



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE



All About the Bass... I mean Basics.

And we are back! Warp Rift 35 is upon you! Thanks for all your positive response on Warp Rift 34, the reboot of this magazine. This sort of community response is really motivating to keep going with this. Thanks!

For this edition several community members contributed great things. From the atmospheric images from LPGranbery to the digital art from Mechmaster.co.uk; from a total beginner, Nino, to experienced modellers like Bleachhawk and Doublebasefanatic. Francis is back with even more great Rogue Trader things and Jason Weimar graced these pages with one of his fantastic ships.

Hope you all enjoy this edition just as much as I did!

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!

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

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

Cover and Ending page by LPGranbery

WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE



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 Novan Mercantile fleet!** *Expect more in Book of the Void 2.*
- ❖ **Rogue Trader.** *Francis his take on the Rogue Traders of Battlefleet Gothic*
- ❖ **A Tale from the Old Man.** *Nate Montes delves into his brain and tells us stories from the past development and behind the scenes.*
- ❖ **A first miniature spaceship.** *Nino's schoolproject about that very first miniature.*
- ❖ **Basing time.** *DoublebaseFanatic gives a fantastic tutorial on how he creates his great bases.*
- ❖ **The Gallery of Craftworld Lodálach-Mús.** *The ancient elfdar from Italianmoose: sketches and painted miniatures.*
- ❖ **Invincible.** *Bleachhawk teaches us how he build his Invincible Class Fast Battleship!*
- ❖ **Jokaero!** *Yes, the techno apes take it to the universe.*

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](#)). Or mail at horizonmcr@vivaldi.net

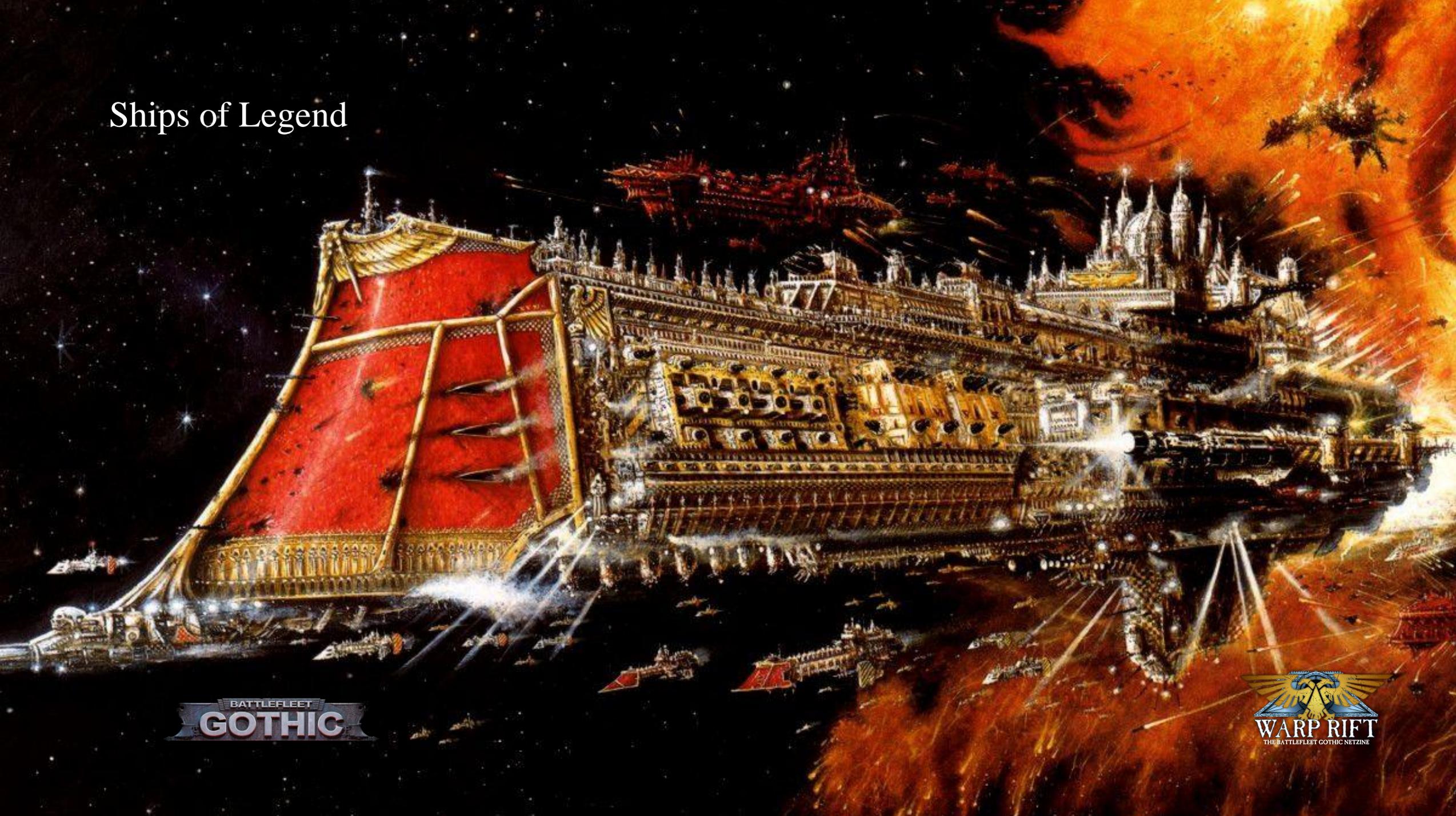
BFG Discord: <https://discord.gg/TScZjbwefG>

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Ships of Legend



**BATTLEFLEET
GOTHIC**



HMS AMBERFALL THOR BATTLECRUISER CLASS.....235 pts



The *HMS Amberfall* is part of the Eastern Fringe Patrol of the Providia Sector.

When Admiral Lutheri of the Providia Sector was in dire need of additional vessels for his various patrol routines on the Eastern Fringe the shipyard of Kar Duniash was quick to reply. The Magii had just recovered a wreckage of an Overlord Class Battlecruiser around the ship graveyards around Port Maw.

During the extensive repairs the half-smashed bridge was completely reconstructed into a unique design to give the ship additional sensor spires for fleet control. At the same time the broadsides from the Mercury Class got installed which in conjunction with the additional sensory saw an increase of the overall weapon range.

Furthermore, the heavily damaged prow was reconstructed to fit a new probe launching system.

These unique features on the newly branded Thor Class provided a vital addition to the patrol fleets of Admiral Lutheri. The *Amberfall* proved to be pivotal in eliminating various pirate warbands harassing the various systems.



Type/Hits	Speed	Turns	Shields	Armour	Turrets
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Cruiser/8	20cm	45°	2	6+/5+	2
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Armament	Range/Speed	Firepower/Str	Fire Arc
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Port Weapons Battery	60cm	10	Left
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Starboard Weapon Battery	60cm	10	Right
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Dorsal Lance Batteries	60cm	2	Left/Front/Right
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Prow Torpedoes	30cm	4	Front
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Notes: once per turn the Amberfall can launch an investigation probe. This probe is placed at a maximum range of 45cm around the ship. Any friendly vessel within 45cm of the probe gains +1 Leadership. The bonus is not cumulative



Modular Rogue Traders



This background image is credited to LPGranbery

ROGUE TRADER CRUISER.....170 pts + options.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	20cm	45°	2	6+/5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	45cm	6	Left
Starboard Weapon Battery	45cm	6	Right
Prow Torpedoes	30cm	4	Front

In addition, a Rogue Trader Cruiser must be equipped with one of the following Port/Starboard armaments or a cargo-hold for the point costs shown below.

Port Weapons Battery	30cm	4	Left
Starboard Weapon Battery	30cm	4	Right

Or

Port Launch Bays	Interceptors:30cm Assault boats:30cm	2	-
Starboard Launch Bays	Interceptors:30cm Assault boats:30cm	2	-

A Rogue Trader Cruiser must be equipped with one of the following Port and Starboard armaments:

Weapons batteries: 15 pts.

Launch bays: 50 pts.

Cargo hold: 5 pts.

Only one Rogue Trader Cruiser or Grand Cruiser per 1000 points, or part thereof, in your fleet may be equipped with launch bays.

If equipped with a cargo hold the ship is worth 2 assault points (1 if crippled) in planetary assault scenarios when within 30cm of the planet edge and have the value of 1 regular transport in scenarios that require transports.

The Cruiser may exchange Prow Torpedoes for a firepower 4 range 45cm Left/Front/Right Weapons Battery for free.

Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful adventures. Although typically based around the hulls of the more common Imperial cruiser classes, Rogue Trader vessels are subject to constant refit and adornment, much of it alien in origin, creating truly unique vessels.

The business of a Rogue Trader can take him all over the galaxy and, while his vessel's class or hull pattern may be common in its sector of origin, it may be virtually unknown in those which he travels, meaning a relatively standard cruiser may stand well apart in appearance from its Imperial Navy counterparts.

This matters not to a Rogue Trader, as drawing such flamboyant attention to oneself is something most Rogue Traders hardly seek to avoid.



Note: At least half the Rogue Trader cruisers in an Exploration fleet must be of the profile listed above, but Rogue Trader cruisers in an Exploration fleet may also be of the following Imperial or Chaos ship classes: Lunar, Tyrant, Carnage or Murder (even if used as a loyalist ship), for their normal point cost, +15 points if the ship is equipped with lances or 60cm weapons due to the additional expense maintaining such weapons, as reflected in the fleet list. Chaos vessels must be painted as such if used as loyalist ships, and no special variants in the notes of these ship's profiles can be used. For example, the Tyrant can't take boosted batteries or a Nova Cannon, etc.

