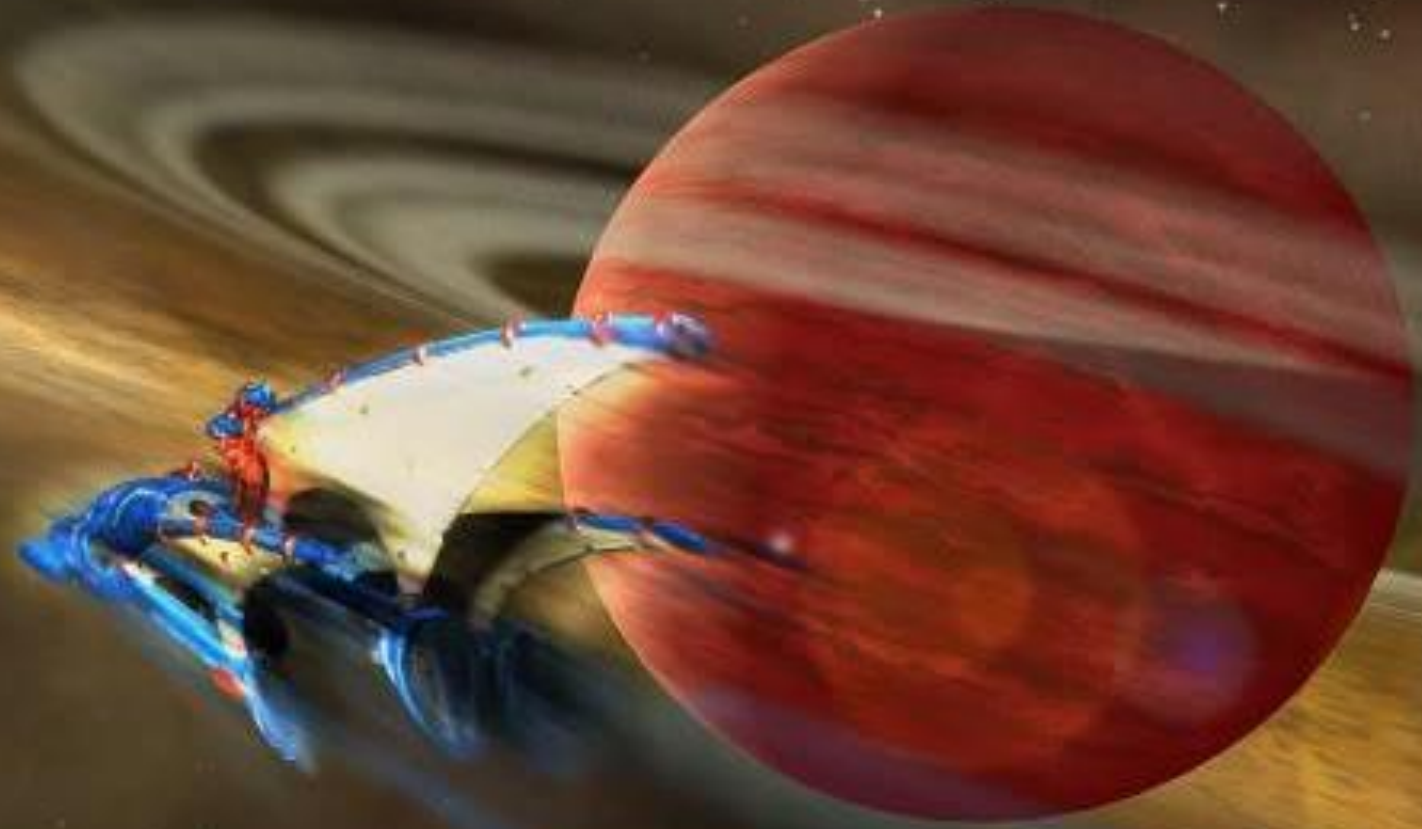




WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE



Lunar!

Warp Rift 36 has arrived!

Bringing you another issue with some real fun articles from various community members.

From a weird Inquisitor to renegade marines; from battle reports to a massive Dark Eldar tactica, from a painting guide to competition. Get it on!

A fun thing to note is that the new issues of Warp Rift are now also available at the main Warp Rift page on Specialist-Arms:

<https://specialist-arms.com/bfg/warprift/>

And there is also a dedicated page for the Remastered Rulebook and fleetbook:

<https://specialist-arms.com/bfg/>

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!

WARP RIFT DISCORD

<https://discord.gg/kSKy3Rrtda>

A small dedicated discord for this very Warp Rift ezine!

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

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

Cover page by Erwin Leufkens

Ending page by LPGranberry



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!*
- ❖ **Renegade Marines.** *Italianmoose presents some rules for Marines going renegade!.*
- ❖ **Battle reports.** *Hexagrammaton and QueenofBithaya submitted their battle reports! So two battlereports to enjoy!*
- ❖ **The Lunar Class.** *All different and yet the same class of cruiser.*
- ❖ **Battlefleet Gothic Character Ship Creation Community Event.** *Brought by the BFG facebook admins.*
- ❖ **Dark Eldar Tactics.** *By veteran player Zhai Morenn. How to make use of that important first turn!*
- ❖ **Painting tutorial.** *DoublebaseFanatic guides us through the process of how he painted his Tau Kor'or'vesh, the Commerce Protection Fleet.*
- ❖ **Nebula.** *I painted some nebula on bases.*

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 Warp Rift Discord, 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



SLEEPY HOLLOW INQUISITORIAL CRUISER.....350 pts



Many a dark rumour claim that the infamous Inquisitor Jeremiah Crowe is the one responsible for unleashing several powerful daemonic entities upon an Imperial sector in a desperate attempt to hold back the tendrils of a Tyranid hivefleet. In his search for a method of controlling one such foul entity, it is whispered that he stumbled upon a cache of forbidden lore, and soon after disappeared for an indeterminate period, only to return even more formidable than before... aboard the *Sleepy Hollow*.

It is not known which Forgeworld was coerced into creating this nightmarish vessel, for the accounts of such endeavours, along with the name of the Magos responsible, have been stricken from Imperial records. The *Sleepy Hollow* is an upgraded Lunar-class cruiser, its weapon batteries upgraded to battlecruiser level and its armour reinforced with hexagrammic wards that allow it to take far more punishment than other ships of similar tonnage. What makes the vessel unique and feared however is the Hypercharge Lance, a dread weapon that is the source of the warship's dark and ominous reputation.

Deep within its bowels, droves of human psykers are thrown bodily into an unearthly reactor, the psychic energies released by their tortuous deaths channeled via arcane machinery into the vessel's powerful lance array. This psychically amplified armament has proven to be the bane of many a chaos fleet, and is especially effective against even partially materialized daemonships, inflicting horrendous damage on their spectral forms.

Although a revered member of the Ordo Malleus, Jeremiah Crowe does not travel with a compliment of Grey Knights, and as such this ship gains none of the boarding bonuses from the Inquisition rules. The Sleepy Hollow does however follow the rules versus Chaos Marks and daemonship effects. The Chaos fleet may use the upgrade options as listed.

Lord Inquisitor Jeremiah Crowe has a leadership of 9 and comes with a second re-roll. His points cost is included above

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

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	45cm	6	Left
Starboard Weapon Battery	45cm	6	Right
Port Hyper Lance	45cm	2	Left
Starboard Hyper Lance	45cm	2	Right
Prow Torpedoes	30cm	6	Front

Notes: *Hypercharged Lance. Albeit the actual working of the hypercharged lance is shrouded in mysteries the effect of the weapon is as follows:*

vs a Daemonship it inflicts a critical hit on a 4+

vs a Chaos vessel with a Mark of Chaos or Lord with a mark the critical is on a 5+

vs other vessels there is no additional bonus.

Upon a successful leadership test the hypercharge lance may fire at a materializing daemonship.

When in a battle versus Chaos this ship is worth 50% victory points when crippled and 125% Victory points when destroyed.

Renegade Marines

BATTLEFLEET
GOTHIC



This background image is credited to DrMangor

Renegade Space Marines

Leadership

When randomly generating the Leadership value for a Renegade Marine ship, use the table here.

D6 Roll	Leadership
1-2	Leadership 8
3-4	Leadership 9
5-6	Leadership 10

Boarding & Planetary Assault

A ship with a Renegade Marine crew adds +2 to its roll when performing boarding actions and enemy conducting hit & run attacks against them subtract -1 from their hit & run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add 1 to their result. Ships with Renegade Marine crews in a Planetary Assault mission score two Assault Points for every turn they spend landing troops

Terminators

Renegade Marine battleships, battle barges, venerable battle barges, and grand cruisers may include Chosen Terminators. These may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add one as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

Weaponry

Bombardment Cannon

Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos. Bombardment cannons fire in the same way as weapon batteries with two exceptions:

1. Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).
2. Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

Ordnance

Rather than the bombers and fighters employed by Imperial Naval forces, Marines make extensive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Renegade Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. They have the resilient special rule.

Remember that as these are Marines, both boarding torpedoes and Thunderhawks will have a +1 bonus to their hit and run attacks if they hit an enemy ship. Reserve Chaos vessels will by default use their standard attack craft but may convert to carrying Thunderhawks. Any vessel that is refit to carry Thunderhawks reduces its launch bay capacity by half (rounding down when applicable as such hurried conversions are rarely as efficient as a more deliberate conversion).

FLEET LIST

All ships are equipped with Renegade Space Marine crews.

FLEET COMMANDER

Renegade Marine Warmaster

You must include a Renegade Marine Warmaster in your fleet, even if it is worth 750 points or less. They must be assigned to the biggest (i.e. most expensive) ship and improves its Leadership to the value shown below. If your fleet includes any battle barges, they must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Warmaster must be assigned to it.

Renegade Marine Warmaster (Ld 10)50 pts

You may buy Fleet Commander re-rolls for your Warmaster.

One extra re-roll.....25 pts

Two extra re-rolls.....50 pts

Three extra re-rolls.....75 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Renegade Marine crew. Alternatively, the Chaos Battle Barge profile listed below may be used in place of the Venerable Battle Barge.

(0-1) Venerable battle barge OR Chaos Battle Barge varies/455 pts

Battle barge 425 pts

0-10 Cruisers

Strike cruiser 145 pts

ESCORTS

The fleet can have any number of escorts

Hunter class Destroyer40 pts

Gladius class Frigate45 pts

Nova class Frigate50 pts

Iconoclast Raider (Rapid Strike Vessel).....35 pts

Havoc Class Frigate (Rapid Strike Vessel).....40 pts

0-3 Meritech Shrike (Rapid Strike Vessel).....45 pts

Renegade Marine battleships, battle barges, venerable battle barges, and grand cruisers may include Chosen Terminators:

Chosen Terminators..... 10 pts

ORDNANCE

Any ship with launch bays carries Thunderhawks gunships. Ships with torpedo tubes are armed with ordinary and boarding torpedoes.

A reserve Chaos ship with the mandatory Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays is halved (rounding down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks as noted earlier.

ATTACK RATING

A Renegade Marine Fleet has an attack rating of 3

RESERVES AND ALLIES

A Renegade Marine fleet can take Chaos vessels as normal reserves and reinforcements from the Chaos Incursion list only. These ships must take Chaos Space Marine crews (at a cost of +35 points each for capital ships or +5 points each for escorts) but cannot have any marks of Chaos. They may not be Daemonships. Furthermore, they start the game with D3 damage, this to show their old state and renegades having less resources available for old vessels.

When reserves are taken in this manner, the fleet can have up to twelve cruisers (i.e. 0-12 rather than 0-10). However, in the course of a campaign, a Renegade Marine Fleet cannot use the Forces of Chaos table listed on the Battlefleet Gothic rulebook.

Rapid Strike Vessels

There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. Renegade Marine Fleets may represent these various rapid strike vessels by using the escorts from the fleet list, with the additional Renegade Marine rules listed earlier, at the points cost indicated in the fleet list.

As you will see from the fleet list, these vessels cost an additional 5 points, due to the additional Marine special rules.



Alces Pattern Strike Cruiser by Painting_with_Loec

VENERABLE BATTLE BARGE.....Varies.

Choosing a Battle Barge In addition to their fleet list, any Space Marine fleet may include a single – meaning only one! – Venerable battle barge, which may be any Imperial or Chaos (painted appropriately of course!) battleship, grand cruiser, battlecruiser or heavy cruiser (with the exception of any of the unique vessels like the Terminus Est). This replaces one of the battle barges allowed in the fleet. The normal cost must be paid for the ship, plus an additional +35 points for the cost of the Renegade Marine crew. This vessel represents an ancient, revered icon or a vessel granted with special dispensation.

It is worth 100% victory points if crippled or 150% victory points if destroyed.

A Venerable battle barge benefits from all the Renegade Marine special rules, but since it is already heavily reconfigured to make it into a battle barge, it may not be given any of the optional refits or upgrades listed in its profile – it must be used exactly as is, in its basic form.

For example, a Mars battlecruiser taken as a Venerable battle barge may not be

given a salvaged targeting matrix and can only earn such a refit in the course of a campaign normally. The only exceptions to this are the special refits that the Marines themselves make to their battle barges, as follows.

Launch Bays and Thunderhawks

Any launch bays on a Venerable battle barge have their launch capacity halved (rounding up).

For example, an Imperial Mars battlecruiser with two launch bays each side is reduced to one each side, and a Chaos Styx heavy cruiser with three launch bays on each side is reduced to two each side. The launch bays are configured to carry Thunderhawks following the rules detailed, and they cannot be used to launch any other form of attack craft.

Any vessel that is refit to carry Thunderhawks reduces its launch bay capacity by half (rounding up when applicable) This is a compulsory refit that applies to all Venerable battle barges equipped with launch bays.

A Venerable battle barge not equipped with launch bays cannot take Thunderhawks.

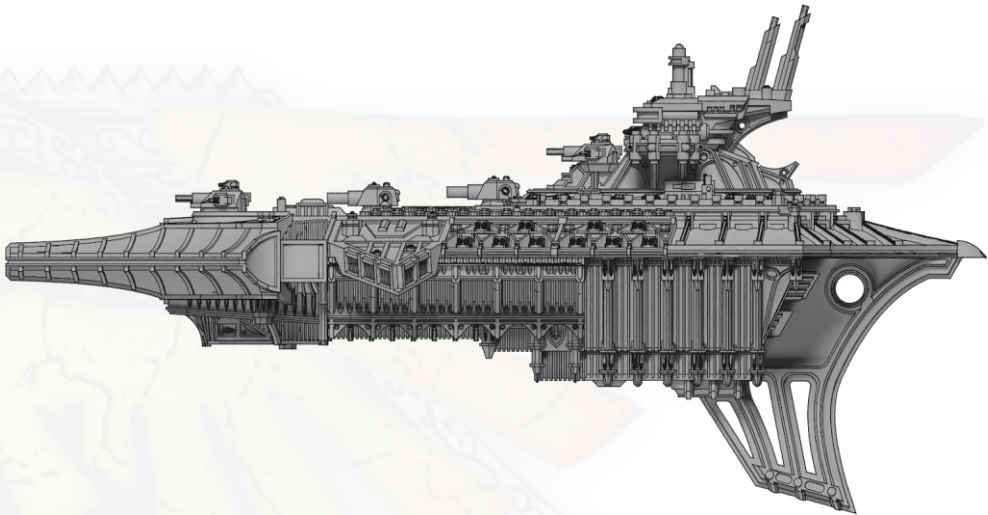
Prow Weapons and Boarding Torpedoes Any Venerable battle barge equipped with a prow weapon (regardless of what it is) may, if desired, replace it with strength-6 torpedo tubes (speed: 30 cm) for no change in cost.

As with all Space Marine vessels, these tubes may also be used to launch boarding torpedoes. These boarding torpedoes are manned by Renegade Marines and get a +1 to their hit and run attacks when they hit an enemy ship

RENEGADE BATTLE BARGE.....455 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	20cm	45°	4	5+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	60cm	6	Left
Starboard Weapon Battery	60cm	6	Right
Dorsal Lance Battery	60cm	3	Left/Front/Right
Port Launch Bays	Thunderhawk: 20cm	2 squadrons	-
Starboard Launch Bays	Thunderhawk: 20cm	2 squadrons	-
Prow Launch Bays	Thunderhawk: 20cm	1 squadron	-
Prow Torpedoes	30cm	8	Front



Notes:

*A Renegade Battle Barge cannot use Come to New Heading Special Orders.
A Renegade Battle Barge embarks Renegade Marines.*

A Renegade Battle Barge may embark Chosen Terminators for +10 points.

