefleet Galaxy with its highly detailed miniatures. But lets also not forget arcaneshipyard who just recently created the Rak'Gol, but also not forget all the other people designing their own little or bigger takes on the Battlefleet Gothic vessels. Current days are quite a blessing for the community!

But also outside of the miniatures Battlefleet Gothic kept going. The 30K community released the Battlefleet Heresy ruleset, Xcajiber took the revised project and moved it into the BFG:XR homevariant. Zelnik started Discord and kickstarted the Book of the Void Project with volume 2 coming in 2022.

And Simon Saier has been a blessing to the community by having completed the daunting task to recreate the official rulebook in a wonderful layout with all FAQ's and previous documents integrated into one text. 2022 will see the release of the Fleet Book, and to show the game keeps going it will include a semi-official sanctioned FAQ2021/2022 update!



*A collection of stories and insights into the past of Battlefleet Gothic.
Written by Nate Montes*

Tales from
the Old Man



Demiurg

A little about me: you know those old guys you can't even say good morning to without putting up with some long story that begins with "back in my day"? Well, that's me. I try not to be, but I usually fail miserably. You're welcome.

Anyway, I was chatting with Zelnik about the Demiurg, and I promised to tell him how they came about. I figured while writing this that it would be a fun story to bore the rest of you with.

Before the Tau were a thing and the Necron fleet was going through all its teething issues (different conversation), a New Threat Alert was posted in one of the early BFG magazines with a silhouette of what we would later learn was the Demiurg Stronghold. The inside scoop was that the new model would finally bring to life the Fra'al battleship we'd all been waiting for, even though it didn't look anything like Che Webster's awesome kitbash (another different conversation). Andy C contacted me to try out a profile for a new race and ship he wanted playtested, but he specifically didn't want me to know what the model looked like, except that it was battleship-sized. With only this in mind, I playtested it using a 10Hp resource harvester I had recently kitbashed using a SM shoulder pad, various Imp bitz and (wait for it) a multi-point pen! Tau didn't exist yet (another different conversation) so my son and I playtested it consecutively as an ally for Imperials, then Chaos, then as an objective 3rd player that we rolled randomly to control. I emailed my tweaks and results back to Andy, and for awhile I heard nothing. I found out the same time everyone else did that I was playtesting the New Threat Alert, which was cool, except that I was really looking forward to getting a Fra'al battleship!

Once the Stronghold hit the street, Andy C told me to come up with a profile for a Battlecruiser-class Demiurg ship, but again I wasn't given a model or photos to work with. I found out later that it was because the model by Warwick K's crew at Forgeworld wasn't done with it yet. In any case, I again got to see the new model the same time as the rest of the world, and I discovered it to be rather ...small. I put together a new profile that was more WYSIWYG to the actual model, but Matt Keefe told me the fans liked the 8Hp profile so it was staying as-is. I found out later that Jervis J. wanted the whole concept killed off because "No Space Squats, ever!" Ray Bell and I got to see a single concept bust for what they look like, but nothing came of it. They were reptilian-skinned alien... space squats. Much later, my 6Hp profile redo became the Demiurg Citadel in the 2010 Compendium.

Because the Demiurg were never supposed to be a standalone fleet, they ended up never getting escorts. The rationale became that as commerce vessels, they would contract out other races if they wanted or needed escorts. A true Demiurg escort would be more like a really shooty transport than a true warship. When the Tau came out, it was decided to attach the Demiurg to them to give them a fleet (of sorts) of their own.

Last tidbit: back in the day, I was a big Homeworld fan, and I slipped in a subtle homage with my reference to the Tau's name for the Demiurg (Bentus'la). Bob H caught it and called me out when we submitted it to GW, but Matt Keefe gave it a pass so we left it in.

Game on and enjoy!

Heresy within the fleet of heresy

Okay everyone, here's why Chaos light cruisers are heresy, verboten and otherwise must never be spoken of.

First, apologies to everyone who loves these things, mainly to the awesome 3D STL artists out there who created some truly beautiful Chaos CLs. I also apologize to the fans (like me) of Rogue Trader by Fantasy Flight Games, who in their many supplements created two Chaos CLs. For the latter, I'm not pointing any fingers, but it's probably Horizon's fault. joy

When BFG was first designed, a lot of the ship themes were ported over from Spacefleet, with the intention of creating two distinct fleets instead of one set of models with different paint jobs and iconography to tell good guy from bad. To do that, the concept was to make Chaos ships older and slightly less resilient, but faster and longer ranged due to the here-tech most of these ships incorporated. Imperial ships on the other hand would have slightly better weapon loadouts and increased prow armor to make up for the typical range and speed shortfalls. On average, this made Imperial ships more expensive than their Chaos counterparts, making it hard to even out model numbers on the table. The Dauntless was created to balance this out, and the Slaughter was created to ensure the Dauntless didn't swing the balance pendulum too far in the opposite direction. Quick trivia: the Slaughter was inspired by the Spacefleet Thunderbolt cruiser.

Andy C., Matt K. and the gang pretty much stuck by this line of reasoning for the life of BFG as a supported product. As a rules purist, I mostly did the same even as the game grew far beyond its original roots. Truth in reporting, all the HAs haven't been in agreement with this, and Ray Bell actually gifted me one of his personal Chaos CL models to turn me to the dark side.

So there it is. No Chaos CLs ever! Except for mine, and yours, and his, and his. Just because it didn't make it into da' rulez doesn't mean you can't play with it if your opponent agrees. It's a game, so game on and enjoy!



For the Greater Good!?

++ OLD FART ALERT! ++

Life intervened so this week's toilet reading is a day late. You're welcome.

The T'au are the first completely new army in WH40K to come out after BFG was already an established game, and Andy C. was tasked with bringing them to life in BFG while they were coming to life in WH40K. This all unfolded just as BFG Necrons were finally gelling as a cohesive ruleset and fleet list, after three "official" tries in BFG magazine. Because both Necrons and Tyranids before then had some teething issues based mostly on how different their rulesets were from the core rules, Andy wanted to return to what worked as we built the T'au. His idea was to return to the core rules (specifically Imperial) with no gimmicks for movement, turning, weapons, etc. The big difference would be in Fleet makeup, where a player could have essentially as many battleships as they wanted, and it would be the number of cruisers that would end up being the limitation fleets were built around.

He sent me a prototype set of profiles and fleet list that included all the ships that eventually ended up in Armadas, even though at the time none of the models existed yet, not even as drawings. My son and I thought it would be fun (and arch-heresy!) to use my Space Marine fleet as stand-ins for the T'au, since I've only had all four of my battle barges on the table one other time before then. We used my Imperial fleet as stand-ins when it was time to test them against SM's. We submitted our battle reports and recommended tweaks back to Andy, and for awhile that was that. Fun fact: the prototype T'au rules had Orcas armed with 2x30cm lances. Awesome against SM's, garbage against Eldar.

