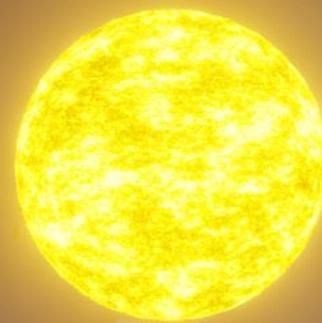




WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE



Issue 38 | March 2023

All ahead full.

And much faster than expected Warp Rift 38 hits the web.

What do we have this time in store? A brilliant ship of legend and explosions!

DoublebaseFanatic got his own hobby corner and Italianmoose his musing moments. So, cool stuff.

Furthermore, a quick look at the starter kit-advanced expansion: introducing the Corsair Eldar to the (pretty) popular digital starter kit.

This issue we'll start with two winners of the facebook character ship competition. In the upcoming issues the other winning entries will be shown as well. So more good stuff to look forward to!

The cover page is by archon_drakazar and hammerpattern. Check their respective Instagram pages here:

https://www.instagram.com/archon_drakazar/

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

And don't forget their YouTube channel:

<https://www.youtube.com/@HammerPattern>

Have fun!
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, Dakkadakka, Yaktribes, Mastodon and Facebook (the last one is without me). So, check those out as well.

Cover page by archon_drakazar and hammerpattern



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

- ❖ **Ships of Legend!** *S. Scott 'Scooter' Bogdan treats us on his spectacular battleship with great photography from his son.*
- ❖ **Facebook Character Ship Competition Winner series.** *Starting this issue we show the winners of this competition.*
- ❖ **Pirates and Wolfpacks** *After his take on Rogue Traders Francis now brings us his take on the pirates and wolfpacks in Battlefleet Gothic.*
- ❖ **Commerce Raiders Scenario** *by Italianmoose*
- ❖ **Starter Kit Advanced:** *a short preview of the Corsair Eldar kit for the starter kit.*
- ❖ **BFG Facebook January-February winners.** *Check'em*

Double's Hobby Insights:

- ❖ **Hivefleet Charlemagne**

Moose'Musings

- ❖ **Alternative Low Orbit idea**

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

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

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

Or mail me at horizonmcr@vivaldi.net

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

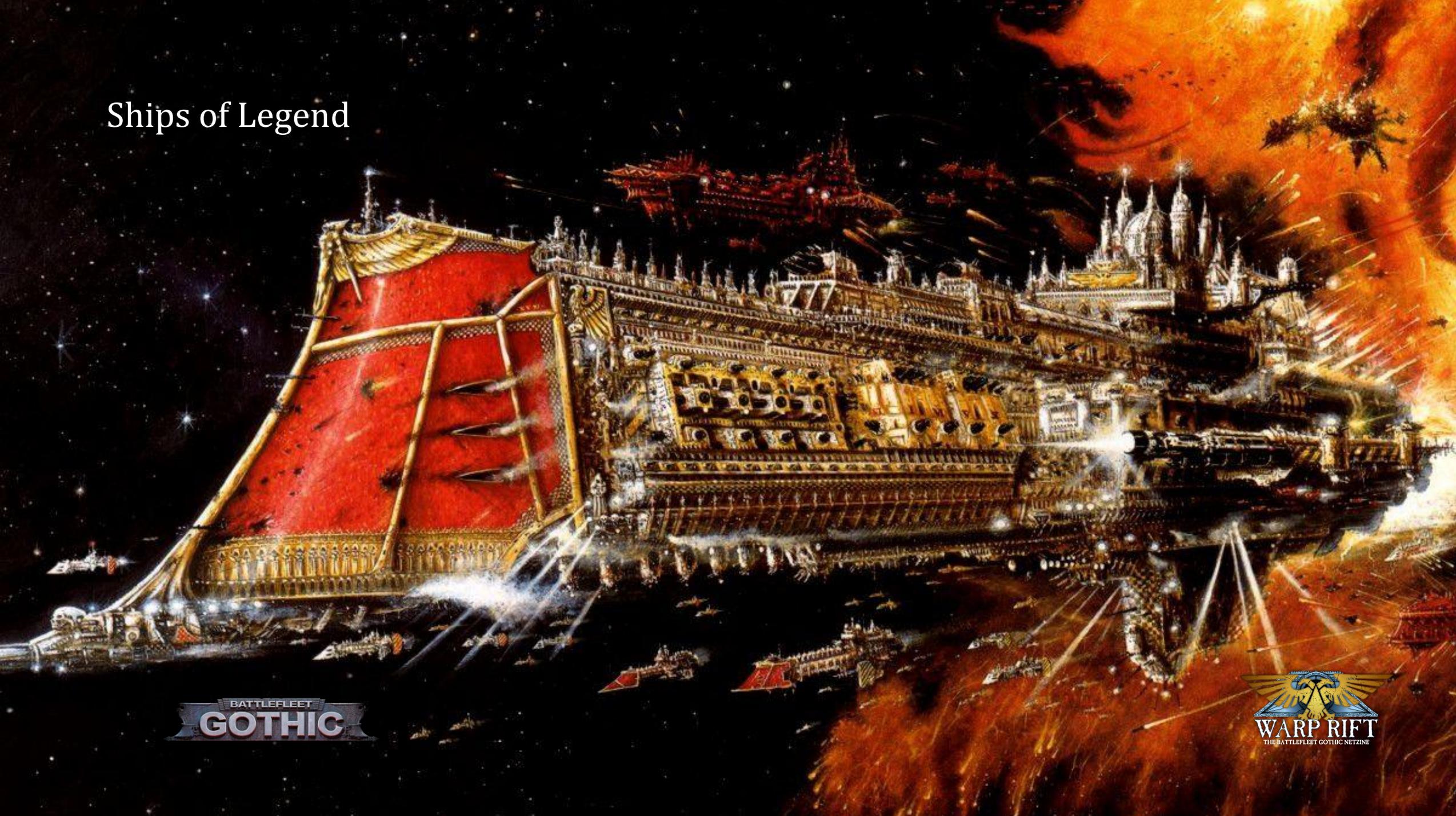
Warp Rift Discord <https://discord.gg/VbMSzs6W>

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Ships of Legend



BATTLEFLEET
GOTHIC



WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

THE BOGDANOVICH

The Bogdanovich is an Emperor Class battleship in service to the Emperor since the Crusades. Ironically, it has the distinction of having fought against its carrier-based brethren during the Gareox Incident in M36, lending its attack craft in support of the big-gun battleships.

In reward, it was transferred out of Segmentum Tempestus by the anti-carrier minded fleet strategists of the time. It served during the brilliant campaigns of Lord Commander Solar Macharius.

It was part of the Imperial Fleet supporting Warmaster Slaydo's operation "Redrake" during the opening years of the campaigns in the Sabbat Worlds.



The ship's recent captain, Marcus Tannenbaum IV, has taken an unusual interest in his crew promoting multi-generational advancement of even the lowliest crew member.

This has resulted in better than average crew conditions and morale. The Bogdanovich is jokingly referred to as "Tannenbaum's Battle Creche".

The last decades have seen Bogdanovich fall into service with the Inquisition helping subjugate the Khlaivesholme.

THE BOGDANOVICH

Incident Over Senuy-B

*"When an Emperor Class Battleship dines, a planet dies."
~ Captain Marcus Tannenbaum IV, during resupply over Pallid-3e.*

SOLAR SYSTEM SENUY

The Battleship *Bogdanovich* was gliding dead through the Senuy system. The distant sun cast faint light along the warship's eight-kilometer length. Thousands of guns hid amongst long shadows hinting at firepower able to level a planet. Within its vast hangar bays it nested 8 full squadrons of attack and bomber craft along with swarms of auxiliary vehicles. Its crew numbered in the hundreds of thousands from the highborn officers to the multi-generational press-ganged engine thralls. There were few ships in the galaxy that could challenge an Emperor class battleship.

Bogdanovich was on the hunt.

The engines were silent. They had been since it had translated from warp with its twin escorts, the cruisers *Zenith* and *Bright Glory*. After entering the system, one pulse of its massive engines had sent it hurtling forwards, circling towards Senuy's sun. The escort cruisers had done the same following a different vector.

That had been eight days ago. All ship's departments were commanded to silence.

The crew, steady at their stations, combed through the passive auger array returns... searching. The *Bogdanovich* was a warship, but it was also an immense sensor-platform.

THE BOGDANOVICH

"Master Drake, sir?"

1st officer of the *Bogdanovich*, Ishmael Drake IV, lowered his gaze to the dark-robed youth before him. The wide-eyed boy stood rigid, holding an engraved silver tray with a dozen white, monogrammed cups arrayed precisely. Ishmael took notice of the small badge on the youth's lapel, indicating his family was fourth generation. He took the proffered cup of rich, black Recaf. Inhaling the welcome aroma, he brought it to his lips, taking a small, careful sip of the hot drink. He nodded. The drink was well made with just a hint of salt. "Navy-style" as the captain called it.

He nodded again towards the Captain's Victualer, Tincuran, who stood off to the side, surrounded by a small army of dark-robed youths, all carrying silver trays with white cups. The children moved in unison, spreading quietly outwards into the dimmed blue glow of the expansive command deck, like a formation of Starhawks on manoeuvre to bring hot Recaf to the bridge crew.

As 1st officer, Ishmael stood in his place on the top step and to starboard of the captain's command throne. He wore a set of ear inserts wired to his console, connecting him directly to the captain. From here he could relay orders to the crew of the *Bogdanovich*.

On the portside of the throne stood Reylid Nu-5, a Tech Priest Transmechanic off the Adeptus Mechanicus. He was hooded in the rich red robe of his order. His right "hand," a complicated collection of dendrites, moved nimbly across a complex instrument panel that rose from the deck beside him.

THE BOGDANOVICH

Behind them, dominating the space at the top of the command pyramid, was the captain's throne. It was a golden semi-spherical dome inundated with pipes and circuitry that anchored it to the top level of the truncated ziggurat.

The captain, Marcus Tannenbaum II, lay sealed within, connected intimately to the *Bogdanovich* through the technical wonders of the Emperor and Omnissiah.

The command deck was as silent as a chapel before mass. The soft susurrations of voices and the shuffling footsteps of the Recaf messengers mingled with the clicks, beeps, and chimes of bridge instrumentation. Hundreds of officers bent over glowing screens pulsing with the life of the immense ship.

Reylid Nu-5 murmured softly as he directed the ship's hundreds of sensor arrays towards the surrounding blanket of space, fine-tuning as only a member of the Mechanicus could.

Ishmael took another sip of his Recaf.

"How does it taste," Captain Tannenbaum's voice rose smoothly to the earpiece, "did Tincuran add the salt?"

Ishmael smiled, "The perfect amount, sir. Just as you like it."

"Lovely," the captain chuckled. "Maybe I'll try some later."

Ishmael's smile was bittersweet at the jest. It was a daily routine between him and the captain who, locked away in the command throne as he was, had not physically tasted Recaf for over 180 years.

"Auger wishes to report relevant data!" came a call from the Auger Array Commander.

"Link it to me! Filter through to Tech Priest Reylid." Ishmael turned to his console; smile gone. He scanned the data being fed to him from Reylid Nu-5. "Inward Sector 2-12m. Located near the second gas giant. Planet Senuy-B."

Reylid Nu-5's slightly nasal electronic voice came over the comm. "We have detected a series of fuel static anomalies orbiting Senuy-B. They are too uniformly spaced to be natural. They spiral in from out-system to behind Senuy-B's twelfth moon. We are in agreeance. Auger positive clarity is 69.987 percent."

Reylid Nu-5 always referred to *Bogdanovich* as the deified "We".

"Captain;" - Reylid turned slightly towards the sealed chamber - "We wish to suggest powering the auger array to active. The modifications that have been made would raise clarity upwards to 98.324 percent."

The captain's deep voice was terse, "Patience. In 18 hours, our present course will intersect with the moon of the planet. We will use the moon as cover to launch our squadrons. Continue surveillance. Until then I will be dreaming of Recaf. Inform the squadron commanders." The link faded out.

Ishmael took out his stylus and scribbled on an order sheet. He wrote specific updates and orders to be sent by tight beam burst to *Zenith* and *Bright Glory*. He waved over one of many servo-skulls hovering around the bridge.

THE BOGDANOVICH

Setting the order sheet onto the tray he waved it away. The drone quickly scanned the sheet with a photo-optic eye and whisked it off to the Signal Officer.

In eighteen hours, they would arrive on the dark side of the twelfth moon of Senuy-B. Using the moon as cover, they would launch a swarm of void craft to proceed *Bogdanovich* in a tight orbit and surprise whatever or whoever was on the other side.

Ishamel spent the next hour sending off several other servo-skulls with orders. He closed his order pad and surveyed the bridge.

Satisfied, he waved to the Victualer for more Recaf.

THE RUSTY BANGER

Wing Leader Beccer Sensen flew as Flight Lead of a group of thirty Starhawk bombers. His Starhawk, the *Rusty Banger*, was on the tip of a triangle of five Starhawks which in turn was leading five similar formations. They streaked low across the dark side of the small moon at blinding speeds. The bomber group was made up of crews from the *Blackhawks* and *Fire Birds* squadrons.

Each Calixis Pattern Starhawk was loaded with ten anti-ship missiles topped with a Krak warhead and their ejection bays carried a full load of plasma bombs. The small craft bristled with lascannons and kinetic cannons for fending off enemy fighters. Each had ten to fifteen flight crew.

Mingled in each squadron was a Starhawk Aegis pattern recon voidcraft from the *Void Angels* Recon Squadron. Their purpose was to scan and jam any

Potential threat once each wing passed the moon's curve and came within auspex range of the enemy.

The bomber groups were escorted by twenty free-roaming *Fury* fighters from the *Nightriders*. The fighters had pushed far ahead of the bomber wing to engage any physical threats.

The bright razor-sharp line of the terminator was coming up quickly. One Squadron, tagged *Relay One*, slowed and swung out into an increasingly wide orbit outside the curve of the moon to act as data relay between the attackers and *Bogdanovich*.

Beccer thumbed his throat microphone.

"Pick up the speed, wing. The fighters are pulling ahead. Keep your intervals and relax. You have all done this before."

The moon's surface blurred by as the void craft sped along at immense speeds. Their cockpit windows auto-darkened as they passed into the blinding light of planetside.

The *Aegis* Pattern Starhawks went active, flicking on their auger sensors in unison.

Contact!

A green phosphorus dot appeared on the Auspex screen.

"Crayvne, get us a visual on the target," Beccer said to his co-pilot.

THE BOGDANOVICH

“Crayvne, get us a visual on the target,” Beccer said to his co-pilot.

A cruiser-size vessel appeared on the targeting screen. It was in close orbit on the far side of the moon. It was half the length of the *Bogdanovich* and a quarter of the mass. The combined strength of the attacking squadrons would be a real threat to a ship of that size.

The information was instantly beamed back to Relay One and on to *Bogdanovich*.

Commander Beccer spoke into his throat microphone.

“All craft, arm all weapons. Attack formation Ultra. Engines and hardpoints only. Execute. Good flying.”

The squadrons of void craft picked up speed moving into their attack patterns.

THE *BOGDANOVICH*

“Contact made!”

“Good job, gentlemen,” Ishmael turned, “quickly now, identification please.” He flipped a switch feeding all sensor information to Captain Tannenbaum.

The baritone of the captain’s voice came instantly over his comm node. “Imperial design. Heavy modifications. Beautiful craft I must say. It will be a shame to break it.”

Ishmael smiled. “Yes, it would sir.”

“Launch from the contact sir!” the Auger officer said over the comm.

Reylid Nu-5’s metallic hands clicked rapidly across his control panel. “Small void craft? Possibly a shuttle. Configuration unknown.”

“Lifeforms? Is it an escape pod?” Ishmael asked.

Reylid Nu-5 twitched as he hunched over the console. “It is too small for an escape pod. I would conjecture that it is a weapon. I recommend we put the squadrons in a holding pattern until we complete orbit and can discern fully,” he said.

“Too late,” the Wing Commander joined in. “The relay delay is three minutes. They have already started their attack runs.”

Ishmael slammed his hand on the console. “Damn! Send it anyways!”

THE *RUSTY BANGER*

Beccer and Crayvne flipped through their sensor inputs gathering as much information as possible.

“It looks damaged,” Crayvne said.

Beccer turned to his co-pilot. “What do you mean?”

Crayvne pointed at the screen. “Look at the forward hardpoints and the prow. Looks like hull breaches.”

THE BOGDANOVICH

Beccer looked at his own monitor but could not make out unfocused details.

“Bogey! Bogey! Launch from the target, sir!” Crayvne yelled. “It shows as an escape pod, accelerating towards us. Three minutes to intersect.”

“Send it to my monitor,” Beccer said.

Beccer waited for a long minute until a cursor flashed. He punched a button bringing up the relayed data to his panel. “Looks too small for a savior pod. It does not appear to be tracking,” he said, “it’s already decelerating.” He looked down at the lap pad strapped to his thigh, did some calculations in his head, and flipped a switch opening a comm channel to all squadrons.

“Adjust course to avoid the object. I’m sending the course changes now.” He pressed a combination of buttons on his forward panel and turned to his co-pilot.

“These are the course corrections, Crayvne. Send it.”

Crayvne sent the message out as commanded and made a notation on his own thigh pad. “We should have the Augers mark the pod for later retrieval, sir,” Crayvne said.

“Good idea. Pass that along too.”

The lead edge of the fighter escort passed the object and flew on. Two minutes later Commander Beccer and his Bomber squadron passed as well. Beccer wondered what it could be. He shrugged. It could wait. The squadron flew on.

SQUADRON

Fifty attack craft flew wide and passed the object. The *Nightriders* fighter escort slowed and tucked back amongst the bombers. In the absence of enemy fighters, they would perform strafing runs against the target after the bombers made their bombing runs. Then they would escort the bombers back to the hangars on the *Bogdanovich* for arming.

One recon Starhawk left formation and extended wide from its position in the attack formation and made its way towards the object.

THE DEVICE

The device decelerated coming to a near stop. Internal sensors took note of the passing void craft. Cogitators determined that it was positioned well enough within the formation of passing attackers to proceed to the next step. A command was sent to a small igniter attached to an explosive packet.

It was altogether an unimpressive explosion.

The results were not.

THE RUSTY BANGER

Commander Beccer turned at a surprised grunt from Crayvne.

“What?!”

“I’ve lost my targeting solution,” Crayvne said.

THE BOGDANOVICH

They both turned to the tech priest's station in the rear of the cockpit. The system's panel was flickering dim to bright and back again.

A startled voice came over the comm. It was Paton, their forward gunner.

"Commander, the gun motors just died. I have no control over the guns!"

The tech priest was working frantically to establish failing systems. "I am getting similar issues with all systems, Commander. Everything is cascading!" The radio officer cut in, "Commander getting calls on squadron channel. Everyone is having the same problems."

Suddenly, every panel, light and dial went dark in the cockpit. The intercom went silent.

Beccer looked forward through the cockpit screen. He worked the controls. The Starhawk did not react at all. Dead stick! He was headed straight for the target, centered on the upper gun deck. He hadn't had a chance to launch his missiles and had lost complete control of his bomber.

He noticed the enemy cruisers lights wink out.

THE BOGDANOVICH

First Officer Ishmael watched Flight Commander Boying hover over his officers at the Wing Command stations. They were pointing at one of the three large, circular data screens talking in hushed tones. He bit down on the inside of his cheek. They had lost contact with the flight group, not a single message had been received from any of the fifty-plus attack craft.

Relay One was trying to establish connection with the squadrons. They reported that communications had been solid at one moment and then ... nothing.

Ishmael stepped forward towards the Wing Command stations.

"Commander, what can you tell me?" he asked in a low voice.

The Flight Commander turned to him, but before he could answer, the Auger Commander yelled across the bridge. "We have detected an electromagnetic pulse, sir! Far side of the moon. It s large, sir, exceptionally large."

"Keep trying to reach your men, Commander," Ishmael said

He turned on his heel towards his station throwing a glance at Reylid Nu-5.

"The object," he said.

Reylid Nu-5 gave him an affirmative nod. "That would be a reasonable conclusion."

Ishmael put the earpiece in and pressed a button on his panel. "Captain?"

Captain Tannenbaum's voice came over the link deep and steady. "Commander Ishmael. Ring engines up to Full Ahead, please."

Ishmael brought his microphone up to his lips.

THE BOGDANOVICH

“ENGINES! FULL AHEAD!”

Tannenbaum continued, “Auger Array to full active. Have Flight Command launch rescue. Send the CAP ahead to hold at Vanguard position, please.”

Ishmael relayed the orders.

“Put me on intercom. I can do this myself,” the captain paused, “and have Tincuran bring up more Recaf. I do not want anyone falling asleep.”

RELAY ONE

The communications relay wing watched as the *Bogdanovich* passed the terminator, slowly lighting the length of the huge warship as it made orbit from the dark side of the moon into the light of Senuy-B. The battleship was lit with orange as it burned hard around into sight of the enemy cruiser.

THE BOGDANOVICH

Ishmael became rigid as he looked at the large bridge screen in horror. The entire attack wing of fifty plus void craft were tumbling past the strange vessel in an uncontrolled cloud of plasteel and men. Over six hundred and fifty experienced pilots and crew. The Solace and Martyr recovery wings were already launching. They would have their work cut out for them.

Augur Array had detected a rapidly dissipating cloud of electromagnetic energy wide enough to have encompassed both the attack craft and the enemy vessel. Floating dark and with no power, the enemy vessel showed signs of damage along its entire length. The strange cruiser had been in a battle.

“This vessel is unknown to me,” The captain’s voice murmured over the private channel which included First Officer Ishmael, Reylid Nu-5, Flight Commander Boying and Sensor Supervisor Lenteel.

“Our data libraries agree with you captain,” Reylid Nu-5 said, “though the vessel has similarities to known ships. It is a highly modified variant of a Murder class cruiser possibly from Battlefleet Obscuras. Though, this vessel is not listed.”

“Have they answered our hails?” Tannenbaum asked.

“They have not. We have sent multiple.” Lenteel answered.

“The ship seems to have been affected by the same weapon that neutralized our attack craft, captain.” Reylid Nu-5 said, “The vessel is heavily damaged. They may not have the capacity to return out queries.”

“Situation report, Ishmael,” the captain said.

“Sir, we are making best speed towards the craft. Both rescue squadrons are enroute with Fang Squadron escorting. All wings are on standby to assist if needed. Auspex’ best estimate is that 60 percent of our crew and void craft can be salvaged.”

“60 percent ...” the captain said.

Ishmael continued. “There were no ejections from what we can tell. The Auspex Array should have an easier time finding the ships and directing rescue.”

THE BOGDANOVICH

A bridge officer stepped up the steps leading to the throne. Ishmael nodded.

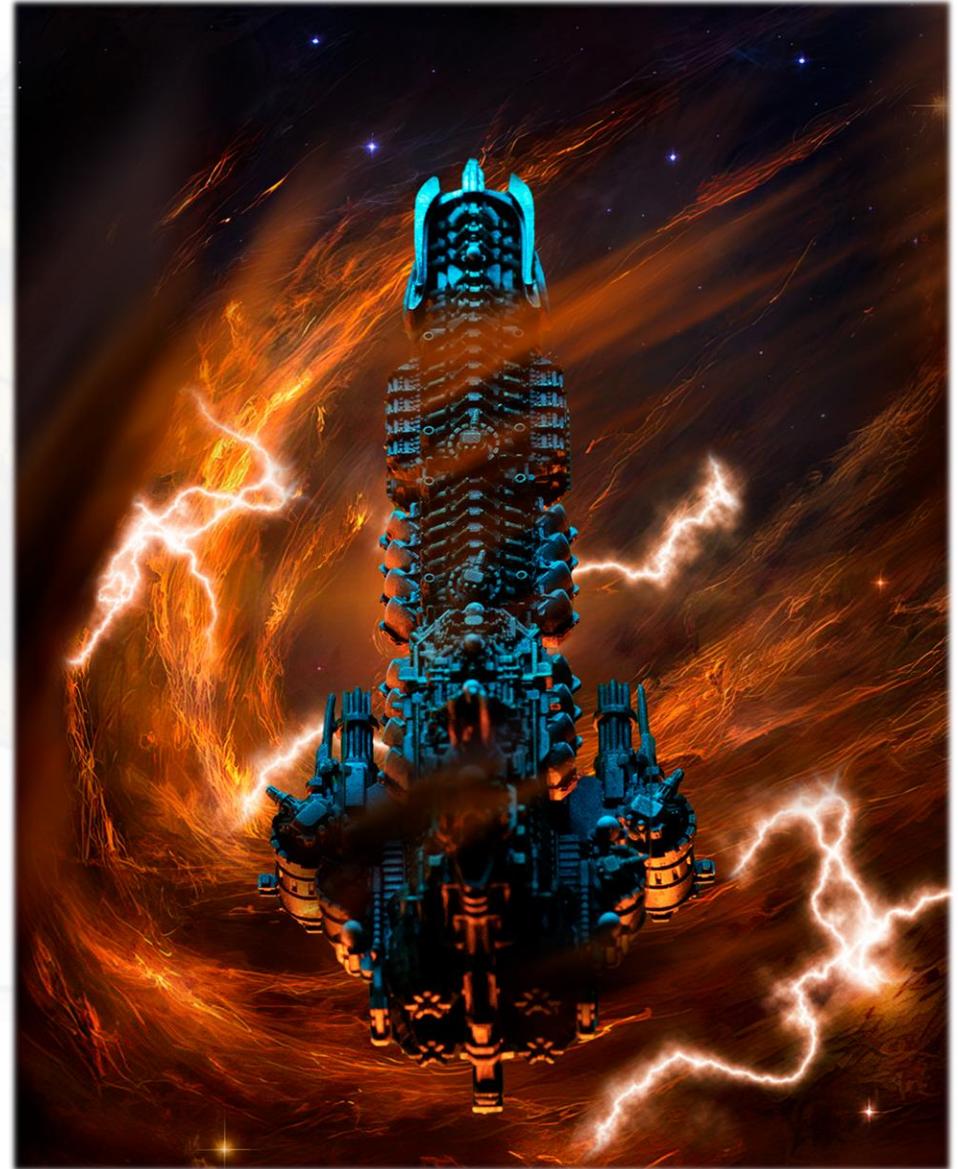
“Sir! We detect energy readings from the enemy vessel. It is recovering systems. Also, targeting reports we are in firing range, sir.” The crew wanted blood as much as Ishmael did.

A commotion from the communications section drew their attention.

“What is it?” Ishmael asked.

The comms officer signaled that he was sending it to the captain. There was a long pause before the captain’s low, angry voice returned to the channel.

“The Inquisition.”



BATTLE

The facebook
Character Ship
Competition
winner series
Category:
Humankind



Port Harat - Mutara Sector Fleet Headquarters by Warcaster Celtae

“Port Harat is a massive void station situated at the heart of the Celtae sub-sector of the Mutara sector at the North-Eastern limit of Segmentum Obscurus bordering the Reef Stars and Ultima Segmentum.

Orbiting the hive world of Davin in the Taris System, the station is located in the approximate position of the former St Pope shipyard and ensures that the Emperors light shines even in this most distant of regions.

With stability and the rule of law firmly returned to the region in the wake of the Gothic War and Abaddon's 12th Black Crusade the planet's location near the galactic rim and the intersection of Segmentums Obscurus and Ultima made it a natural focal point with the means to coordinate and project Imperial might. As such in 950.M41 construction began on a new headquarters for the regions now burgeoning fleet in a Lagrange point of the planet.

As with many naval void stations the design of Port Harat was based on the Xeres standard pattern and constructed from numerous prefabricated structures. However given the remoteness of the Sector, the decision was made to upscale the capacity of the station to support the largest of the Emperors warships and thus the Mutaran Fleet headquarters was built to dwarf most typical naval void stations.

Taking the combined industrial output of the whole sub-sector and nearly a half century to construct the final sectionals were completed and the station consecrated active in the year 998.M41 under the command of Lord Admiral Conreptus.

Almost entirely self sufficient, the sprawling metropolis of the central bastion hive is home to over 20 million loyal Imperial citizens who's duty is to crew the vast facilities across the port. From integrated manufactorums larger entire

void stations to full scale dry dock capable of constructing Emperor class Battleships Port Harat can rival the output of a forge world.

The docking points along the station's outer ring provide host for no less than 6 capital class vessels simultaneously and its titanic internal bays accessed via two gantry points or the main gate can birth dozens of frigates.

Combined with enough ordinance and weaponry to overmatch a fortress monastery of the Adeptus Astartes, and the finest tactical minds of the Mutara Fleet Port Harat can provide safe harbour and maintenance to an entire sub-sector battlefleet at any time.

Over the next two centuries the Mutaran fleet would be tested to breaking point as the Cicatrix Maledictum tore the Imperium in half and left the Mutara sector isolated and without the light of the Astronomican.



Port Harat - Mutara Sector Fleet Headquarters by Warcaster Celtae

The stranded and fractured fleets of the Imperial Navy battled traitor and xenos to the last as the warp storms continued to engulf the sector. Yet the might of Port Harat would not be diminished. Time and again the battered fleets of the Imperium would limp into the protective embrace of the fortress station for repair and resupply before striding forth with renewed zeal to punish the enemies of mankind. Some hundred years into the Noctis Aeterna the Port was assailed by an armada of traitor Astartes Vessels numbering in their hundreds. Astropaths died by the score as they attempted to transmit calls for aid through the ever strengthening tumult of the warp storms across the sector.

For forty days and nights the guns crews and pilots of Port Harat repelled wave after wave of chaos vessels and while the berserk rage of the traitors exacted a heavy toll on the station, its defences held. On the forty first day, as if ordained by the Emperor himself, several of the scattered battle groups of the Mutaran navy were able to reach the port though warp navigation had long been thought impossible. Assuming remote command of the newly arrived forces from the strategium atop Port Harat, Lord Admiral Conreptus II encircled the traitor fleet and prevented their escape, the combined firepower of the Port and the fleet reducing the heretics to glowing slag in hours.

Now in the Era Indomitus, Port Harat is once again the beacon of light and hope to all those who remain faithful and the bastion from which the Imperial Navy seeks to reclaim the sector in the name of the Emperor of mankind.



Port Harat - Mutara Sector Fleet Headquarters by Warcaster Celtae

The model

A 19cm 3D printed model of Star Trek Deep Space 9 served as the main frame for the build, (with dozens of flight bays, batteries and other parts to add volume). The central hive was constructed from copious amounts of 40k gun bits and flying buttresses from Vanguard Minis. For the gantries I used 3D printed ark mechanicus hulls and the manufactorums are built from 3D printed oversized hull sections and Firestorm outpost kits. The dry dock similarly uses oversized hull pieces to form the main canopy. the prow of an emperor class BS in the dock was made from an escort ship from Battlefleet Galaxy.



Type/Hits	Speed	Turns	Shields	Armour	Turrets	Points
Defence/16 (per quadrant)	0cm	0	4 (per quadrant)	5+	4 (per quadrant)	1400
Armament	Range/Speed	Firepower/Str	Fire Arc			
Quadrant Weapons						
Weapons battery	60cm	18	Quadrant			
Lance Battery	45cm	6	Quadrant			
Launch Bays	Fighters: 30cm Bombers: 20cm	6 squadrons	-			
Basilica Weapons						
Weapons battery	60cm	10	All round			
Torpedo silos	30cm	9	All round			
Special						
Port Harat follows all rules for the Ramilies Class Star Fortress detailed on page 466 of the Remastered Fleets book unless specified here;						
•Ships can dock if in contact with one of the 6 docking ports along the outer ring and otherwise follow normal docking rules.						
•For campaigns in addition to generating repair points Port Harat enables 2 capital ships or escort squadrons withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.						

About me

My name is Tom Williams (WarcasterCeltae), I am 38 years old and have been collecting Chaos Space Marines 40k since I was 14. In 2002 I stumbled across BFG and began collecting Chaos, Imperial Navy and Space Marines fleets. I ran several BFG campaigns with Uni mates before boxing it all up to start a family. Fast forward to the Pandemic and the interest of a dear son saw the fleets unboxed and repainted with many more fleets acquired from friends and eBay to fill my time.

BATTLE

The Facebook
Character Ship

Competition

winner series

Category:

Best Model



Ork Whaling Ship by Turbidious Tom

Orks love fighting.... doesn't matter who.....or what. Orks also love teef. So what's got great teef and is good and fighting?????

Space Whales!

So to fight Space Whales, Orks have devised a special Whaling ship, complete with harpoon launchers and implements to get those shiny teef. The ship is no slouch either, having weapons batteries and launch bays to reel in their catch.

The Space Whales taste a bit better than squigs too



Orks developed a taste for not only the meat of the Whales but the were drawn to the size of their teef as well.

Bristling with harpoons and instruments with to catch and cut up their prizes the ship also contains one huge harpoon to fully capture the prey. These weapons are also very dangerous for enemy ships and many have been caught out by the speed and accuracy by which the Ork hunters can fire the harpoons. There is not imperial tactics for a harpoon hitting your stern.



BATTLE

The Facebook
Character Ship

Competition

winner series

Category:

Best Story



The Erzherzog by LittleBlueMan

Lt. Cmdr Muzaffer Aydın, Second Mate of the Undeniable, 3rd Defense Fleet, Nicomedian Sector, engaged in the suppression of the Unnamed Heresy...

The trans-ship lift slowed, smoothly and quietly. Its silence was jarring to the officer so used to the clanks, jolts, and discomfort of an Imperial cruiser. The Lt. Commander had been aboard the Erzherzog for a week now, and he was no closer to adapting to the relatively quieter Mechanicus vessel.

He prepared himself to greet the dignitaries waiting at the end of this particular lift, smoothing his jacket, re-checking that his cap was stowed properly under his arm, and mentally readying himself for whatever surprise the Adepts had ready for him. His very presence on the ship was slight, though not for him except incidentally. He was perfectly happy with his place as a second mate, and he no longer concerned himself with the politics and endless social intrigues necessary to climb further in the ranks of the Navy. No, this was an insult meant for the Adepts, a display of temporary power by that most petty of officers, the High Admiral of the Allied Fleets. The Navy was currently the senior partner, and had decided to remind the Adepts of their place in the pecking order by sending such an unimportant officer as Second Mate Aydın.

But, officially at least, he was present on the Erzherzog to assist in fleet coordination. In his week aboard, he had not been acknowledged or called upon in any way, a counter-slight that amused Aydın to no end, coming as it did from an organization that declared itself above such useless and human emotions as pettiness. The door in front of him slid open, and Aydın belatedly realized that the lift had stopped so smoothly that it escaped his notice. Begrudgingly impressed, he stepped forward to meet his hosts.

There were two, each a riot of cables, missing limbs, mecha-dendrites, glass vessels, and black smoke. The younger, and younger was a relative term here, had large, thick tubes instead of legs, and seemed to locomate via slithering.

Atop the metal hump that haloed their head was placed a comically large red hat. The elder, presumably the captain of the ship, floated, their bottom half completely absent, with the torso ending in a round, gently humming bump. Their hat was less impressively large, but more intricate, and their many, many eyes appeared to be individually articulated on the ends of their stalks.

“You are here,” came the metallic sound that could only be described as a computer set to ‘imperious’, “to facilitate improved fleet coordination.”

“Yes sir, and-” Aydın began.

“A positive outcome from this expenditure of resources will be found. Your witness is required.”

At that the captain and assistant began moving away from him, each without changing their facing. Their torsos suddenly rotated away, towards their direction of travel, and Aydın found himself again unready and began to jog after his hosts, donning his cap as he went.

When the Adepts stopped, they stopped so abruptly that Aydın almost ran into them. Mildly out of breath, he asked, “I don’t understand the rush, sirs. It’s just practice for the nova-”

The captain’s voice was now apparently set to Moral Indignancy. “The Holy Bringer of Enlightenment” the captain’s voice boomed off the corridor walls, “is no mere Nova Cannon. Its ministrations brighten the stars, and it does not wait.” At this, the door behind the captain hissed open and the Adepts locomoted inside. Aydın moved to follow, but a simulated cough from the junior of the two stopped him in his tracks. Having been to many, many different Imperial places of worship in his time among the stars, Aydın knew that the differences could be reduced to whether one had to don a hat, or remove one’s shoes. He had to remove his hat, but another cough came. Barefoot and with his hat on, he entered the room.

The Erzherzog by LittleBlueMan

It was a small observation room, round, and apparently set high in the wall of a larger chamber beneath. This larger room was visible through ornate windows across from the entrance, and Aydın moved to join his hosts. A large central pillar was visible below, with several lengths of rope fixed at chest height. Around the room, spaced at regular intervals, were nine disrobed persons. Aydın's heart skipped a beat at the sight of them, and not because of their nudity. Fixed to the wall by heavy manacles, they were all missing...everything. Pieces of their bodies, legs, arms, eyes, all missing such that not a whole person was present below. One poor soul had from their facial assets but one eye, and no legs, and hung from the wall by chains affixed to their arms.

"You must witness."

Aydın had no time to question the statement as the cold tentacles of the Captain suddenly enveloped him, holding him immobile from his legs to the top of his head. More mechanical tentacles came around towards his eyes, and impossibly small little wires shot forth and held his eyes open. He was frozen, too shocked to protest, when he heard the familiar whine of a Nova Cannon warming up. The noise increased, whining with a pregnant electrical presence, and the central column turned.

There was no slow start to the column's rotation. It was suddenly a whirl, rotating faster than the eye could follow. As it did, the ropes stood out on end, their nature as whips suddenly clear. Their ends barely brushed the chests of the people below, but immediately their outer layer of flesh was stripped bare. "Our supplicants, blessed be their names, are the truest believers of our cause!" The captain's voice was rising to match the crescendo of the whirring column and the now nearly deafening Nova Cannon's readying charge. "They have sacrificed everything but the ultimate, and now they give gladly.

Let the galaxy be brightened by their truth! ALL PRAISE TO THE OMNISSIAH!" At this the rope began to slide outward. Screaming, horrible ecstatic screaming, filled the room as the poor souls, these volunteers, were flayed alive.

Absolutely horrified, and held fast, Aydın suddenly felt something completely alien to his soul. In all his time in the Navy, and indeed in all his time in the Emperor's galaxy, he had never felt true piety. He had always met his prayer quotas, but only because he wished to avoid outright censure. This was something else, and it wasn't his. It welled up in him, filling and violating him with a glowing brilliance that reduced him to tears. It was true belief, and its sincerity burned.

The screaming below was brought to an end with a final extension of the rope, each soul snuffed out in an instant. It seemed as if the ship itself, that behemoth of metal and fire that stretched around them for kilometers, took a breath and in doing so pulled the very souls of the dying. The feeling of piousness left Aydın, sucked upwards and outwards toward the column, and the Captain released him from his grip. In this moment of absolute stillness, falling towards the soft carpet below, the gun fired. All the pain, the beauty, the absolute belief in the truth of their message, the tense emotions of the supplicants' final moments washed over and through Aydın and were gone, screaming down the barrel of the Nova Cannon and out into the blackness of space.

With red eyes, and no voice in his throat, he looked up at the Captain whose many eyes did not meet his own. "We give Enlightenment to the heretics in their final moments. They will weep, and fall to their knees, and raise their arms and accept our gifts of mass destruction. The ancillary effects are...intense. You will return to your ship and prepare your colleagues. We do not wish to reduce your effectiveness through our ministrations."

The Erzherzog by LittleBlueMan



This is a Battlefleet Galaxy mechanicus cruiser, with a Bearded Axe prow. I used the Organ and Nova Cannon bits to create the centrally placed dorsal nova-cannon. I had to use a jeweler's saw to remove the existing bridge, and added cables with greenstuff. I also added antennae and sensors to the prow, replacing the existing torpedo tubes.

This ship is centrally important to the Cult Mechanicus aboard. It is far more ancient than other, larger vessels of the fleet, and the giant organ looking device psychically amplifies pious sacrifices. This is projected along the path of the Nova Cannon shell, slightly ahead of said shell, granting any targets a few moments of absolute belief in the truth of the cult. Enemy crews will fall to their knees and scream the praises of the Ommissiah moments before they are obliterated in nuclear fury.

As a hobbyist, I am very interested in the edges of the known setting, and in the rich fabric that is the backstory of this fantastic universe. While following the important characters as they make far reaching decisions is fine, I believe the other tales, the smaller and more intimate, can be just as interesting. My fleets all hail from the far east of the galaxy, and each has a particular historical bent.

Pirates and Wolfpacks Revised By Francis



BATTLEFLEET
GOTHIC

WARPT
WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

Image by BleachHawk

Pirates and Wolfpacks

This is a small update to the Pirates and wolfpacks list in an attempt to make what is already a fun list slightly more interesting. And to give the pirates of Battlefleet Gothic a few more opportunities to personalize their fleets and flagships.

Like the original list, the revised list is best suited to smaller raids and scenarios using transports, but this shouldn't stop the piratically inclined from trying it out in any scenario they wish. As before, I hope you will give the list a try, and any comments and suggestions are as always very welcome.

*Happy hunting me hearties
Commodore Francis*

Space Marines in pirate fleets

The history of the Imperium is sadly filled with stories of renegade space marines. Many of these join the traitor legions in their fight against the Golden Throne, but some who do not want to trade one master for another strike out for the freedom of the stars, often ending up in charge of larger pirate fleets.

The Pirate Strike Cruiser may have space marines aboard for 25pts. If so, add +1Ld to the ship, and add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit and run attacks against a ship with space marines deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

Pirate Strike Cruisers with space marines aboard will always exchange their 3 squadrons of interceptors and assault boats for 2 squadrons of Thunderhawk gunships. They will also always exchange their prow weapons batteries with S3 range 30cm left/front/right prow bombardment cannons.

Space Marines are made for war, and a space marine captain will usually assume command when fighting together with un-augmented humans.

If a Pirate Strike Cruiser in a fleet carries space marines, the commander of the fleet may be placed on the space marine ship, even if it is not the most expensive ship in the fleet.

Pirate Strike Cruisers

135 Points

Pirate fleets are ramshackle affairs, disparate groups of desperate individuals coming together for the opportunity for greater riches or sometimes just protection from imperial authorities, and their ships reflect this. Everything from modern imperial cruisers just recently defected from the Navy to barely space worthy transports ships make up a pirate fleet. Yet one of the rarest and yet most priced ships a pirate captain can get his hands on is an Adeptus Astartes Strike Cruiser.

Only a fool with a serious disregard for all personal safety will try to wrest such a vessel from the chapter fleets, but on rare occasions derelict Strike Cruisers can be found floating in the cold darkness of the void or pulled from a passing space hulk. These ships are invariably heavily damaged and require extensive works to be space-worthy again, but once found there are few captains that will throw away the opportunity to command one.

On other occasions, the Strike Cruiser may still pay host to the original crew. Fallen angels that look for nothing more than the freedom to sail the void and take what they can from an uncaring universe.

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 Weapons Battery		30cm	4	Left/Front/Right	
Prow Launch Bays		Interceptors: 30cm Assault Boats: 30cm	3 squadron	-	
Notes:					
May take 1 extra shield for +15pts.					

Pirate Lord's Upgrades Table

The most powerful pirate captains will often have the wealth to modify and upgrade their ships. But unsanctioned tampering with imperial technology seldom comes without a cost.

1. Jury-rigged communications array

Controlling their disparate flotillas is always a challenge to pirate leaders, and some take extreme measures to ensure that their orders get through, often making use of a bewildering array of improvised communication systems and unencrypted channels. This sometimes means that orders are as clear to everyone else in the vicinity as to the intended recipient.

Improve the leadership of all ships (friend and foe) within 15 cm of this ship by +1 up to a maximum of 9, the increase in leadership also applies to the ship with the upgrade.

2. Overcharged Engines

Most pirates would agree that the only thing more important than catching a running transport ship is avoiding capture by a chasing navy warship. To maximize their profit margin (as well as their chance of survival) many rich pirate captains take measure to ensure that their ship is the fastest one around. This makes the crew happy, but puts enormous stress on the drive, not to mention the poor engineseers set to maintain it.

Improve the speed of the ship by +5 cm and add +1d6 to any All Ahead Full roll. If the ship suffers an Engine Room Damaged critical hit, the ship takes 2 extra hits instead of 1 as the barely contained energy spiral out of control.

3. Vicious boarding parties

When all is said and done, boarding is at the very heart of the pirating-business, which makes it no surprise that many pirate captains seek to recruit the nastiest, toughest, most ruthless and bad-tempered gutter fighters in the galaxy to form their boarding parties.

Add +1 to all boarding actions and hit-and-run attacks performed by this ship. If a ship with this upgrade rolls a double 6 on any order roll, it suffers an immediate standard hit-and-run hit as the boarding crew decides to "redress some grievances" with other crew members.

4. Improvised launch bays

Maintaining attack craft and efficient launch systems is difficult when operating outside the official logistics chain, but some pirates find that fighters and assault boats are so eminently useful in their line of work that they go to great lengths to acquire and maintain them.

Add a S2 dorsal launch bay to the cruiser. The launch bay contains Fighters and Assault Boats, both with 30cm speed. If the ship fails its Reroll Ordnance order by rolling a double, the chaotic work environment has gotten the better of the crew in some way and the launch bay may not launch any more ordnance for the duration of the battle.

5. Overcharged Weapons

To catch fast prey with a head start, some Pirates dangerously overcharge their guns to increase the range, putting extra strain on their ship's drive in the process. Whenever the ship fires its weapons, the player may choose to increase the range of lances, bombardment cannons, and weapons batteries by 15 cm up to a maximum range of 60 cm. Any time this is done the ship suffers an immediate Engine Room Damaged critical hit without taking the extra damage from the critical hit, similar to how the Apocalypse battleship functions.

6. Packed gun-decks

There is no such thing as too many guns in the eyes of this Pirate Lord.

The ship gains a left column shift on the Gunnery Table to represent the extra guns added to its batteries, but it cannot use the Come to New Heading order as the poorly distributed weight makes it dangerously unwieldy.

Pirates and Wolfpack Fleet List

USING THIS FLEET LIST

Pirate fleets make it their business to attack relatively soft targets such as transport convoys, remote space stations or isolated settlements. They will avoid fleet actions and any engagement that will result in substantial losses with little material gain whenever possible. However, large pirate bands with a substantial fleet at their disposal may elect to raid larger planetary colonies.

Pirates in scenarios

When selecting scenarios, Pirates always roll against the Raid table in the Remastered Rulebook.

However, if the Pirate fleet is the attacker and has a fleet of 1,500 points or greater, they may elect to play a Planetary Assault on a D6 roll of 6.

Pirates in campaigns

For campaigns, pirate fleets operate from a pirate base as described in the Remastered Rulebook. They have very limited access to formal shipyards and cannot earn refits in the course of a campaign, but they may instead earn crew skills in the manner other fleets earn refits, in addition to earning them normally.

Attack rating

Pirate fleets have an attack or initiative rating of 3.

Leadership

A human pirate requires great charisma and leadership ability just trying to keep his or her grip on the bands of criminals, mutineers and other such unsavoury characters that make up a pirate fleet. All pirate vessels suffer a -1 leadership modifier, meaning their unmodified starting leadership will be from 5 to 8.

Attack craft

Military grade heavy bombers are far too expensive and maintenance intensive to maintain for pirates. To represent this, all ships in a Pirate and Wolfpacks fleet that would normally carry bombers in their launch bays exchange their bombers for standard imperial assault boats.

FLEET COMMANDER

0-1 Pirate Commodore

0-3 Pirate Captains

A Pirate Captain or Pirate Commodore may be embarked on a cruiser for every 500 points or portion thereof in a fleet. If a pirate fleet is worth more than 750 points, a Pirate Commodore must lead it. Captains and Commodores must always be placed on the most expensive vessel (or vessels if there are more than one of them) in the fleet. The Commodore must always be placed on the most expensive ship.

No individual Pirate Captain or Commodore may use more than one re-roll per turn.

Pirate Commodore (+1 Ld) 75 pts

A Pirate Commodore gets one re-roll and may purchase two more rerolls for +25 points per reroll. Pirate Commodores may use their rerolls on any ship or squadron in the fleet. A Pirate Commodore roll once on the Pirate Lord's Upgrades Table and apply the upgrades to his or her ship, the Pirate Commodore may choose to pick the upgrade for +5 points instead of rolling. A further roll may be purchased for 15 pts, this second upgrade must always be rolled for.

Pirate Captain (+1 Ld) 50 pts

A Pirate Captain gets one re-roll and may purchase one more re-roll for +25 points. Pirate Captains may only use their re-rolls on their own vessel. A Pirate Captain may purchase a roll on the Pirate Lord's Upgrade Table for +15 points and may choose to pick the upgrade for a further +5 points instead of rolling.

CAPITAL SHIPS

A human pirate fleet may have up to one cruiser or two light cruisers for every 500 points of ships in the fleet or portion thereof. Pirate Strike Cruisers count as normal cruisers and not light cruisers in this regard.

Special variants, refits and Nova Cannons cannot be used on any cruiser taken in this fleet list. Otherwise, there are no restrictions on how many Chaos and/or Imperial cruisers are in a single pirate fleet.

(0-2) Fra'al Battleship	250 pts
<i>These count as cruisers for fleet building.</i>	
Rogue Trader Cruiser	185 pts
Lunar Cruiser	180 pts
Tyrant Cruiser	180 pts
Gothic Cruiser	180 pts
Carnage Cruiser	180 pts
Inferno Cruiser	180 pts
Murder Cruiser	170 pts
Slaughter Cruiser	165 pts
(0-1) Pirate Strike Cruiser	135 pts
Endeavour Light Cruiser	110 pts
Endurance Light Cruiser	110 pts
Defiant Light Cruiser	120 pts
Dauntless Light Cruiser	110 pts
Siluria Light Cruiser	100 pts

ESCORTS

At least one squadron of three to six escort vessels must be included for each cruiser in the fleet, organized in any mix desired. While transports of various types are typically not included in a raiding fleet once they have been plundered, they can be used if desired but are never free.

Note: Pirate bands do not have ready access to complex weapon systems. The number of escort vessels that utilize ordnance or lance weaponry may not outnumber those that rely solely on weapon batteries. Xenos vessels of all types don't count toward this total.

Escort Carrier	60 pts
Q-Ship	60 pts
Xenos Vessel	50 pts
Idolator Raider	45 pts
Infidel Raider	40 pts
Firestorm Frigate	40 pts
Sword Frigate	35 pts
Falchion Frigate	35 pts
Cobra Destroyer	30 pts
Recommissioned Escort (Rogue Traders Revised)	30 pts
Raider (Rogue Traders Rev.)	30 pts
Cargo Vessel	20 pts
Armed Freighter	20 pts
Cargo Transport	10 pts

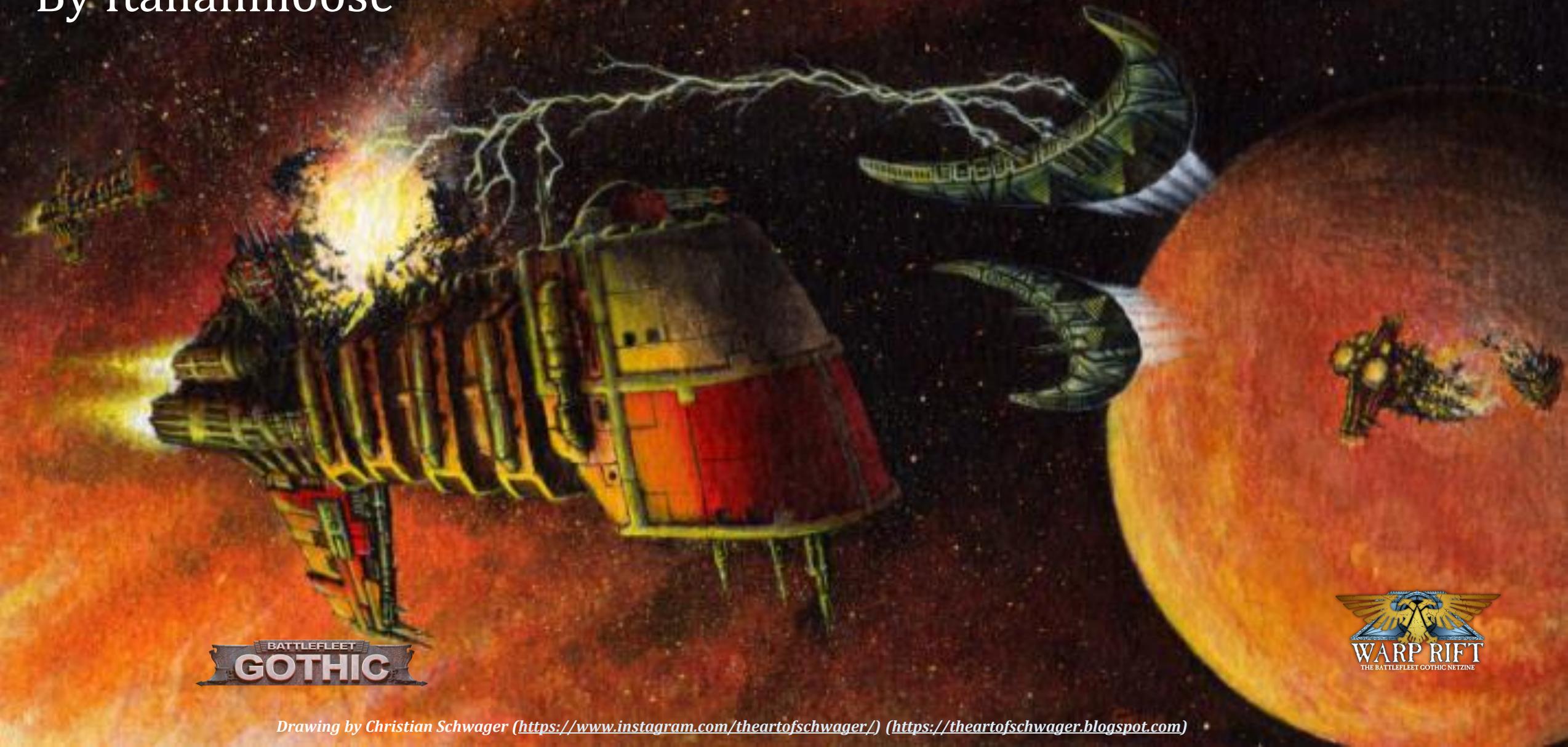
XENOS FREEBOOTERS AND CORSAIRS

The desire to pillage the riches of is not a uniquely human trait.

A pirate fleet may be made up of alien escorts from any race except Tyranids, Necrons or vessels that require support from a capital ship of their race, such as Nicassar Dhows or Tau Orcas. They can be organized in squadrons of two to six ships, but vessels of different races may not combine with each other into a single squadron, nor can they combine into squadrons with human (Imperial, Chaos or Rogue Trader) vessels. In other words, a squadron of three Eldar escorts and a squadron of three Ork escorts may both be part of the same pirate fleet, but they can only squadron with themselves and NOT with each other or with any Idolators, Swords, etc. The only exception to this is Rogue Trader Xenos Vessels, which represent minor alien races seeking to expand their influence or pursue some other obscure agenda. They may freely ally themselves with any other race and join with them in pirate raider squadrons. Xenos freebooters and corsairs have no allegiance to the human pirates they serve alongside. They may not use any of a Pirate Captain's re-rolls and will automatically attempt to disengage if the escort squadron is crippled (reduced to half their starting number). They are not restricted to nor benefit from the leadership values of human pirates and must use the unmodified leadership from the fleet lists of their respective races.

Commerce Raiders Scenario

By Italianmoose



BATTLEFLEET
GOTHIC



Drawing by Christian Schwager (<https://www.instagram.com/theartofschwager/>) (<https://theartofschwager.blogspot.com>)

Commerce Raiders

The normal (standard rulebook) convoy scenario focusses generally on smaller forces, this scenario instead focusses on roving capital ship squadrons raiding commercial traffic. In the extreme this scenario can tell the story of a planetary assault fleet caught off-guard in the outer reaches.

Forces

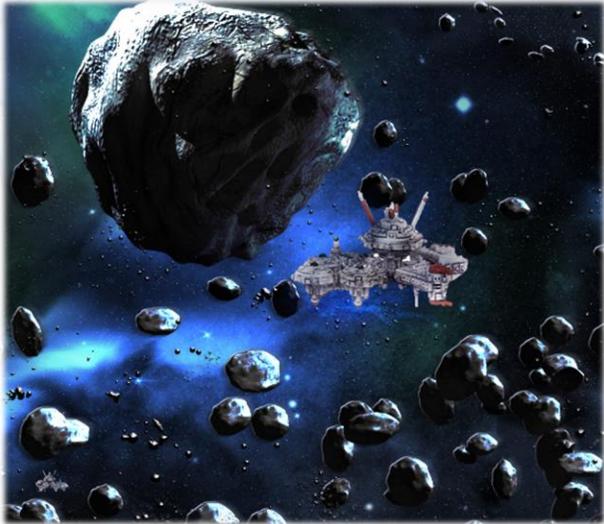
Both players decide on a points total for the game.

Attacker

The attacker may select up to the chosen points total for their fleet.

Defender

The defender may select up to the chosen points total for their fleet. The defender receives the points total divided by 100 (rounding up) number of transports. These transports are the standard transports for that fleet. For example a 750 pt game requires 8 transports, a 1500 pt game requires 15.



The defender may spend points from their main fleet on upgrading the transports if they so desire to any valid cargo-carrying vessel. For example a human fleet may upgrade its transports to heavy transports, fast clippers, etc. but not to Q-ships. If transports are replaced, the transport capacity of the convoy must be the same. For example two transports can be replaced with a single heavy transport, or one transport by two fast clippers. Be warned that this both makes each vessel a more valuable target and also takes away points from the protective fleet.

Vessels capable of carrying cargo in the defending fleet selected as part of the main fleet list (for example Rogue Trader transports) do not count as transports for the purpose of victory points, only as normal members of the defending fleet. The defending fleet may take Q-ships and deploy them with the rest of the convoy, and fleets which can select cargo-carrying ships as part of their normal fleet list can place these as part of the convoy. Just make sure you can keep track of which is which for the end of the game.

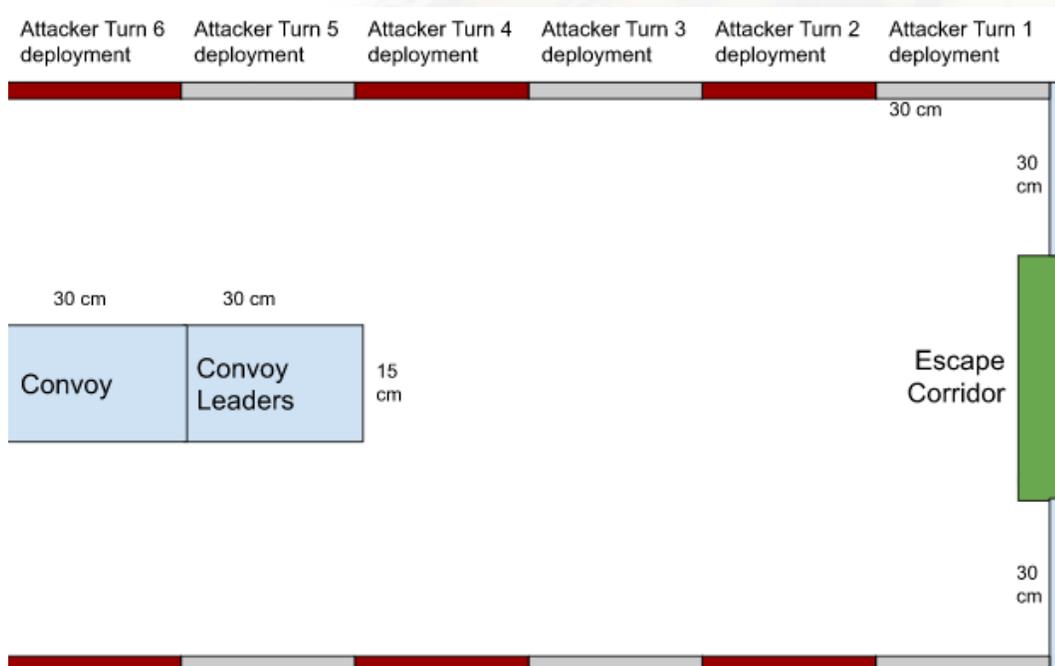
Battlezone

Heavy organised raiders are easily detected by the sensors and tracking stations of colonies and stations, so such engagements will take place in either the outer reaches or in deep space. Roll a d6, on a 1-3 the location is the outer reaches, on a 4-6 the location is deep space. Set up celestial phenomena according to the appropriate battlezone generator.

Set Up

The defender sets up first in the two convoy deployment zones. The Convoy Leaders zone may contain up to one third of the defender's points of military ships. The Convoy zone may then contain the balance, and any number of military ships may be held in reserve representing the rearguard. These reserves will move onto the field from the convoy board edge in turn 2.

The attacker can move any ships/squadrons they choose onto the board from either the escape corridor edge or up to 30 cm along the long board edges in turn 1. Each successive turn allows the attacker to move ships of their choice onto the board from 30 cm further along the long edges (but not the escape corridor edge). That is, on turn 2 the attacker can move ships onto the board from up to 60 cm along the long board edges for example. The attacker must move at least one unit onto the board in turn one. If any units are not deployed by the time the game ends, they count as disengaged for the purposes of victory points.



First Turn

The attacker takes the first turn.

Game Length

The game lasts until all the transports move through the escape corridor, are destroyed, or the attackers are destroyed or driven off.

Victory Conditions

Each transport destroyed by the attacker is worth 100 victory points (plus any points spent upgrading the transport). Each transport which moves off through the escape corridor is worth the same amount to the defender. The defender additionally receives victory points from disengaged, damaged, or destroyed attacking ships as normal. If the attacker is destroyed or driven off any transports remaining on the table are counted for the defender.

Reminder: the attacker only gains victory points from destroying transport vessels, not from destroying the escorting vessels!



BATTLE

Starter Kit Advanced: Corsair Eldar



The Starter Kit – Advanced: Corsair Eldar

Initiated by DoublebaseFanatic, with help from Italianmoose, MkHand, Hanskrampf and a bit myself the digital starter kit with the Imperial Navy and Chaos fleet was released late 2021. And it has been great to see all the people using this or a variant to start or get back into Battlefleet Gothic. Now, due popular demand, the Starter Kit – Advanced has arrived on the web! As we introduce the Corsair Eldar there are a couple of new rules introduced. We have made the fleet list to be used in the same three-staged games as the intitial starter kit.

And many thanks to Soulforge Studios to provide the STL for the Corsair Eldar.

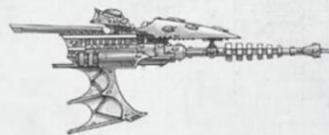
You can download the original kit here: <https://drive.google.com/drive/folders/1Kpg6ZuDmFc5axXa6sUBiJrQiFuZllbAu?usp=sharing>

And the advanced starter here: [https://drive.google.com/drive/folders/1dxTeLC2bTnlUfzN_RJF788wHmYBhMa6C?usp=share link](https://drive.google.com/drive/folders/1dxTeLC2bTnlUfzN_RJF788wHmYBhMa6C?usp=share_link)

Some sample pages on the right and the Corsair Eldar fleet! Painted by DoublebaseFanatic.



HEMLOCK CLASS DESTROYER 40 PTS



TYPE/ROLE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30cm	Special	HoloFields	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STB	FIRE ARC		
Prow pulsar lance	30cm	1	Front		
SPECIAL	• A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.				

The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "... more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts - if they can get close enough to board.

ELDAR SPECIAL RULES

ABOUT THE ELDAR

The Eldar in Battlefleet Gothic have several distinct features compared to the other fleets in the game. For **game one** and **two** of the starter kit you need to learn the following rules:

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the standard Leadership table, giving them a Leadership value between 7 and 10, resulting in the following table:

D6 ROLL	LEADERSHIP
1	Leadership 7
2 - 3	Leadership 8
4 - 5	Leadership 9
6	Leadership 10

Sunward Table Edge

Since Eldar movement speed is dependant on their position to the sunward table edge, we need to establish what the sunward table edge is. Nominatone one short table edge as 1, the other as 6; one long table edge 2-3 and the other one 4-5.

Roll a D6 and the result will tell you what the sunward table edge is.

ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move **twice**(): once in their movement phase and once in the ordnance phase of their own turn. Note that they do not move in the ordnance phase of the enemy's turn!

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs.

If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

An easy way to determine a ships facing in relation to the sunward edge is to place a bearing compass over the ship and draw the shortest possible line (a line perpendicular to the table edge) from the ships stem to the sunward edge. The arc this line passes through is the sunward facing, or sunward arc.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.



Craftworld and Corsair Eldar vessels follow similar movement rules. Here a Hellebore class Corsair escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

FLEET LISTS FOR CORSAIR ELDAR

First Battle

1x Shadow Class Cruiser

1x Aurora Class Light Cruiser

3x Hemlock Class Destroyer

Second Battle

1x Shadow Class Cruiser

1x Aurora Class Light Cruiser

3x Hemlock Class Destroyer

NEW 4x Aconite Class Frigate

NEW 3x Nightshade Class Destroyer

Third Battle

1x Shadow Class Cruiser

NEW 1x Eclipse Class Cruiser

1x Aurora Class Light Cruiser

3x Hemlock Class Destroyer

4x Aconite Class Frigate

3x Nightshade Class Destroyer

The January - February
2023 Winners
from the Facebook Painting
Competition
Hosted by Turbidious Tom





Third place: Imperial Grand Cruiser by the_garantine



Second place: the Red Tear by Admiral Stribley



First place: Adeptus Mechanicus Battleship by DoubelbaseFanatic



Admiral's Choice: Tobari Cruiser by Bluesquat



Double's Hobby Insights

The Hive Fleet "Charlemagne"



Written by DoublebaseFanatic



Prologue

"Double's hobby insights? This is the first I've heard of it!" And so it is. And hopefully it will stay that way for a while.

A few days ago, I was asked by Horizon if I could imagine doing a regular tutorial column for the Warp Rift Magazine now that I have written another tutorial for it. But instead of coming up with a new tutorial for every new issue (often it just comes spontaneously) I thought it might be interesting for one or the other to get some insights into my approach to my hobby. So, I thought I would document my different steps, successes and failures on my projects for you. Admittedly, it is a win-win situation. You get insights and I can look back here in case I want to paint more ships for this in a few moons but forget which colours I used. **cheeky smiley face**

In any case, I feel honoured to have been given this opportunity and I hope you will enjoy this.

But now a little introduction on my part, as I think it might be appropriate at this point. My name is Chris "DoublebaseFanatic" Kraus, straight outta Germany, I am 36 years young and have been practicing the hobby since I was 18. I started, like probably a lot of people, with a 40k Space Marine army. Over the years I have accumulated a lot of miniatures and armies. I was also a member of a local club where I could play many games. However, I was always aware that I was more of a tinkerer and painter than a gamer. The club was also the reason why I first came into contact with Battlefleet Gothic. (It must have been around 2009.) A member gave me his Imperial Navy as a present, because there were absolutely no players around here. Ultimately, that was also the reason why the fleet just sat on my shelf. Over the past few years, I have had many breaks from the hobby. I only painted a model here and there and even 'drifted' into historical model building. At the end of 2019, I bought my first 3D printer, and I can't say exactly how I got the idea, but I became interested in Battlefleet Gothic again. So, I went online to find out "Oh my, the community is amazing". My love for Battlefleet Gothic was ignited and so one thing led to another. During this time, I met a lot of great people, made a lot of friends and also worked on some community-based projects. The experiences I've had in the community also make me say: "If you have any questions, don't hesitate to contact me, be it via Facebook, Instagram or Discord. I'm always glad to help or chat".

But enough about me and my person, let's get to the equipment I use in my hobby every day.

The Equipment

Brushes:

Winsor & Newton Series 7 (0)

Citadel wash brush

and an old worn nameless one for rough stuff

Airbrush:

Harder & Steenbeck Infinity CRplus - 0,4mm

Harder & Steenbeck Compressor 16A

Space stencil

Tools:

Hobby pliers and knife

A Cutting mat

Blu Tack to fix my models

A self-made wet pallette

Glossy hairspray

Colours:

Citadel (brushwork)

Vallejo Model Air (airbrush)

3D printer:

Anycubic Photon Mono

Anycubic Wash&Cure

Elegoo Water Washable Resin



The endless swarm of The Hive Fleet „Charlemagne“

...and that is exactly what I want to achieve with this fleet, the look and feel of an endless and terrifying swarm eating its way through the darkness.

As is the case with any mass army, you should think carefully beforehand about how you paint them, how elaborate you want them to be without it not looking good afterwards. (Motivation is an important keyword here) And that's what the Tyranids are, a mass army. So, I decided to use Citadel Contrast Paints for the first time in my hobby career. Only I didn't know which colours yet. I started to print test models. Even before that I decided to use the really great models from **'Soul Forge Studio'** because I liked them the most. I primed all the models with Citadel Corax White and started brushing them with different colours. As with any project where you start from scratch, there are some things that work straight away and other things that don't. For the skin of the ships, I quickly found a colour combination that suited me, but for the chitin carapace it was a completely different story. I struggled a lot to find the right colour. (in the following picture you see only a few examples)



As the picture suggests, I was leaning more and more towards the icy blue colour scheme in the process. As an intended highlight, I painted thin black zigzag lines on the white primer and then applied the Contrast Paint to generate an additional pattern. I've even already been joking around with a name, something like "Frosty Shrimps"

Thinking I'd finally found my colour scheme, I started painting my first Hive Ship and just as I finished it, I thought, "Nah, somehow this just doesn't pick me up."



So, I discarded the idea of the ice blue and the "Frosty Shrimps". However, as luck would have it, I was in my local hobby shop just the day before and saw a few colours that I just thought, "buy them and try them out". And so, the same evening, in bed, I had the idea to test this one colour. It was to be Citadel Black Templar Contrast Paint. I painted the first miniatures with it and was immediately blown away. At the latest then, when I look at the finished miniature over and over again, I know that this is my scheme.

And so, it should remain, I have finally found my scheme.

How it was done: The Hive Fleet „Charlemagne“ – The Vessels

But now to the part where I explain how I realised my final colour scheme.

As already mentioned at the beginning, I start with a primer coat of **Citadel Corax White**



For the skin, I apply a layer of **Shade Seraphim Sepia**. I do not pay much attention to painting neatly. I simply smear it over the skin.



While the shade is still wet, I also apply **Shade Nuln Oil** to the skin, mixing both shades together on the model.



I use this process for several miniatures at the same time and so that they can dry in peace I have made a drying stand especially for this purpose, consisting of a board, a few holes and flying stems glued inside.



Let's move on to the next colour challenge. The tentacles. I wanted them as fleshy reddish and pink as possible. I wanted them to look wet, like you would imagine if such a creature with huge long tentacles came wobbling towards you. So, I tested a few times with **Contrast Doomfire Magenta**.

The colour was much too opaque for me (surprise!) so I diluted it with **Technical Lahmian Medium** but the colour was still too pink, too bright. So, I added a little **Shade Carroburg Crimson** and poured it all into an old paint bottle. Finally, I would say the mixture consists of 20 parts Lahmian, 2 parts Doomfire and 4 parts Carroburg.



Now for a very rewarding part. The Chitin armour. In short, it's as simple as it sounds. A layer of **Contrast Black Templar**. That was it. Okay, you don't get every square millimetre and you must touch it up later when it's dry, but it's incredibly fast and brings out the wonderful structure of this beautiful designed carapace armour.



Let's get back to the tentacles. Because they are not finished yet. To darken them, I use a layer of **Shade Seraphim Sepia** on them. This helps to make the transition between my self-mixed pink and the skin of the ship a little more fluid.



When the shade has dried on all the models, I paint the claws at the end of the tentacles in three steps. I do all this wet in wet, i.e. I dilute the paint on my wet palette so that it casts light bubbles when I mix it. Then I apply the first colour over a large area of the claws and while this is not yet dry, I apply the next colour over a smaller area towards the tip. I do the same with the third colour, which ends up being the brightest highlight. This leads to the fact that the colour already combines and mixes with each other on the model and thus creates a soft transition.

The colours I use here are **Layer Balor Brown**, a 1:1 mix of **Layer Balor Brown** and **Base Wraithbone** and finally pure **Base Wraithbone**.



For the final finish and wet look, I apply a little **Technical Nurgle's Rot** to the bioweapon openings and a layer of **Technical 'Ardcoat** over both these and the tentacles.



Now for the final details on the models. First I paint small dots on the smooth surfaces of the skin with **Base Screamer Pink**. When this colour is dry, I paint smaller dots into these small dots with **Layer Moot Green** to create a kind of alien leopard pattern. Fun fact: This is a tribute to my mother, who started painting 40k minis with me back then. She fell in love with the Tyranids and painted this pattern on their tails. Greetings go out to my mum.



Done, that was every step for the model itself.

Now let's move on to the bases!

How it was done: The Hive Fleet „Charlemagne“ – The Bases

If you've ever come across my name on the usual social media platforms, you'll often (or so I'm told) associate me with one: Bases.

And yes, I think if you look at my work, you'll notice quite quickly that I usually focus most of my creativity on this area, because there is a lot of room to let your imagination run wild. And I took that focus to the extreme with this fleet. I dare say that these are by far the most elaborate bases I have ever created (and especially in mass).

As described at the beginning, I want to realize the look and feel of an endless swarm in this fleet and since the Tyranid ships themselves don't offer much creative freedom (no different details that you can paint this way and that without destroying the scheme) I thought I'd focus on the bases and try to realize as many details, darkness and swarms there with some freehands.

Let's start with a primer of Chaos Black



To make the base look gloomy and dreary, I limit the design to one (maximum 2) stars, which I spray on with my stencil and add a light mist arbitrarily. This serves as the base for the next step. For this step I'm using my airbrush and **Vallejo Model Air 71.001 White**.



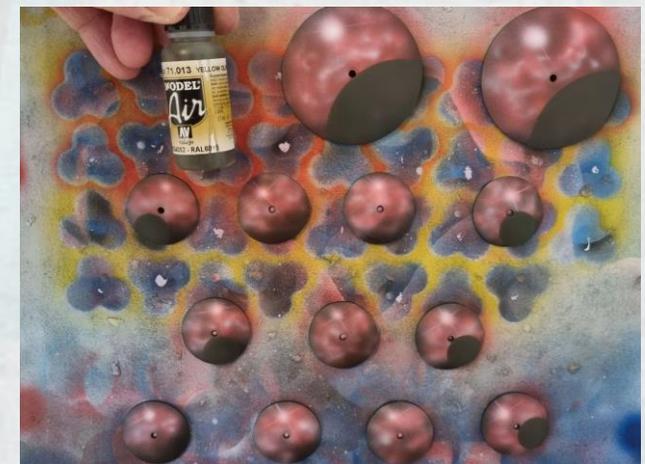
Following I spray **Vallejo Model Air 71.003 Red** over the base.



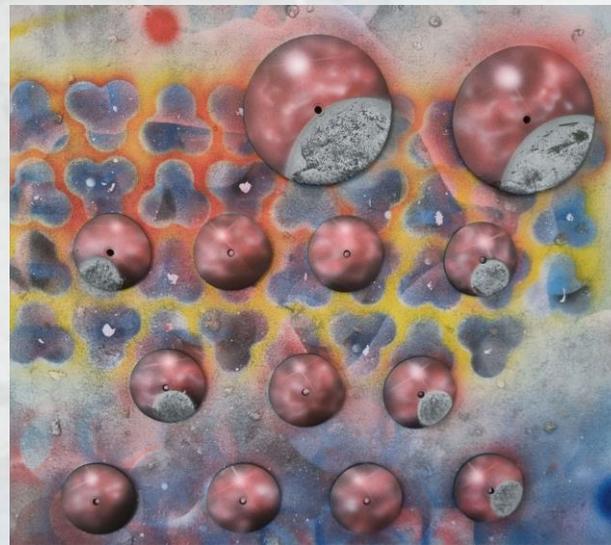
And some highlights here and there again with **Vallejo Model Air 71.001 White**.



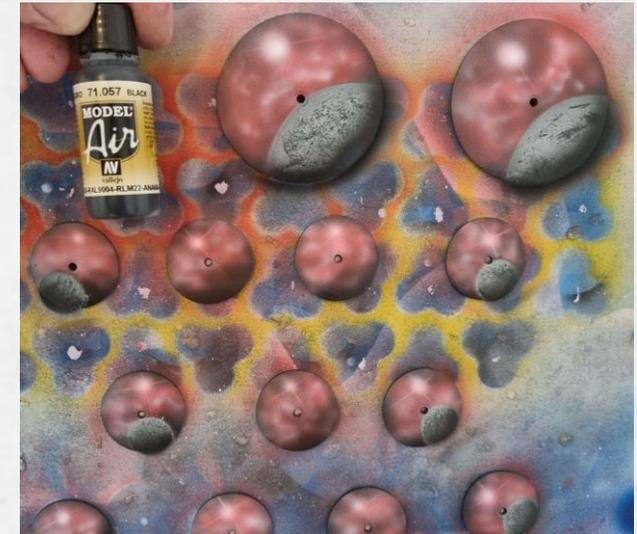
In the next step, I use the stencil to spray on the primer for the planet with **Vallejo Model Air 71.013 Yellow Olive**. My target: A barren rock that was consumed and left behind by the Tyranids.



Now follows a trick. Attentive readers will certainly have wondered about the hairspray in the tools list. When the layer is dry, we apply a glossy layer of hairspray on the planet. What this is for? The hairspray ensures that the following sprayed layer becomes water-soluble. But we don't let it get that far. I apply the hairspray with the stencil and spray the next color over it while it is still wet. In this case, **Vallejo Model Air 71.050 Light Grey**. While the paint is still wet, I dab it off with a paper towel directly at random. Thus, I create an irregular structure on the planet, and it already looks like a barren boulder.



Using the stencil and **Vallejo Model Air 71.057 Black**, I now apply a shadow in a slight semicircle on the underside of the planet.



What would be a consumed and lifeless planet only without tentacles left behind to transport the biomass into the ships? Now I switch to my brush to implement exactly that. So, with **Base Corax White** I paint fine shaky lines away from the planet's surface. (A quivering hand helps a lot at this point :D)



Back at my airbrush, I apply the sunny side with the stencil and **Vallejo Model Air 71.001 White** on the opposite side of the planet shadow. This gives the planet a 3D look and makes it look more natural.



Ready is the airbrush work



Back at the table and with the help of my brush and **Base Abaddon Black** I paint at irregular intervals a swarm in small dots on the sprayed base and add here and there at whim larger ships to make it clear that it is a swarm fleet.

Now I leave my creativity the absolute space and do what I like. Destroyed ships, debris, swarm fleet from the left, swarm fleet from the right, swarm fleet splits. Whatever comes to mind. I do it!



As a little highlight, I printed small Tyrannid ordnances, painted them in the same color scheme and glued them to the bases to give the impression that they fly with the ship.



And that's all on the bases. At the end of this article you will get a small overview of all the work.

Lore

It was at the very edge of the sector that the Dauntless Class Light Cruiser "Triton", under the command of Inquisitor Herman, returned to planet 134-1 Agris-Alpha to find it nothing more than a barren rock. A few torn-up wrecks of merchant freighters and dried-up tentacle-like tubes were floating in orbit. Apart from that, there was nothing left of the once quite green agricultural world. Herman knew immediately what had happened, that the planet was almost completely defenceless and he also knew that it would be grossly negligent not to find out in which direction the hive fleet was heading. Thus, the once planned mission became a reconnaissance mission. Indications were quickly found that allowed the direction of flight to be roughly determined and so the Dauntless cruiser set out to pursue the swarm fleet. Thus, the first contact dates back to 998.M41. The temporal proximity of the first contact to the Leviathan hive fleet suggests that it could be a splinter fleet, but the external characteristics differ so much that it was decided to give the fleet its own name. The Hive Fleet "Charlemagne".

For every BFG player there comes a time when he thinks about which region all his fleets are in and so I also started to think about what I could call my sector. I myself live in a city that is historically very closely connected to Charlemagne and so it was not difficult to find a name, as I did not just want to create a fictitious sector but rather something like a name for my game group.

...and so the Charlemagne Sector was born...

Closing words

At the time of writing this article, I have already painted about 40 vessels and even more bases this way, and there will probably be many more by the time this column is published. I will be updating the fleet photos included here shortly before the article is published so that you will have the most current images here and hopefully, I will have accomplished what I set out to do with this fleet.

I have to confess, writing this article has given me an incredible amount of pleasure and I sincerely hope that you have had at least as much fun reading it.

If you have any ideas about this format, tips, suggestions, criticism or whatever you can think of, I would be very happy to hear from you. You can contact me as follows:

Instagram: [DoublebaseFanatic](#)

Facebook: Chris Krows

Discord: DoublebaseFanatic#8657

Here's to more fun articles!

Your Chris "DoublebaseFanatic" Kraus

Showcase



Moose Musings



Hi! I'm the Italianmoose, purveyor of ships and alliteration addict. This is the start of a hopefully regular column where I propose some alternative rules for a situation or other in BFG which I would welcome some playtesting on.

In this edition, what I'd like to propose is the placement of the **low orbit table**. The low orbit table is a thematic addition to BFG but it's also a bit of a chore, and takes up extra space. To replace it while still not making Exterminatus or Planetary Assault too easy, I'd like to suggest the following.

Planetary Assault:

Attacking ships must elect to enter high orbit while upon the planet template to send troops to the surface and bombard enemy positions. For each turn an attacking capital ship spends in high orbit, the attacker scores 1 assault point. For each turn an attacking transport spends in high orbit, the attacker scores 2 assault points. A ship deploying troops or bombarding the planet may not do anything else that turn.

Exterminatus:

The Exterminator/s must enter high orbit while upon the planet template. At the start of each turn after the first that an Exterminator is in high orbit on the planet template, roll a dice. On a roll of a 4 or more it activates its Armageddon weapon and triggers a catastrophic event that will obliterate all life on the planet! The defenders may always target an Exterminator – if it is not the closest target then no Leadership test is required.

Note that this means ships will be extremely vulnerable while deploying troops, possibly too vulnerable. If this is so, try:

Ships entering high orbit in this way can only be targeted by other ships upon the planet template.

Let me know how it goes! I can be reached in the Warp Rift Discord where I also welcome suggestions for other little things you feel could use a tweak or tune.

WARP RIFT DISCORD

<https://discord.gg/kSKy3Rrtda>