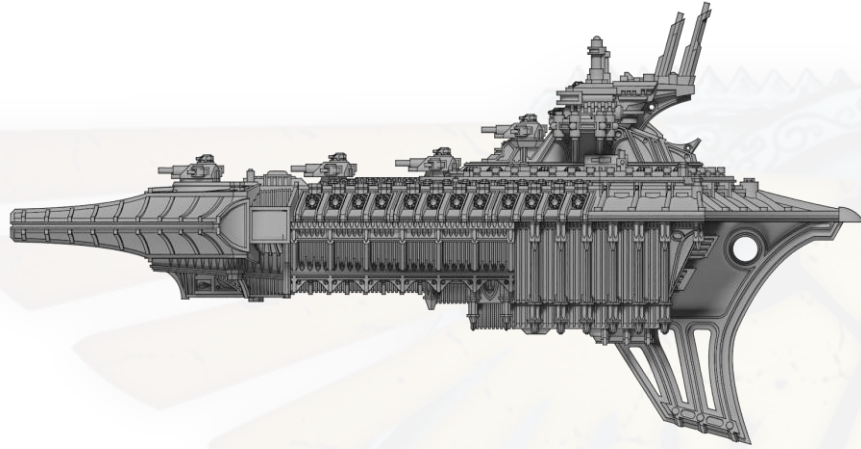
For no change in cost, Renegade Battle Barges may exchange their port and starboard weapon batteries for range 45cm and strength 8 Weapon Batteries; or for range 30cm and strength 10 Weapon Batteries.

This vessel represents an ancient, revered icon. It is worth 100% Victory points if crippled or 150% victory points if destroyed.

The Marine upgrade for launch bays and torpedoes has been applied to the point costs.



BATTLE BARGE.....425 pts.

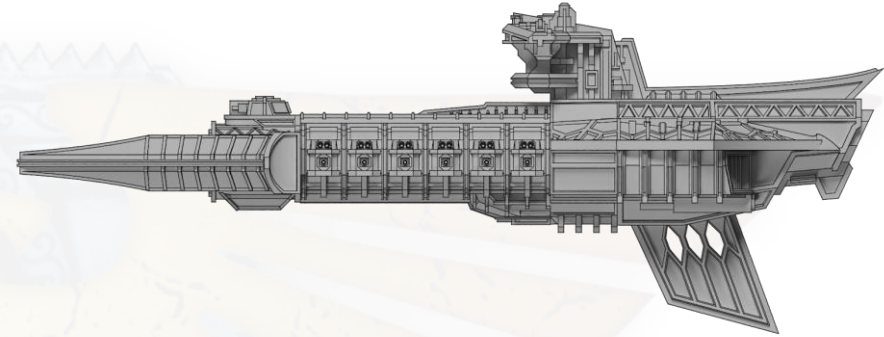


Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	20cm	45°	3	6+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	45cm	12	Left
Starboard Weapon Battery	45cm	12	Right
Dorsal Bombardment	30cm	8	Left/Front/Right
Prow Launch Bays	Thunderhawk: 20cm	3 squadron	-
Prow Torpedoes	30cm	8	Front

Notes:
A Renegade Battle Barge cannot use Come to New Heading Special Orders.

STRIKE CRUISER.....145 pts.



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

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapons Battery	30cm	4	Left
Starboard Weapon Battery	30cm	4	Right
Prow Bombardment	30cm	3	Left/Front/Right
Prow Launch Bays	Thunderhawk: 20cm	2 squadron	-

Notes:
At a minimum, as many strike cruisers in the fleet must be armed with their basic weapons as listed above as all other variants (with replaced launch bays and/or prow bombardment cannon) combined.
Every strike cruiser may take an additional shield.

- May replace its launch bays for strength-6, speed: 30 cm torpedo tubes, which may fire normal or boarding torpedoes.
- May replace its launch bays for a firepower-5, range 30cm (front arc only) bombardment cannon battery for no change in cost.
- May replace its prow bombardment cannon for a strength-1, range: 30 cm lance firing Left/Front/Right for +20 points.
- May take an additional shield for +15 points.

GLADIUS FRIGATE45 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30cm	90°	1	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		30cm	4	Left/Front/Right	

HUNTER DESTROYER40 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35cm	90°	1	5+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Torpedoes		30cm	2	Front	
Weapon Battery		30cm	1	Left/Front/Right	

NOVA FRIGATE50 pts.

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

ICONOCLAST RAPID STRIKE VESSEL35 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30cm	90°	1	4+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		30cm	3	Left/Front/Right	

HAVOC RAPID STRIKE VESSEL40 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	25cm	90°	1	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Dorsal Weapons Battery		30cm	3	Left/Front/Right	
Prow Weapon Battery		30cm	2	Front	

MERITECH RAPID STRIKE VESSEL45 pts.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30cm	90°	1	4+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		45cm	3	Left/Front/Right	

The Meritech Shrike benefits from a left column shift for firing at all times and does not suffer a right column shift for having intervening blast markers (though it does suffer one for firing >30 cm).

Designer Notes

This fleet is intended to be a twisted mirror of the Space Marine Dominion fleet, representing Space Marine chapters which have turned renegade but have not long been so. Thus, the restriction on marks and other warpishness.

The rapid strike vessels were selected to be either the more commonly available types, or the sort of heretic nastiness such chapters would stoop to (and mostly because I like my Shrike model).

The fleet can still access the more “advanced” escorts by using the reserve rules to bring them in from the Chaos Incursion list. This list also avoids someone shoehorning the Planet Killer in! And finally prevents named battleships being used.

The mandatory upgrade to Marine crews is to emphasize this is still an elite Marine fleet. It also deliberately makes reserves more expensive. I might toy with making the marine upgrade +40 or more points to further penalize bringing these ships in, or maybe reduce the ratio to 4:1. The use of a Chaos fleet list risks bringing in too many long-range lances which would unbalance the list.

The Renegade Battle Barge is a more limited version of the Chaos Battle Barge with some options pre-applied. This was to save a lot of discussion over how that specific ship would work in this fleet since its introduction into BFG Remastered to replace the Vengeful Spirit (retconned into a Gloriana in the official lore). This especially covers whether to round up or down with Thunderhawks.

Reserve ships round down, other Venerable Battle Barges round up..





Battle Reports

BATTLEFLEET
GOTHIC



This background image is by Unta Kilat and Kaneko Lumi

Imperial Navy vs Chaos

By Hexagrammaton

Our two fleets deploy in a fleet engagement, both picking **Cross** type deployment.

Imperial Navy

Admiral Dix

Overlord Class Battlecruiser

Dictator Class Cruiser

Gothic Class Cruiser

Dauntless Class Light Cruiser

Six Cobra Class Destroyers

Three Sword Class Frigates

Chaos

Carnzu the Betrayer

Styx Class Heavy Cruiser

Murder Class Cruiser

Carnage Class Cruiser

Slaughter Class Cruiser

Four Idolator Class Frigates

Two Iconoclast Class Destroyers

The battlefield was in the habitable zone with a large planet and two small planet moons. Several small asteroid fields were in the area.



The first turn saw both sides maximise their gravity wells to execute tight turns with the Imperials launching a few waves of torpedoes but otherwise not having targets in range

The Chaos used their higher speed to just edge into weapons range at 60cm and focused their fire on the Dictator which lost shields and took a hull point. The Idolators also poured fire on the right Cobra Squadron inflicting one loss. Chaos then launched a few fighters to intercept torpedoes and a small bomber wave.

Staying steady in the face of rapidly approaching cruisers the Imperials finished their turns and used all available speed to push into shotgun range with torps causing hull point losses on most of the cruisers. The Murder (second from the back) lost it's prow weapons due to the explosions.

The damaged cobra squadron and the supporting Dauntless closed rapidly with the Idolators and managed to drop two with lucky shots and finished them off with torpedoes.



The Chaos decided to go hell for leather and Locked On with the Murder, Slaughter, and Carnage with support from the Iconoclasts rapidly closing the distance to intercept a second Cobra trio.

The Styx had braced the previous turn which saved some damage but prevented a Reload order from taking place.

The Chaos fire was blistering in intensity and even braced the Swords lost two ships, and the cobras lost a matching pair. The Gothic was hit and had the Port weapons knocked out, the Dictator soaking up fire and dropped to 3 hull points losing its engines in the process.



The Imperials continued their stately cruiser advance, with the Overlord Locking On and turning with gravity to bring its broadside to bear on the Slaughter which was hit hard before being finished off by a bombing wave and the last of the loaded torpedoes. The blazing hulk eventually drifting into the planet and being removed before it could be fired upon and explode. Now crippled the Dictator attempted a Ram action but failed on a 12 followed by 11 on the reroll, stopping other units reloading. It settled for a poor round of shooting and a failed boarding action against the Murder losing a further wound.

The two surviving escorts of their respective squadrons attempted to regroup but couldn't bring enough weapons against the Iconoclasts to cause any damage.

The Dauntless and it's supporting escorts began turning to track the Styx and knocked shields down once more but causing no additional damage.

The Gothic managing to move in close enough to the Carnage to bring its remaining weapons to bear and causing minor damage before launching a teleport attack and damaging the prow guns.

Having suffered a heavy loss of the escorts turn 2 and the punching weight of the Slaughter, Chaos lost some focus while attempting to get abeam of the closing Imperial line and failed all Special Orders.

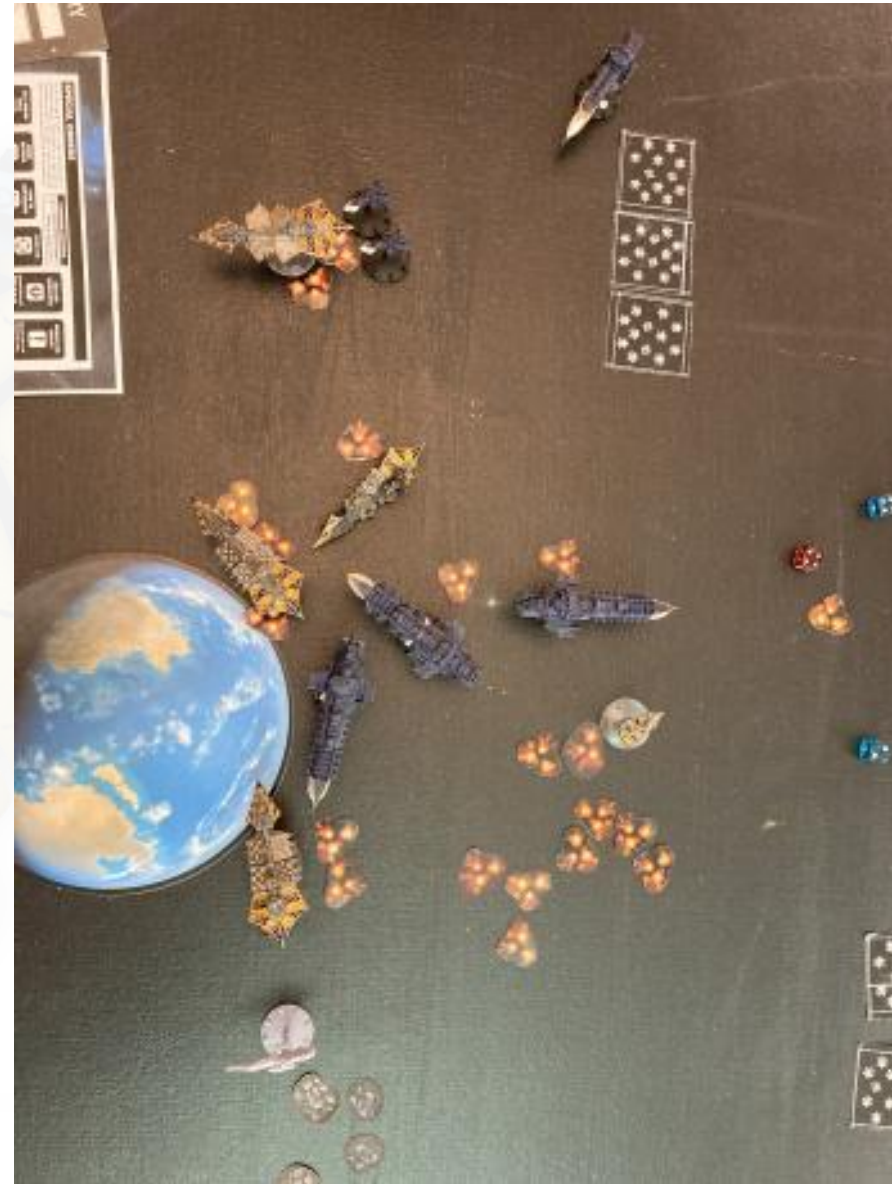
The Styx began manoeuvring around the asteroid belt between the closing Dauntless and Overlord while the Murder and Carnage managed to fire heavily into the abeam cruisers causing light damage to all and crippling the Gothic. The escorts knocked shields off the final lonely cobra and it was finished off by a teleport attack, one of a series made by the Chaos fleet which also destroyed the Overlords dorsal lances.

Having managed to reload the Dictator finally the Gothic and Overlord continued to make the most of the gravity well to keep ships in good arcs while the crippled carrier fired supporting shots into the Idolators and Styx which remained just in arc.

The sword managed to swing in behind the Carnage but failed to keep it's shields down while the Dauntless and Cobras continued to harry the Styx and managed to cripple it.

The final turn went to Chaos before we ran out of time, which included a bombing run against the Overlord when the Styx eventually reloaded and focused fire from the Murder and Carnage which lead to the Overlord finally being crippled.

Victory to the Imperials with 429-231!

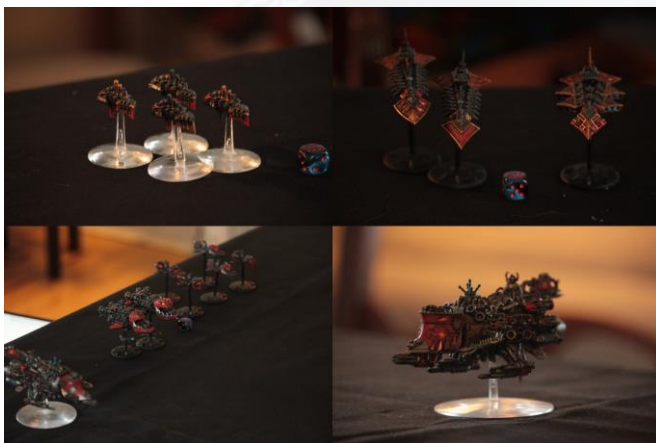


The Red God and Da Red Gobbo

By QueenofBithynia

When Bad Moons Big Mek Bezork's grot-slaves rise up in revolt, the Toofboss is left scrambling to put down the rebellion. An unlikely source comes to his aid; a World Eaters squadron fresh off raiding the Theillar Cluster and on their way back to the Eye of Terror. Contact is made; a deal is struck.

Will the Gretchin Revolutionary Committee turn the whole sector red? Or will Khorne's warriors bring the Long March to a short and bloody end?



Chaos Incursion Fleet

- Warmaster (LD8 with Mark of Khorne, aboard the *Thracian*)

- *Thracian*: Styx-Class Heavy Cruiser

Cruiser quadron 1:

- *Butcher of Meliddiya*: Murder-Class Cruiser
 - *Guerrière*: Murder-Class Cruiser

• Escorts

- 4 Iconoclast Escorts

Da Grot Rev'looshun

(Book of the Void 1: The Discordia Incident)

- Da Red Gobbo (aboard Morkaku)
- Grot Honcho (with reroll, aboard Mork'ke)
- *Morkaku*: Hammer-Class Battlekroozer
 - Extra Power Fields

• Squadron 1:

- *Mork'ke*: Grot Kroozer
 - *Squiglitz*: Grot Kroozer

• Squadron 2:

- *Grotzow*: Grot Kroozer
 - *Da Flingga*: Grot Kroozer

• Escorts:

- 5 Onslaught Escorts

We set the board up with a loose belt of asteroids across the center, at each player's right-hand corner and passing across diagonally, with safe passages but sight lines obstructed. We opted for a simple deployment: each long edge is split into three equal thirds, and a ship or squadron must be placed within each. The GRC got the first turn.



Part 1: Roll, Reroll, Heads Roll

The GRC came on in two divisions: Squadron 2 alone on the right, and the others concentrated on the left of the asteroid belt. Both advanced, launching CAP fighters, while *Morkaku* went on All Ahead Full to lead the formation in and cover for the fragile kroozers, though this meant she had to either navigate the asteroids or crash come turn two.

The World Eaters had their cruisers concentrated left, with some very lonely escorts in the right wing. As planned, the Murder squadron locked on, to give the approaching grot kroozers a lance punch from turn 1, and for *Thracian* to follow up with gunfire and bombers.

They rolled double sixes! They burned their fleet reroll. Double sixes again!



Ed.: well that's a familiar happening most of us can relate to. ;)

They made the best of it, engaging Squiglitz with lances and *Mork'ke* with weapons batteries. A successful brace for impact order, and the furious World Eaters slaughtering most of *Guerrière's* gunnery officers, limited what they could accomplish. *Thracian* joined in on *Mork'ke* and launched a full deck strike of six bombers, but her gunfire was also ineffective. Meanwhile, the frightened escorts made a hard port turn and ran full speed to catch up with their big sisters.

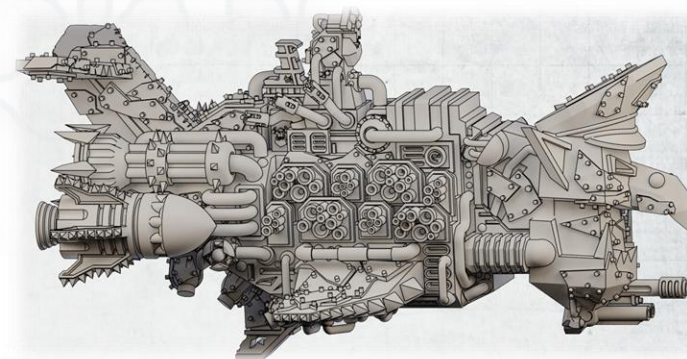


Mork'ke narrowly survived the bomber attack, left clinging to life with one hit, while the GRC continued their charge to relieve the beleaguered squadron. Now it was the grots' turn to do some damage! *Morkaku* barreled through the asteroids, downing *Thracian's* shields, while the second kroozer squadron did very well, landing three damage on her with guns and torpedoes even while braced. The other kroozers and escorts oriented themselves to fly through the open passages, less confident about running through the asteroids. .