When the models first hit the street, there was some fuss about how they lacked the aesthetic the WH40K T'au models had. This was intentional because the Kor'vattra were supposed to be repurposed merchant vessels not as good as dedicated warships, but the friction persisted. I don't know if that's what drove the conversation for Warwick K's team at ForgeWorld to develop the Kor'or'vesh, but the first set of proposed rules for those were so overpowered and out of character for what the T'au were supposed to be, we said they basically needed a complete rewrite.

That caused a bit of friction that I and the other HA's weren't party to, some of it having to do with how ForgeWorld didn't want the Kor'or'vesh rules published anywhere besides Imperial Armour 10. In any case, ForgeWorld decided to keep their rules with only minor tweaks from the most insane ideas they had, and Matt Keefe greenlighted us to keep our rules for the Compendium. I don't know what the fallout was over that, but ForgeWorld never made any more new BFG models after that.



Tau Protector model from ForgeWorld, painted by horizon

The Kroot surprise Attack

The Kroot Warsphere was a complete surprise to everyone, including the HA's. It's a complete shame the model didn't see much daylight before the entire game was unplugged. It's a BEAST, probably a good six or more ounces of pewter goes into the thing. I was sent a pre-production model to build, paint and playtest with the condition that I returned it when complete. I returned it to Jervis J. during a GW Gamesday in Baltimore I was invited to, and I eventually received two more pre-production kits, but I have no idea what happened to the model I gave him. It wasn't the one photographed for BFG Magazine because fun fact, the pre-prods came with boarding spines that went all over the model where the holes are in the photo. These spines were actually very difficult to attach properly (I ended up pinning all of them on my model) so I don't know if they ever made it to the production kits.

When Ray Bell and I visited GW Headquarters in Nottingham, we had the privilege of meeting Tim Adcock, the model's designer (incidentally the designer of all the Corsair Eldar models in BFG as well).

He joked it's the only model he ever made that can double as a mace head and be used as a deadly weapon! What's really interesting about the model is it's layered like an onion, and the inner layers that nobody will ever see are as detailed as the outer layer.

That's what inspired the "bigger Warspheres" rule in the Compendium, because building it without the outer layer was already bigger than an Ork Kroozer and made for a fine model for the profile GW created for it. With the outer layer also assembled, it was easily one of the biggest models GW ever made for BFG. I have one assembled and one still in kit so I'll post photos once the house remodel is done and I pull my stuff out of storage.

..



Not so fun fact, one of the senior GW leadership was really unhappy the Warsphere became a thing because the Kroot were always supposed to be the T'au's uneducated, contract battlefield fodder, not a cultured and intelligent race in its own right. Warspheres implied the Kroot were capable of independent spacefaring and warp travel, making them far more sophisticated than the lore originally intended. All the lore that came afterward that allowed them to travel beyond Pech and independently contract their services to other races around the galaxy came from the Warsphere model.

So that's the story. For all you other old timers out there that remember details I forgot or have things to add (or corrections!), feel free to pile it on. I don't pretend to be the only purveyor of knowledge on any subject, and more information is better for everyone.

Game on and enjoy! Stay tuned for next week : what the heck happened to the Endeavor CLs?!?

What happened to the Endeavour?

By the time BFG Armadas was printed, every model in the book's ship profiles and fleet lists was supposed to be available for purchase in the model range. The Voss prow and wings were supposed to bring a distinctiveness to the fleet list that was supposed to look and feel different, like ships that really did come from half a galaxy away. Fully Imperial Navy, but different enough from the Gothic Sector's Cypra Mundi ships that mixing and matching them would make them stand out. That was the plan, anyway.

3D printing has turned the entire industry into something that didn't exist back in the day. Back in 2008 when the Bakka fleet list was first coming together, most of GW's specialty models were pewter casts. Case in point: only the game box Imperial and Chaos cruisers were injection-mold plastic. Everything else in the entire BFG range (except for Forgeworld's resins) was pewter. To make these, master models were each handmade from clay and cardstock, which as one can imagine takes quite some time to make. When one was complete, it was then pressed into a master mold for spin-casting. This process typically destroyed the master model, but the master mold would be a high-fidelity copy of the original. A model was cast of this, and that model would be used to press daughter molds. The purpose of the daughter molds was because each mold was only good for about 100 casts or so, after which it was essentially garbage. The master mold would be then used to cast another master model to make another daughter mold, ad infinitum until even the master mold was worn out, by which time it was time for an update of the model.

The original plan was that the Armageddon fleet list was going to get an entire range of models (Falchion, CL, cruiser, battleship). The battleship worked out fine, but as a time (read: cost) saving measure, they ended up only creating a new forward hull section, then grafting it to the current Emperor battleship kit. The Voss wings were originally supposed to be common to the entire model range, as explained by the lore where the Voss forgeworld was ringed by these wings awaiting installation onto ships under construction. At some point it was decided the battleship wouldn't get the Voss wings and keep the original Emperor engine wings, but I don't know why.

In order to fully understand what happened to the Endeavor CL models, you have to visualize one with the Voss wings off. Unlike some of the super-awesome 3D print copies I've seen, the center hull section of the original model was actually quite narrow and small. It made the model look very interesting, but spin-casting the thing was a nightmare. For those who don't know how spin-casting works, the heated mold is placed on a disk and spun at high speed while molten pewter pours in from the center of the disk. This is normally very effective in making sure centrifugal force pushes pewter in all the nooks and crannies while forcing out all the air bubbles. However, the entire Endeavor hull was cast as a single piece, and pewter just seemed to have a hard time pushing through the narrow waist to fill out the rest of the cast. They were able to make enough models for pre-production, but the defect rate was way too high to make selling the things profitable. With the master model destroyed, fixing the problem would have involved starting from scratch, and the model makers had already moved on to other projects so making a new one would have to be scheduled in the queue. The problems with the Endeavor CL meant the planned Voss cruiser had to be redesigned as well, even though that model never made it to the cast stage. These models subsequently didn't make it back around the design queue before BFG ended up being unplugged.

Fun fact, the Voss battleships were originally designed to have a bridge figurehead just like what comes with the Emperor and Retribution kits, except it was going to be different. It was a hooded figure with a sword but no wings. I don't know why they decided to go away from using a figurehead for the battleships; the my thing Matt K. said when I asked was that they changed their mind to do something different. My guess is it was a way to further differentiate between the fleets, but that's just a guess. One was given to me when I received my three pre-production Endeavor kits.