ROGUE TRADER GRAND CRUISER.....180 pts + options.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/10	20cm	45°	3	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	45cm	8	Left
Starboard Weapon Battery	45cm	8	Right

In addition, a Rogue Trader Grand Cruiser must be equipped with one of the following Port/Starboard armaments or a cargo-hold for the point costs shown below.

Port Weapons Battery	45cm	6	Left
Starboard Weapon Battery	45cm	6	Right

Or

Port Lance Battery	45cm	2	Right
Starboard Lance Battery	45cm	2	Left

Or

Port Launch Bays	Interceptors:30cm Assault boats:30cm	2	-
Starboard Launch Bays	Interceptors:30cm Assault boats:30cm	2	-

A Rogue Trader Grand Cruiser must be equipped with one of the following Port and Starboard armaments:

Weapons batteries35 pts.

Lance batteries50 pts.

Launch bays50 pts.

Cargo hold: 5 pts.

Only one Rogue Trader Cruiser or Grand Cruiser per 1000 points, or part thereof, in your fleet may be equipped with launch bays.

If equipped with a cargo hold the ship is worth 2 assault points (1 if crippled) in planetary assault scenarios when within 30cm of the planet edge and have the value of 1 regular transport in scenarios that require transports.

For most Rogue Traders, cruisers will be the largest class of ship that they can aspire to. However, occasionally a dynasty has the funds, the patrons, or just the plain luck to acquire a Grand Cruiser. Some decrepit vessels are bought at great expense from the Navy reserve fleets, others are granted to the dynasty for exceptional service rendered, and some are wrested with great danger from Space Hulks or the Traitor-fleets of Chaos.

These vessels are invariably the flagship of the owning Rogue Trader and represent a vast source of prestige for the dynasty, not to mention a formidable expense. It is therefore almost inevitable that the owning Rogue Trader modify the ship to suit his or her needs, and few Rogue Trader Grand Cruisers bear much resemblance to the ships they once were.



Note: One Rogue Trader Grand Cruiser may be included in an Exploration Fleet for every three Rogue Trader cruisers in the fleet. A Veteran Rogue Trader must always be assigned to the Rogue Trader Grand Cruiser if it is included in the fleet unless you are playing a campaign, in which case the fleet commander must be placed on a Rogue Trader Grand Cruiser if one is selected for the battle.

Special Rules:

Unlike Navy Grand Cruisers, a Rogue Trader Grand Cruiser is often furnished with shuttle-hangars and a large cargo hold in the otherwise empty prow of the Ship. A Rogue Trader Grand Cruiser is worth 2 assault points (1 if crippled) in planetary assault scenarios when within 30cm of the planet edge and have the value of 1 regular transport in scenarios that require transports. This is in addition to the cargo hold option above.

The cargo hold in the prow may be replaced by a Strength 6 torpedo salvo for 25 points, OR a firepower 5 45cm Left/Front/Right Weapons Battery for 15 points

Gunboat Carriers and Gunboats

For every warp capable vessel in the Imperium there are dozens if not hundreds of interplanetary craft keeping goods flowing, transporting people, and supporting the massive war efforts of the Emperor's fleets and armies. These vessels generally lack the complicated and bulky warp engines that make interstellar travel possible, and as a consequence they are far easier to build and maintain.

Scarce wonder then that enterprising Rogue Traders should seek a way to make good use of these kind of vessels, despite their lack of efficient warp travel. The most popular solution for transporting these vessels over interstellar distances to date has been to take heavy transports or capital ships with large transport capacities and reconfigure them to carry their small escort ships with them through the warp. While the cost of losing the converted ship's transport capacity is considerable, the method has proven relatively effective at providing cost effective escorts and has given many a would-be pirate a nasty shock.

Rules

A Heavy Transport in a Rogue Trader Exploration Fleet list, or a Rogue Trader Grand Cruiser or Rogue Trader Cruiser with a transport value, can be upgraded to a Gunboat Carrier for free.

If so upgraded, the ship exchanges its transport and assault values for the ability to carry up to two Dagger class Gunboats per transport value. I.G., a Heavy Transport with a transport value of 2 can carry up to 4 gunboats. The upgrade is free, but the gunboats cost 15 points per model to take.

The Gunboats are carried by the Gunboat Carrier at the start of the battle and can be deployed at the end of any of the controlling Player's movement phases.

When released, all the gunboats from the same Gunboat Carrier will form a single escort squadron that can be placed up to 15 cm away from their carrier; the squadron may not move any further than this on the turn they are released.

Unless you are playing a campaign, you must roll on the standard leadership table to determine the Squadron's leadership immediately when it is placed on the table.

At the end of the battle, if the Gunboat Carriers' capacity for carrying gunboats left on the battlefield are less than the number of gunboats left, then the excess gunboats are considered lost for victory points purposes.

NOTE: some cunning Rogue Traders often try to camouflage their Gunboat Carriers as normal ships of their class, hence you do not need to declare to your opponent before the battle that one or more of your ships are upgraded to Gunboat Carriers, however, this must be clearly marked in your fleet roster.

DAGGER CLASS GUNBOAT.....15 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	25cm	90°	1	4+	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Weapons Battery	30cm	2	Front



This image is credited to Christian Schwager <https://www.instagram.com/theartofschwager/>

Archeotech

In addition to rolling on the Xenotech Systems table, each Rogue Trader cruiser (including light cruisers and grand cruisers) may roll randomly against the Archeotech Systems table for 5 points (Note: If you roll Plasma Accelerated Torpedo Tubes for a ship without torpedoes, roll again until you get a different result). For an additional 5 points per ship the player can select the preferred Archeotech instead.

ARCHEOTECH SYSTEMS

1. Automated Cargo-hold.

The ship is worth 2 assault points (1 if crippled) in planetary assault scenarios when within 30cm of the planet edge and have the value of 1 regular transport in scenarios that require transports (this can be combined with the cargo prow of a Rogue Trader Grand Cruiser and the cargo hold option for the Rogue Trader Cruiser and Rogue Trader Grand Cruiser).

2. Graviton Flare.

Once per battle, at the start of the Rogue Trader player's turn, the ship may trigger the Graviton Flare. This reduces the leadership of enemy ships within 30 cm by 1 until the start of the Rogue Trader player's following turn.

3. Plasma Accelerated Torpedo Tubes.

The ship's torpedoes gains +10cm to their movement on the turn they are launched. In following turns, they move at their normal speed.

4. Ancient Life Sustainer.

The ship gains a single reroll to a failed Command Check or Leadership Test per battle.

5. Tenebro Maze

Hit and Run attacks against the ship suffers -1 to the dice roll.

6. Storm Trooper contingent

Hit and Run attacks launched from this ship gains +1 to the dice roll.

Designer Notes

This fan-expansion started out as a simple attempt at creating a customizable grand cruiser for the Rogue Traders lists but quickly expanded to include modularity for the standard cruiser, a whole new set of rules for gunboat carriers (or escort motherships if you like) as well as introducing a second table for customizing your ships that supplements the Xenotech table.

As a fan of the old Rogue Trader RPG (ed: from Fantasy Flight Games), I wanted to give players (not to mention myself) the opportunity to customize their cruisers much more than was possible in the original 2010 list. After all, the Rogue Traders are the true individualists of the 40K universe.

That said, customizable Rogue Trader ships are not a new thing in BFG, but the existing fan lists that I found deviated too much from the original list for my taste. This then is an attempt at giving you that RPG feeling while still staying true to the original Rogue Trader ships and lists released in 2010.

A (a very) moderate amount of playtesting, as well as invaluable comments and suggestions from the members of the wonderful BFG-discord, makes me believe that the following rules are not just fun but also relatively well balanced. However, any comments and suggestions from those of you who do try these rules out on the tabletop is very welcome.

As a final note I would suggest that you also incorporate a minor change to the Exploration List if you do use these new ship rules. Namely, that you remove the requirement for a squadron of transports, and instead include the following rule: "You must include the equivalent transport capacity to 1 normal transport for every 500 points, or part thereof, in your list".

I hope you all like these rules and give them a try. They have certainly made playing with my Rogue Trader fleet more fun.

- Francis

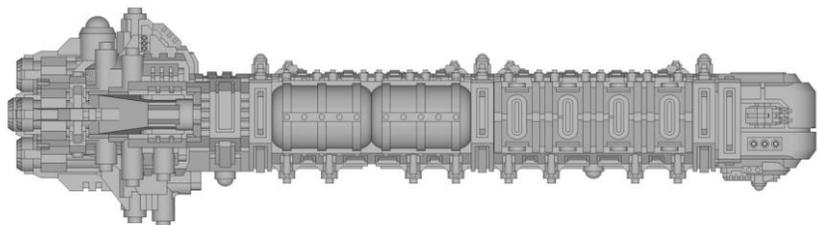
Merchantmen

Preview: Book of the Void 2

BATTLEFLEET
GOTHIC


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NOVAN-PATTERN BULK LOGISTICS TRANSPORT125 pts



The largest of transport vessels engineered and produced by the Novan Shipyards was roughly based on Imperial Cruiser-scale hulls. This variant of the Novan-pattern heavy transport was a straightforward vessel that eliminated many of a cruiser's heavier structural elements, crew berths, and power generating equipment in exchange for more cargo space.

The design was straight-forward to produce, easy to duplicate, and as sturdy as local materials would allow. The efficiency of the Novan shipyards created a line of ships using these guidelines, resulting in a template which could be produced in various sizes. The entire line of ships proved popular with mining corporations, noble trade houses, Rogue Trader dynasties, and anyone who had need for a sturdy transport that could venture beyond the well-protected inner warp routes of nearby sectors.