On their turn, the World Eaters had enemies to their front and starboard quarter; they wanted to destroy the former and pull away from the latter.

Thracian moved her full speed to take less of a pasting next turn while reloading ordnance. The escorts were in a tricky spot - if they moved to join the cruisers, they'd be right in front of the whole GRC fleet, but if they turned left, they'd be separated even further. They decided to risk it, moving full speed and going abeam to minimize the incoming pain.

Meanwhile, the Murders bore down on the lone kroozer squadron. *Guerrière*, in the lead, hoped to launch a boarding action against Squiglitz that would have seen her massive troop strength easily overwhelm the tiny kroozer, but came up just one centimeter short. They contented themselves with shooting the grots up at close range. Their starboard weapons batteries killed *Mork'ke*, and with assistance from *Thracian*, hulked *Squiglitz*.



Part 2: Our Zoggin' Ships Aren't Workin' Today!

Squiglitz' burning corpse drifted slowly towards the GRC fleet, the fires onboard slowly growing...

Morkaku piled into the Iconoclasts, killing two, but at such close range she ended up in contact with three blast markers. She and the surviving kroozers fired at *Butcher of Meliddiya*, but only managed to down her shields. Meanwhile, the onslaughts got through the asteroid belt, but were unable to catch up and get into the fight.

The battle space was rapidly filling with blast markers; they had begun building up from turn 1 as the kroozers took fire, and Chaos ships having their shields shot down only added to this. Combined with repeated low rolls for blast marker removals and the GRC ships flying through many that were left, maneuvering was becoming quite difficult for the goblins.

On the World Eaters' turn, *Thracian* turned right, reloading her bombers. The Murders matched her turn, without a target to the front but able to fire their weapons batteries at an unshielded *Morkaku*. Making the best of a bad situation, the surviving escorts put themselves abeam to the grots again. Focusing on the shieldless *Morkaku*, the World Eaters did a few points of damage and forced a Brace, but she wasn't in serious danger. Finally, *Thracian* launched a wave of six bombers - not interested in flying through *Morkaku's* heavy combat air patrol and turrets, they weaved their way towards the other kroozers squadron.



Morkaku flew clear of her blast markers, only for *Squiglitz* to drift up next to her and explode! Her shields collapsed yet again. The other GRC ships were safe, and closed in on the Iconoclasts, but failed to kill any - then *Thracian's* bombers slipped in on the goblins' ordnance phase, and struck *Grotzow*, dealing three points of damage.

Still moving at speed, the chaos cruisers turned right and fired on *Morkaku*, who tanked their attacks with good Brace rolls. With no good options, the Iconoclasts turned back through the gretchin fleet, hoping to survive the incoming round of shooting and ending up either able to run, or on the GRC's tail. *Thracian* launched one more wave of six bombers, who had reliably done good work.

The low rolls on blast marker removal had continued, and we had only just enough to place new ones. Together with the high Chaos movement speeds, the storm of markers had badly hampered the GRC's pursuit. However, they were finally in position to launch an attack with all of their ships.

Part 3: Too Little, Too Late

Grotzow wisely disengaged, taking advantage of the blast marker saturation and asteroid fields, leaving *Da Flingga* to fight on alone. Making their debut, the Onslaughts fired on *Thracian*, joined by *Morkaku's* distant prow guns, dealing a fourth point of damage and crippling her. *Da Flingga* engaged *Butcher of Meliddiya*, but only managed shield hits, her torpedoes shot down by massed turrets. It was a bad turn for her. *Thracian's* strike wing hit her just after, and landed a nasty seven hits. Only making three brace saves, *Da Flingga* exploded like *Mork'ke* and *Squiglitz*.

The chaos warmaster took stock of the situation - escorts fleeing, *Thracian* crippled, gretchin on his tail, both players getting hungry - and did some quick victory point math. He decided the rebellious grots had been taught their lesson. The World Eaters disengaged, the cruisers hiding among the asteroids, the Iconoclasts in the blast marker swarm, and the battle drew to a close.

Conclusion:

Totalling up losses and disengaged ships, Chaos won by about 240-160 VP.

We've typically played various Ork and Imperial Navy lists, so trying the Chaos and Grot Rev'looshun fleets out is a nice change of pace. I like how the Chaos ships handle - the extra speed is much more helpful than I expected for keeping the enemy at arm's length. The long gun range is also very nice. The Murders were probably not the right choice. Slaughters for close range, or Carnages for broadside firepower would have been better.

When I turned left at the long kroozer squadron, I also considered turning right, to broadside them while trying for a head-on charge and boarding action against Morkaku with the two Murders, but this would be... extremely risky, to say the least, and might have landed me running prow-on into the whole grot fleet. With 5+ armor, that would not be a good place to be. Our small games often turn into odd spiraling fights, turning around and around to stay on target, and this was no exception. Adding planets might help by allowing for different turning maneuvers.

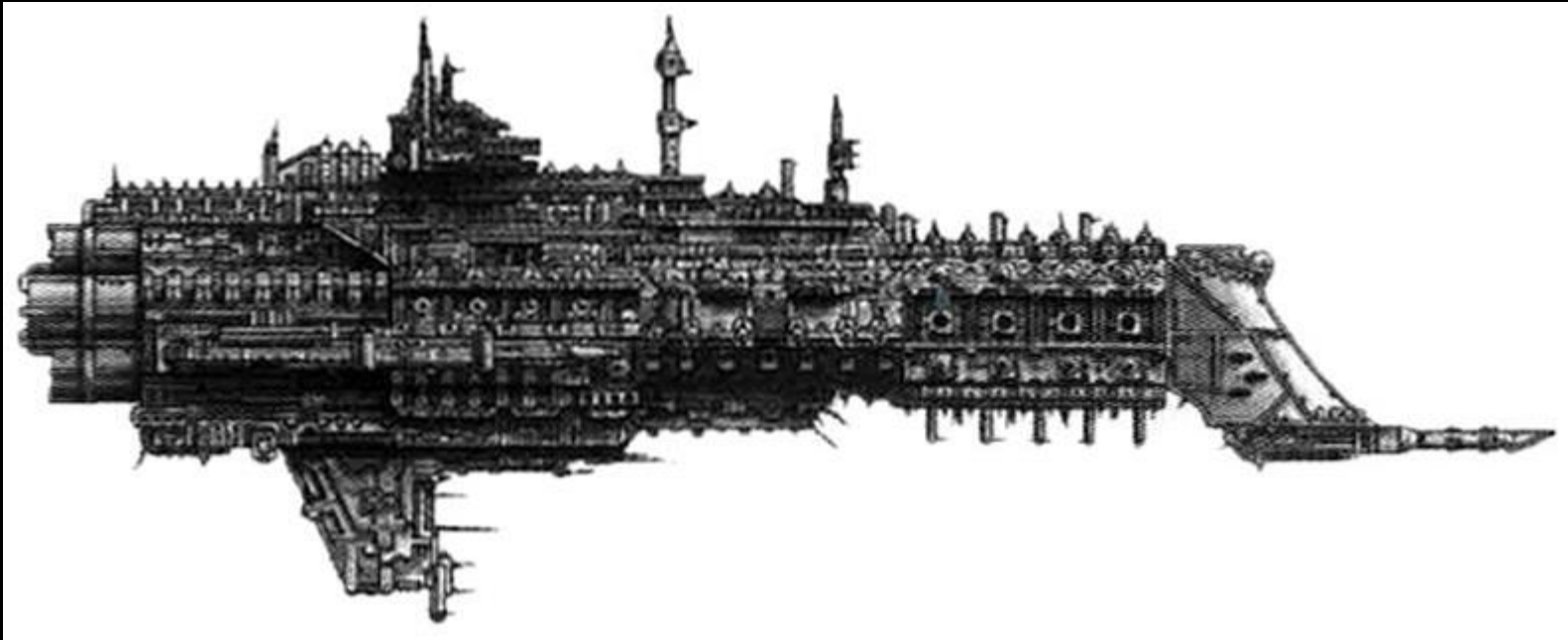
The Grot Rev'looshun is a very fun fleetlist. You've got surprisingly good leadership thanks to the high hull count, goblin honchos, and squadroning, and solid firepower, but it erodes quickly. You need to brace a lot. You also explode a lot on catastrophic damage, and this is more of a liability than a weapon - keep your squadrons apart!

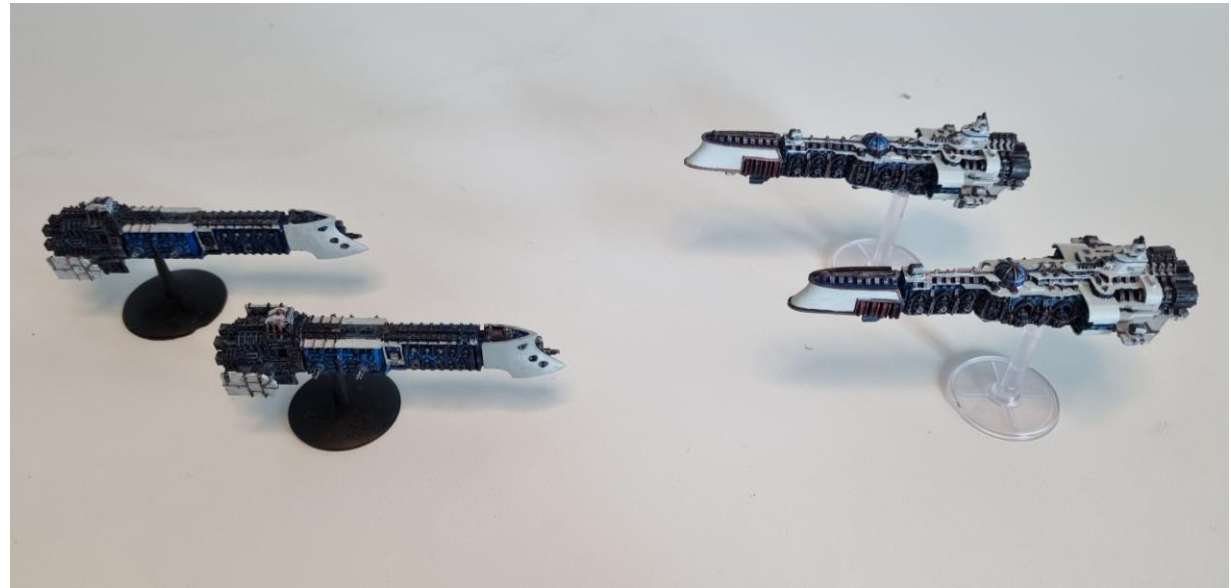
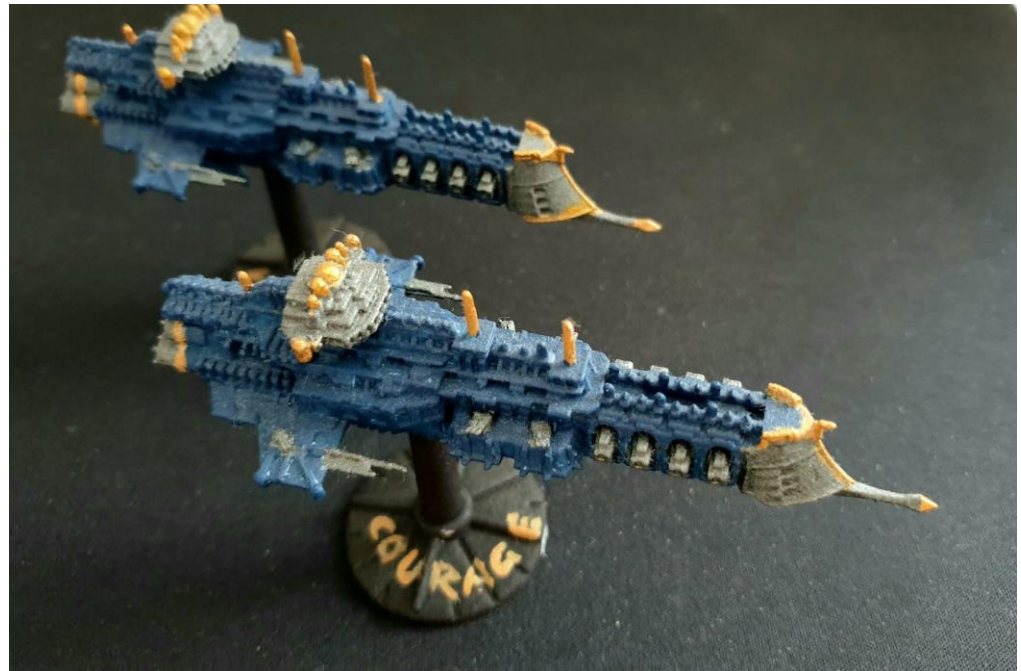
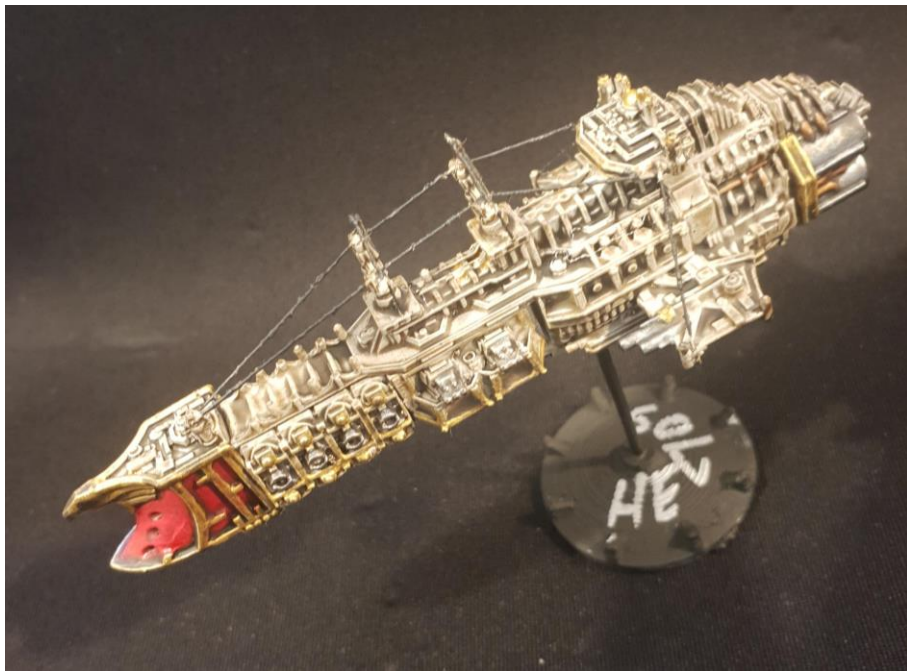
In short, we had a great time. I'd like to give a special thanks to Dexter, for leading the grots and taking so many great photos, and the Book of the Void team, for writing such a great fan supplement - I can't wait to start my Adepta Sororitas fleet!



Image generated by Midjourney. horizon

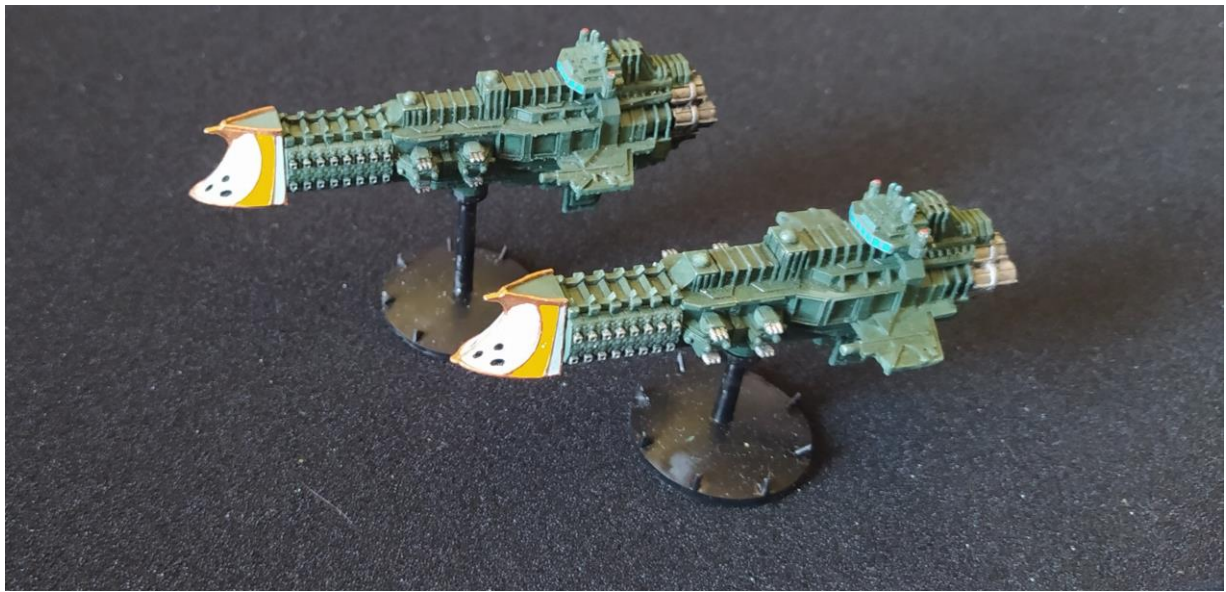
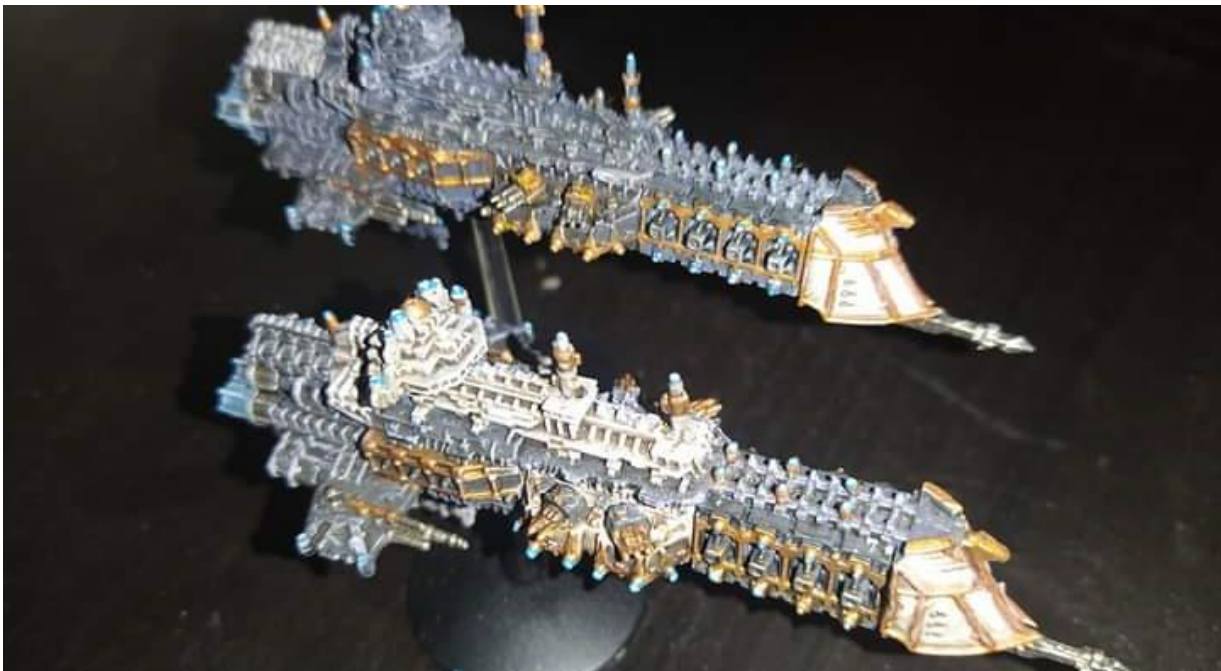
The Lunar Class Cruiser all are different yet still the same















Battlefleet Gothic Character Ship Creation Community Event

Organized by the BFG Facebook admins



This image is from GothiComp winner Canucks Fan

Admirals! We are happy to announce the first every Character Ship Creation Community Event! We want to see the creativity of this community going. This is a chance to put on display your full capabilities as a story telling, conversion expert, painter, artist, rules writer and just general Gothic enthusiast!

This event will run from TODAY (12 SEP 2022) until 12 DEC 2022!

What we want to see is you come up with your best ship possible. We want to know the story, see the ship (either as a actual model or original artwork), and see any additional rules you can come up with. You can work from existing ship classes or come up with your own original. You can also work from existing fleets in game or come up with something not yet in game but grounded in Warhammer lore (IE a Hrud or Votann ship). Get creative, really dive into the potential that is BFG

If your submission contains a conversion, please provide a brief explanation of how you did the conversion in your submission. If it is a 3d print of an original design, please provide a link to the .stl in the submission. Once you've come up with your unique character ship(s) you will submit it (details below) for consideration in the following categories.



Keep a look out for future details on additional judge selections, prizes, community voting, etc.

There are 5 Main Categories that will be recognized (with potential for prize support, details to come)

Best Overall
Best Human Ship
Best Xenos Ship
Community Favorite
High Admiralty's Choice

Additionally, the following will be recognized.

Best Story
Best Model
Best Rules
Best Original Class
Best Existing Class (from Official Rule sources)
Best Heresy Ship (IN, SM, Chaos only. 30k related story)
Best Escort
Best Light Cruiser/Cruiser
Best Battle Cruiser/Grand Cruiser
Best Battleship
Honorable Mentions/Bests in Fleets

After winners have been announced, the admin team will gather up and ePublish a PDF of all the winners for your at home use and reference! We will endeavor to make this a cool product for your use. You may also see your ship featured in community eZines (like Warp Rift) related to Battle Fleet Gothic!

Submissions will be via Google Drive
<https://drive.google.com/drive/folders/1m7vpjPi7e7-NA001yHtQPyytfttWChQ?usp=sharing>

Submissions must be in a .doc or .docx format. Any pictures in the document may also be uploaded as a separate file (so we can see and use the best resolution). You are limited to 2 pages per entry, profile layout, normal margins. Please use common fonts and font sizes. Additionally a short 1-2 sentences about you/how you hobby would be nice, but completely optional.

Denote in your submission if your ship is for use with the original rules or any variant of BFG (BFG:XR, BFG:2020, Battlefleet Heresy). This will have no impact on winners.

An example of a character ship entries from the old Fanatic contest can be found here to get an idea of what kind of stuff we are looking for/format:

<https://www.facebook.com/groups/2387912808/files/files>
https://drive.google.com/drive/folders/1jIGrkmLK9B8UZKgtZiOTaV_nrowfRgUX Issues 59 to 63.

(files are The Light Bringer, Black Avenger, Favoured Concubine, Orkham's Raza, Devine Sanction)

Submission format for documents

Name_Shipname_1.doc

Name_Shipname_2.jpg

Names can be screen names/user names instead of Actual Names if desired (ie Bob Smith can make his name AdmiralKirk if he wishes).

Submissions are limited to 4 per person with the following limitations

-No more than 3 capital ships per person

-No more than 3 of the same Fleet type per person

-No more than 1 ship over 16 Hits per person (ie you can't enter 4 separate Gloriana's)

If you exceed these, we will only consider entries in the order you entered them in date wise (IE you upload 4 IN ships, the first 3 will be considered, the last will not)

Dark Eldar / Drukhari

Tactica

By Zhai Morenn



This background image is from Magelord



Preface

Greetings Dread Archons and other... honored... guests. It is with great pride, pleasure and a necessarily small sum of humility that I come before you to impart my wisdom and experience

in the ways of fleet combat upon you. Some of that which I will share, you may have a tentative grasp upon already and that is good. Some of you may have some misconceptions about our armada and its capabilities and I assure you I shall delight in dispelling those notions in suitably grand and painful fashion.

The drawing is from Asdrubael Vekt

The Fleet

The Dark Eldar fleet is a raider fleet that possesses one quality in which it exceeds the capacity of every other fleet in the game. Raw mobility. Certainly there are other factions that are fast, or have examples of fast ships in their fleets. But no other fleet has the combination of movement speed prior to an attack combined with attack range.

For my part, I have always held the Dark Eldar to be my favorite fleet due to their high skill ceiling and the fact that I feel they are more fun for my opponents to fight against compared to Craftworld or Corsair Eldar. I've seen the frustration of friends when facing other Eldar fleets that just dodge back into asteroid cover, offering them no means of striking back. The Dark Eldar do not have this luxury and instead are focused on an All-In approach to combat typically. You commit fully to your attacks and do everything to ensure they are devastating so as to limit return fire, or you are punished and ground down. As a courtesy, your opponent has something to shoot back at, which in all fairness may be only a mild consolidation in the midst of over half of their fleet being in shambles at the end of turn 1.

Of all of our special rules and exceptional weapons, it is our mimic engine that is in my opinion the biggest game changer for the fleet as a whole. After deployment and prior to the beginning of turn 1, any Dark Eldar ship with a mimic engine will get to make a free move. Additionally, in the enemy's turn 1, if the Dark Eldar have not attacked or launched ordinance, they cannot target any Dark Eldar ships further than 30 cm away. While the mimic does not work against Necrons or Tyranids, it is still an extremely powerful tool against all of the other fleets.

Weapons

Weapon Batteries: These function the same as the weapon batteries used by the other Eldar factions. They always count as closing on their targets and as a rule for this fleet will be forward fixed and limited to range 30 cm. With their speed and agility Dark Eldar vessels should have no difficulty bringing these weapons to bear. Of additional note is that every variant of every Dark Eldar ship is armed to some capacity with weapon batteries. Even torpedo escorts carry two each, meaning everything they have is a capable gunship when fielded in larger squadrons.

Phantom Lances: Unique to the Dark Eldar, these weapons hit on 4+ and inflict two hits on a roll of 5 or 6. There is a lot of contention between whether Corsair/Craftworld or Dark Eldar have the best lance weapons. While the Pulsar Lance has a higher maximum damage cap, you are statistically less likely to achieve your maximum damage without the use of lock on. While on paper this would lead one to believe that the answer is pulsars and locking on always, this is not necessarily so. Because the Dark Eldar only move once and are then committed to their attack, preparation and locking on really has no drawback. On the other hand, Corsair and Craftworld ships will likely be sacrificing their ability to turn and run back to cover. Both are great weapons, but my preference lies with the Phantom lance. It will much more reliably reach its maximum damage potential (2 damage on a to hit roll of 5 or 6). If you are not locking on in favor of maneuvering after your initial alpha strike, the Phantom Lance has a 33% chance on any given attack to reach its maximum damage capacity. A Pulsar Lance on the other hand has a 25% chance of matching that damage and a 12.5% chance of landing all three of its potential hits. While one may prefer longer odds and higher potential pay off, I have always found my preference to be with a steadier and more reliable weapon.

Ordnance:

Attack Craft

Raptor Fighters: These function in every way like normal Eldar fighters. They are hit on a roll of 6 by defensive turrets (in the event that they are escorting a bomber/ assault boat wave in) and have a 4+ resilience save against being removed the first time they encounter hostile ordnance. This makes them worth more than their numbers would imply when it comes to eliminating incoming ordnance waves or trying to strip CAP defenses from a target ship in preparation for a follow up wave of torpedoes or other attack craft.

Razorwing Bombers: These function just like normal Eldar bombers in that they are hit on a roll of 6 by defensive turrets and may reroll the number of attacks they make. This can make them extremely dangerous against enemy ships which have fewer defensive turrets. They also always hit the lowest armor facing of the ship just like any other bombers so ships with weak rear armor have particular reason for concern against these (Orks in particular).

Slavebringer Assault Boats: These are excellent. Only being hit on a roll of 6 by enemy turrets is already great but getting a +1 to your hit and run roll on the critical hit chart to boot means you will never fail except potentially when hitting Astartes crewed ships. Add to that, these assault boats also have the added utility of being able to opt not to roll for their hit and run results and instead claim 10 victory points to represent the Dark Eldar taking captives. While Impalers can do this more efficiently, it is still a great option to net yourself some additional victory points if the target you are attacking already has its offensive capabilities severely hampered, or you are simply not concerned about return fire. This is a great option when either you or your enemy are maneuvering through an asteroid field while the other is not.

Impalers

The truly unique piece of ordinance the Dark Eldar have access to and it is a fantastic option. This is effectively an assault boat that has limited range but rolls 2d6 on the critical hit table when it connects. It is only hit by turrets on a roll of 6, has a resilience save of 4+ against fighters and has the option to forgo it's 2d6 roll in favor of claiming 30 victory points via slave taking. This also incidentally will instantly kill any escort that you can take captives from as losing 30 vp worth of crew causes the ship to be treated as destroyed. The only drawback is that each time it is about to make its attack against an enemy ship, after turret rolls have been made, but before you roll the 2d6, you must roll a 1d6 and on a roll of 1, the Impaler is lost and cannot be used again during the battle even with Reload Ordinance orders. This represents the entire crew of the module being killed by the counter attacking crew of the ship they're attempting to launch a hit and run against. While this makes the Impaler something of a high risk, high reward weapon that will statistically degrade over a long engagement, the results it reaps are well worth the risk.

Torpedoes

Dark Eldar have access to normal Eldar Torpedoes and Leech Torpedoes. Both types can only be hit by turrets on a roll of 6, but the standard Eldar Torpedoes deal damage and reroll their to hit rolls against each target they encounter. This makes them a devastating weapon and one of the best weapon systems available to the Dark Eldar. Any ship which carries Eldar Torpedoes also carries Leech Torpedoes.

Leech Torpedoes: The Dark Eldar leech torpedo is a weapon unique to their faction. While it does not do any damage directly, each hit from a leech torpedo will inflict a non-cumulative critical hit that causes no damage but results in the ship losing 10cm from its speed. This also prevents the target from executing All Ahead Full special orders. These torpedoes also automatically hit and do not roll against the armor facing of the target. The target must repair ALL critical hits inflicted by Leech Torpedoes but only suffers their effect once.

Even though these torpedoes don't deal damage, automatically hitting is a big deal. This can break apart formations of enemies, no matter how heavily armored their ships are. Consider that after being hit by a salvo of these torpedoes, there are only four battleships in the entire setting of Battlefleet Gothic that could still execute a turn without Burn Retros special orders. Three of them are Chaos ships and of those two are unique character ships from the Chaos fleets (Slaverer & Wage of Sin), and the non-Chaos outlier is the Corsair Eldar Void Stalker class battleship. Add to this the negative effects of having a blast marker in contact with an enemy ship, and an enemy vessel could be facing a total of -15 cm to its movement. Against the majority of capital ships in Battlefleet Gothic, this is sufficient to reduce them to qualifying as a defense on the gunnery table, making them easy pickings for massed weapon battery fire in the following turn.



Drawing by Maglord

The Ships

I have seen it said by many that the Dark Eldar are a very limited fleet given that they have only two official ships. It has also been said that they are weaker because of a lack of grand cruisers or battleships which the other Eldar fleets possess. I've personally always held the view that they do not need battleships. Their fleet is perfect in meeting all of its present needs.

If I were to add anything to it, I would say a light cruiser option that features the same modularity the rest of their ships possess would be good so as to allow for capital ships in scenarios that specify a capital ship under 200 points. That being said, the only thing a light cruiser would bring to any equation which Corsair escorts couldn't would be fighters and bombers if it was a carrier.

Escorts

The Dark Eldar Corsair is one of the deadliest escort ships in all of the Battlefleet Gothic setting. It is fast and agile, as one would expect from any Eldar ship, and it comes in four varieties. Each variant of the Corsair is extremely effective and brings the real majority of the firepower for the Dark Eldar fleet to any engagement. This is particularly relevant to any ships whose primary armament is weapons batteries or phantom lances. With your free movement you can position your ships for locking on in their turn 1 attack run. Add to this that every variant of the Corsair comes with 2 Eldar weapon batteries, and you have a very effective and versatile weapons platform.

Weapons Battery Corsair: This escort is the Dark Eldar equivalent to the Aconite, but cheaper in its base form, or the same price if a mimic engine is added. Each of these ships carries strength 5 weapons batteries which, due to being Eldar, always count as closing. A squadron of 3 would be dangerous, but I prefer to field them in squadrons of 5 or 6. 25-30 weapon batteries counting as closing is devastating as it is, but if you combine this with mimic engines to line up a turn 1 locked on attack run, you will be deleting cruiser sized ships with relative ease.

This ship is also going to be your most effective Eldar hunter. Against both Corsair or Craftworld Eldar, or even other Dark Eldar, this ship will be the most effective tool to destroy them and as such, it will be a high priority target for your enemies. I will get into the tactics relating how to give your gunships their best shot at surviving return fire later when I break down tactics for the Dark Eldar fleet.



Phantom Lance Corsair: This is an excellent ship. It is armed with two weapon batteries and a Phantom lance. These ships in squadrons of 5 to 6 will give any sane enemy pause. Largely the same tactical benefits that the weapon battery corsair enjoys are also shared by the Phantom lance variant, with only some differences in preferred targets to consider. These ships are excellent hunter killers when fielded in larger squadrons, averaging 5 lance hits when not locked on from a six strong squadron. They carve up priority targets of the enemy fleet with ease, regardless of their armor.

Torpedo Corsair: By virtue of being an Eldar Torpedo escort, this ship is absolutely dangerous. With Eldar torpedoes being intercepted by turrets on a roll of 6 and rerolling their Hit rolls, they are devastating to enemy ships of all sizes. Armed with S2 Torpedoes and 2 weapon batteries, a squadron of 5-6 will not only command a terrifying amount of Eldar torpedoes that can be deployed in flexible sized waves, but is a respectable gunship as well should it find the opportunity to pick off a wounded target.