Not knowing the Endeavor would be kiboshed, I gave one to Bob Henderson, and I chopped up one of the two I kept to make the Armageddon battlecruiser because I didn't want to wait for GW to make the model. Thank God I kept all the pieces, because when Matt Keefe told me later what had happened, I bashed my Armageddon back apart, carefully pinned back in place the Endeavor pieces I kept and rebuilt my second Endeavor (both are actually Endurance variants). Unless you know what to look for, you can't tell one of them was kitbashed then reassembled. As a momento, the reassembled one has a literal pin as an antenna that the pristine one doesn't. When I finally get photos up, you'll know what I mean. A Russian resin kit maker later came out with some super cool Endeavor models, and I used two of those to make new Armageddon BCs that roughly approximate what the Voss Armageddon was supposed to look like.

Fun fact #2: Bob Henderson was the one who came up with the profile for the Endeavor. When we were still playtesting the design before the models were ready, I kitbashed a Dauntless model to match the profile that I named the Henderson. My profile idea was for the Endurance, which is why I made those models. I can't remember who's idea it was for the Defiant, except I do know it was inspired by the Enforcer system control cruiser from BFG Magazine and intended to be a slightly nerfed replacement from the crazy profile that ship had.

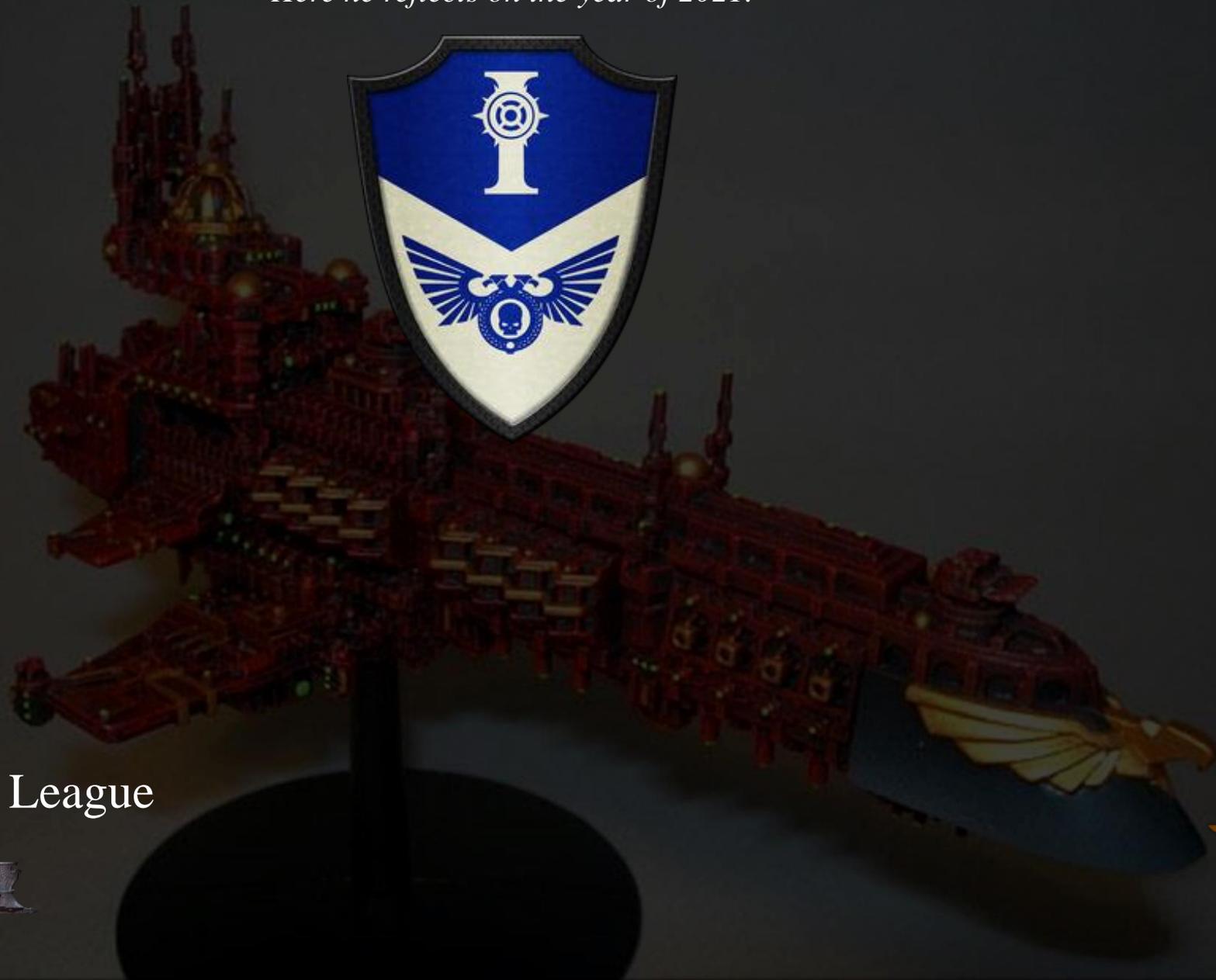


Fun fact #3: This doesn't have anything to do with the Voss models, but it's too much fun not to add. I'm a lore hound in general so when I was invited to GW HQ, I asked all kinds of BFG background lore info that the guys were happy to share. If you happen to own the original pewter Emperor battleship or torpedo version of the Dauntless CL, take a look at the prow. Notice that it has a winged skull on it instead of the aquila? Way back in 1998 when BFG was still being designed, the Emperor battleship was supposed to be a battle barge, and the Torpedo Dauntless was supposed to be a strike cruiser (hence the wings on the torp Dauntless variant), with the various Imperial Navy battleship variants intended as weapon swap-outs on the Retribution hull the way the plastic cruisers are. Only late in development was it decided the Space Marines would get their own fleet list and models, which is why they didn't make it into the bluebook. All the lore that followed regarding battle barges and strike cruisers came out of this decision.

Next week: Spacefleet becomes BFG! Also, feel free to ask me whatever questions you want. I may not know the answer, but I'll tell you what I know. In any case, enjoy this week's toilet reading, game on and enjoy!.

That is one of the original Voss Class Light Cruisers, fitted as the Endurance class. Owned by Nate himself.

*The painting competition hosted by Turbidious Tom.
Here he reflects on the year of 2021.*



The 2021 Painting League





Well here we are again, 2021 is nearly finished and its been another crazy year of lockdowns and restrictions.

But while the world has been crazy the Battlefleet Gothic community continues to produce amazing content and not only painting wise too. The 3d design and printing market has flourished with new designs from creators like Italian Moose, Vanguard Minis, Soul Forge Studios and, of course, Battlefleet Galaxy.