This largest variant could defend itself for a prolonged time against many sorts of raiding vessels.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	15cm	45°	2	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	15cm	6	Left
Starboard Weapon Battery	15cm	6	Right

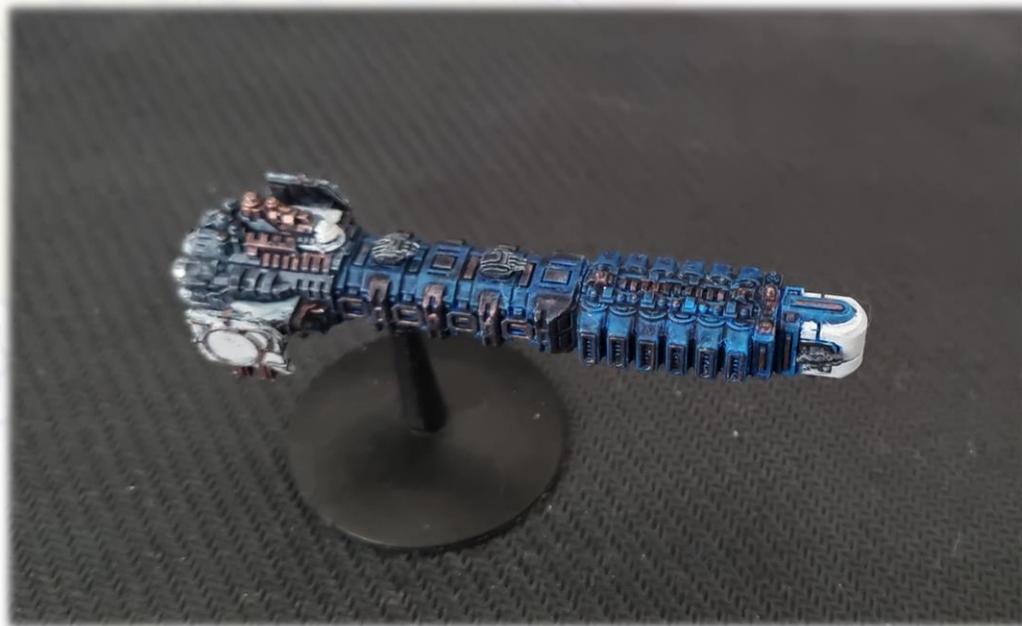
Choose one prow weapon option from below:

Torpedoes	30cm	4	Front
Lances	30cm	2	Front
Weapon Batteries	30cm	6	Left/Front/Right

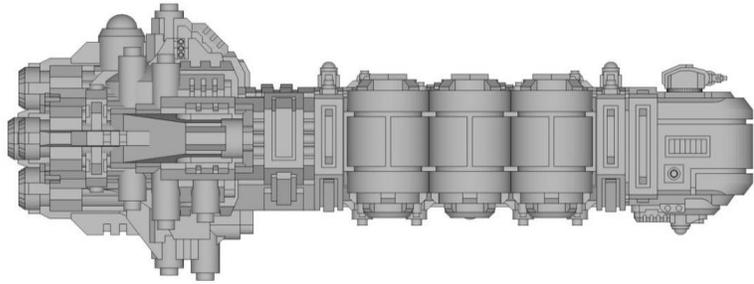
Fleet Logistic Carrier upgrade: For +30 points the Logistics Transport may change its port and starboard weapon batteries to strength 4@30cm and add on both sides a strength 2 Launch Bay with fighters (function as Imperial Navy fighters @30cm speed).

Docking Clamps: The large Novan Heavy Transport has enough docking clamps to carry four Raider Brigs through the warp.

The Bulk Logistics Transport counts as having a transport value of 6.



NOVAN-PATTERN HEAVY TRANSPORT.....90 pts



The Novan Shipyard’s well regarded production lines delivered a standard variation of the Transport hull that shared many similarities with the largest hull variants. The Heavy Transport proved easy to produce, crew, and maintain thanks to its smaller size and more reasonable engine systems; though it lacked the carrying capacity of its larger sister.

This ship class received a surge in popularity in the Discordia Sector in 108.M42 after a pair of these vessels managed to to cripple a Rak’gol Mangler cruiser and fend off a supporting Rak’gol Marauder Escort. The former Imperial Navy Captain in command of the lead Heavy Transport credited the kills to the Emperor’s grace, and the solid guns of his vessel built in the Novan Shipyards.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15cm	45°	1	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	15cm	4	Left
Starboard Weapon Battery	15cm	4	Right

Choose one prow weapon option from below:

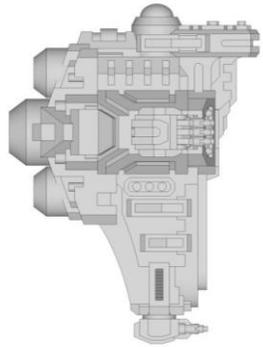
Torpedoes	30cm	2	Front
Lances	30cm	1	Front
Weapon Batteries	30cm	3	Left/Front/Right

Docking Clamps: The large Novan Heavy Transport has enough docking clamps to carry two Raider Brigs through the warp.

The Large Novan Heavy Transport counts as having a transport value of 4.



NOVAN RAIDER PATTERN BRIG.....35 pts



The Raider Pattern Brig was a rare STC within the Imperium due to its strategically awkward role. The Helian Mechanicus acquired the STC in M36 after repeated requests from Helian nobility and extended trade negotiations with the Segmentum Obscurus Mechanicum. Within the Helian Sector several Noble Houses, most noteworthy the House of Aquilea, had put forward the demand for competent and nimble gunships which could be stationed around a space station or in defensive patterns around their planetary assets in low and high orbit while at the same time be able to re-deploy in other systems. The Novan Shipyards brought forward a solution in the form of the Raider Pattern Brig. How it came to its name is somewhat obscured but various of the Noble Houses were immediately charmed by the small vessel.

Because of its success and usefulness, it was no surprise the Raider Pattern Brig has also spread to become a known sight around Novan Transport flotillas in the Discordia Sector.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	25cm	90°	1	5+	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Weapons Battery	15cm	3	Left/Front/Right
Torpedo-Missiles	30cm	2	Front

The Raider Brig is not capable of making its own warp jumps. By docking at the larger cruiser mercantile vessels of the Novan Sector they are able to be towed through the warp.

When defending in a planetary assault or similar there is no restriction in fielding the Raider Brig.

Torpedo-Missiles: *These function exactly as standard torpedoes with the exception that the torpedo missiles are removed at the end of the ordnance phase they are launched.*



Miniature by Vanguard Miniatures, designed by Malika; painted by Bleachhawk. Rules by horizon

A schoolproject by: Nino

A first miniature spaceship

BATTLEFLEET
GOTHIC

This background image is by Mechmaster.co.uk



Introduction

For my art classes I got an assignment to write about a subject you liked, with guidance from someone who was skilled in the subject you chose.

Since my dad had this crazy hobby with little spaceships, I tried to use this, and the teacher allowed the project!

The start of it

To find a spaceship miniature I liked I searched for designs I would like to paint. While searching I came across the webstore of Vanguard Miniatures.



My eyes got caught by the *Helion Escort frigates* and the *Novan Fast Cruiser*.

These models are made of the material called 'resin'.

Unboxing

In the image to the right you can see the parts as I took of the package:



This the miniatures come in parts of which some have remnants of the 'mold-entries' of the resin. With a sharp knife you can remove this bits before the model will be glued together.

Washing

Before glue and paint is really important to give the parts a wash in lukewarm soapy water.

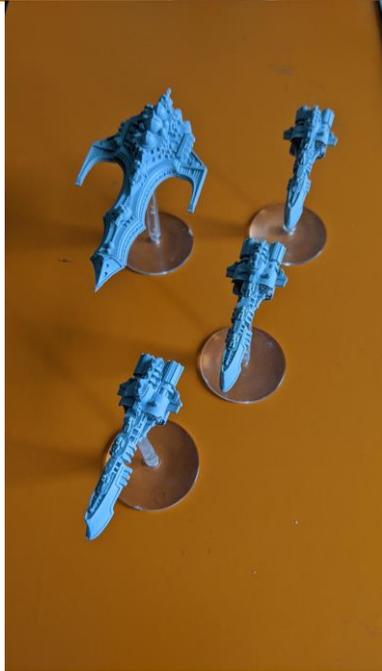
This is needed to remove the 'oily' grease covering the resin. A needed thing for manufacturing but needs to be removed as otherwise the paint won't stick.



Glue

When the parts are washed and dried it is time to put them together using superglue.

A quite precise work to do with all the small parts.



If the miniatures are glued it is time to apply a basecoat to the them. This is also needed for the paint to stick to the model.



Reflection on the first steps

At the time of buying the number of available miniatures was relative few (*Warp Rift editor: well, we know have a huge variety available!*).

The prize for the miniatures was fair. And the cruiser was much as I expected but the Frigates were quite a bit larger. I was also surprised by the number of details on the miniatures.

In this preparation phase I learned a lot about resin and what to watch: don't sand in closed rooms for example. And I didn't expect to actually wash the miniatures with soap, funny.

Glue-ing them together was really tiny business. Especially with the small dorsal little turrets I needed a little bit of help.

The Next Stage

After all above steps of preparation it was time for the next stage: painting the miniatures.

There I had three main questions:

- 1) How do I start?
- 2) Which colours do I chose?
- 3) Techniques?

The Beginning

Ofcourse I needed brushes and paint!

To paint miniatures there a many brands of paint available and just as many brands of brushes. The latter could go from really cheap to really expensive!

After a quick check with my guide I went to the website of the Dutch company Scenery Workshop.



The Colours

Thus as I ordered I needed to decide which colours I wanted. This proved more difficult as expected. I didn't want everything in one colour but it didn't have to be a wild variety either. And they needed to match as well.

Looking at various painted miniatures I got inspired of what good combinations would be. My focus would be the prows and bridges and use the eye-catching colours for those and have the rest in more neutral colours.