This ship is also one of the most utilitarian vessels in your armada, in addition to being a threat to enemy ships. With a full squadron, you can negate larger waves of torpedoes with ease, allowing these ships to play a defensive role in support of their capital ships. They can be used to clear away fighter CAP from enemy ships when deployed in individual salvos of 2 torpedoes from each escort. Torpedo Corsairs can also stand off out of enemy return fire range and shotgun a pile of S2 salvos at an enemy formation.



Impaler Corsair: This ship is armed with two weapon batteries and an Impaler Module. Now this is one of the most significant deviations from standard weapons in the entirety of the Dark Eldar fleet. The reason is not just because the primary armament of this ship is essentially an assault boat that goes off the full critical hit table. It's the fact that this is the only Eldar escort of any of the Eldar fleets that can engage its targets without having to be facing towards them. It is precisely one of two escorts in the entire game that can attack an enemy in its rear arc (the other being the limited Escort Carrier).

With Impaler armed Corsairs, your movement options are considerably less constrained compared to literally every other escort you can field. You don't need line of sight to your targets to engage them, since Impalers can just fly through or around celestial phenomena that are blocking line of sight. A squadron of 5-6 of these will on average land 3 critical hits against a braced target, and you don't even have to reveal yourself to the enemy. You could launch them from within an asteroid field, the other side of a moon or planet, or a warp rift and they can easily either go over or around the celestial phenomena in question.

Movement can be focused entirely on maximizing your survivability while staying within striking range of your Impalers to the targets you want to bring down. It doesn't matter if your target ends up in your rear arc or side arc. If you are within range and you passed your Reload Ordinance special order, you can make that attack.

Additionally, Impalers make for excellent escort killers. When you attack an escort with an Impaler, and you make your 2+ roll to not lose the Impaler in the attack, you have two options: Roll 2d6 and destroy the escort on 4+. While the chance of failure is small, it is still present. Instead, simply opt to take slaves. You get 30 victory points and the escort is treated as destroyed since Slavetaking 30 points worth from an escort results in it being counted as destroyed. This doesn't work on Necrons or Tyranids, but otherwise it is a built-in easy method to claim 30 extra victory points in addition to the worth of each escort killed.

Cruisers

The Dark Eldar Torture class cruiser can be fielded in five variants and is an exceptional warship. Its speed and ability to use mimic engines mean that it can position itself optimally for a turn 1 alpha strike, regardless of which armament you have chosen for it. These make excellent flagships for your Archon, especially considering that the Dark Eldar take critical hits on a 6+ like the other normal factions.

Battery Torture: This is the bare bones variant. At 210 points, this gets you a 6 hit cruiser with 35cm speed and 12 weapon batteries. This is not a bad option, but in all honesty you are better off spending 20 or 40 more points to purchase an extra weapon system.

One way in which this vessel is superior to an equivalent points worth of Corsair Escorts (4 Corsairs) is that it has more hits with higher armor. In my opinion, this is your best option for if you are going to focus on boarding actions. While all Dark Eldar ships get that useful +1 on the initial turn of a boarding action, what really matters is how many hits worth of Dark Eldar ships can you put into base to base contact. Without a special secondary weapon, this vessel is risking the loss of less than any other option should the boarding action take a turn for the worse and you are bringing the most hit points worth of boarding per points expended.

Torpedo Torture: Armed with twelve weapon batteries and four torpedo tubes, this is a Dark Eldar mirror to the Corsair Shadow class cruiser. I would argue that this ship is far superior to the Shadow Class for one primary reason. Using its innate speed and agility, this ship could easily maneuver into the rear arc of an enemy capital ship, hit it with weapons batteries and then follow up with Leech Torpedoes. If the enemy ship is faster than 20 cm, it would probably be better to use standard Eldar Torpedoes, but for anything at 20 cm or less, this ship is a nightmare to have in your rear arc as it can drop a capital ship's maximum speed to below the minimum distance required to turn.

Tactically, I feel like this vessel has less to offer than some other variants, given that three Corsair escorts could provide more firepower for 60 points less.

However, I have observed this ship to excel in small point games. Up to 750 points, this can be a very solid option if you intend for your Corsairs to be largely comprised of gunships or Impalers. This ship could be the only torpedo vessel in your fleet and in smaller point level games, its ability to disrupt formations with leech torpedoes and inflict telling damage with its Eldar torpedoes can prove quite useful. In larger battles, the strategy of getting behind an enemy capital ship and crippling its movement is mitigated by there likely being other ships nearby that can try to assist your target by engaging this ship.

There is also the option of taking Torpedo refits if you want to combine Eldar torpedo rules with other special qualities, but I've never really been impressed with the cost of Eldar getting refitted torpedoes and often I find that there are cheaper ways of getting highly destructive ordinance on the table. That being said, if you are going to go for refits, I personally find the guided torpedoes to be the best option for Dark Eldar in extended engagements. The ability to have torpedoes track their target can be invaluable if you are standing off from a distance. Short Burn Torpedoes are also quite useful as they extend your effective reach rather handily. Seeker Vortex and Melta Torpedoes are also useful, but you want to ensure there is no CAP protecting whichever target you want to throw those at. Seeker Torpedoes are a one shot item that in my opinion does not deliver enough benefit to justify their cost. Barrage Bomb Torpedoes are strictly speaking less effective in every scenario wherein you are not bombarding a planetary surface. It does not help that these must be rolled for randomly when you purchase the refit.



The drawing is from Asdrubael Vekt

Impaler Torture: Able to be armed with one or two Impaler Assault Modules for the respective cost of 20/40 points, this Torture variant enjoys the same tactical flexibility of positioning that the Corsair escort does when armed with an Impaler. Unfortunately, because of its twelve weapon batteries, this ship really wants to also be shooting something. For similar points to the cost of this variant, you could get five Impaler armed Corsairs.

Really this comes down to personal preference. I like the Impaler Corsairs substantially more due to the number of Impalers they can bring per amount of points spent. It feels more reasonable to forgo shooting ten weapon batteries that 5 Corsairs would be packing in order to keep them out of line of sight and let their five Impalers do the work.

As with the Torpedo Torture variant, there are some situations in which this ship could acquit itself very well. In an ordinance heavy fleet, it can add weight to an already devastating onslaught of torpedoes and strike craft. For me I think one of the most appealing roles for this ship is that of an opportunistic hunter. Enemy ships which you want dead, it can lend its firepower and Impalers to, and otherwise it can pull in an almost guaranteed 60 victory points per turn. Assuming this ship survives the entire game and the game continues on for 5 or 6 turns, this ship could bring in 300 to 360 victory points in addition to whatever it actually kills.

Launch Bay Torture: The Launch Bay Torture is easily the most commonly favored variant of the Torture cruisers by Dark Eldar Archons for the sole reason that it is your only means of accessing Dark Eldar strike craft. Armed with four launch bays and twelve weapon batteries, this is a very fast and difficult to pin down carrier. Its launch bays are equipped with Raptor fighters, Razorwing bombers and Slavebringer assault boats. This cruiser has all of the normal exceptional utility one would expect from an Eldar carrier, with resilient fighters, bombers that reroll the number of attacks they get and assault boats with a +1 to their Hit and Run dice rolls. And of course they are hit by defensive turrets on a roll of 6.

In most scenarios, if I launch Raptor fighters, it is because I want to clear the CAP off an enemy capital ship prior to hitting it with other ordinance, or clearing out very large waves of torpedoes. Large Eldar Torpedo and Tau Torpedo salvos are my usual top targets. Eldar Torpedoes can land a large number of hits with their re-rolls to hit, but only if we are looking at a large single salvo, which most experienced Eldar players will never use against another Eldar. Given the universal lack of turrets for all the Eldar factions, there is no real reason to not send all of your torpedoes in at minimum size (2 for each escort and 4-6 if launched from a cruiser). For Tau, it is relatively easy to get large massed waves of Torpedos which are guided and can alter their speed, making them more challenging to dodge than standard torpedoes. Raptor fighters are also exceedingly important if you're trying to protect a cruiser that has lost its Shadowfields.

The Slavebringer Assault Boats are the best assault boats in the game. They can only be hit by turrets on a 6, they get +1 to their Hit and Run roll so they can't fail unless they're going against Space Marines or Chaos Space Marines, and they always have the option of forgoing the roll on the critical hit table to do some Slavetaking and net 10 victory points per assault boat. In my experience, these do more work than any other carrier launched strike craft in the fleet. My typical use of them is to throw 4 (or 8 in the case of fielding two carriers) of them at a few targets in the enemy fleet that I am not going to focus fire on for my initial alpha strike and try to disable their weapons instead. I typically don't use them for Slavetaking as the Impaler is much better at this role, but if you're preferring to shear your herd animals instead of slaughter them, it is an option. These also play a crucial role in my tactics versus a few specific fleets. More on that later.

Their Razorwing Bombers are every bit as good as standard Eldar Bombers. They excel at taking down low turret count ships. Generally I will try to use these on ships with 1 to 2 turrets as my priority, 3 turrets sometimes as well, but once we start seeing 4 or more turrets, I find myself having more satisfying results with the Slavebringers. That being said, these are excellent at hunting down other Eldar, escorts, and especially light cruisers.



This ship also has a few refit options available as well. The most obvious one is Torpedo Bombers, which honestly I do not feel is really worth the cost. If you do want to take them however, you need to make sure you plan your strikes a half turn in advance, as Torpedo Bombers do not get to move prior to shooting. For me, this is too much of a delay when trying to fit this timing into my preferred tactics of starting the game with a strong alpha strike and then using my speed and agility to pick literally any target in the enemy formation that is vulnerable and ganging up on it the turn I go after it.

However, there is one refit which I have enjoyed immense success with and it is easily the scariest thing you can do with this ship. I usually take one as a standard carrier, and then a second that has been upgraded to carry orbital mines.

Upgrading a ship in this way costs 5 points per launch bay, taking the cost of this ship to 270 points plus 20 points for giving it a mimic engine. As a refresher, Mines are treated as torpedoes for turret interception purposes, move 10cm per

turn towards the nearest enemy (if multiple enemies are equidistant, it defaults to the largest ship visible to it). If one impacts an enemy ship, it makes 8 attacks against the armor facing it impacted. If it is intercepted by turrets, it STILL makes 4 attacks against the armor facing it hits. If your Launch Bays take a critical hit, you take an additional D3 points of damage. But this is a Dark Eldar cruiser we are putting this on, and that means we only take critical hits on 6 like most other factions, so that is a significantly reduced risk compared to the Corsair or Craftworld Eldar attempting to replicate this tactic.

Here's the kicker: Eldar and Dark Eldar mines are only hit by turrets on a roll of 6. Now they cannot be formed into waves, so all turrets get to fire at each mine, but given the difficulty of hitting Eldar mines, you're still likely to get 20+ attacks from these mines.

Now you have a cruiser that costs 290 points, but can easily cross 70cm in the first turn of the game, unload with 12 weapon batteries, and then drop four Eldar mines. With this kind of mobility, you can get in right next to an enemy flagship, drop your mines, and watch the subject of your wrath have to deal with at minimum 16 attacks and at maximum 32 attacks.

I do not recommend putting your Archon on this ship. Even if your enemy knows this is coming, there is really very little they can do to prevent you from making this attack apart from large numbers of fighters on CAP, which can be stripped away with Torpedo Corsairs and Impaler Corsairs. Though in all honesty, most fleets will not have enough fighters to protect every capital ship in their formation. If the enemy protects their flagship by putting an untenable amount of fighter CAP on it, just pick another appealing target that is not as well defended

(Note of editor: do heed the comment in the Armada book (or Remastered rulebooks that mines shouldn't be a stable choice every game).

Phantom Lance Torture: While this Torture variant doesn't bring anything that you can't bring with a few Corsair class escorts sporting some Phantom Lances, I still have a great fondness for this variant. It is usually my third capital ship that I field in larger games and I think the thing that appeals to me is that contrary to pretty much every other Eldar capital ship (Aside from the rather lackluster Solaris and barebones Torture) you can deviate away from the one gun, one ordinance formula that almost all Eldar capital ships seem to always follow. This means that you will never need to decide whether to Reload Ordinance or Lock On. Granted, the times when you could do either of these orders will be limited since Lock On really requires that you either have the target in your forward 90* arc or have a gravity well that you can use to bring weapons to bear while Reload Ordinance allows you to make turns which gives you a lot more flexibility.

Even despite the situational differences between Lock On and Reload Ordinance, there's something thematically fitting about this ship to me. I think in a way, the mix of batteries and ordinance in most other Eldar capital ships can be almost metaphorical of the balance Eldar must find to avoid losing themselves. This configuration of weapons speaks more to the extreme and unbalanced focus that Dark Eldar as a culture embody. It is focused on one thing to the exclusion of all others, and in all honesty it is good at what it does.

Tactics

The Alpha Strike

The dark elder armada has the best first strike capabilities of any fleet. With the use of mimic engines, your fleet can cross the vast majority of the distance between you and your enemies and allow you to set up advantageous positioning from which to make your attack runs. If your fleet is equipped with mimic engines you should always be using your pregame move to line up your fleet so that you are in range to Lock On and move into attack range on your next movement. Planning your positioning is key to successfully maximize the damage you can deal and minimize the damage you receive in turn.

By the end of your mimic engine move you want to be lined up at the enemy so that you can make your attack runs, but the distance you need will vary depending on whether you have initiative or not.

If you do not and your opponent gets to go before you on turn 1, you need to be far enough away at the end of your mimic engine pre-game move that even after their normal movement they are not within 30cm. This ensures that they cannot target you and you will still be able to execute your alpha strike with your fleet at full strength. It is vitally important that you position yourself to make effective attacks in your turn while maintaining distance.

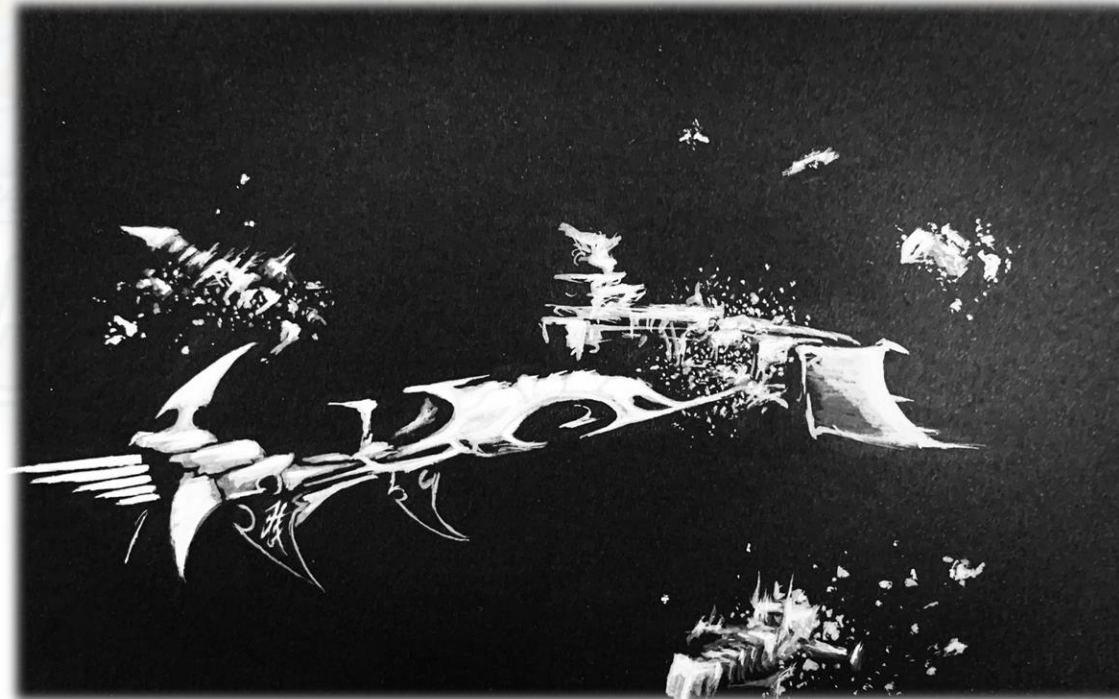
If you have won initiative, it is my view that you should be positioning your fleet closer to the enemy (in most circumstances) for your alpha strike. You have no need to make use of the mimic engine feature that prevents enemies outside of 30 cm from attacking you if you can get into close range and shoot first. This is one of the situations where you are, in my opinion, best served by engaging in extremely aggressive tactics. Ships, especially your escorts, that are armed with torpedoes should not be locking on but rather using their ability to turn at any point during their movement to position themselves to launch a wave of torpedoes down a line of enemy vessels.

If you have won the initiative and are going first, the enemy fleet will not have even had a chance to deploy fighters to CAP. A wave of 12 Eldar torpedoes can do a lot of damage if you can hit multiple ships with it. Weapon batteries get an additional left shift if within 15cm, meaning enemies count as defenses to your guns, giving you the maximum number of shots you could possibly throw at them.

With regards to positioning, your ships ideally should be in the side arc of the enemy fleet, with your orientation being roughly a 45 degree angle of attack. You want your ships to have their targets as close to the very edge of your forward firing arc and the targets moving away from your forward arc. The idea is that after you have moved into attack range and hit the enemy fleet, you want their capital ships minimum required movement on their next turn to take them out of your front arc and into your side arc. This gives them the worst possible firing solution on your fleet with weapons batteries and can greatly enhance your survivability. The only ways that an enemy capital ship can attempt to break from this pattern of maneuvering are to:

- * Burn Retros and turn on the spot, sacrificing half their firepower for a closing shot which is impaired by Shadowfields, a less than optimal situation to be in and they set themselves up to be targeted as a defense the following turn. Even if there are blast markers still in contact with them, taking your firing aspect back to closing, that is still good for you, as each blast marker means one less shield to get through on your follow up strikes.

- * Seek help from another ship. Escorts in particular have the agility and speed (usually) to maneuver into an advantageous firing position against your ships, but capital ships have some ability to help here as well. In this event, gauge the threat the new arrival to the situation constitutes and how vulnerable they are. If it is a squadron of Sword Frigates, I would generally focus on them as my primary target while trying to stay abeam to other enemy fleet elements. The more you can reduce the number of agile ships in the enemy fleet, the better.



The drawing is from Asdrubael Vekt



The Dark Eldar ship attacks with the enemy ship on the edge of its forward firing arc.



10 cm minimum movement



45* turn.

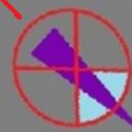
The Imperial cruiser's minimum movement takes it out of the Dark Eldar's forward arc and places it in the Dark Eldar's starboard arc. The Imperial cruiser now must treat the Dark Eldar as abeam.



The Imperial cruiser returns fire. Because the Dark Eldar ship is abeam and their Shadowfields inflict a right shift on the gunnery table, the Imperial ship is likely treating this Dark Eldar ship as either an abeam escort or ordinance, severely limiting the number of shots it can fire back.



90* Turn



The Dark Eldar cruiser or escort squadron can then reposition itself to fire on the Imperial cruiser in the following turn, leaving the Imperial cruiser in the same predicament of its minimum movement taking it out of the Dark Eldar's forward arc, denying it a closing firing solution on the Dark Eldar.

During your initial attack run, you should prioritize enemy battery ships, carriers, and escorts. Escorts in particular will be the most probable counter you see your enemies use against you to mitigate your maneuvers to stay abeam to their capital ships. Because escorts can turn without a minimum move, they can alter course and approach your ships head on. For this reason, I will generally prioritize battery heavy escorts such as Swords, Gladiuses, Defenders, etc. It will not be difficult for you to destroy enemy escorts unless they're hiding at the center of the enemy fleet formation.

Depending on the formation the enemy puts their fleet into, you will need to adapt your strategy and adjust target priorities. If the enemy forms up in a broad formation, use your speed to move your entire fleet to one end of their line and start focus-firing ships down. If their fleet is too spread out, and/or their range is too short, some of their ships won't even be in a position to return fire. From turn to turn, you should be considering how to use your speed and agility to disrupt the otherwise cohesive responses the other fleet may be attempting to carry out against you. The slower and shorter ranged your foe is, the easier this is to accomplish.

Hit and Fade

Perhaps you decided to leave the mimic engines at home, or perhaps you brought them and now you're on turn 2. What now? Now the battle begins in earnest and hopefully you have already destroyed or crippled a few capital ships or escort squadrons. Regardless, your objective now is to utilize your two biggest strengths in tandem. Overwhelming firepower, and the mobility to bring it to a pinpoint focus. As ever you must be adaptive. Is the enemy in disarray and attempting to regroup? Use your speed to come together to pick off the most appealing and weakened elements. Adapt, and never throw your fleet headlong into anything resembling a fair exchange. Once you have focused a target or two to oblivion, use your mobility to confound your enemies' attempts to react to your actions.

With a fleet this fast, you should be able to deny advantageous firing positioning to most fleets, with the only exceptions being fleets whose weapon batteries automatically count as closing and have excellent mobility. Namely this is Eldar and occasionally Necrons.

Tactics Against Specific Fleets

The Imperial Navy

A worthy foe, but between their main line capital ships having only 20cm speed and typically 30cm range on their weapons, they will find it difficult to bring the majority of their fleet to bear on you at any given time. This means you will want to attack the outer edges of their formations, ideally positioning yourself so the elements you are attacking cannot be easily supported by other elements of the IN fleet. Because of their average speed, capital ships from this fleet are also more susceptible and negatively impacted by Leech Torpedoes, ensuring any survivors of your attacks are reduced to anywhere from 0-10cm speed. Anything you throw Leech Torpedoes at in this fleet you should also try to put a blast marker on through gunnery as well. This will reduce most capital ships to 5cm speed which will cause them to count as a defense on the gunnery table the following turn. The only way to avoid this is for them to repair all Leech hits prior to their movement phase following the leech impacts.

Escorts are more prevalent in this fleet than others as they provide an excellent foil to the slower cruisers. Swords and Gladius frigates will be your biggest threat, but in general the agility of Imperial escorts in general should make them a priority target, within reason. The other escorts to be wary of are Cobras, Falchions and Hunters as these ship can easily use their torpedoes to disrupt your torpedo waves. They also make cheap sacrifices to halt any large volleys or waves of ordinance you launch at an enemy target. A wave of four Eldar bombers is wasted on a single 30 or 35 point escort and can blunt your attack significantly.

The Adeptus Astartes

The Space Marines pose a unique challenge, given that their ships are both well armored and their strike cruisers are quite nimble. Naturally, Phantom Lances excel against them, as do the use of Impaler modules. Leech Torpedoes can easily be used to severely impair the mobility of their capital ships given that Leech Torpedoes automatically hit and do not roll against the targets armor facing.

While their Strike Cruisers are agile, their escorts will present the greatest and most immediate threat to you. Their Gladius Frigate is very fast and heavily gunned for a human escort. These and Sword class frigates should be your priority targets initially.

Strike Cruisers are a uniquely resilient but nimble threat. Ideally while your other Corsair squadrons or Torture cruisers are eliminating their escorts, Phantom Lance Corsair squadrons should be prioritizing these targets. Start with the variants that have replaced their launch bays with Bombardment Cannons and then eliminate targets as the opportunity presents itself. While these ships are tougher with their 6 armor, sustained Phantom Lance fire should have no difficulty destroying them.

Battle Barges can be imposing but a volley of Leech Torpedoes combined with clever positioning of your fleet can leave it out of the fight and reduced to being an expensive 3 launch bay Thunderhawk carrier. Unless you have multiple squadrons of Phantom Lance Corsairs, I would just focus on their smaller and weaker vessels before dealing with the Battle Barge. If engaging it is unavoidable, Phantom Lances en masse should be used to bring it down quickly. Between its weapon battery broadsides and bombardment cannons, you do not want to engage in a prolonged exchange with this ship. If no Phantom Lances or insufficient Phantom Lances can be brought to bear, large waves of Impalers may be able to successfully take its weapons offline or otherwise damage other critical systems.



The Adeptus Mechanicus

The Ad Mech fleet fights much like the Imperial Navy, but fields higher quality and thus more expensive capital ships. Most of their available upgrades do not pose a significant threat to Dark Eldar ships and as such fighting them in a similar manner as you would the Imperial Navy would be an optimal course of action. Their battery cruisers and sword class escorts will be the biggest threat they can level against you.

Do bear in mind that the higher number of turrets on their ships means that your bombers will be less effective and instead you should be using assault boats, impalers and torpedoes.

Their biggest weakness is that in boarding actions and hit & run attacks the attacker against an Ad Mech ship may reroll the dice if they choose, keeping the second result. This plays handily into the Dark Eldar bonus to boarding actions and makes Impaler modules truly devastating.

Rogue Trader Fleets

The Rogue Trader fleets are very much a wild card, given that they can take Tau, Corsair Eldar, Craftworld Eldar, Dark Eldar (Capital ships only), Space Marines, Imperial Navy and ships from the Chaos Fleet list as well as Demiurg and Kroot. This is further compounded by the variability offered to them with their Xenos Refit table which even allows for them to pay extra to get the upgrade they want, leading to a very reliable means of building a fleet that likely does not perform like one would expect at first glance.

The Rogue Trader fleets tend to have difficulty fielding strike craft, lacking dedicated capital carriers and being solely dependent upon either their Escort Carriers or the reserves they bring to the battle. This can be easily exploited by achieving ordinance dominance on the battlefield.

The Armadas of Chaos

This is often one of the most difficult opponents for Dark Eldar to face, or any Eldar for that matter. This fleet is faster than average, and has an abundance of weapons batteries that have above average range. Their weakness is in their difficulty in contending with large amounts of ordinance. Their Devastation class carriers are quite cost efficient, but the sheer number of ordinance you can bring in the form of Corsair Impaler and Torpedo squadrons would be well and more than enough to overwhelm their fighter defenses. Again here, your superior mobility must be used to ensure your victory. Their defense fighters cannot be everywhere, so focus fire on the ships they have not protected. Because this fleet tends to be cruiser heavy and only brings a token force of escorts, positioning yourself so that they must end their movement in your abeam arc is even more crucial and rewarding.



The primary threats you need to look out for in this fleet are Carnage and Murder cruisers, Hades Heavy Cruisers, and Repulsive grand cruisers. While Slaughter cruisers are extremely fast, they have issues with comparatively short range and their maneuverability compared to your fleet and as such, it is not difficult to use your superior speed and maneuverability to capitalize on their comparatively short range. If you can attack them from their side or rear arc from a range of 30, it will be very difficult for a Slaughter to turn and keep you in range.

Chaos battleships tend to be lightly armed with weapons batteries and are only noteworthy threats when a carrier is brought. In general, the cruisers are the backbone of this fleet and should be your primary targets as they are easier to kill than your average battleship. But as always, be adaptive and flexible. If they leave a battleship vulnerable, then by all means focus your firepower on it and destroy it.

The Tau

The Tau come in two distinct varieties, between their Exploration and Commerce Protection Fleets and both would require somewhat different tactics to address.

The Exploration fleet is an interesting beast, boasting typically large quantities of ordinance output which includes Tau torpedoes and resilient bombers. Their capital ship railguns are long ranged at 45cm and can pose a problem when standing off. Because you are likely committing to a close range fight, the range advantage shouldn't be too much of an issue. The biggest threats in this fleet will be railgun armed Hero cruisers and Defender class escorts. Defenders have an abundance of batteries along with their complement of Tau missiles. Fortunately they are slow and unmaneuverable, making it easy to outmaneuver or rapidly pursue them. The Hero is something of a beast by Tau standards, with 8 hits, prow deflectors, launch bays, gravitic launchers and broad weapon arcs.

The weakness you will want to exploit with the Exploration fleet is their substandard speed, even by the standards of most species. In particular, their Explorer battleships have 4+ armor in their rear arc, making them especially vulnerable to any ship or squadrons you can maneuver into their rear arc. Additionally this whole fleet takes penalties in boarding actions, making that an appealing option.

The Commerce Protection Fleet is a good deal more prickly of a prospect, with their primary attack cruisers having 90 degree turns, 20cm speed and ample combined railguns that can fire into their prow arc. Even their Castellan class escort has long range weapon batteries, and even the lowly Emissary light cruiser sports ample railgun armament.

Because their capital ships tend to have less hits than most fleets when comparing similar classes, the easiest way to counter them is similar to the Imperial Navy. Begin by picking enemy vessels off at the flanks and focusing fire on individual targets until they are destroyed or crippled beyond usefulness to the enemy. Their Protector cruisers should be your primary targets as they are the biggest threat you will face. Emissaries and Castellan escorts are next. Remember that their Custodian battleship has substandard shields and would be that much easier to focus down, if left exposed. Even though the Tau CPF does not have the same penalty to boarding actions as their Explorer fleet, this is still a viable tactic to use against them, especially their light cruisers and any Protector class cruisers you have already damaged.

Another advantage to be gained from their ships having lower hit points than most races is that they are less likely to successfully repair critical hits. This means anything taken offline by Assault Boats, Impalers and speed impairments from Leech Torpedoes will be that much more difficult to repair.

Tau Allies also bear mentioning, given the variety which they can appear in and unique attributes they bring to a battle.



The Demiurg

These xenos have a few ship varieties that they can field and all follow the same pattern and general maneuverability profile. They have average speed and normal capital ship turn rates. Their forward batteries enjoy longer range, as do their broadside lances. Their vessels all have all around ordinance deployment capabilities, meaning both being able to deploy strike craft or torpedoes as well as a 360 degree fire arc for their torpedoes. Lastly they have their cutting beam, which while short ranged, can become massively powerful. Even for a lance weapon, consider that your Shadowfields will generate blast markers for each successful save. For reference, a Demiurg ship can increase the strength of its cutting beam by 1 for each blast marker the ship comes in contact with during its movement, to a maximum of 8. Even with Shadowfields you do not want to be on the receiving end of a strength 8 lance volley.

Defeating the Demiurg should really take a similar form to fighting the Imperial Navy. Outflank on one flank or the other, not both. Stay out of their front arc if possible, and endeavor to always attack with the Demiurg at the edge of your prow firing arc such that their minimum movement takes them out of your front arc and places them in your abeam arc. Their leadership degrades as they take damage and depending on the fleet they are fielded in, they are prone to attempting to flee once crippled. Both of these weaknesses you can leverage to your advantage. The more damaged they become, the more difficult it is for them to Brace for Impact. If they become crippled and you are not in a good position to finish the ship off, you can just steer clear of it since crippled Demiurg ships that are part of another fleet will attempt to disengage every turn and failing that, must attempt to flee for the nearest table edge.

The Nicassar:

The Nicassar are interesting. They are not especially fast, but they are commendably nimble with a 180 degree turn speed, hardy with two shields which is very uncommon on escorts and potentially prickly to engage with 3 weapon batteries on each broadside. These ships are excellent targets for ordinance. Torpedoes, assault boats, bombers and Impalers all can easily eliminate these escorts. If it does come down to a gunfight, strike hard, fast and allocate more firepower than you would otherwise commit to an escort squadron.

The Kroot

The Kroot field exclusively their Kroot Warspheres. These ships can vary in size and armament given that the owning player can invest more points to increase their hitpoints, shields, firepower, and turrets, or subtract points from their cost to reduce their hits total and firepower.

In the end, this is a Defense type ship and can be brought down with only concentrated fire. There are some tricks you can employ to bring them down or mitigate their role in the fleet they accompany.

Because they lack strike craft, massed torpedo volleys or gunnery fire from batteries and lances should suffice to bring them down. Be careful not to undercommit too few of resources to destroy this target as an upgraded Kroot Warsphere has a significant amount of weapons batteries to throw at you that can be also upgraded to have long range capabilities.

One particular tool you have against the Kroot to neutralize them is the Leech Torpedo. Kroot Warspheres can only change course by going on All Ahead Full with 2d6 and reaching at least 10cm in the new direction. With Leech Torpedo crits on them, Kroot Warspheres cannot change course.

Orks

The Orks are easy to underestimate. Should they get a chance to bring their prow armament to bear, they will wreak havoc. Fortunately, the majority of their fleet is both unmaneuverable and possesses only average speed. This weakness is compounded by their weak rear armor (4+) for capital ships and 4+ armor for side and rear armor. In my opinion, it is not these ships that you need to truly be concerned about. With some clever maneuvering and use of your speed and agility, you can easily exploit their flimsy rear armor.

In my experience, the real threat of the Ork fleet is their Roks and Space Hulks. Both of these ships have all around fire arcs and long range. Space Hulks especially can prove irksome given their massive number of hits. The easy answer on how to counter this is to hit Roks with Leech Torpedoes as they can only change or adjust their course via All Ahead Full and Leech Torpedoes specifically prevent that.

Watch the Ork fleet and its formations. Always be wary if they have different battlegroups poised to support the battlegroups that are seemingly easy or tempting targets. Always remember to position yourself to exploit their weak armor while minimizing the amount of return fire you will face. The Orks have the most resilience for cost paid of any faction. Their Kroozers, while cheap, also have more hits than conventional Imperial cruisers. They'll be easy to hurt, but take more effort to kill.

Necrons

So how do we combat this nemesis that some would say is our only true equal in this galaxy?

Firstly, boarding actions are the only form of attack their living metal armour saves and brace saves will not work against. Dark Eldar have a bonus in the first round of boarding, so pick your targets wisely.

I've tried throwing my entire fleet at a Tombship and a single bad roll locked my entire fleet into an ongoing boarding action. The lesson is to board weaker ships first. Shroud light cruisers are excellent, and Scythes can be ganged up on by multiple ships to be easily overcome.

Secondly, critical hits can prove increasingly crippling to the Necrons, so Impalers are also an excellent choice given that the Necron turrets only hit them on 6 and a wave of 5 or 6 Impalers can be just as tempting to a Necron player to brace to. Multiple critical hits that reduce leadership permanently will degrade the combat effectiveness of a Necron warship quickly. Add to that you may roll an 11 or 12 on the Critical Hit table which could lead to crippling damage.

On a note related to the Impalers, Leech Torpedoes are perhaps more useful against Necrons than any other foe. They stand to lose the most by not having access to All Ahead Full compared to any other faction. While Necrons repair critical hits on a roll of 4+, Leech Torpedoes automatically hit their target without rolling against armor, so a Scythe has zero chance of removing 9+ Leech Torpedoes in one round, which a single Torpedo Corsair squadron is easily capable of achieving. Even 5+ Leech Torpedoes is statistically improbable.

Of course, Phantom Lances and Weapons Batteries used in tandem are as functional and effective for the Dark Eldar as it is any other species, even more so in fact given the superiority of Dark Eldar shooting weapons compared to most other factions. Contrary to popular logic, against any Necron ship that is not a Tombship, if you have a lot of weapon batteries locked on, it may be advisable to start with those instead of Lances. The reason for this is that while you're not as likely to land hits due to their 6 armor, any ship except the Tombship is statistically less likely to save against that damage if a battery shot gets through. If you have six locked on Battery Corsairs, and you get to or within 15cm from your target, you have 27 rerolling shots. Most targets will only be able to save against these hits on a 5+ or 6. Some Necrons will still brace, recognizing the potential threat, but many become too confident in their armor.

Play to the victory points and remember that any capital ship destroyed for the Necrons is a crippling loss of victory points that they will have to struggle to compensate for.

Tyranids

Simultaneously one of the most threatening fleets one could face, and yet, they possess a terminal weakness which the Dark Eldar are uniquely suited to exploit. Forgive the dramatic flair, but I will reveal this weakness after discussing their other facets.

While they are the other fleet upon which Mimic Engines have no effect, their capital ships tend to be slow and ill suited to engaging the Dark Eldar.

Their Kraken escorts are really some of the most dangerous vessels by simple virtue of their resilience and the large numbers they can be fielded in and of course their raw firepower. Each one has 6 pyro-acid batteries. They are also relatively fast and maneuverable. These ships should almost always be your primary target for Lances, Bombers, Mines, Torpedoes, etc. In particular any ordinance that you can deploy without having to close with them is ideal.

Their ordinance can swarm the field, and despite being slow, can still be used to block off avenues of attack. Fortunately for the Dark Eldar, they rely on boarding torpedoes and assault boats. Bombers are traditionally the most threatening ordinance any Eldar will face so this works in your favor against the Tyranids.

This fleet has two glaring weaknesses, both of which can easily be exploited by the Dark Eldar fleets. The first item is their instinctive behavior. Any non-Hiveship must have its instinctive behavior overridden by a nearby hiveship in order to avoid the instinctive behavior flow chart.

Their first instinctive behavior is to avoid entering any form of celestial phenomena. A Tyranid organism will not willingly enter any gas/dust clouds, asteroid fields, planetary rings, minefields, warp rifts, etc. A Dark Eldar vessel or squadron can hide within these phenomena and an unguided Tyranid vessel will avert its course to avoid the phenomena you hide in. This is a situation wherein your Impaler Corsairs and Carrier Tortures can have a field day. The enemy cannot pursue them and they can still make attacks from within the phenomena. Additionally, nowhere in their instinctive behavior flow chart will one find provisions for dealing with an abeam enemy. There are measures for enemy ships in the rear arc (for escorts), enemy ships in the forward arc, forward arc close

range and forward arc long range, but nothing to bring a ship from their side arcs to their forward arcs. This is a major issue for them given that their escort do not have broad fire arcs and their cruisers will not have any recourse if you get into their rear arc.

With these obvious weaknesses in their instinctive behavior, we now ask ourselves how can we force them to revert to instinctive behavior alone? To achieve this, you must kill their Hiveships which leads me to their next and I would argue worst weakness. It is a combination of their rules for Hit and Run attacks, and their Critical Hit table. Specifically, if a Hit and Run attack is conducted against them, the attacker rolls two dice for each Hit and Run and takes the lowest result. Since the Dark Eldar have a +1 to all Hit and Run attacks, this means they still cannot fail, where most other foes have a decent chance of failure. So let us say that you roll a 1, after all that is what this special rule is aiming to accomplish. With the Dark Eldar bonus that is 2 and what is 2 on the Tyranid Critical Hit table? Spore Cysts Injured. If you roll a 1, their shields and turrets go offline until they can repair it. If you throw enough assault boats at one of their Hiveships, odds are you are going to take their shields and turrets offline. Even if you allow Tyranid players to select evolutions in your games and they have 6 spore Hiveships, you now have suddenly taken that investment away, and opened them up to massed volleys of Eldar Torpedoes, Razorwing Bombers, Impaler attacks. Start with their Hiveships and the rest will be comparatively easy.

Add to this, there is a second critical hit on their critical hit table that permanently disables their Spore Cysts. Between your Impalers and Slavebringer Assault Boats, I would say you have reasonably good odds of stripping any hiveship you target of its defenses, at which point they are easy pickings.

Once their Hiveships are out of the equation, you can exploit their instinctive behaviors to mop up the remainder of their fleet. Do bear in mind that instinctive behavior has no influence on ordinance so assault boats, boarding torpedoes, and fighters can still engage and pursue you. Further, a Tyranid ship can act freely once it complies with the instinctive behavior it has on the flow chart. This means that if they must perform an action such as Reload Ordinance, they do not have any constraints placed on how they move or fight. You can exploit their instincts but do not discount their ability to strike back at you.

Eldar

What a delightful spectacle to bring our migrant cousins to battle! Both our Corsair and Craftworld kin have many of the same superlative strengths which we personify.

Against both the Corsair and Craftworld fleets you should bring an abundance of weapon batteries, and should expect the same in return. That is the single most effective means of dealing with Eldar of any faction. That being said, there are nuanced differences which any Dark Eldar fleet commander must be aware of in order to triumph against such adversaries.

Both Corsair and Craftworld Eldar suffer critical hits on 4+ as opposed to the Dark Eldars 6. This means their fleets will degrade more rapidly than our own. Do not allow this to make you complacent and settle for seemingly equal exchanges and count on them losing combat efficacy faster.

Both Corsair and Craftworld Eldar share the same movement mechanics, in that they can assume any facing they want at the beginning of each movement, and then their speed is determined by the position of the local star in relation to their orientation. They both also enjoy a second movement at the end of their Ordinance Phase. This makes them very slippery but prone to dependency on celestial phenomena to hide to avoid return fire. This also complicates the goal of getting the first shots off. When setting up fleets at the start of the game, the Corsair and Craftworlders have extra incentive to begin the game either within or behind celestial phenomena.

The Corsair Eldar:

The Corsairs boast the only true battleship that the Eldar fleets possess, but in truth that ship, the Void Stalker is not the biggest threat they have to pose on you. Because Corsair Eldar take critical hits on 4+ and have only armor 4, you are going to have the upper hand given that your non-weapon battery Corsair class escorts have 2 weapon batteries each, meaning that your Torpedo, Phantom Lance, and Impaler Corsairs all outgun their nearest equivalents among the Corsair fleet.

The first target you should always prioritize will be Aconite frigates, as they are just as lethal as your weapon battery Corsair class escorts. You will want to prioritize Shadow class cruisers as well due to their high volume of weapons batteries. Eclipse cruisers should also be prioritized as Eldar bombers can wreak havoc on your ships and overwhelm your Shadowfields with a large number of attacks.

While the Corsair Eldar move, shoot, then move again (usually falling back to cover), their maximum reach of the combined distance they can move and the distance their weapons can reach is lower than that of the Dark Eldar. The only ship that can match the Dark Eldar in this maximum attack reach which the Corsair Eldar have is their Void Stalker battleship. As a result it is likely to be at the rear of the Corsair Eldar fleet formations. With only 8 weapon batteries and taking penalties for long range and Shadowfields, the Void Stalker is only truly threatening for the bomber squadrons it can deploy. It may be able to overwhelm your Shadowfields with its 4x Pulsar Lances, but really you should focus on nearer fleet elements and opportunistically engage the Void Stalker.

The Craftworld Eldar

The Craftworld Eldar are heavily dependent upon their capital ships. Their escorts are easily the poorest options of any Eldar fleet and their capital ships are more resilient than their Corsair equivalents. Their dependency upon these Capital ships means that your ability to deploy your weapons will be substantially more flexible.

While Craftworld ships, like the Dark Eldar, are modular and consist of a few basic hulls that can be outfitted with different weapon choices, the Craftworlders must choose a primary gun armament and then a secondary ordinance armament. Their Dragonships can field a fearsome strength 14 weapons battery in addition to their Ordinance choices.

Ultimately, the Dark Eldar will likely hold the advantage in firepower as every class of ship comes with weapons batteries in their fleet and any equivalent expenditure of points will net you more weapons batteries than the Craftworlders can field.

Dark Eldar enjoy more of a definitive speed advantage over the Craftworlders. Any Craftworld capital ship has a maximum speed of 25 cm and a weapons range of 30cm. That is a maximum threat range of 55 cm. Meanwhile, the Torture class cruiser, the slowest ship in the Dark Eldar fleet, can move 35 and shoot from 30 cm, giving it an effective combat reach of 65 cm. If possible you should always prioritize their Dragonships as they are the best armed and most expensive ships in the Craftworld fleet.

The Dark Eldar

Against fellow Dark Eldar, you both have all of the same strengths and weaknesses. Adapt to their posture but remember that they are equally capable as you to go from fighting defensively to extreme focused aggression with little to no warning. I would recommend focusing down individual weapon battery squadrons or capital ships at a time. Hit them as hard as you can and try to put them on the defensive and keep them there. If you can spread your damage out after taking out your primary target, you can tempt them to Brace for Impact to mitigate damage. If they do, keep on them and keep the pressure up.



The drawing is from Kharneth

Mercenaries and Pawns

Because most species are amusingly naive, you should always adjust your translators to translate the words “pawn”, “uncollared slave”, “fool under my thumb”, and other similar words from our rich language to “ally” or “co-conspirator”. It is a primitive concept but just know that it is a concept of being co-conspirators without any chance of betrayal whilst neither party holds the leverage to enforce their will upon the other. I do not jest, though please feel free to explain that concept to your guests at the next evening of entertainment you host, I’m sure it will prove entertaining.

The Dark Eldar do have the ability to field non-Dark Eldar ships in their fleet and we will be looking at these options and going over the advantages and drawbacks to each.

Rogue Traders

The Dark Eldar can field only one Rogue Trader capital ship, plus its attendant squadron of Rogue Trader and Auxiliary Escorts. Taking a Rogue Trader ship also requires that you include a Rogue Trader sub-plot in whatever mission you are including it in. You may also bring cargo vessels from the Rogue Trader fleet list in any amount you want to accompany your Rogue Trader capital ship.

What this means is that while Rogue Traders can grant some bonus victory points for achieving their subplot in one-off games, their true value is in campaigns. Accomplishing the sub-plot in any given mission gives you an extra +1 renown. Additionally, a number of their Heavy Transport ship variants provide additional campaign bonuses that may be appealing to you if you wish to build your renown quickly. If you are going to bring additional cargo transports, especially some of the heavy transport variants, you will need to ensure they survive.

Rogue Trader Capital Ships: You may choose to field a Rogue Trader Cruiser, a Dauntless Light Cruiser, an Endeavor Light Cruiser or a Heavy Transport. If the ship is crippled but you accomplish the sub-plot, you still gain +1 renown. The main interest here is trying to keep your Rogue Trader alive through the end of the scenario. Generally I would field these ships with one of two goals and scenarios in mind: I either have just brought the Rogue Trader and their escort squadron, or the Rogue Trader is accompanied by additional cargo ships.

* Of all of these, I would recommend the *Dauntless Light cruiser* most. It is fast and agile, and with the advanced drive upgrade, it can almost keep pace with Torture cruisers and has an impressive +6d6 All Ahead Full. Another good refit option you may select is the Gravitic drive refit which doubles your turn speed, giving you a light cruiser that can pull a 180 degree turn without need for Come To New Heading orders. Alternatively, an extra Shield may be a good refit choice for better resilience, but I would aim to improve agility or speed. This ship would function very well without extra cargo ships to babysit and fast accompanying escorts.

* The *Rogue Trader Cruiser* is the most resilient option, but it lacks the speed and agility of the Dauntless. I consider this ship to be the best option if you have purchased additional Rogue Trader cargo ships that need to be protected. This ship will be the last line of defense between those cargo ships and the enemy and as such you want to upgrade it for either better resilience or firepower. My go to pick for the Xenos Refits is an additional shield to better allow it to withstand incoming fire and stay active in the battle.

* The *Endeavour* is a reasonable option. If you want a ship to protect your cargo vessels, but do not want to spend the points for a full Rogue Trader cruiser, this Light Cruiser is a bargain. It is less resilient than the full cruiser, but can be upgraded with an armored prow. It also can function independently if configured correctly. It can make a decent lightweight defender of your cargo ships to guarantee those extra renown points. If you intend to use this to protect your cargo ships, I would go for an extra shield. If not, then something to enhance speed or agility.

* The *Heavy Transport* is the choice to take if you want to maximize your potential renown gain in a campaign. It is also the cheapest option. This is if you want to basically be the Rogue Trader equivalent of a Freight Trucker that somehow falls in with the most deadly pirates in the galaxy and you are just trying to make some money. It is strictly less survivable and more vulnerable than any of the options listed above, but you can upgrade it to provide various benefits.

* *Fuel Transports*- free upgrade but the ship takes crits on 5+ and is more likely to explode dramatically if it is destroyed, which can wreak havoc on any nearby Dark Eldar ships. Generally I would avoid this variant as your Rogue Traders ship. You can purchase additional heavy cargo ships and upgrade them to Fuel Tankers if you so choose, but don't do it to the ship your Rogue Trader is riding on.

* *Repair Tender*- this requires a 50 point upgrade but in campaigns can grant you +1 renown for keeping it alive or two repair points in between campaign missions. Both are very useful but the enemy gains renown for destroying it, so it must be protected. The Dark Eldar prey on others; they and by extension their pawns and playthings do not get preyed upon lest it is the will of their Archon.

* *Super-Heavy Transport*- for 50 points this ship gains 4 hitpoints, counts as three heavy transports for any scenarios that require them and counts as a battleship. Shields or Advanced Drives are a great upgrade for this variant. The benefit of this version is it is still relatively cheap at 90 points and has 10 hits to try to keep it alive. This variant does not award additional Renown points for its presence.

Rogue Trader Escorts and Auxiliaries: Rogue Traders sailing with a Dark Eldar fleet may have a squadron of Rogue Trader escorts and Auxiliaries. Do note that any refit chosen must be purchased and applied to the whole squadron.

* The Auxiliaries available to any Rogue Trader accompanying a Dark Eldar fleet will be limited to Dark Eldar Corsair class escorts, in any variety desired. Up to half of this escort squadron can consist of these Corsairs. While you don't have to, I would paint these differently from your fleet to represent Sslyth mercenaries which the Rogue Trader has successfully acquired the services of. The best weapon option for these escorts should be based on what you expect their mission role to be. If they are going to be discouraging pursuit of otherwise vulnerable ships, Torpedo and Impaler Corsairs are an excellent choice given that Impalers can instantly kill most enemy escorts and Leech Torpedoes can be used to prevent enemies from closing on the slower and more cumbersome cargo ships in your fleet. If you intend to play them more aggressively, I would say running them as Phatom Lance or Weapon Battery Corsairs would be preferable, given that enemy fighters on CAP can't inhibit the aggressive tactics you would use.

One final item to consider: Auxiliaries may take refits from the Xenos Refit table if they are in a squadron with at least 3 Rogue Trader escorts. Pay 10 points per escort extra and your Corsairs can have Shadowfields and 1 shield each or they can have 180 degree turns, or for maximum speed, advanced drives so you have three Corsairs that can push 45cm and 5d6 AAF.

* Xenos Vessels are a bit expensive, but with a free pick of the Xenos Refit table incorporated into their cost, they can achieve impressive feats. Consider what their role will ideally be and base your refit choice upon that.

* Recommissioned Escorts are cheap, fast, agile and while their single torpedo tube is not likely going to inflict heavy damage on your enemies, it is an excellent means of intercepting enemy torpedo waves or any kind of strike craft that is a hybrid of a fighter and another type of strike craft. They are an excellent pick and if you do choose to put a xenos refit on them, there are really no bad choices.

* Iconoclasts are cheap lightly armored gunships that are fast and agile. They are a good economical option and the savings you have from taking them can be used to purchase other things for your fleet. Or you could put a Xenos Refit on them. All batteries counting as closing is not bad. An extra shield would be handy as well.

* Cargo Vessels are hybrids of warships and civilian ships. They are fast, but only have 45 degree turns and only count as a half transport in any mission that requires them and they are negligibly armed. That being said, they can be a boon to any squadron they are included in that relies on ordinance as that squadron gets a +1 to their Reload Ordinance rolls. If you are fielding Impaler or Torpedo Corsairs as Auxiliaries, I would throw one of these into the squadron as well for that bonus. They are very low cost and primarily serve only a logistical role in your Rogue Trader's escort squadron.

* Rogue Trader Cargo Ships: Rogue Trader cargo ships come in a wide variety of forms and can fulfill different roles. Most are useful in the context of a normal Rogue Trader Explorator fleet or even as allies to more conventional fleets. Typically, since having a Rogue Trader ally does not obligate you to take any transports, I would leave these at home unless you are playing in a campaign. Cargo Transports are the basic freighters that you find in convoy scenarios and unless used as an objective in a scenario that requires them, do not provide any benefit to the Dark Eldar fleet. Leave these at home. Points spent on these should be used to get you more Corsair escorts or bells and whistles for your Rogue Trader capital ship and escort squadron.

* Cargo Vessels the same as those fielded in the Rogue Trader escort squadron. Their superior speed makes them more survivable in scenarios in which you must use Transports. If you are fielding Escort Carriers for your Transport squadron, adding one of these would be a good investment to negate their -1 ld penalty to Reload Ordinance. Generally leave this at home unless it is required for the scenario.

* Escort Carriers do not count as Transports for any scenario that requires them, but have 2 launch bays capable of deploying fighters and bombers. While this is a boon for the Rogue Trader Explorator fleet given their dependence on allies for strike craft deployment, but in the Dark Eldar fleet, they just are not worth the 60 point price tag. For 60 points you could save 5 points and have another mimic engine equipped Corsair escort, which is far more dangerous than this vessel. Unless you have narrative reasons to include these vessels, I would leave them out of your fleet list.

* Q-Ships are escort sized transports that are actually gunships. They are not revealed as such until either the enemy attacks and discovers their extra turret or extra shield or you choose to unmask its true nature and open fire. Because of their low speed I generally would leave these at home. The exception to this is if you are playing in a campaign and need something to protect the Heavy Transports that are going to give you extra renown at the end of the battle. While an extra squadron of Corsairs could do the job, I would posit that the deceptive nature of these ships would make them a very unwelcome surprise for an enemy. If an enemy commits just enough of their forces that they think is necessary to kill a few Heavy Transports and Cargo Transports, they may be outmatched and ill equipped to deal with a resilient gunship squadron. If you wanted to sink a lot of points into these absurd little ships, you could purchase the extra shield Xenos Refit or give them all closing weapon batteries. Even a full attack cruiser or escort squadron would be hard pressed to deal with a seemingly defenseless squadron of cargo ships leveling 18 weapon batteries and 6 lances at them. Armed Freighters count as half a transport and get slightly better batteries compared to a normal Cargo Transport. They are still slow and vulnerable and I would generally leave these at home unless you have a narrative reason to include them.

* Heavy Freighters are where your campaign bonus renown comes from. As discussed above, several variants of these grant additional renown and in one case, bonus repair points after a mission in a campaign. These ships are one of the primary reasons to field a Rogue Trader with your Dark Eldar. They will help you climb up the renown table to get higher Admiral leadership and more rerolls as well as any other benefits you may accrue from them. Because they are slow and cumbersome, you need to be smart in your use of them and protect them from the enemy. Take them if you're playing in a campaign, definitely and remember that you need to field either the Fuel Tanker or Repair Ship variants for that sweet extra renown.

The Demiurg:

The Demiurg are an interesting lot and choosing to hire one of their Bastion Class Cruisers into your fleet puts some potentially useful tactics at your disposal. Because of its slow speed and low agility, it will absolutely not be keeping pace with your ships. Instead you should attempt to screen any of these ships on their approach to the enemy. While this ship brings extra ordinance deployment and some long range weapons, that is not truly the reason you are taking it.

The cutting beam is the main appeal I see to bringing one of these ships with your Dark Eldar fleet. As the Demiurg approaches the distance to where it can put the cutting beam into range of the enemy, you should be using individual Corsair escorts to intercept as many enemy ordinance waves as possible, ideally between the Bastion and its intended target. Because successful Shadowfield saves generate blast markers, a Dark Eldar vessel can create a large pile of blast markers in front of the Demiurg ship, which it will proceed to fly through and absorb, powering its cutting beam up. A fully charged Demiurg cutting beam, combined with their prow batteries, have been known to cut cruisers from other factions in half.

The drawbacks here are that for similar points, you can field a squadron of Phantom Lance escorts which do not rely on very specific circumstances to get a high number of lance shots out. Additionally these vessels will always attempt to disengage when crippled, which is hardly ideal. Generally I would leave these out of a Dark Eldar fleet unless you have narrative reasons to include them. On the other hand, including a Dark Eldar cruiser in a Rogue Trader Explorator fleet to generate blast markers for a Demiurg ship may be a more viable option.

In Conclusion

When one commands a fleet of the Dark Eldar, they have at their command the speed and agility needed to determine the pace of any battle. They can appear a disarrayed shoal of ships one moment and then come together bringing all firepower down on one target, then outmaneuver the retribution in their following turn. They can cross the vast distance between them and their foes and lay waste to their enemies before they even have a chance to respond.

This fleet excels when played aggressively and unpredictably. Your overwhelming firepower is more than sufficient to bring ruin to any opponent. You must know the strengths of your enemies and their weaknesses. They are a high skill ceiling fleet that gives you an even wider range of play styles than I have outlined here.

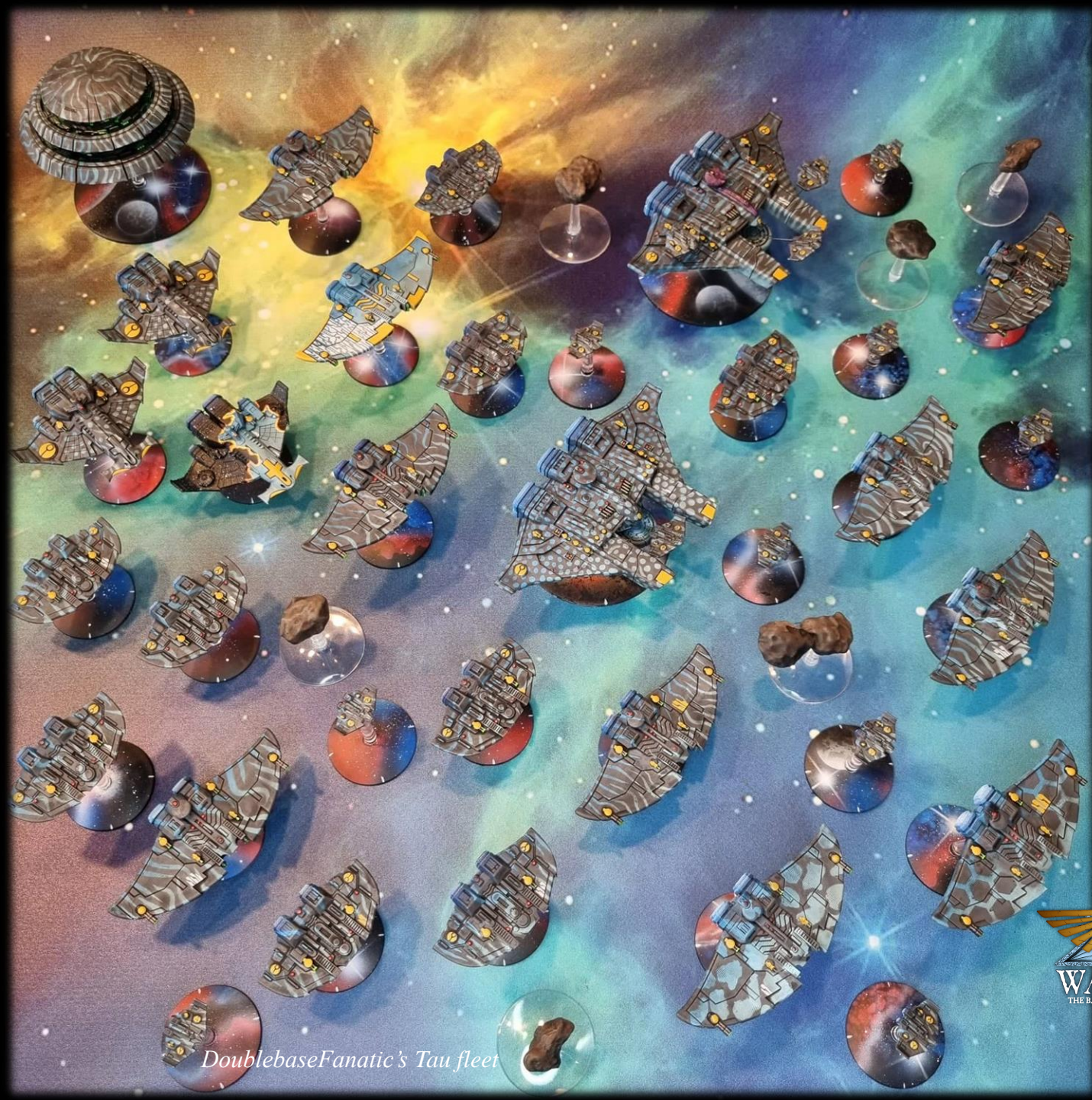
In summation my fellow Archons and other honored guests who are still with us, your fleet is as a swift and balanced dagger. Wield it well and you will still the hearts of your foes and take them apart piecemeal. Wield it foolishly, and the only ones who will remember your name will be those in Comorragh who deign to share their amusement at your misfortune. Take the insight I have offered and use it to make our prey remember who we truly are. Let the shadows of our ships herald a fate far worse than death across thousands upon thousands of worlds.



WARPT
THE BATTLEFLEET GOTHIC

DoublebaseFanatic Tau painting guide

BATTLEFLEET
GOTHIC



DoublebaseFanatic's Tau fleet



Hello everyone. This will be my second article in this wonderful fan magazine and I am looking forward to having the opportunity to write down my mental outpouring here. You may know me as DoublebaseFanatic on various social media platforms. If not, that's not a bad thing by far.

My motivation to write a second article stems from the fact that I had a very rocky road ahead of me to find the right colour scheme for my Tau Kor'or'Vesh fleet and at the time I started the process I didn't know how rocky it would be. So on the one hand the following article will be a painting tutorial for my fishy, nautical, underwater colour scheme, but on the other hand it will also describe that it is always worthwhile to just try things out and experiment with different techniques even if it can be very frustrating at times.

The final colour scheme, like what it has now become, was far from planned. The underwater scheme was more a product of coincidence. Even when I published the first pictures of it, I didn't think of it as an underwater scheme. It was only when the first people brought it up that I thought.... yes it is an underwater scheme.

In the following picture you have a small excerpt of what I have tried and tested. First I printed out several Protector Class Cruisers so that I had

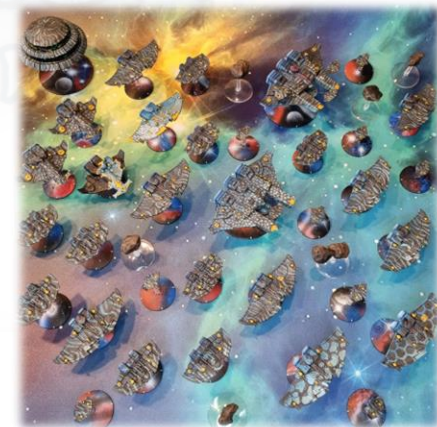
several models on which I could test in parallel and compare them afterwards. In the process, I repainted one or the other cruiser several times. Unfortunately, I did not document everything. That is why this is only a small excerpt.



On the left side of the picture are the first attempts at walking, starting from the bottom. You can see quite well how I tried to find a beginning with different colours, also I tested different masking techniques. In the lower three I tried to mask a structure with a garlic net. But the effect was not strong enough for me, so I switched to masking putty. At some point I realised that I wanted to use grey as the main colour and so I started to play around with secondary colours until I ended up with a baby blue gradient.

Up to this point I think I have painted about 15 cruisers. Just to give you a feel for it.

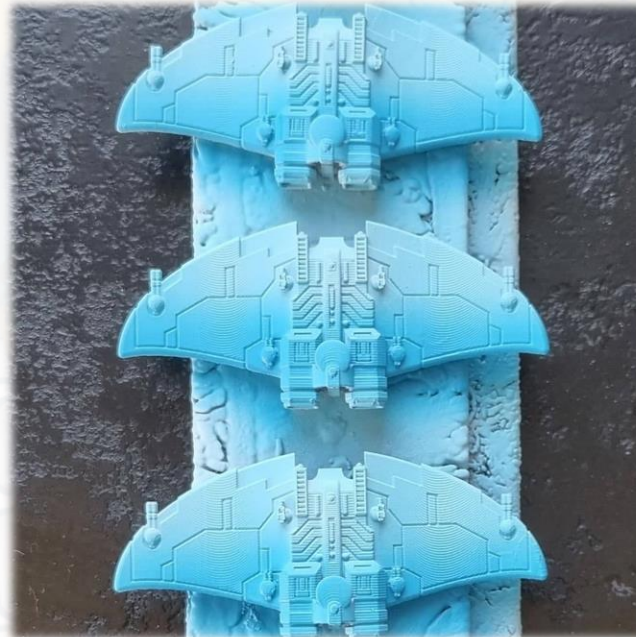
But enough talking now, let's get to the actual article, the painting tutorial and how to achieve this underwater colour scheme.



First of all, what materials do we need for this? Not much, actually. For my colour scheme I use an airbrush. For the primer I used Corax White and the colour palette consists of Vallejo 71.097 Medium Gunship Grey, 71.333 Russian AF Blue and 71.317 GOL Light Blue. From the Citadel range I used Averland Sunset and Nuln Oil and other colours for various details. But it is not important to list them here. At least not to forget the masking putty.



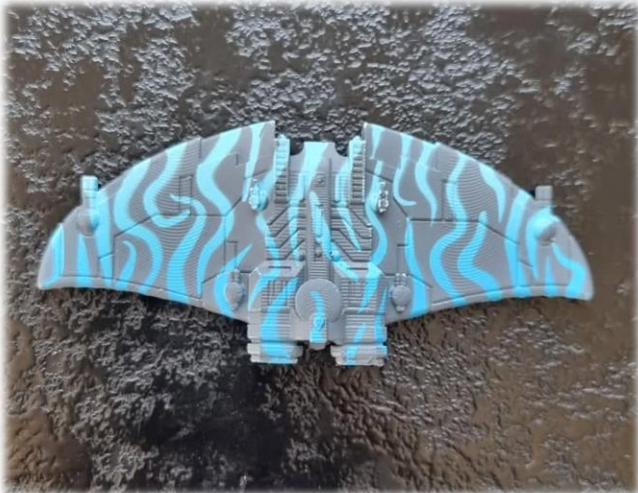
1. In the first step, I primed the models with Corax White, of course. Then I gave the entire model the base colour with Vallejo 71.317. and to create a nice colour gradient on the model I sprayed the rear side with Vallejo 71.333. As can be seen in the following picture.



2. Now comes the most time-consuming part of the colour scheme, the masking. With the masking putty I started to form thin sausages that converge towards the front and then carefully applied them to the model. Here you have to be careful not to press it too hard. I also made sure to include a lot of variation in the shapes.



3. Now that the masking has been applied, I used Vallejo 71.097 to apply the actual base colour. When this is completely dry, the masking can be removed.



4. In the next step I started to add some colour accents with Averland Sunset. I then also painted the various other details.



5. And last but not least, I added a layer of Nuln Oil to give the whole model a little bit more depth. And yes, I am a big Nuln Oil fan (Or a Shade fan in general) and I am not ashamed of it in any way. :D



As you can see from the length of the tutorial, the process of finding the colour scheme was much more time-consuming than painting the models themselves. So my advice to you is, don't give up. Play around, try things out, do weird things you haven't done before, experiment with different colours, techniques and materials. At some point you will find something that suits you.

At this point I would like to thank the people who supported me in the process, especially Gary who was a never-ending source of fish camouflage inspiration for me. :D

Thank you so much for taking the time to read my article and I hope to see you soon.

Nebula bases
horizon



Helix Nebula

Idea by doublebasefanatic

The Helix Nebula (also known as NGC 7293 or Caldwell 63) is a planetary nebula (PN) located in the constellation Aquarius. Discovered by Karl Ludwig Harding, probably before 1824, this object is one of the closest to the Earth of all the bright planetary nebulae. The distance, measured by the Gaia mission, is 655 ± 13 light-years. It is similar in appearance to the Cat's Eye Nebula and the Ring Nebula, whose size, age, and physical characteristics are similar to the Dumbbell Nebula, varying only in its relative proximity and the appearance from the equatorial viewing angle. The Helix Nebula has sometimes been referred to as the "Eye of God" in pop culture, as well as the "Eye of Sauron"



Butterfly Nebula

Idea by Lieky

NGC 6302 (also known as the Bug Nebula, Butterfly Nebula, or Caldwell 69) is a bipolar planetary nebula in the constellation Scorpius. The structure in the nebula is among the most complex ever observed in planetary nebulae. The spectrum of NGC 6302 shows that its central star is one of the hottest stars known, with a surface temperature in excess of 250,000 degrees Celsius, implying that the star from which it formed must have been very large.



Carina Nebula

Idea by Warcasterceltae

The Carina Nebula[7] or Eta Carinae Nebula[8] (catalogued as NGC 3372; also known as the Great Carina Nebula[9]) is a large, complex area of bright and dark nebulosity in the constellation Carina, located in the Carina–Sagittarius Arm of the Milky Way galaxy. The nebula is approximately 8,500 light-years (2,600 pc) from Earth.



Veil Nebula

Idea by scootshobbies

The Veil Nebula is a cloud of heated and ionized gas and dust in the constellation Cygnus.

It constitutes the visible portions of the Cygnus Loop, a supernova remnant, many portions of which have acquired their own individual names and catalogue identifiers. The source supernova was a star 20 times more massive than the Sun which exploded between 10,000 and 20,000 years ago.[2] At the time of explosion, the supernova would have appeared brighter than Venus in the sky, and visible in daytime





All spaceships and nebula bases painted by horizon. All miniatures except the Chaos Despoiler (top-right, original GW) are from Battlefleet Galaxy.



This background image is credited to LPGranbery