There has been a new influx of hobbyists on social media and there is even now a dedicated BFG discord. New rules and fan made supplements have been prepared, such as the Discordia Ruleset and new Horus Heresy Rules!

And I even had the a chance to interview the one and only Andy Chambers. What a year!

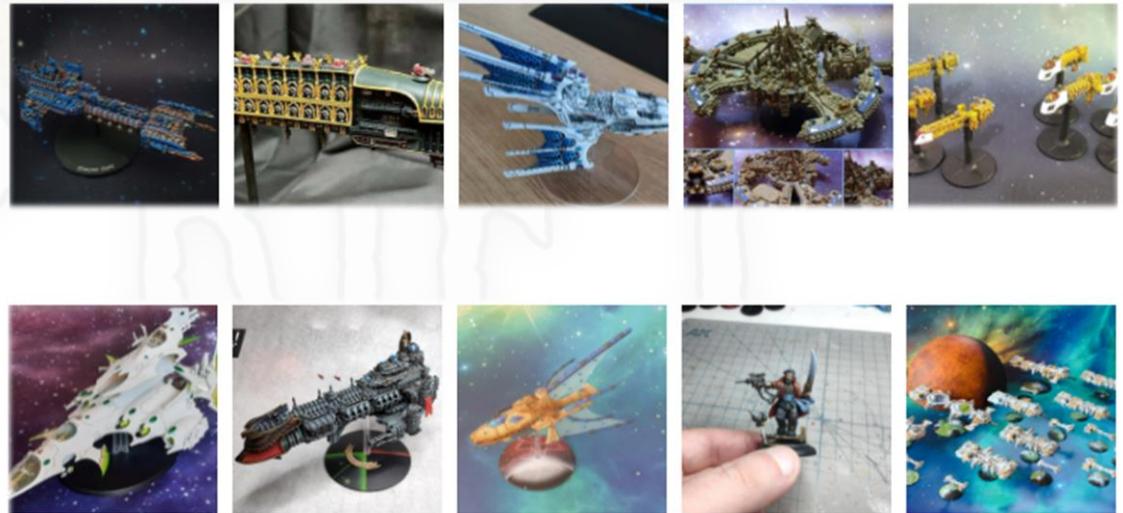
As ever the battlefleet gothic monthly painting competition has continued to flourish and its time to take stock of the fantastic year. Now onto these awards.....

This is the fourth year now I have been running the Battlefleet Gothic Painting Competition and it has been a pleasure. These awards are a little bit of a vanity project of mine but I think reflecting back over the year and celebrating the competition is great fun. So please forgive me the indulgence....but this year I do have a special guest to help with one of the categories....more on that in a bit.

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 voted)

Ten winners throughout the year were are in the running to be voted by the community to be the overall winner of 2021. The competition was fierce this year as you can see below:



Such an amazing group of winners but there could only be one as voted for by you the community....



A brilliant entry back in May to the conversion category and a standout winner. Admiral Williams produced this amazing space station to act as a linchpin for his very own sector fleet. You can see how he did in the guest articles tab on this website too. Funny enough that's the second year in a row a space station has taken out the communities favourite.

Techno Heresy Award - Conversion

This award goes out to the best conversion I have seen over the past year and there have been a lot! I just felt this unusual piece from Admiral Pritchard was a standout.



Neophyte Award

So this award goes out to a fresh new member of the community, someone who has only just joined the BFG community or returned or entered their first BFG competition. Arch Magos Dunning provided this beautiful entry and has now provided a few more entries and is active in the Instagram community. Its wonderful to see new admirals.



The Black Library Award - Xenos

This award goes out to my favourite xenos entry of the year. This award category is always stacked with amazing entries, it has been since the very first month I started running these. This is no different. But in the end I loved this Demiurg Stronghold Ship from Admiral Friedman. Love the blue and orange contrast and the subtle base too. Wonderful work.



Ollenus Pious Award - Imperial

Im a little biased but this is my favourite award category as the Imperial fleet was my first love for BFG. It will never die either. So this award goes out to my favourite Imperial entry for the year, another strong field as ever and while there were plenty of new ship designs being entered, I just loved this classic Emperor Class battleship Admiral Karolus entered. The blue and gold is just beautiful in my view.



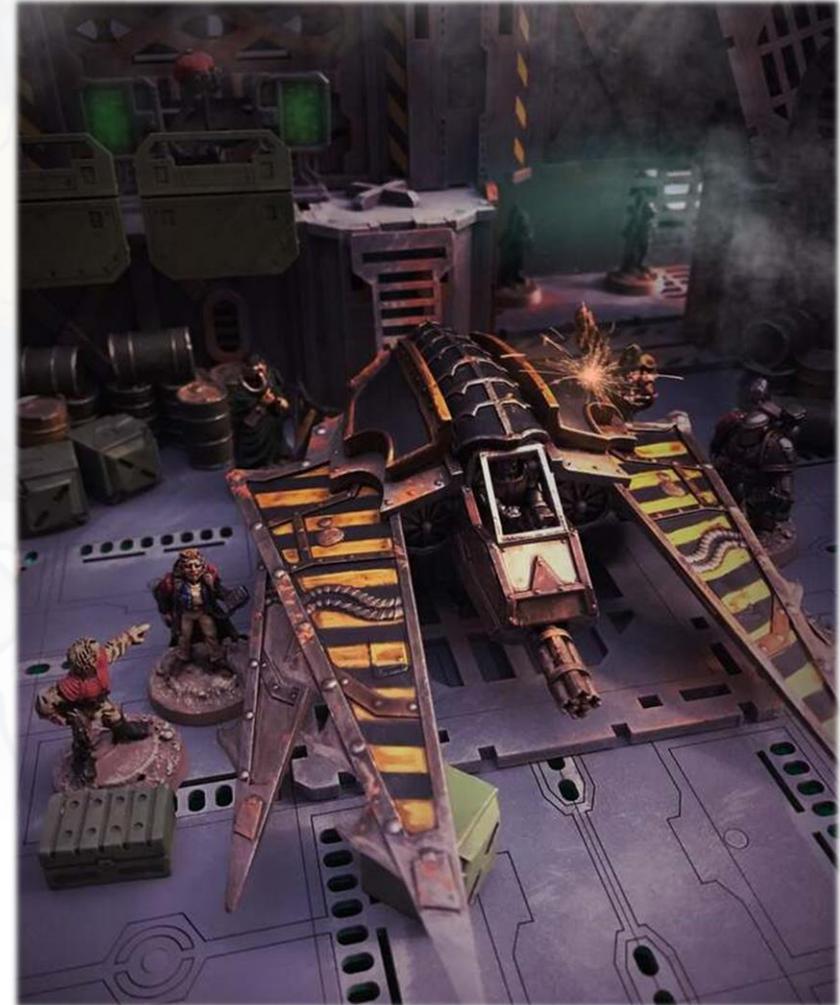
Despoiler Award - Chaos

What's the imperial fleet without the arch nemesis after all. As the name suggests this award goes out to my favourite chaos entry this year. I had to give this award to Warmaster John for his converted Thousand Sons battlebarge. That cauldron and green fire on the prow is so striking. Love it.