And lastly for the bases I watched some images on the internet with stars and nebulas. Which I tried to recreate with real watered down paint (and in the end I might say they really looked good!).



Technique

As I painted the first ship I made a bad choice by starting with the raised parts and afterwards the lower parts... Paint kept going on the raised parts which thus needed repaints... again and again. Lesson learned.

With the second ship I avoided this mistake. One thing I did start of with right away was that it is better to paint several thin layers opposed to one thick layer.

And although I was used to painting on a canvas these had always been flat papers. Holding a miniature and painting it with a brush is quite a different feeling.

The lesson was that support under your hand which held the miniature was necessary as otherwise your hand would start shaking.

After the colours I used watered down black to create shadows.

I also learned to be careful... tipping over paint and getting silver on my clothes is never a good idea. (editorial note: it happens to all and it will happen again ;)).

The Result

In the end I was reasonably satisfied with how they looked. Certainly a lot better than the ones I did as a small kid. Haha.

I think they have a nice vibe and the colours go nicely together. Check the images.



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

Tales from
the Old Man



Space Fleet Ships in BFG

For those that don't know it, BFG wasn't the first time GW tried to create a space-based fleet action version of WH40k. In 1991, GW created the game Space Fleet (AKA Spacefleet) that began as a box set that included four injection-molded plastic models, two Imperial Gothic-class battleships and two Eldar Wraithships that were roughly akin to heavy cruisers. Just like the game BFG that came roughly a decade later, the only plastic models were the ones that came with the game box. All the subsequent miniatures were pewter and produced by GW subsidiary (at the time) Citadel. Additional Gothics and Wraithships were available as blister packs, but even these were pewter. The scale for these were about half the current BFG scale, with the Gothic battleship roughly the size of a Dauntless CL in BFG, and cruisers in Spacefleet were about the size of escorts in BFG.

As it does for BFG, game lore for Spacefleet was based on existing game lore for WH40k. However, at the time there wasn't a lot of developed lore in WH40k outside of the Horus Heresy, some of the founding Space Marine chapters, and long-running campaigns documented in the codices in print at the time. For example, back in 1991, lore stated Orks only got around in Space Hulks, Tyranid hiveships looked like giant nautilus shells, and Chaos spaceships were basically Imperial spaceships with different paint jobs. Before then, the background lore was even more sparse and wasn't very specific on how the Imperial Guard and Space Marine chapters even arrived at planets. One example for how they got around was the Cetacea, a whimsical-looking thing in White Dwarf that operated similarly to how the Spacing Guild in Dune moves fleets around.

The creation of Spacefleet drove GW to codify ship classes and types as they applied to WH40k, but even then not much new lore was added to the game. For example, the box set came with little more than a thin pamphlet that explained little more than the game rules, and new models were introduced with sparse White Dwarf articles that added little more than data cards and profiles for how the new models behaved in the existing game, with a bit of lore defining the difference between ships from Cypra Mundi and Mars forgeworlds. Another handicap of sorts was that none of the models were modular, so every blister pack was for that one ship type that couldn't be used as anything else.

The game expanded to introduce cruisers, such as the Firestorm cruiser (shaped like a sword, it's the same size as and direct ancestor to BFG's Sword and Firestorm frigates), the Cobra escort (tiny!) and other, more specialized models that each came with unusual rule mechanics that added particular buffs to a given fleet. All these ships were available to both Imperial and Chaos players, though some were more suited to Chaos and others to Imperials. Orks didn't get any models or rules at all, though the assumption was they could get ships using the same rules and just call them looted. Eldar only received one other model called a Shadowhunter, which basically was the light cruiser counterpart to the Wraithship heavy cruiser. A lot of the rules regarding BFG Eldar ships' incredible maneuverability, movement related to sun angles and a stealth capability first originated in Spacefleet. In fact, almost all the Imperial and Space Marine models in BFG had precursors in Spacefleet. Even the Nova Cannon was directly descended from Spacefleet's Inferno Cannon, a weapon unique to a model called the Dominator Battleship. When BFG was still being playtested, Spacefleet models were still widely available and were actually used as stand-ins to playtest the rules and develop the game while the BFG models were still in development.

Tyranids were the only new fleet expansion actually added to the game, and they in relatively short order received a lot of new models and ship types, ironically much more than the Tyranids in BFG ever received! The hiveship in Spacefleet looked a lot like a calamari squid, and nothing like the nautilus shell that players were expecting. It was the only multi-piece (2 parts) model Spacefleet Tyranids received, and it was roughly 15% smaller than a Dauntless CL in BFG. They received a bunch of individual Spacefleet cruiser-sized models that provided particular buffs. These ships would make for excellent escort-sized Kraken today, but Tyranids and their fleet didn't have that kind of differentiation back then.

There was some interest into how the Tyranid fleet received such an expansive range in Spacefleet so quickly, since even back then the game was only a niche product for GW. As it turns out, even Spacefleet wasn't GW's first spaceship combat game. In 1983 before Games Workshop was a big deal and WH40K was brand new and very little like the game we know today, Citadel created models for a game called "1/4800th Star Cruisers" with models about half - scale to those of the later Spacefleet. Most of the models that became Tyranid ships in Spacefleet came from the "League" and "Aquagalactican" fleets of this earlier game.

It would take an entirely different Sacred Lore article just to peel back how the various Spacefleet models could be ported over to BFG. Some of these actually made it into the rules. A Spacefleet Tyrant battleship inspired the Imperial Siluria CL, Spacefleet Emperor battleships make for great Imperial Endeavor models (minus the cool wings!), and the Tyranid Kraken were inspired by the various Spacefleet Tyranid ships. Because I have all these models, years ago I created rules for them for our BFG games. Someday I'll get these all pushed into a BOTV issue. Until then, game on and enjoy!



Spacefleet Eldar Wraithship, horizon

DoublebaseFanatic: Basing Time



BATTLEFLEET
GOTHIC



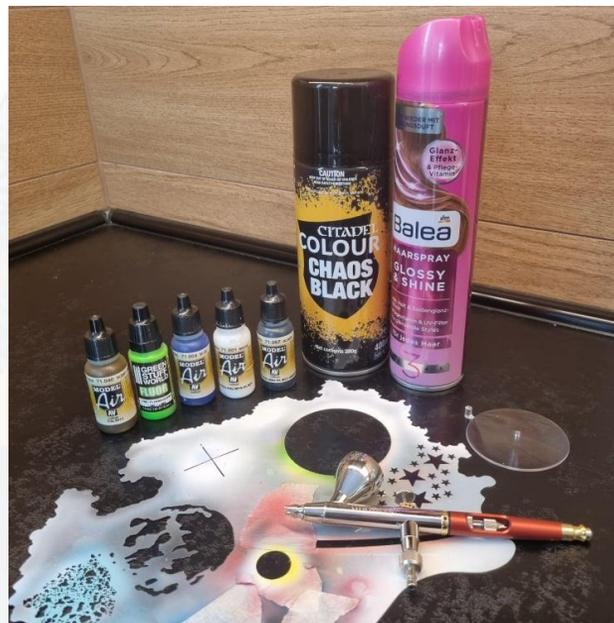
This background image is by Mechmaster.co.uk

*Hi guys, some of you might know me, but many probably don't. My name is DoublebaseFanatic and I've been a BFG enthusiast for a little over 2 years. I've built up a total of 13 fleets over that short time but the thing that sticks in people's minds and that I get asked about a lot is not the ships but their bases. I have developed a great passion for giving the bases of the ships extra love and how I do that is what I wanted to share with you now. I am very pleased to have the opportunity to do this in this issue of Warprift and it just so happens that I need a base for my new Rak'gol space station. *smile**

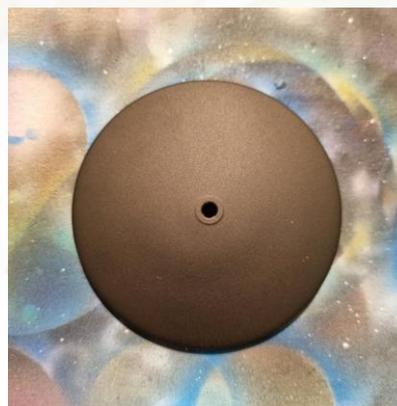
What do you need for this tutorial? The most important... I use an airbrush for my work. Of course, you can also use brushes to give your base that special touch, but this tutorial is all about working with the airbrush.

So, let's start with what you need:

1. an airbrush
2. the colours you want to use for your base plus black and white.
3. a bottle of glossy hair spray
4. a space stencil
5. a paper towel
6. black primer spray



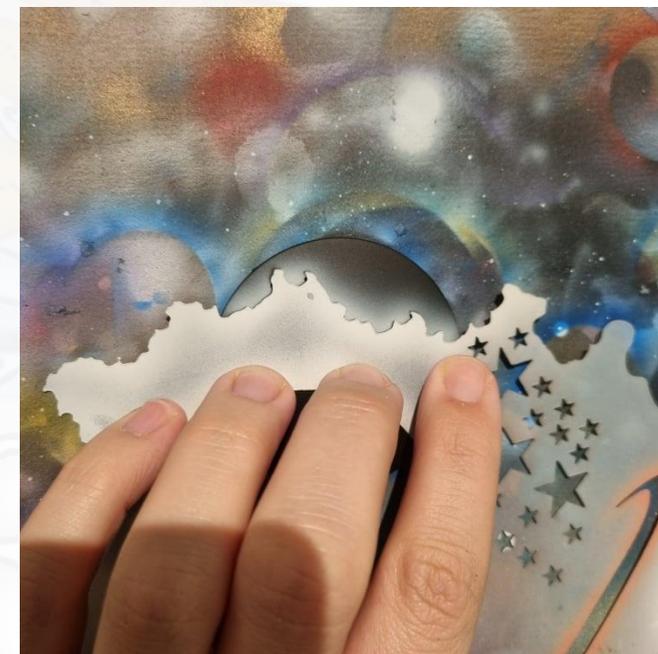
Step 1
Prime your base with a black primer spray.