No One Expects the Inquisition Award

SO 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. I had to give this to Admiral Granbery for his hangar entry for the first ever captains and crew category. Admirals Granbery has produced a number of awesome scenes both aboard ships and on planet and they all look fantastic. Brilliant work.



The Crusader Award

The Space Marines are the poster boys of the universe after all and so it would be remiss of me not to have an award dedicated to the champions of humanity. I feel this year has been one of the best for the Astartes, I have seen so many great entries this year and I have suspicion its partly down to the love for the new battlefleet heresy rules and era. Out of all the marine entries though I couldn't go past this awesome converted battle barge for the Blood Angels chapter from Admiral Le Blanc.



The Furious Abyss Award

This award is in its second year, with the popularity of the heresy and 30k fleets last year saw me introduce an award for this era. I am really glad I did because I feel this aspect of the BFG community is still really growing. Its rare the White Scars get any kind of love and so I love that Admiral Valoris sent in this fantastic complete White Scars fleet.



The Lord Solar Admiral Award

So, this is a special award and a new award, one that I hope continues too. As I mentioned earlier, I recently had the opportunity to interview the creator of this wonderful game, Andy Chambers. Andy is a wonderful man that still holds this game close to his heart. I decided to reach out to Andy to see if he would like to be part of these awards and I am very pleased to say he said yes. So, this is Andy's award, given to his favourite entry from all the winners from this years competition. Ill pass it over to Andy for his words....

Lovely modelling and paint on the Eldar Battleship, so probably the best overall for me, although....I love the design work that has gone into the Invincible Reason. That is such a solid Imperial looking ship I'm blown away by it. Great detailing too, just needs a little bit more brushwork to really sing. Honourable mention to the Tau fleet as well, very clean. Great work by everyone really though, I loved the space station and the yellow freighters too (those were mine....I'm a little pleased ha).

So folks, our Lord Solar Admiral himself chose - Farseer Crows Wurm Class Battleship as his favourite this year.

Special Mentions from Andy:



Commodore of Turbidious Award

After Andy this might seem a little bit underwhelming as its from me, but it is the final award. I reserve this award for someone really supporting the BFG Community. A person who is doing so much for the BFG community to keep this wonderful game and setting alive. This was a tough one for me this year, from creators, to painters to designers, it's been a great year for BFG. But this year I give this award to...Italian Moose.

Italian Moose works tirelessly to design new 3d models to print to continue the game and does this for free. He also is a key writer in some of the new rules being produced and helped prepare the new starter pack (you can find it on this site). Congratulations Moose.



Thats your lot my fellow admirals, I really hope you enjoyed the article. Congratulations to all the award winners.

Thank you to each and everyone of you who enter each month and message me on FB and Instagram. Thank you very much to Andy Chambers for being involved in these little awards and still being apart of this community. Finally, thank you to Battlefleet Galaxy for sponsoring these competitions over the past year.

Ill be back in the new year 2022 and I hope you all have a happy holidays. I look forward to seeing your space ships next year.

A first draft on narrative rules for Battlefleet Gothic. Written by Discord member YetiFiasco

BFG: COMMANDER

BATTLEFLEET
GOTHIC



This background image is credited to the-first-Magelord (DeviantArt)

BFG:Commander

This guide provides a brief introduction and rules to running BattleFleet Gothic as a Roleplaying Wargame.

What is a Roleplaying Wargame?

Think of it like a regular wargame with a lot more narrative and storytelling and a Games Master (GM) to oversee proceedings. It's not a true RPG but also not a true wargame, it's somewhere in the middle.

Each player (except the GM) takes on the role of a Captain of a Capital Ship or squadron of Escorts, with each player having sole control over their ship(s) and its crew.

Rules and Differences

BFG:Commander follows the Official Rules for BFG except for the following changes:

There are 5 new attributes that belong to the Captain and the Ship(s), these are:

Ship-based

- * **Discipline:** This shows how disciplined your crew are and forms the basis of their Leadership Value
- * **Crew Rating:** This shows how (in)experienced the crew are, a crew will gradually increase in experience over time (if they don't die!)

Character-based

- * **Rank:** The characters rank and position in the chain of command
- * **Renown:** The characters fame and notoriety amongst their peers and superiors.
- * **Respect:** How well the captain (and their orders) are respected amongst their underlings, very hard to gain and very easy to lose

Leadership Value is calculated using the below formula:

$$LV = Discipline + Crew Rating + Respect$$

To take a Leadership test, roll **1D10** (+ any GM or other modifiers) and compare against the Leadership Value, rolling *equal to or under* is deemed a Success.

A failed Leadership test for special orders does not prevent other ships from attempting special orders.

Note: A roll of 1 will always succeed and a roll of 10 will always fail.

Designers' note: 1D10 has a linear probability curve compared to the standard 2D6, this means you're much more likely to see failures. Consider the level of failure before considering the actions that result, perhaps an inexperienced crew only managed to reload 4 torpedoes instead of the full salvo of 6.

Battle Rating is now done **per-ship instead of per-fleet**. The addition of combat troops, ground forces or other benefits can increase your Battle Rating while having an under-crewed ship, battle damage or other disadvantages can lower your Battle Rating.

Battle Rating will usually start out as the default for that fleet.

The GM is always right. The GM may alter, forgo, ignore or amend any rule they see fit at any point, including Official BFG rules. This is to allow narrative freedom and add an element of surprise for players.

Designers' note: The goal of BFG:C is to provide a narrative experience rather than a rules-accurate wargame. If you think that something is funny, clever, cunning or interesting, always prioritize it over sticking to the rules.

For any rolls that are required (such as if a player believes a suspicious order transmission was genuine or not), consider rolling 1D100, with the Difficulty Score set by the GM before the roll is taken.

The success of a roll can be determined by how much the Difficulty Score was beaten or lost by.

Discipline	Crew rating	Respect
Dreadful (4)	Novice (-2)	Detested (-2)
Poor (5)	Inexperienced (-1)	Loathed(-1)
Average (6)	Experienced (0)	Respected (0)
Superior (7)	Battle-Hardened (+1)	Admired (+1)
Unquestionable (8)	Veteran (+2)	Revered (+2)

A GM's Guide to BFG:C

An Introduction to the idea

BFG:C was designed to be incredibly rules-lite and easy to play, relying on the Official BFG rules to do most of the heavy lifting in terms of combat. This was done to give as much freedom to the GMs as possible as there is no way to possibly encompass every scenario or campaign in a 2-page ruleset.

GMing a game of BFG:C relies a lot more on storytelling than dice rolls, but you are always free to change this as you see fit.

Designing a Campaign

The storytelling potential of BattleFleet Gothic is vast, you can make your campaign as small or as grandiose as you like. There is ample source material contained in the BFG Rulebook and wider Warhammer 40K lore to furnish any style of campaign.

Perhaps your players are neophyte Captains assigned to a small scouting fleet, unaware of the true horrors that lurk in deep space. Alternatively they might be grizzled veterans and part of a much larger Battlefleet, (controlled by the GM, naturally) just about to plunge into the biggest battle that sector has ever seen!

Running a Campaign

Despite using the Official BFG Rules, you will probably find that the majority of the gameplay happens off the battlefield. Think about handouts, sector maps, scan results, astropathic broadcasts and NPC's like Fleet Admirals or Officers on deck.

Combat may be the meat of the matter, but you can't make a tasty burger without a pair of buns and a bit of lettuce.

Why do Captains have so few stats?

This was done mostly to keep the rules very simple, but also because the player is the one who ultimately determines the character and personality of the Captain.

To add a bit of flavour, you could create Bridge Officers for your players ships and note down their relationship with the Captain, perhaps they're not taken seriously or their orders are misinterpreted. A ship of over 20,000 people has a lot of room for internal politics, backstabbing and.... ahem.. 'career progression'.

What about Renown, Re-rolls and Refits?

This is up to you, you can either use the Campaign rules provided in the Official BFG Rulebook verbatim, modify them to your liking, or use something completely from scratch. Just remember that the goal is storytelling over wargaming.

How do I deal with destroyed ships?

Remember that not all Captains are brave enough to go down with their Ship, escape pods are only ever a door away (especially on the bridge!).

A drifting hulk or a destroyed escort may not actually be a total loss. Though heavily damaged and unable to continue combat, these hulks may still be salvageable. Perhaps a lucky shot ruptured the main power-artery from the reactor, or an escort's bridge was destroyed, leaving it hopelessly crippled but perfectly salvageable.

If you're unsure, roll a dice!

Final Words

The point of this game is to have fun, if any of the above rules or guidelines prevent you doing that then they should be promptly ignored.

+++ FLEET SHIP REGISTRY +++

----++ VESSEL ++----

Designation: _____

Class: _____

Battlefleet: _____

Discipline: _____

Crew Rating: _____

----++ COMMANDER ++----

Captain: _____

Rank: _____

Renown: _____

Respect: _____



HITS REMAINING					
12	10	8	6	4	2
11	9	7	5	3	1

++ SYSTEMS ++

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS	BR
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC

++ MODIFICATIONS ++



BATTLEFLEET GOTHIC STARTER KIT



The Starter kit for Battlefleet Gothic!

It starts with....

DoublebaseFanatic driving in his car and having *that* moment: 'what if we created a starter kit for Battlefleet Gothic?'

On the twelfth of November he put a message forward in Discord how I thought about the idea....

And on that same evening of the twelfth, we talked it through, decided what should be in it and asked Italianmoose if he was game to add a few of his Chaos and Imperial Navy STL to complete the set.

Three days later...

On the fourteenth of November the starter kit went online!

A short news streak through the Discords, Instagram, Specialist forum, Reddit and facebook and the community new and old as well knew what it was about.

And since that moment the feedback was really positive, and we have been really enjoying the fact that quite a lot new players could easily make use of this and get into the game.

Future?

We are working on a 'get-into-the-game-short-rulebook' together with Simon Saier, yes, the Simon of the brilliant remastered rulebook. It will be bigger than the reference sheet but smaller than the rulebook.

Battlefleet Gothic Starter Kit, what is actually in it?

To create the starter kit we looked at what the must haves for a starting player should be:

As the original we focused on Chaos versus the Imperial Navy. Nostalgia, rules and balance are the key factors here.

Rules: this contains the latest version of the remastered official rulebook. (original including updates) Many thanks (once again) to Simon for creating this book.

Fleet Lists: - two prewritten fleets lists for the Imperial Navy and Chaos. Plus, a sheet how you can field them against each other in three games increasing in size.

Assets: PDF's with various things you need for gameplay like the bearing compass, blastmarkers and more

3DModels: two folders with the STL files for the ships listed in the fleet lists. So you can print (or let someone print them) to play with. Both unsupported and supported are available.

Please note: those models are distributed under CC-BY-NC-SA, i.e. noncommercial use only.

Well, you started and now you want to expand your fleet!: in this article we highlight various webstores which sell miniatures to use as proxies for Battlefleet Gothic and several webstores/designers which sell STL files to print.

DoublebaseFanatic's words on the starter kit:

The idea for the starter kit started with the plan to have a BFG introduction game day for some of my friends. We wanted to play the same lists in 3 games with 8 people on 4 boards. So, I started to design 3 game scenarios that build on each other from game to game and gradually lead the player deeper into the rules. First a simple cruiser battle, then additionally with escorts and finally also with carrier ships and (oh heck yes) a Nova cannon. smile

Over time, I've provided more and more people in the community with the lists when they've asked for introductory games, and I've started to remember what my entry difficulties were when I first got into BFG.

Which rulebook do I use? Where do I get models? How do I tell from the model whether it is a Carnage or a Slaughter class cruiser? What is the visual difference between weapon batteries or lances?

The big bang of the idea of the starter kit was born. How about we provide the community with a starter box based on the introductory game lists that clarifies exactly these questions or prevents them from arising in the first place. I didn't hesitate for long and approached my friends from the community, whom I had the pleasure of getting to know over time, about the idea and they were all very enthusiastic and started to implement this project with me straight away. Together with Horizon, Italianmoose and the remastered rulebook from Hanskrampf we were now able to create a digital version of a BFG Starter Box, including the pre-made lists, all the necessary rules, pre-made STL files of the required ships and everything else you need to play. A great rounded box to take the new player by the hand and make the first experience with BFG as easy as possible.

The Starter Kit has been a huge hit, we have received loads of positive feedback and we are even working on a short version of the rules for the very first game, so you don't have to read pages and pages of rules before you start. Stay tuned!





Jeremiah Crowe

Tales from the Book of the Void



THE EMPEROR PROTECTS

The Diasporex Gambit



It was the daemon who revealed to him the location. It was the Adepta Sororitas which pleaded for reinforcements. It was Jeremiah Crowe who answered in the name of the Inquisition.

Receiving the messages from the Adepta Sororitas just as he had been gearing up for an expedition to the Discordia sector was yet another sign to Jeremiah Crowe that the resolution to his quest would soon be in his hands.