Step 2

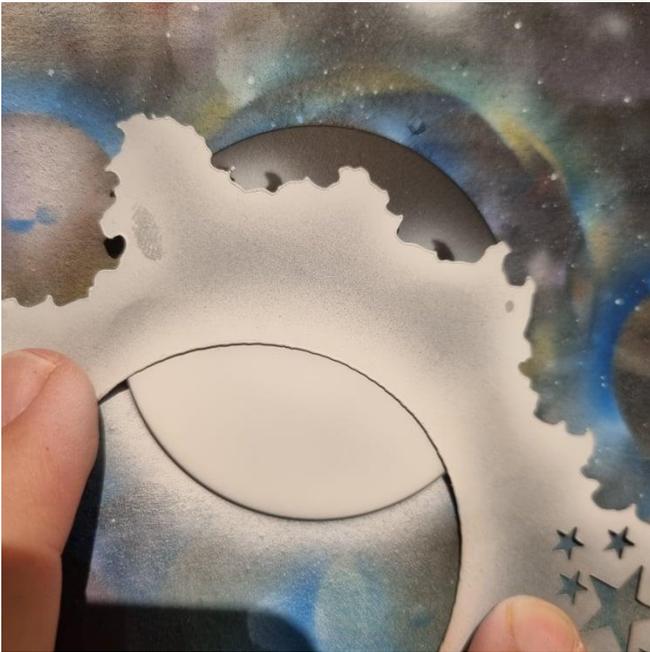
When the primer spray has dried, we need the stencil and the airbrush with white paint. In this case I use Vallejo Model Air 71.001 WHITE.

We now use the jagged edge of the stencil to create the base for a nebula.



Step 3

Next, I use the large hole in the template to give the planet a white primer. This helps the colour of the planet pop out nicely afterwards.



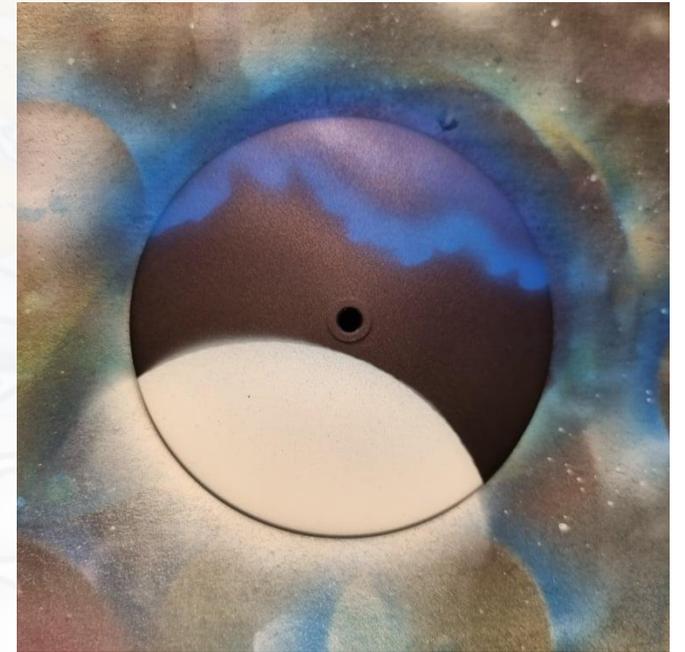
Step 4

Now I spray the rest of the white over the hard edge of the fog to make it a little bit bloomy and airbrush a little bit over it to give it a little more diversity. At this point you can experiment a bit and give your creativity a lot of freedom, because often very surprising and cool effects are created this way.



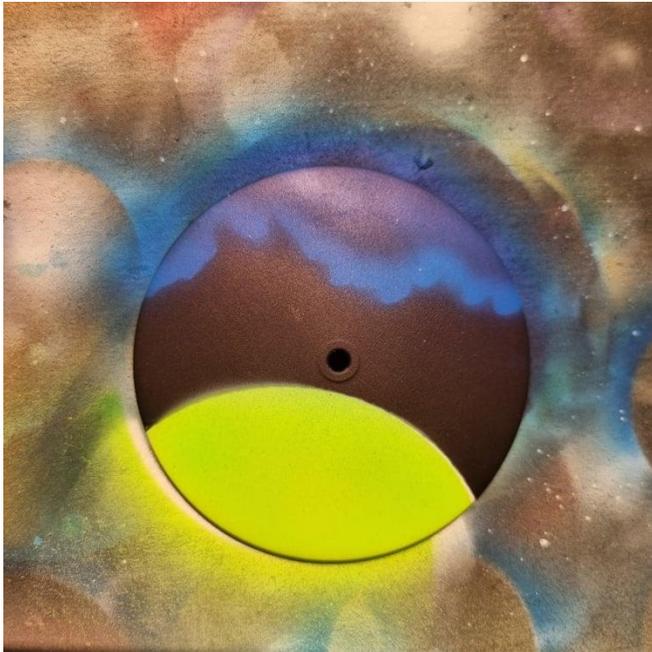
Step 5

Next, I spray my desired colour over the white primer of the Nebula. In this case I use Vallejo Model Air 71.004 BLUE. You don't need the stencil here. Just spray it over the white nebula, even if the blue is sprayed over the black area, you will only see it to a limited extent.



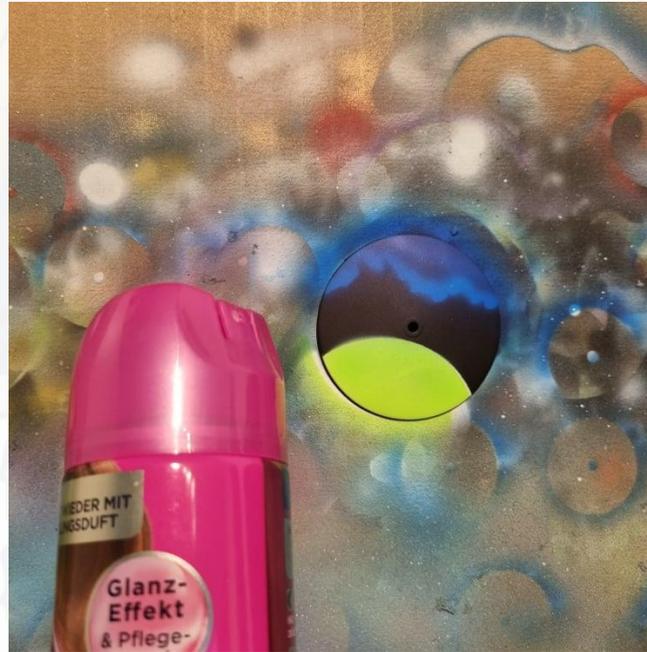
Step 6

Now we do the same with the planet. For this we use a very bright and flashy colour. In this example I take it to the extreme and use Green Stuff World 1700 - Fluorescent LIME and simply spray it over the primer of the planet.



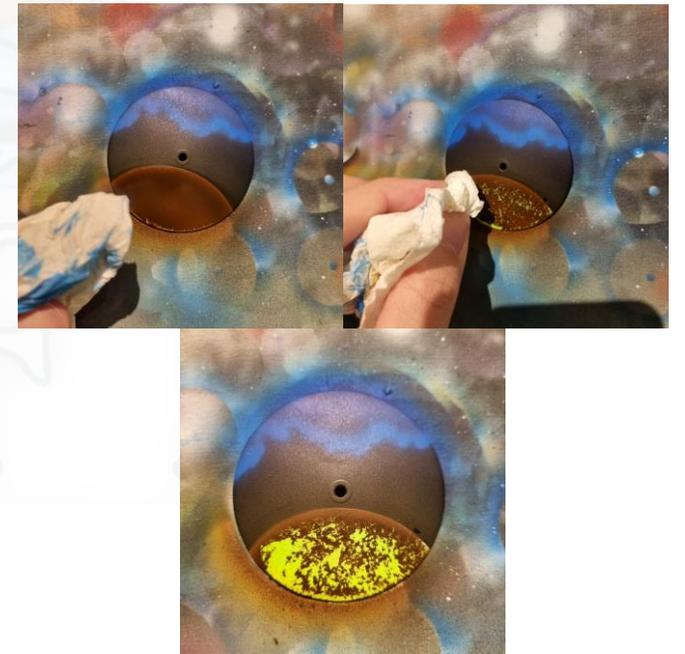
Step 7

Now we come to the first real trick in the tutorial and I think you must have wondered at the beginning of the tutorial what the hairspray was all about. When the base colour of the planet is completely dry, you simply spray the hairspray over the planet. Don't be squeamish about it, the layer can be quite fluid. In the next step, however, you should hurry a little...