Through old parchments and books from ancient history he had found an oddity within the chronicles of the Imperium of Mankind: The Diasporex Nomads and their ancient vessels.

As the Diasporex were just like regular denizens of mankind Jeremiah Crowe did not care for them as a group nor did he share the viewpoint from the Ordos Xenos upon them; his interest was with their ships.

During the days of the heresy many Imperial ships succumbed to the powers of Chaos. While it often could be linked to the weak-minded officers and crews it had also been a problem of many Imperial Vessels during those days.

Due to flaws in their structural designs the Chaos powers could easily flow through the vessel and attack the crew from within their own minds. A worrying aspect that even crept into designs after the heresy.

But in the Imperial logs no ship from the Diasporex timeline had ever fallen to the vile powers of Chaos.

And as the Adeptus Mechanicus chased the Diasporex for their own gain, most likely tearing up the Diasporex vessels to find an ancient working STC, which would need a millennia of purging before they could ever use it.

Jeremiah Crowe merely wanted to possess such a vessel of the Diasporex. As he believed that such a vessel could protect him and his quest to fight the daemons of Chaos even in their own territories.

This small scenario supplement about Jeremiah Crowe is set during the happenings of the Book of the Void I: The Discordia Incident. This short story gives a small insight into the motivations of the Inquisitor.

- horizon

Scenario One - The hammer needs an anvil

After the conclave with the Adepta Sorotias and the representing Adeptus Mechanicus Jeremiah Crowe quickly realised that the only way to succeed in his quest he needed to draw the Diasporex into various engagements. As the might of the Imperium of Mankind was lacking he took on the mantle to find the lost fleet of Discordia. These old vessels could provide a huge asset to the firepower of their combined fleets. Various interrogations among the systems led him to the pursuit of the Rogue Trader Premar Lart...

Forces

Jeremiah Crowe's Damnation's Fear Inquisitorial Cruiser

Jeremiah Crowe is an Inquisitor Lord from the Ordo Hereticus. As such he has a leadership of 10 and an additional re-roll. He also benefits from the Ordo Hereticus rules in terms of boarding and hit & run attacks. The Damnation's Fear is an Inquisitorial Cruiser with the dorsal lance upgrade.

Rogue Trader Premar Lart

Premar Lart has a leadership of 9.
Rogue Trader Cruiser 'Sunstar' with advanced shielding
2x Armed Freighters
4x Cargo Transports

Battlezone

This battle may take place in any battlezone. Generate as per rulebook.

Set-up

The *Damnation's Fear* plotted its course so it will intercept the Premar Lart head-on. Use a 180cm x 120cm table. Both fleets are deployed on one of the short table edges.

The player who commands Premar Lart's fleet must write down in secret on which ship Premar Lart is hiding.

First Turn

Jeremiah Crowe has the first turn.

Special Rules

In order to find and capture Premar Lart Jeremiah Crowe must successfully board the correct enemy vessel. With a successful hit & run attack Premar Lart his location can be revealed but not captured. If the ship on which Premar Lart is hiding would explode due the hit & run attack place an ordnance marker in place. This represents Premar Lart's escape pod. It has a speed of 15cm and can dock again with a friendly ship. The escape can be intercepted by the *Damnation's Fear* by moving over it. Attack Craft from the *Damnation's Fear* can lock the escape pod into place.

Game Length

The game lasts until Premar Lart is captured, escapes or the *Damnation's Fear* is destroyed.

Victory Conditions

Jeremiah Crowe wins if he captures Premar Lart. Premar Lart wins if he escapes from the opposing table edge or manages to destroy the *Damnation's Fear*.

Scenario Two - Diversions

As the Adepta Sororitas with its vessels of Battlefleet Discordia engaged the main part of the Diasporex Nomads Jeremiah Crowe commandeered a secondary fleet to engage another Diasporex fleet which was heading out of Discordia. Winning the battle was not his priority, the main fleet would take care of Imperial Supremacy as he had foreseen. He needed to create a battlefield with as many explosions as he could, even sacrificing his command ship to fulfill his goal: capture an intact Diasporex vessel.

Forces

Jeremiah's Crowe Secret Operations Squadron

*Jeremiah Crowe is an Inquisitor Lord from the Ordo Hereticus. As such he has a leadership of 10 and an additional re-roll. He also benefits from the Ordo Hereticus rules in terms of boarding and hit & run attacks.
3x Inquisitorial Operations Vessel*

Diasporex target

1x Metis Class Light Combat Cruiser with leadership 8.

Battlezone

This battle may take place in any battlezone. Generate as per rulebook.

Set-up

This action is taking place in the midst of a large battle. Jeremiah Crowe has set his eyes on a Metis Class Light Combat Cruiser to be captured. Place the Metis Class Light Cruiser in the centre of the table. Jeremiah Crowe will enter from one of the long table edges on a perpendicular line with the Meris Light Combat Cruiser.

Use the following 'mighty explosion templates', each player gets one of each:

- 5 x 10 centimetres
- 10 x 10 centimetres
- 10 x 15 centimetres

At the beginning of the game each player places in alternating order, starting with the Jeremiah Crowe player, on the battlefield following the guideline:

- Mighty Explosions must have at least a distance of 5cm to other mighty explosions
- Mighty Explosions may not be closer to a spaceship than 10cm

First Turn

Jeremiah Crowe has the first turn.

Special Rules

After the end phase both players each remove 2 mighty explosion templates and place them in another location as desired. Following the same guidelines as during set-up.

A ship moving through a might explosion will roll a D6 and suffer the following form of attack:

- 1-2 : A strength 6 weapon battery attack (roll 6 attacks versus armour/shields).
- 3-4 : A strength 3 lance attack
- 5 : A strength 8 weapon battery attack (roll 8 attacks versus armour/shields).
- 6 : A strength 4 lance attack

Due to the heavy interference, 'mighty explosions' block the line of fire.

Game Length

The game lasts until Jeremiah Crowe has successfully boarded the Metis Class Light Combat Cruiser or either one of the vessels has been destroyed.

Victory Conditions

Jeremiah Crowe wins if he boards the Metis Class Light Combat Cruiser. If it is destroyed, he will salvage it, losing precious time: a draw. If he doesn't succeed: he loses!

Inquisitorial Operations Vessel.....50 pts



These small, sleek, and over-engineered vessels are the dirty little secret of the Inquisition. Regulated strictly to the occasional cruiser class vessel or their closely monitored Blackships, the

Inquisition is denied the most lethal armaments that Humanity has to offer. This is strictly a check-and-balance to prevent the Inquisition from gaining too much martial power in the Imperium and

potentially causing a second Age of Apostasy. The Inquisition, recognizing that they had lost most of their martial power, used their now famous means of exploiting the fine print and construct and fund their own 'Operations Vessels' for use in fleet actions.

The result was a small and flexible vessel that lacks the heavy armor of most imperial escorts, making up for it with a design that allows for significant firepower to remain hidden until needed, effectively hiding the ship as a normal commercial vessel. On top of that their interiors are regularly loaded with kill teams and assassin squads specifically trained in the hunting and extermination of the command staff of another vessel. Some even whisper that Inquisitors of the Ordo Xenos have teams experienced in disrupting the connection between tyranid vessels as well. The final design of the vessel, while fragile, has proven to be effective for the inquisition, and easily stripped of weapons when too many questions are asked about the surprisingly high cost of such a small vessel..

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30cm	90°	1	4+	2
Armament	Range/Speed	Firepower/Str	Fire Arc		
Dorsal Weapons Battery	30cm	2	Left/Front/Right		
Hidden Weapons System	*	*	*		

Rules by Robert C Passovoy (Zelnik), ship design by Malika (Vanguard Miniatures) an painted by Turbidious (Tom).

Hidden Weapons System: At the start of the game the owning player selects one of the following weapons: Strength 1, 30cm Lance, Front or Strength 2, 30cm Torpedoes, Front or Strength 2, 30cm Weapon Batteries Front. The owning player does not have to inform to his opponent on what weapon system he has selected. It will be revealed when it is used.

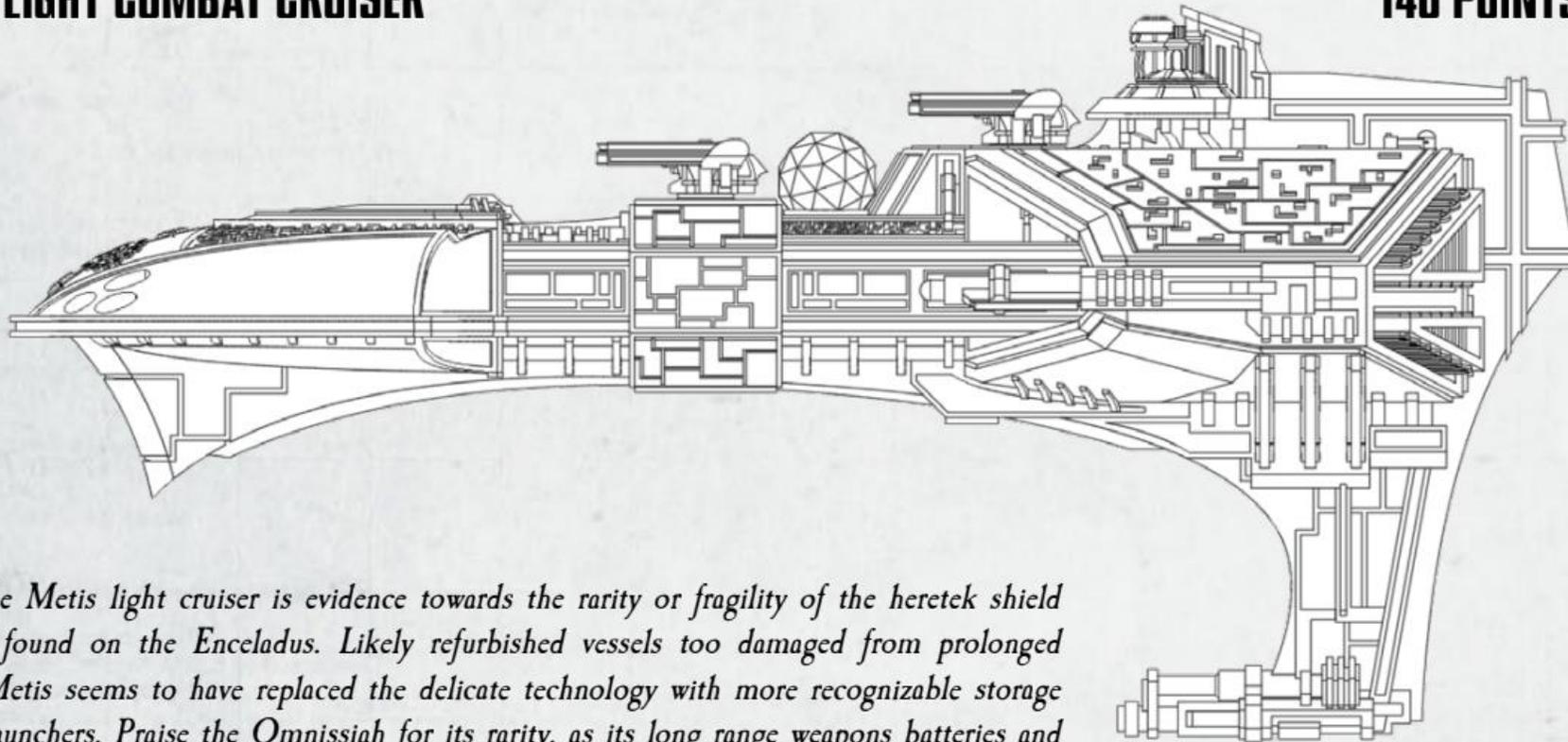
Kill team: If three or more of this vessel board a cruiser vessel or larger and win the boarding action, they may elect to forgo all damage caused by the boarding action and instead inflict a 'Bridge Smashed' critical hit upon the enemy vessel. If it is a Tyranid creature it will suffer a 'Synapse Severed' critical hit instead.

Experienced boarders: These vessels have experienced crew trained in boarding actions and gain a +1 in boarding actions. They may not take Space Marine crews.

Including these vessels: These vessels may be taken in any fleet that has an Inquisitorial Blackship or Inquisitorial cruiser present as reserves. One squadron per mentioned capital ship may be taken. Ofcourse in dedicated scenarios these vessels may operate alone.

METIS CLASS LIGHT COMBAT CRUISER

140 POINTS



The existence of the Metis light cruiser is evidence towards the rarity or fragility of the heretek shield siphon technology found on the Enceladus. Likely refurbished vessels too damaged from prolonged engagements, the Metis seems to have replaced the delicate technology with more recognizable storage bays and torpedo launchers. Praise the Omnissiah for its rarity, as its long range weapons batteries and heavy torpedo load out make it an effective escort cruiser for larger vessels and a potent flanker outside formation.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	2	5+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Prow Weapons Battery	45 cm	6	Left/Front/Right		
Prow Torpedoes	Speed: 30 cm	6	Front		



Jeremiah Crowe was mostly pleased. As the destruction of the Damnation's Fear nor the loss of the battle did not matter to him. He got what he wanted: A Diasporex Vessel under his command.

To be continued



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE