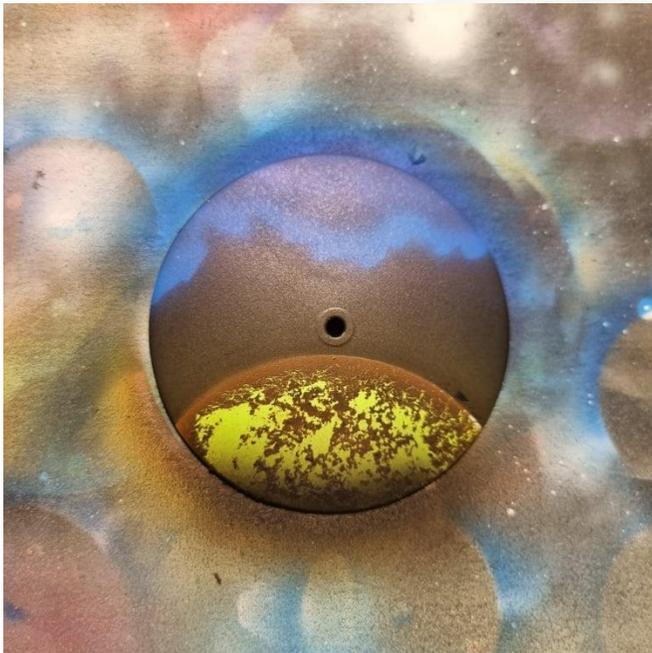
Step 8

...because now we spray a dark colour on the still wet planet surface. In this case I use Vallejo Model Air 71.040 BURNT UMBER. A beautiful dark brown tone. In the following photo you can already see how the colour, because of the hair spray, is already contracting in places at the lower edge of the base. This effect alone can be very cool, but we want to add more texture and structure to the surface. So we dab off the brown colour very carefully with the paper towel. Feel free to use different pieces of the towel to get different patterns. If the paint does not come off easily, you can also dampen the paper towel with water or airbrush cleaner.



Step 9

The next step is to spray a shadow on the lower side of the planet to give it a first 3D effect. For this I use Vallejo Model Air 71.057 BLACK. Spray the shadow slightly rounded on the planet and make sure that it is darker at the bottom than in the middle of the planet.



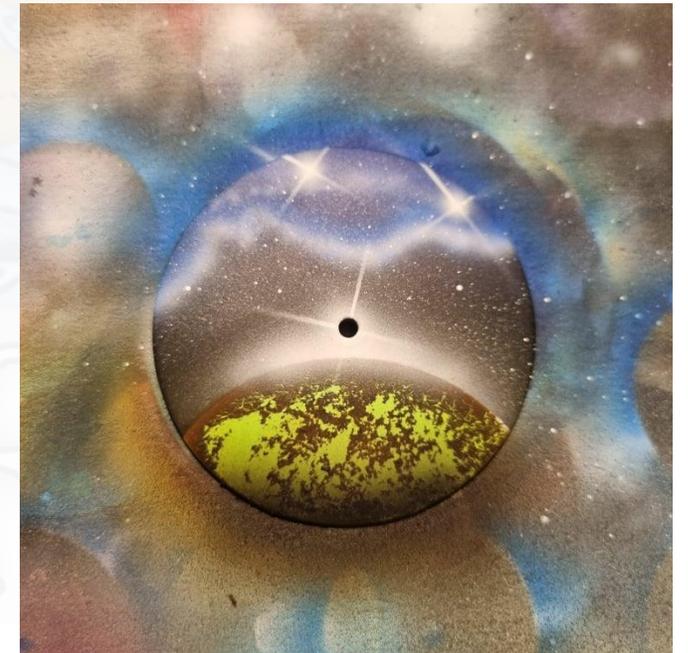
Step 10

Now we switch back to white in the airbrush, give the nebula edge a highlight and use the cross in the stencil for the sun rays which we now spray on just above the planet. Then we spray a corona with white over the upper edge of the planet.



Step 11

The last step. This one needs a little practice and is worth practicing on a black paper beforehand. We use the remaining white paint for this step and flick the airbrush trigger back very briefly. The paint collects at the tip of the airbrush and splashes over the base, creating little stars on the background in a random pattern. In this step you should make sure that the planet surface is covered. You can then add more stars as you wish using the cross of the stencil.



That's it... Now we have a fancy base for our Rak'gol space station.



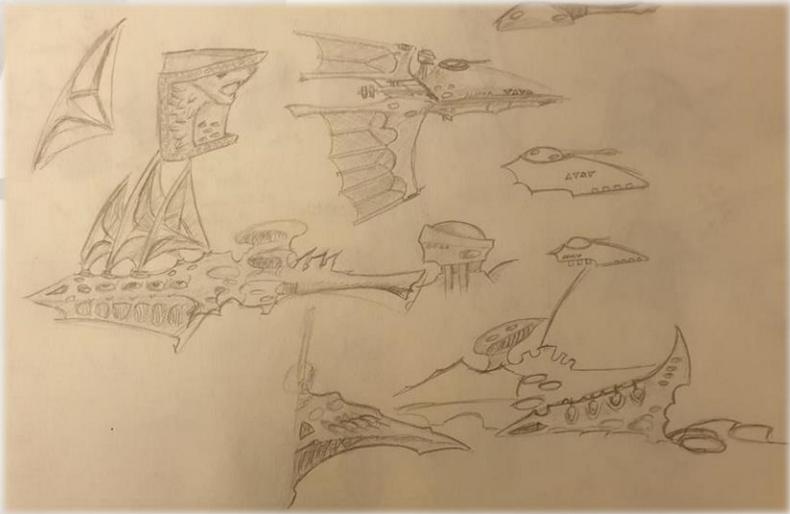
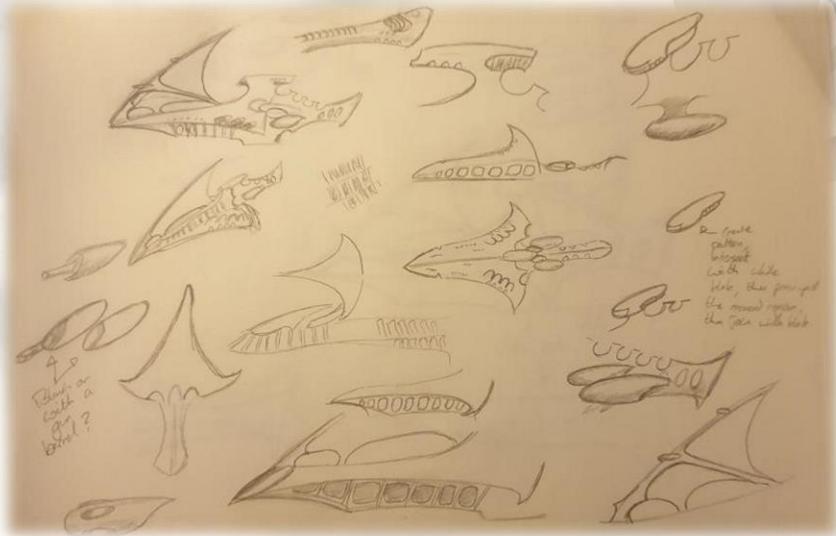
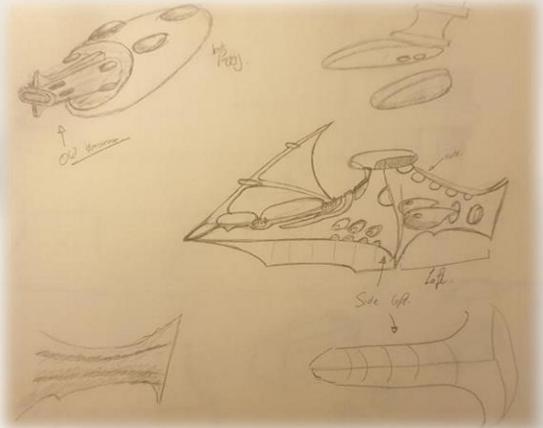
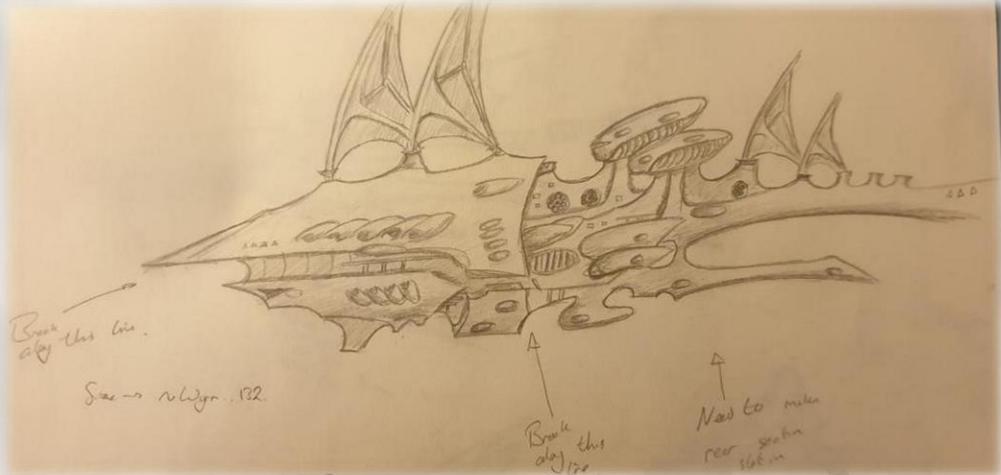
I hope you enjoyed the tutorial and it answered one or two of your questions. If you still have questions, feel free to write to me on my Instagram or on the BFG Discord. On my Instagram you'll also find a video tutorial in how to spray paint space bases. Good luck and have fun!

The Craftworld of Lodálach-Mús Gallery



This background image is credited to LPGranbery

The Eldar ship sketches by Italianmoose.



Gallery by DoublebaseFanatic



Dragon's Anvil Battleship



*Flotilla consisting of a
Dragon's Anvil, three
Dragon's Heart, one
Wraith's Bow and two
Shadow Masks*



Wraith's Bow



Dragon's Heart

Gallery by horizon



Dragon's Anvil Battleship



Small flotilla consisting of a Dragon's Heart, two Wraith's Bows and two Shadow Masks



Wraith's Bow



Dragon's Heart



Invincible

BATTLEFLEET
GOTHIC

This background image is from Bleachhawk



Hello BFG community! I have recently presented my kitbashed version of an Invincible-Class Fast Battleship over on BFG discord where Horizon promptly proposed that I write a small article on my workflow. Needless to say I was very humbled and am happy to oblige, so let's get right into it!

A few months ago Horizon (I'm starting to see a pattern here) mentioned an old scenario from [Battlefleet Gothic Magazine #13](#) - "The Battle of the Cold Passage" on discord. It is a pretty close reenactment of the [Battle of the Denmark Strait](#) and as such features multiple capital ships.

One ship that was specifically made up for the scenario is the mentioned Invincible-Class Fast Battleship, representing the unfortunate HMS Hood and thus resembling a fast Battlecruiser type.

Now Battlecruisers in real life were somewhat different to BFG's Battlecruisers. They were designed to, generally speaking, be able to outgun everything smaller than them and outrun everything bigger than them.

This concept was very nicely translated to a BFG profile of a fast, hard-hitting but extremely fragile ship named HUUD. The original article suggested to represent the ship using a Retribution-Class Battleship and maybe cut down its superstructure, which is fine for a quick play of the scenario.

However, multiple conversions have been made over the years to better reflect its true nature.

PLANNING

Intrigued by the idea of playing the scenario but first building my own Invincible, I started to sift through my stashes in search of fitting bits. I knew I didn't want to use a Battleship as the basis for this model but rather a standard Imperial Cruiser. Some key attributes that formed in my head immediately were

- Lean hull
- Substantial thrusters
- Custom bridge
- Custom prow
- Three weapon batteries per side of course



BASIC CONSTRUCTION

Parts:

- Original Imperial cruiser in bad condition
- Black Ship conversion thrusters
- Forward hull and parts of the main hull of a Battleship
- Weapon batteries by VanguardMiniatures

When I felt I had gathered everything I needed, I started by carefully cutting the thrusters and wings off the old cruiser. Even though an awful lot of plastic cement had been used, only very minor damage was done to the surrounding hull. I mostly used a sharp hobby side cutter on these parts.

Then, using a hobby saw, the prow and forward weapon modules were cut off, followed by the back weapon modules. The upper part of the hull served as a guide for the saw so that the result was a pretty clean cut.



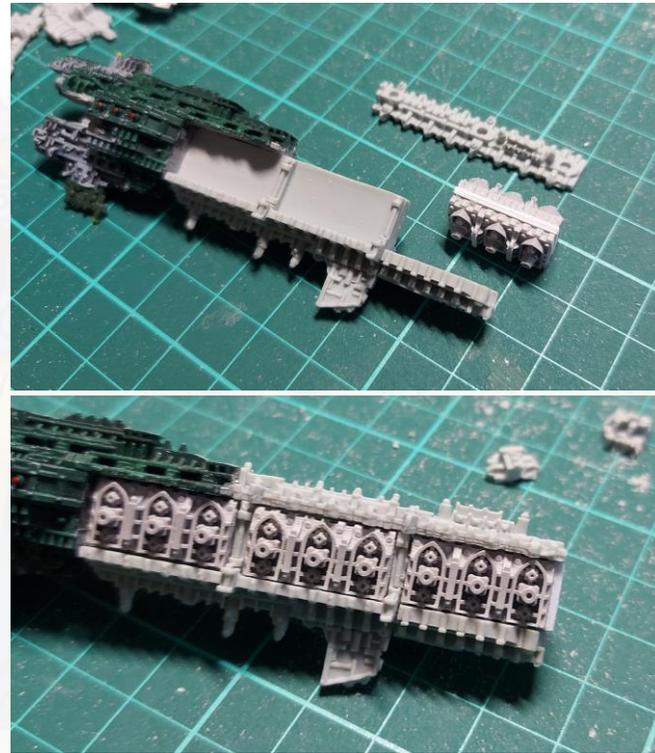
Some additional minor cutting was needed to make the new thrusters fit and when the dust had settled, I could start to play around with more bits to plan the next steps.



At first, I wanted to extend the forward hull using a part of the original cruiser but it didn't match too well with the battleship hull, so I threw it out and built a lower frame from parts of the main battleship hull.

This gave me two weapon slots and an empty slot in the front that was framed top and bottom. I simply glued together two weapon modules with plasticard in between to fill the front slot, making sure the plasticard was bigger than the weapon modules. This way I was able to file it down and make everything fit without major gaps.

When I was satisfied with the fitting I glued everything in place and added a little plasticard at the front to have an even attachment point for the prow.



BRIDGE and PROW

Parts:

- Prow by the2monkeymonks aka Lord Borak
- Bridge by BattlefleetGalaxy
- Battleship bridge

Now that the main body of the ship was done I could attach the prow and start working on the bridge. I knew I wanted to use an amazingly detailed cruiser bridge by

BattlefleetGalaxy but it had to be extended a little bit to better reflect the model being a battleship. So I cut off the big antenna of an original battleship bridge, attached it to the back of the 3d-printed one and added some extra details.

The bridge turned out to be wider than the hull so it was floating a little bit which meant I had to do some work to improve the connection to the main hull, but first I went on to detailing some of the flat areas of the ship.



DETAILING

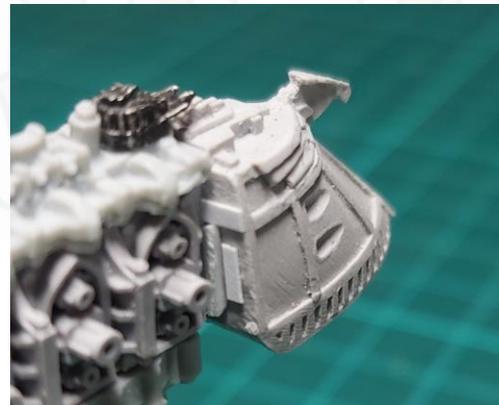
Parts:

- Battleship vertical wings
- Imperial turrets
- Antennas
- Scrap Electronics
- Plasticard

To detail Battlefleet Gothic models I find there are three very simple methods:

1. Cut off details from existing models and re-apply them.
2. Use very thin plasticard cut in strips and layer them on.
3. Cut off all the bits and bobs from scrap electronics and glue these to your model.

The first method was already used in the previous steps so now I went on with the other two concentrating on areas like the thruster wings, the transition between the thrusters and the main hull, the visible backside of the prow and the top part of the hull.



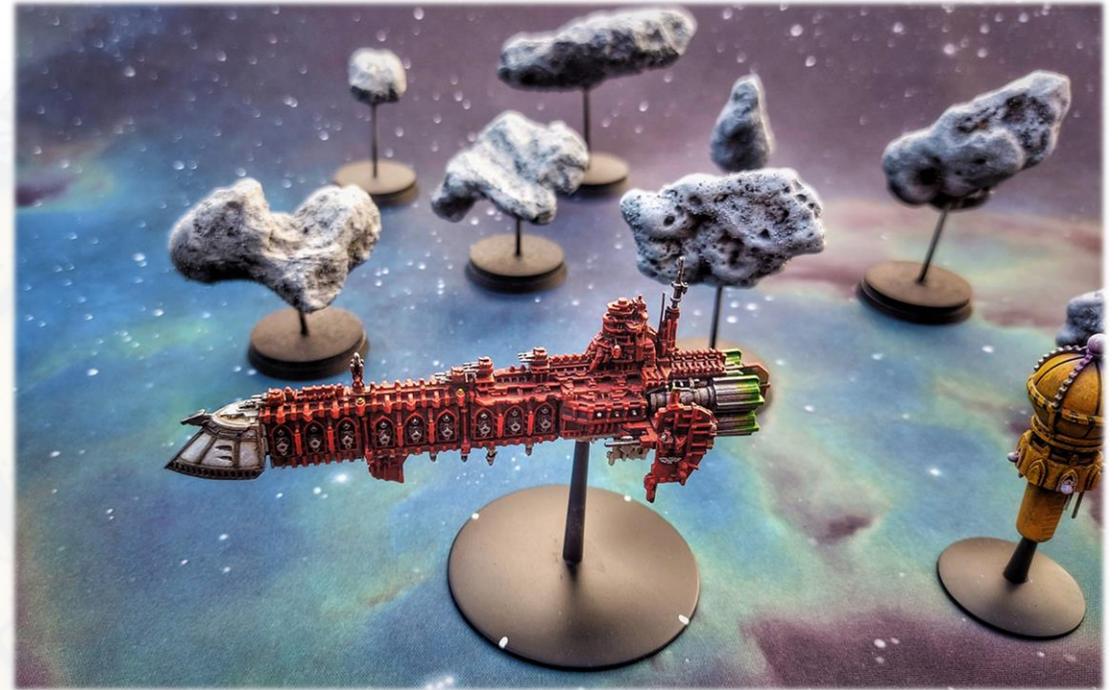
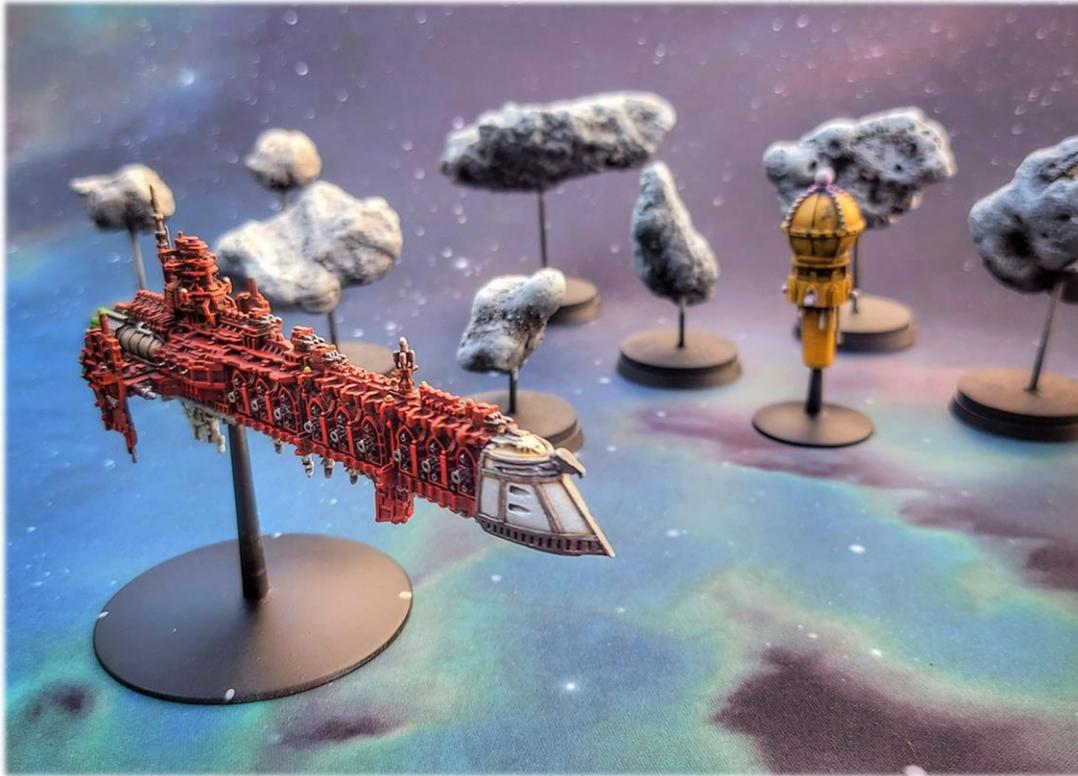
At this point I could then attach the vertical side wings of a battleship which enlarged the ship's profile without adding too much bulk. Some antennas and observation towers were added to the top and bottom of the forward hull.

I also found the time to add some plasticard beneath the overhanging bridge and cut it into shape using the side cutters to give it a more integrated and sturdy look.

Finally four dorsal lance turrets were placed down. Here I hesitated a bit because I feared this many would look out of place, but given the theme "heavy hitter" I went with it.



FINISHED MODEL and CONCLUSION



The finished Invincible-Class Fast Battleship 'Saydlitz'

I had a lot of fun with this kitbash and I'm very happy with how it has turned out. Having a clear goal and incentive for a project can really help push the creativity while also making strict decisions at the same time.

For any questions or further information feel free to contact me on the BFG Discord or Instagram.

Thanks for reading!
BleachHawk





Jokaero

Nate Montes



This background image is by Mechmaster.co.uk

The Jokaero

During the closing days of the War in Heaven, after having already nurtured many species to assist them (including the Eldar), the then-desperate Slann Old Ones brought forth newer creations to defend the last of their strongholds, including the technology mimicking Jokaero. Regardless of their efforts, the Old Ones were doomed when their intergalactic network was breached by psychic spawn of their creations. For untold eons the Jokaero continued to live on and into the Age of the Imperium, where there was much speculation about their origins.

The physical resemblance of the Jokaero to orangutans of primordial Terra may not be coincidental, because it is known that the Slann have genetically manipulated numerous species throughout the galaxy, as they are known to have visited the planet on numerous occasions. In appearance, this incredibly ancient race consists of heavysset, orange-furred apes with retractable fingers and toes. Their physical form can be misleading to outsiders as they are technosavants without equal.

They have proven to be a fascinating species to outsiders as none are sure whether they are truly intelligent despite the fact that they are capable of remarkable acts of engineering, construction and problem solving. This is, in fact, their most notable ability as they are innately curious and technically brilliant with an instinctive, genetically structured understanding of machinery and technology.

The creations of the Jokaero were often sought after across the Imperium. These technosavants often found themselves recruited as Weaponsmiths by the Inquisition. With sufficient - even battered - machinery and circuitry, a group of Jokaero are capable of creating anything from a lascannon to a starship.

Their understanding of astrophysics is equally baffling as they seem to be capable of tapping into unseen power-currents that run through the galaxy.

Referred to as Star-Frames, Jokaero spaceships are an example of this: open structured framed lattices resembling a unique polyhedron shape that are unlike any known space transport. The structure is vital to the design as it draws upon those same galactic power-currents that the Jokaero are aware of and channel it in a similar manner as Force weapons do to psychic energy.

Thus, Jokaero vessels are able to move, maneuver and transcend warp-space by making physical alterations to the ships' design. Such an act alters with the universal powers it employs and modifies its place in the natural galactic order.

In terms of society, Jokaero tend to live in large family groupings that consist of a dozen individuals which roam the galaxy in a random fashion with their sole objective being survival. This leads to them frequently arriving on inhabited worlds in order to scavenge for oddments or any specific components that they need. At times and if necessary, they are known to band together to attack targets in order to acquire the object that they desire. Related families often travel and work together which are led by either a matriarch or a patriarch.

Their mindset means that they are unable to be reasoned with and communication is seemingly impossible, as it is believed that their species have no known form of culture or any motivation beyond survival. Their technical skills can make a Jokaero an incredible resource to other races that can control them. However, such a task is incredibly difficult and near impossible as they tend to build only to fulfill their immediate needs. As such, attempts at capturing them to compel them to work often fail disastrously, as Jokaero are known to create items which allow them to escape.

Jokaero have a natural aversion to close combat, preferring ranged combat wherein they may remain at a safe distance.

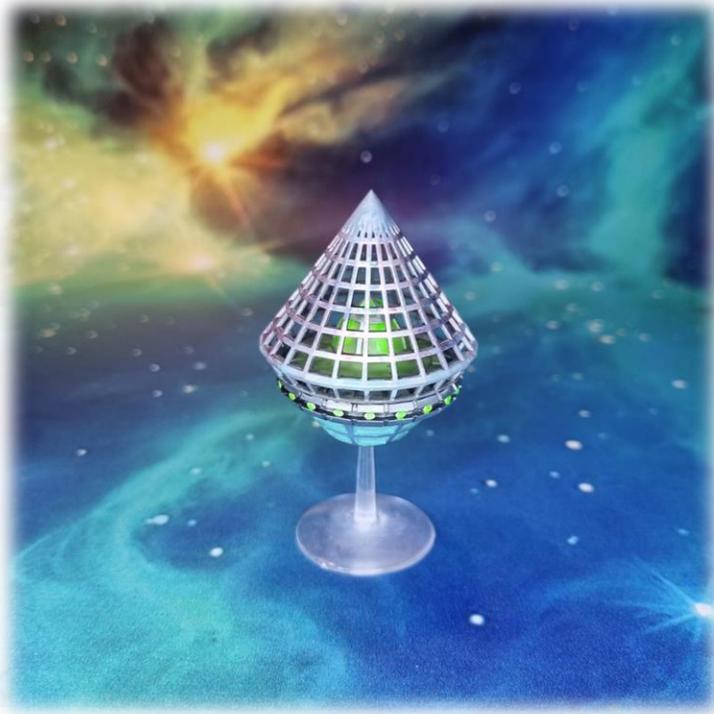
Jokaero dislike endangering their families and will only rarely fight unless desperate or acting in self-defense. However, they are quite capable of using complex and well-coordinated attacks against their targets. Potential targets can include lone power stations, farmsteads or distant mining ships where they attack and loot, whereupon they escape before attracting a larger response from their foes.

Jokaerian Force Field technology are odd, altered Imperial force fields that operate under a similar principle as the massive Gellar fields and are prized by the Calixis Sector Ordo Malleus as potent tools against Daemonic threats.

Jokaero Star-Frames are vanishingly rare, and their arrival in a contested system may make their vessel the object of a battle in its own right. Some Imperial authorities appreciate their rarity, as Inquisitorial records indicate that if provoked, their vessels are capable of delivering tremendous firepower and unbelievable maneuverability far outsize to their apparent capability.

While very uncommon, it is not unheard-of for more than one of these unusual vessels to be in a given system, and analysts fear to speculate what kind of firepower these vessels may be able to deliver if ever encountered in any appreciable numbers.

JOKAERO STAR-FRAME.....270 pts



Using the Jokaero: Special Rules

Movement/Turns: Star-Frame vessels move by manipulating the fabric of spacetime. Each turn, they may move up to 10cm in any direction. They must move at least 5cm to not count as defenses.

Celestial Propulsion: If a Star-Frame passes a special order to go AAF, place the ship anywhere desired on the table. Roll a scatter die and 3D6. If the scatter die rolls a hit, the ship remains where placed. If not, the ship moves to the location resulting from this roll. If the roll results in the ship leaving the table edge, the ship counts as disengaged!

Adept Spacefarers: Jokaero have a natural affinity for spaceflight. Star-Frame vessels can navigate celestial phenomena and/or disengage without requiring leadership checks.

Fully Integrated Technology: The Jokaero fully integrate the various systems on their vessels into a cohesive whole, and they are extraordinarily skilled at repairing damage quickly. Star-Frame vessels do not take critical damage in the normal sense. If a crit is rolled, roll a D6. On a 4+, critical damage is ignored. On a 3 or less, the Star-Frame takes an additional hit.

Fickle: Jokaero vessels never form squadrons and can't use fleet commander re-rolls. Jokaero vessels in opposing fleets will never fire upon each other. For every turn that an enemy fleet does not fire upon a Jokaero vessel (even indirectly) or target it with ordnance, roll a D6. On a roll of 1, that vessel will not shoot or launch ordnance its next turn. Star-Frame vessels must disengage if reduced to 2HP or less.

Techno-savants: In a battle, friendly ships in base contact during the end phase gain +2D6 to repair critical damage. In a campaign, every Star-Frame vessel in a fleet list provides +2 repair points to the fleet at the end of every battle, but it must expend these points on itself first if it sustained damage in the previous battle.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/4	10cm	Special	5	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Dorsal Weapons Battery	60cm	12	All Round
Keel Lance Batteries	60cm	3	All Round
Dorsal Torpedoes	30cm	9	All Round



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE

