SUBMISSIONS

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 mail me at:
horizonmcr@vivaldi.net

You can also find me in the following
places:

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

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

And on the following forums/websites:
www.specialist-arms.com/forum/
www.reddit.com/r/battlefleetgothic/

You can download previous issues of
Warp Rift here:
https://specialist-
arms.com/bfg/warprift/

Warp Rift Table of Contents

BENIGNO NUMINE

Warp Rift going retro?

And here we go again! A new issue of Warp Rift and since the previous issue marked the 2o year anniversary I had the idea to change the layout a little bit. Easier said as done when trying this from scratch so I went the easy route and applied for most part the layout Vaaish created in the issues when he was at the helm of this fanzine.

Hopefully, you like this return to what I think is pretty style. Please leave feedback with tips and ideas.

A few days after the anniversary edition of Warp Rift was released it was Soulforge Studios that came with the announcement that they would stop designing ships for the grimdark universe. Which was pretty much a shock for the community, but Soulforge had their own legit reasons to make this decision and we wish them all the best and fun in their new design endeavours.

A few STL from Soulforge are still available through Warp Rift: the Solblade pack, a Grow Prow (Book of the Void 1), the Dark Mechanicum pack and the starter fleets or Orks and Corsair Eldar. You'll find the links at the end of this page.

Also. it is worthwhile mentioning that aside of Soulforge Studios there are several other great webstores and designers to find your grimdark aligned ships. A comprehensive list is available at the Battlefleet Gothic Discord.

Now onto this new issue of Warp Rift. And again, the community brought forward some great articles for us to use. From a great Imperial Navy overview (a multi-part series) to reimagination of a historical scenario.

And this issue also marks the start of a new competition: The build me a Tobari ship challenge!
Yes, what started as kit-bash long ago is developing into something more! So, check those pages for more information on that!
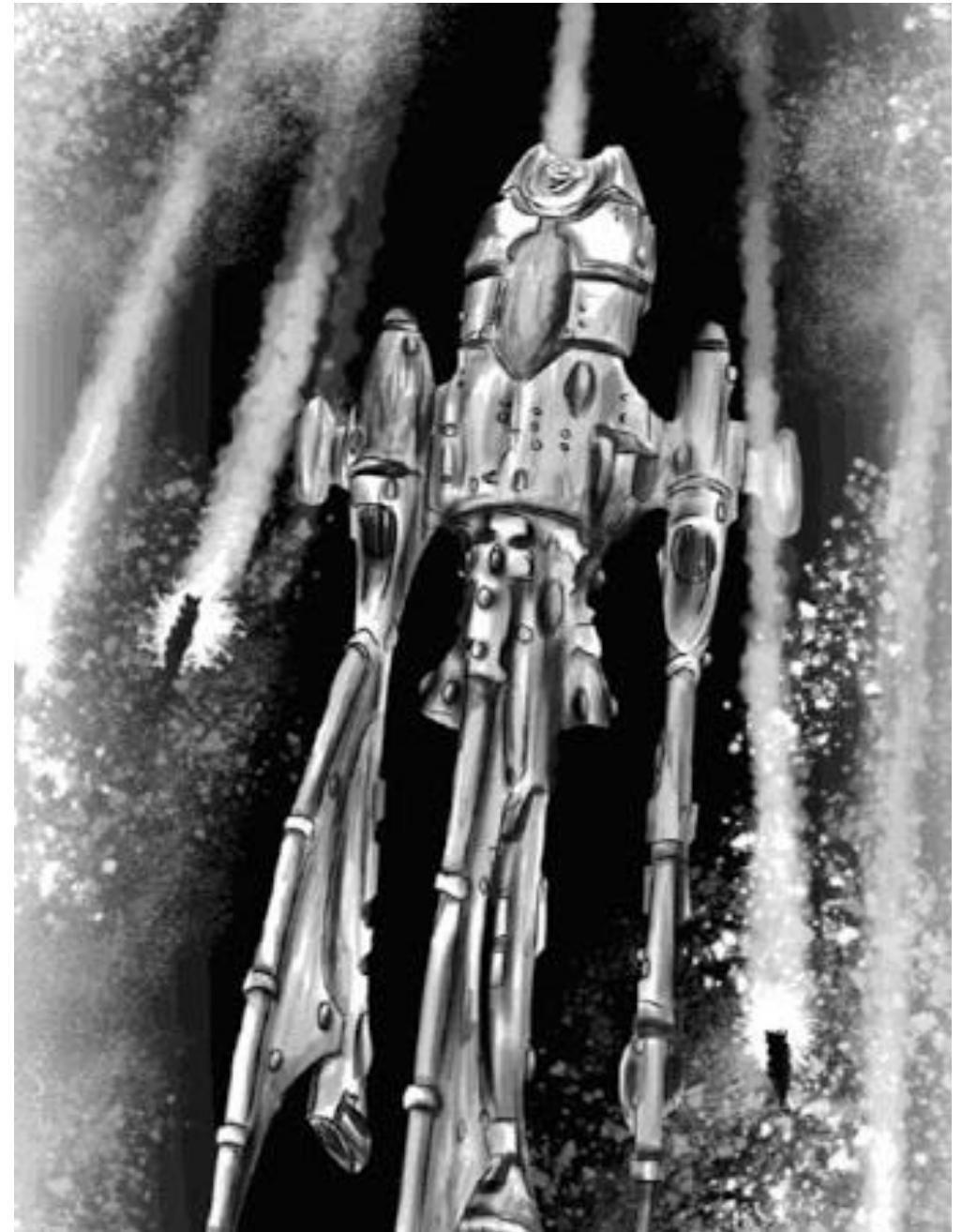
Happy All Ahead Full,
- horizon

The Soulforge Warp Rift STL:
Ork and Corsair Eldar starter kit STL
Dark Mechanicum Battleship
Terrablade/Solblade pack
BotV1 Grot Prow

Lexicanum

Encylopedia

TOBARI SUPPORT CRUISER *by horizon*

Even more Tobari?!

Who would have expected this? As I was writing the rules the updated Tobari Article in the previous edition **Bluesquat** was already busy with a new kitbash for the Tobari!

And more good news is that **ArcaneShipyard** has released a STL for the light cruiser! It is available on his Cults3D page. A printed miniature may be available on tabletop-stuff.de in the future.

Also, the new kitbash from Bluesquat will be turned into a STL by ArcaneShipyard.

Now let's see what this new Tobari vessel can do for this small but growing xenos fleet.
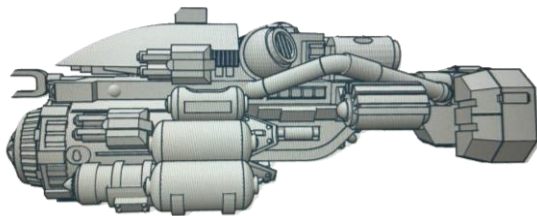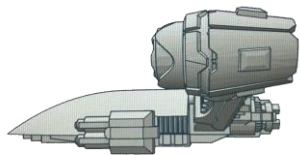
TOBARI SUPPORT CRUISER — 50 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	20 cm	90°	1	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Dorsal Weapon Battery	30 cm	3	Front

Special Rules: When another Tobari vessel makes a successful advanced teleport attack and is within a 10cm range of the support cruiser the result of the attack gains an extra 5 points.
The support vessel itself cannot initiate teleport attacks as its teleport systems are only calibrated to receive incoming signals from friendly Tobari ships.

Very rarely seen this larger Tobari vessels only seems to join other Tobari vessels up against slow moving transport flotillas.

Reports have disclosed the ship itself is weak gunned and will not be a threat to anything but the smallest civilian transports.

However, the vessel does seem to have a form of advanced xenos teleporting technology with which it can enhance the capacity of nearby Tobari vessels. As such the captains who know encounter these ships in future endeavours should try to keep a distance between this ship and the other Tobari raiders. Although the theory is sound it is almost impossible to escape the raids of the Tobari and as such this ship with its teleport technology will ever come closer to inflict more horrendous losses on the doomed crews.

You may take 1 Support Cruiser per 1000 Points.

"Governor, another shipment has been lost to these foul xenos raiders. It is even more worrying that the xenos are increasing their numbers in raids. Furthermore, in the last few months several new types of vessels have been spotted amongst them."

"Very well captain. We need to take some radical decisions. I will contact the conclave of Revic's disciples. The Khareshi Expanse is roaring."

THE TOBARI BUILD ME A SHIP CHALLENGE!

Long ago I build these:

ArcaneShipyard was so nice to create a STL out of it:

It was Bluesquat who printed that STL and created from bits this new kitbash:

And ArcaneShipyard again made a STL out of io!

But Bluesquat continued and made another kitbash!

A STL of above will follow!

The Challenge!

For this competition I would love to see people build me a cruiser or battleship sized vessel for the Tobari!

Build it the classic way with bits or the digital way. Make us impressed and have a chance to win prizes!

The prize pool will consist of a voucher for Tabletop-Stuff.de and a printed hardcopy of the Remastered Rulebook (v1.10)!

Please submit your entries through Discord or email (horizonmcr@vivaldi.net) before September 15th!

ArcaneShipyward, Bluesquat and myself will be the judges. If you have any questions, contact me on the BFG Discord or through Instagram.

THE TOBARI BUILD ME A SHIP CHALLENGE!

KEYWORDS IN BATTLEFLEET GOTHIC by Voi_D_ragon

BFG's Problem with Clarity, and how Keywords could help

Here's the deal: universal special rules are good and make the game easier to understand. Adding all a ship's special rules to its datasheet allows players to access all relevant information at a glance, without the need to flip to a different page just to check if a given rule applies to the ship they're using. Hence the following proposal:

BFG is quite a storied game. Since its release, countless other manuals for board games, wargames and RPGs have come out, and each has learned from what others did well or poorly. One thing BFG does poorly is streamlining repeated rules. We can probably chalk this up to the way new releases sometimes added completely new features and abilities to the game or mixed-up different factions' rules to keep a new release familiar enough to understand but give it an interesting twist.

However, now that the game's rules are strongly consolidated and radical change is unlikely, I feel we would be remiss not to present this beloved game using the principles game design and UI have shown to be more easily accessible. I don't want to change the game (at least, this proposal is not about changing the game). I do propose we should clarify and streamline many of the rules' explanations. Chief among the changes I'd want in an updated UI is the implementation of Keywords/Universal Special Rules, which unify in one or two words, easily repeatable on every relevant ship's datasheet, rules that are shared, with the exact same wording, on several ships across multiple factions.

I also added to the datasheets rules that are simply given for granted as being faction wide to ensure there is no doubt to whether a specific ship follows its faction's rules (since there are sometimes exceptions). Instead, you'll have your ship's info briefly, and you will still easily be able to reference "faction-wide" special rules, since they are repeated in the faction's Fleet Rules. You can see these needn't be exclusive with flavour text, which remains in all but one example (Ponderous, which would be one of the Universal Special Rules -but since it has no bearing on the SM's faction identity, it wasn't repeated in their Fleet Rules).

You'll also notice I separated the weapon's locations from the Armament column. I think this just gives a better degree of clarity as to what weapon is installed where (for the purposes of critical hits or refits). Lastly, I've added faction keywords at the bottom of the ship's datasheet in place of listing the fleet lists in which they are available.

These perform roughly the same function but are meant to work in concert with an update to the Reserve rules (something along the lines of "You can only take as reserve vessels that share at least two Faction Keywords" instead of the convoluted "races" explanation currently in use. Certain factors may lower this limit to a single keyword (see Inquisitors, which would unlock all Imperium keyword units as reserves when leading a fleet). It also allows for greater clarity as to what classifies as a certain type of vessel and what doesn't ("Xenos" for Space Marine allies' springs to mind).

Last but not least, since many factions gain access to unique named ordnance, I decided it would be appropriate to design a new mini-datasheet for ordnance that lists any special rules they might have to make it more visually clear that these cool special names aren't just fluff but have mechanical impact.

Now, what you see here are just examples to show how easy it would be to integrate these changes into the game's existing framework, but all 25 Universal Special Rules (all the ones which are found in more than one faction) are already written and named, and I count on making example page layouts of how they would appear in the rulebook and in fleet rules before long.

Like these changes? Hit me up on Discord (voi_d_ragon) and tell me I'm doing a good job! I'm very bad at working with no motivation and knowing my work would make the game better for someone will get me excited to implement it quicker.

FLEET RULES

LEADERSHIP

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost every situation. When randomly generating their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship ship, use the table here.

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

ATTACK RATING

Space Marine fleets have an attack rating of 3.

SPECIAL RULES

The following special rules apply to several Space Marine datasheets They can be found in the main rulebook, but are repeated here for ease of use.

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. This leads the following rules to be very common in this fleet:

- **Drilled Defenders:** Any hit-and-run attacks conducted against a ship with this rule suffer a -1 penalty to their roll.

- **Elite Fighters:** A ship with this rule adds a +2 modifier to the results of any boarding actions it participates in. This is not cumulative with the **Adept Fighters** special rule.

- **Skilled Saboteurs:** Any hit-and-run attacks conducted by a ship or ordnance marker with this rule gain a +1 modifier to their rolls. Note that a ship with this rule might still carry ordnance that does not itself have this rule and vice versa.

Space Marines also excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands. Certain Space Marine ships will have one or more of the following special rules:

- **Destroyer of Worlds:** A ship with this rule may use its prow weapon normally when selected to be an Exterminator in any relevant scenarios. Furthermore, when in position to exterminate a planet, a ship with this rule will activate its doomsday weapon on a roll of 3+ rather than 4+.

- **Void-borne Conquerors:** A ship with this special rule will score 2 assault points against relevant targets when it spends its turn carrying out landing or bombardment operations (such as in the Planetary Assault Scenario).

EQUIPMENT

Astartes Boarding Torpedoes

These behave as normal boarding torpedoes, with the addition of the **Skilled Saboteurs** special rule.

Bombardment Cannon

Many Space Marine vessels 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 Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvoes.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

1. Bombardment cannons always hit on a roll of 4+, regardless of the target's armour (even vs ordnance).

2. Bombardment cannons inflict critical hits on a roll of 4+, rather than just on a roll of 6.

Thunderhawk Annihilators

The Thunderhawk Annihilator is a specialized gunship employed only by crusading Chapters. Forsaking its transport capability in favour of a powerful Annihilator cannon, it provides crusading Chapters with the kind of thunderous firepower normally provided by the bombers of the Imperial Navy or the Battle Titans of the Adeptus Mechanicus.

Thunderhawk Annihilators are **multi-role attack craft**, functioning as both fighters and bombers. They have the following profile:

TYPE	SPEED	SPECIAL RULES
Bomber, Fighter	20 cm	Resilient

Thunderhawk Gunships

The Thunderhawk Gunships are **multi-role attack craft**, functioning as both fighters and assault boats. They have the following profile:

TYPE	SPEED	SPECIAL RULES
Assault Boat, Fighter	20 cm	Resilient, Skilled Sabotuers

UPGRADES

Ships in Space Marine fleets *may* have access to the following upgrades. These grant special rules which can be found in the main rulebook but are repeated here for ease of use.

Honour Guard

There are hardened warriors that stand out even among the super-human Space Marines. They will often be assigned as a retinue to illustrious figures, such as Captains or even Chapter Masters.

Ships upgraded to carry these great warriors may perform an additional teleport attack each turn and gain the following special rule:

- **Surgical Strike:** Once per turn, when conducting a teleport attack, a ship with this rule may roll 2d6 and choose which result to apply.

Terminator Boarding Parties

Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy.

Ships upgraded to carry these great warriors may perform an additional teleport attack each turn and gain the following special rule:

- **Surgical Obliteration:** Once per turn, when conducting a teleport attack, a ship with this rule may roll 2d6 and apply both results.

CAMPAIGNS

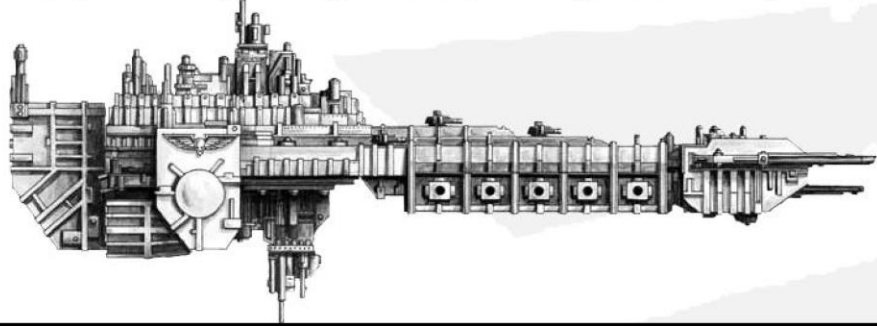IDK, there's probably something in Warp Rift right?

BATTLE BARGE   425 PTS

Famous Ships: Punisher (Exorcists), Redeemer (Exorcists), Sword of Truth (White Consuls)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	3	6+	3

LOCATION	ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port	Weapons battery	45 cm	12	Left
Starboard	Weapons battery	45 cm	12	Right
Prow	Launch bays	Thunderhawks: 20 cm	3 squadrons	-
Prow	Torpedoes	30 cm	6	Front
Dorsal	Bombardment cannon	30 cm	8	Left/front/right

SPECIAL	• Destroyer of Worlds, Drilled Defenders, Elite Fighters, Ponderous, Skilled Saboteurs, Void-Borne Conquerors.

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, bservations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.
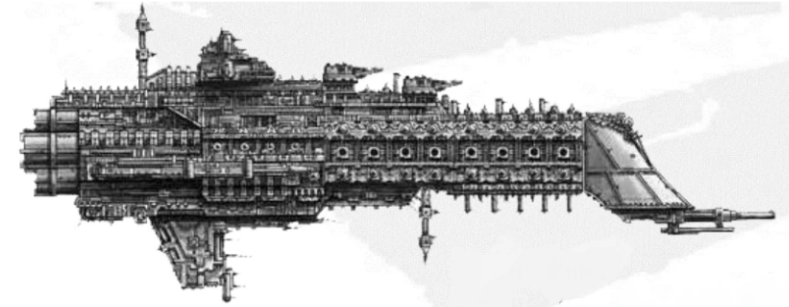
FACTION KEYWORDS	Codex Astartes, Crusade, Dominion, Imperium, Space Marines

MERCURY CLASS BATTLECRUISER   255 PTS

Famous Ships: Nemesis, Gorgon, Medusa, Long Serpent

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	6+ Prow/5+	2

LOCATION	ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port	Weapons battery	60 cm	6	Left
Starboard	Weapons battery	60 cm	6	Right
Port	Weapons battery	45 cm	4	Left
Starboard	Weapons battery	45 cm	4	Right
Dorsal	Lance battery	60 cm	2	Left/front/right
Prow	Nova cannon	30-150 cm	1	Front

SPECIAL	• **Volatile Core:** Mercury class battlecruisers are fitted with up-rated engineering plants that increase their speed and provide them with greater firepower at the expense of survivability.

OPTIONS	• Can be refitted with improved weapons batteries (like the *Nemesis* and *Medusa* after the Stabulo Campaign). Its 45 cm weapons batteries increase their range to 60 cm for +10 points. • Can replace its Nova Cannon with Torpedoes (Speed: 30 cm, Strength 6, Front) for -20 points (like the *Gorgon* which had its prow severely damaged during the Stabulo Campaign).

In the waning years of Abaddon's 12th Black Crusade, the Adeptus Mechanicus artisans of Bakka and the officers of the Tempestus battle fleets faced a dilemma. In supporting Battlefleet Obscuras, the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knightsbridge, the Tech Mages of Bakka set about to construct a new battle cruiser design fitting for the strategy and tactics of the Battlefleet yet be able to meet this new threat. Through a rather straightforward merging of existing technologies, the Adeptus Mechanicus were able to devise a solution in less than two centuries. It is widely believed that this is the fastest a new capital ship design has ever come to fruition in several millennia, and thus the Mercury class battlecruiser came into being.

Built from the keel up to prosecute raiders, the Mercury combines a basic cruiser layout with the engineering suite normally used on a battleship. The result is a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armor protection remained that of a cruiser. When hit by multiple salvos from Chaos raiders in 467.M41, the *Scylla* suffered a powerful warp drive implosion, destroying her entire squadron of assigned escorts and heavily damaging the battleship *Mailed Fist*. The plasma drive overload that destroyed the *Medusa* also shattered the Lunar cruiser *Lord Chalfont*, leaving a convoy of transports to the mercies of an Ork raiding squadron.

Despite its shortcomings, many Bakka naval officers aspire to someday lead one of these fearsome warships. The *Nemesis* and *Medusa* destroyed an Ork attack fleet of Terror Ships and Ravagers single-handedly using their upgraded weapons batteries, while the *Gorgon* claimed the Eldar Shadow class cruiser *Swift Striker* using its retrofitted torpedo launchers during a routine convoy escort mission.

| FACTION KEYWORDS	Bakka, Imperial Navy, Imperium

ASTEROIDS!

What's this about?

In this musing, I'd like to propose something for smaller games to reduce the level of abstraction a little bit. At the moment planets and asteroid fields are kind of abstract (planets less so), which means that you can move over or under or past them without interacting with them much. I am imagining a game where ships must actively weave between the rocks and those who get it wrong smacking into the asteroids.

Asteroid Fields

Replace each 5 cm x 5 cm square of asteroid field with D3 asteroids. These are on 15 mm bases, each one representing a single significantly sized rock. Place them randomly in the 5 cm square area.
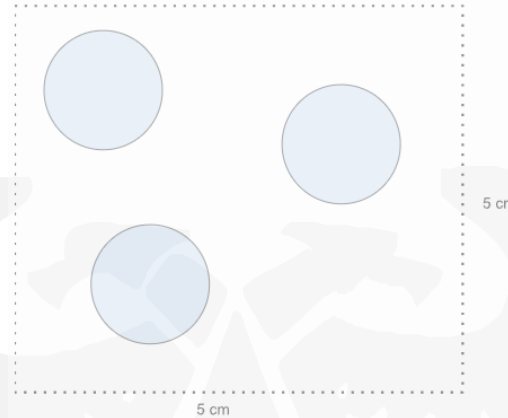
Instead of rolling for leadership to traverse a field, you are now in charge of making sure your ships don't hit a rock. Ships whose bases overlap those of an asteroid during any point of their movement hits the asteroid (using the normal rules for ramming but counting the asteroid as the ramming vessel). An asteroid counts as having 6+ armour and 12 hitpoints for the purposes of calculating ramming damage. The asteroid is also at risk - if any hits are scored by the colliding vessel the asteroid is destroyed.

Torpedoes or mines which hit an asteroid detonate, rolling to damage the asteroid as if it were a ship with any roll of 6+ destroying the asteroid. Barrage bombs destroy an asteroid on a roll of 3+ (this is more or less what they're designed to do!). Attack craft do not have to attack asteroids but are destroyed on a roll of 6+ if their path goes over an asteroid's base.

Destroyed asteroids are replaced with D3 blast markers.

During the shooting phase individual asteroids (not the field) may be targeted directly, counting as ordnance for direct fire weapons (i.e. use the far-right column of the gunnery table, and both weapons only cause damage on 6+). Bombardment cannons cause damage on a 4+. Nova cannon do damage as normal, making them excellent for clearing out fields! Shooting which passes within 5 cm of an asteroid takes an extra right shift (or a -1 to hit for weapons which do not use the gunnery table up to 6+) for each asteroid the fire passes near. Shooting which traces its line of fire between two asteroids within 5 cm of each other is limited to a range of 10 cm in addition to the shooting penalties. Nova cannons cannot target ships if the line of fire passes through these 5 cm bubbles but can target the asteroids. Armageddon guns work as normal and can be useful for clearing a path!

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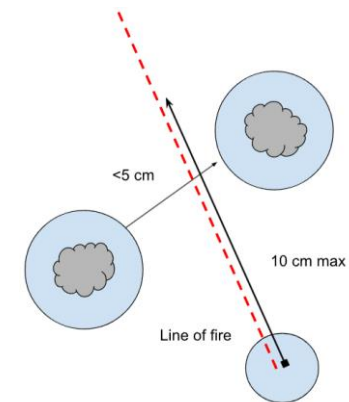
BATTLEFLEET GOTHIC TREE CAMPAIGN by Francis

How it works

This short tree campaign represents the invasion of a single star system and works best for 2 players. It consists of 4 linked battles.

The players start the campaign with a 2000 points fleet which must follow the normal restrictions for the fleet list the fleet is chosen from. When playing a battle, the players can only choose their ships from this list, but they may otherwise ignore any other restrictions. At least 1 fleet commander must be bought to lead the fleet.

Players do not earn renown, but each player gain 1 appeal after each battle and can otherwise earn crew upgrades and gain increases or suffer decreases to ship leadership as usual.

Ships that are damaged will get their full starting hit points back between each battle, but crippled ships must miss 1 battle before they can be used again. Ships that are lost are lost, remove them from your fleet roster.

This campaign represents an invasion spanning a short time, and the ships on your roster and any gained through the use of appeals are the only ones available within the timeframe of the campaign, as such, no new ships are automatically added to the roster when a ship is destroyed.

BATTLEFLEET GOTHIC TREE CAMPAIGN by Francis

The Raiders
The campaign attacker is the attacker in this scenario.

Campaign attacker wins

Campaign defender wins

The Bait or the Trap
The campaign defender is the attacker.

Cruiser Class
Any kind of ship may be taken up to 750 pts. rather than just cruisers as per the rulebook.

Campaign defender wins

Campaign attacker wins

Surprise Attack
The campaign attacker is the attacker

Escalating Engagement

Convoy or Commerce Raiders
The campaign attacker is the attacker

Campaign defender wins

Campaign attacker wins

Campaign defender wins

Campaign attacker wins

Planetary Assault
The campaign attacker is the attacker

Exterminatus
The campaign attacker is the attacker

Fleet Battle
The campaign attacker is the attacker

Campaign attacker wins = Major attacker victory

Campaign Defender wins = Draw

Campaign attacker wins = minor attacker victory

Campaign Defender wins = minor defender victory

Campaign attacker wins = draw

Campaign defender wins = Major defender victory

THE ENGAGEMENT AT NORDUUN by Bleachhawk

NORDUUN

This engagement took place during the Chaos operations in the Rustroja Sector in early M40.

Chaos reinforcements and supplies had to pass through the Norduun star cluster. Even though this region was feared for its stormy nebulas, it was one of the few places where the Imperium could threaten the Chaos convoys.

The Chaos Warmaster knew this full well and multiple strong flotillas were continuously on the hunt for Imperial raiding forces.

Imperial Fleet strategic goals

* Destroy enemy reinforcements and supplies

* Preserve own forces, don't engage in major battles

Chaos strategic goals

* Defend the route to the warp gate to support invasions in the Rustroja Sector.

• Destroy enemy raiding forces

Note: the following selection of ships is not what you would usually expect but it fits great with the intent of the scenario on which it was historical based and balance.

The Imperial Fleet

Admiral (Leadership 9 and one 1 re-roll)

Vengeance class Grand Cruiser, Flagship

with the Expert Gunnery crew skill (*when attempting the leadership tesy to use the Special Orden Lock On the Vengeance rolls 3D6 dice and discards the highest dice*).

4 Cobra class Destroyers (*squadroned*)

Note: As an alternative to the Vengeance class Grand Cruiser, you may use a Vanquisher class Battleship with Auxiliary Power Relays refit and Expert Gunnery crew skill.

If doing so, use 300 points and the Vanquisher for the Victory Conditions and increase the number of Chaos Infidels and Iconoclast to 4 each.

The Chaos fleet

Force A

Chaos Warmaster (Leadership 9, and 1 re-roll)

Desolator class Battleship, Flagship

with the Improved Sensor Array refit (*the ship gains +2 Leadership if enemy vessels are on Special Orders instead of +1*).

1 Endurance class light cruiser

(*cannot take the 6+ prow option*)

3 Infidel class escorts (*squadroned*)

Force B

Inferno class cruiser

2 Dauntless class light cruisers with Torpedoes (*squadroned*)

3 Iconoclast class escorts (*squadroned*)

Convoy

12 transports (in a single squadron)

Note: You may use radar blips or other tokens to represent transports, if you don't have enough models.

THE ENGAGEMENT AT NORDUUN by Bleachhawk

SPECIAL RULES

- To determine the leadership values, use the leadership table on page 45 of the main remastered rulebook. Transports reduce their rolled leadership by 1 as detailed in their Specials.

- Volatile nebulas: All ships struggle with the unusual conditions at Norduun:

- Escorts and Light Cruisers cannot use All Ahead Full Special Orders. In addition, capital ships discard the highest dice roll, when rolling the additional distance for All Ahead Full Special Orders.

- Difficult target acquisition: Weapon batteries always suffer an additional right column shift. Lances only hit on 5+.

- Unreliable torpedoes: Torpedoes cannot be shot at targets above 30cm. At the start of every ordnance phase, for every torpedo salvo on the field, roll a D6 for every point of strength. Each 4+ removes one point of strength from the salvo. Keep in mind that this also applies to the first ordnance phase after placing the torpedoes in the shooting phase.

- When trying to disengage, ships always count as being within range of a celestial phenomena.

Keep track!

Norduuns storms make continuous observation and tracking of enemy vessels very hard. When targeting an enemy unit that is not within 15 cm or on special order, a unit has to do a modified leadership test:

- -1 at 15 - 30 cm range, -2 at 30 - 45 cm range, -3 at 45 - 60 cm range, in addition to any other modifiers like being under fire or enemy contacts on special order.

- The *Improved Sensor Array* refit applies a +1 bonus even if no enemy vessel is on special order.

- The *Expert Gunnery* crew skill is applied for these tests.

If the test is failed, the enemy unit cannot be shot at by this unit. It may however try to target another enemy unit following the same rules.

Chaos transports cannot disengage and must move in the general direction of the table edge, where the warp gate is located.

Victory Conditions

The Imperial fleet scores victory points as normal.

Chaos transports count as 50 points each.

A disengaged Grand Cruiser counts as survived.

| Imperial Victory Points	Result
below 230 and Grand Cruiser destroyed	Major Chaos Victory
below 230 and Grand Cruiser survived	Marginal Chaos Victory
above 230 and Grand Cruiser destroyed	Marginal Imperial Victory
above 230 and Grand Cruiser survived	Major Imperial Victory

SCENARIO

THE ENGAGEMENT AT NORDUUN by Bleachhawk

THE BATTLEFIELD

Use the "Deep Space Generator" from the Battlezone section of the main rulebook to generate celestial phenomena.

All ships must be set up fully within their respective deployment zones and with bearings indicated by the arrows.
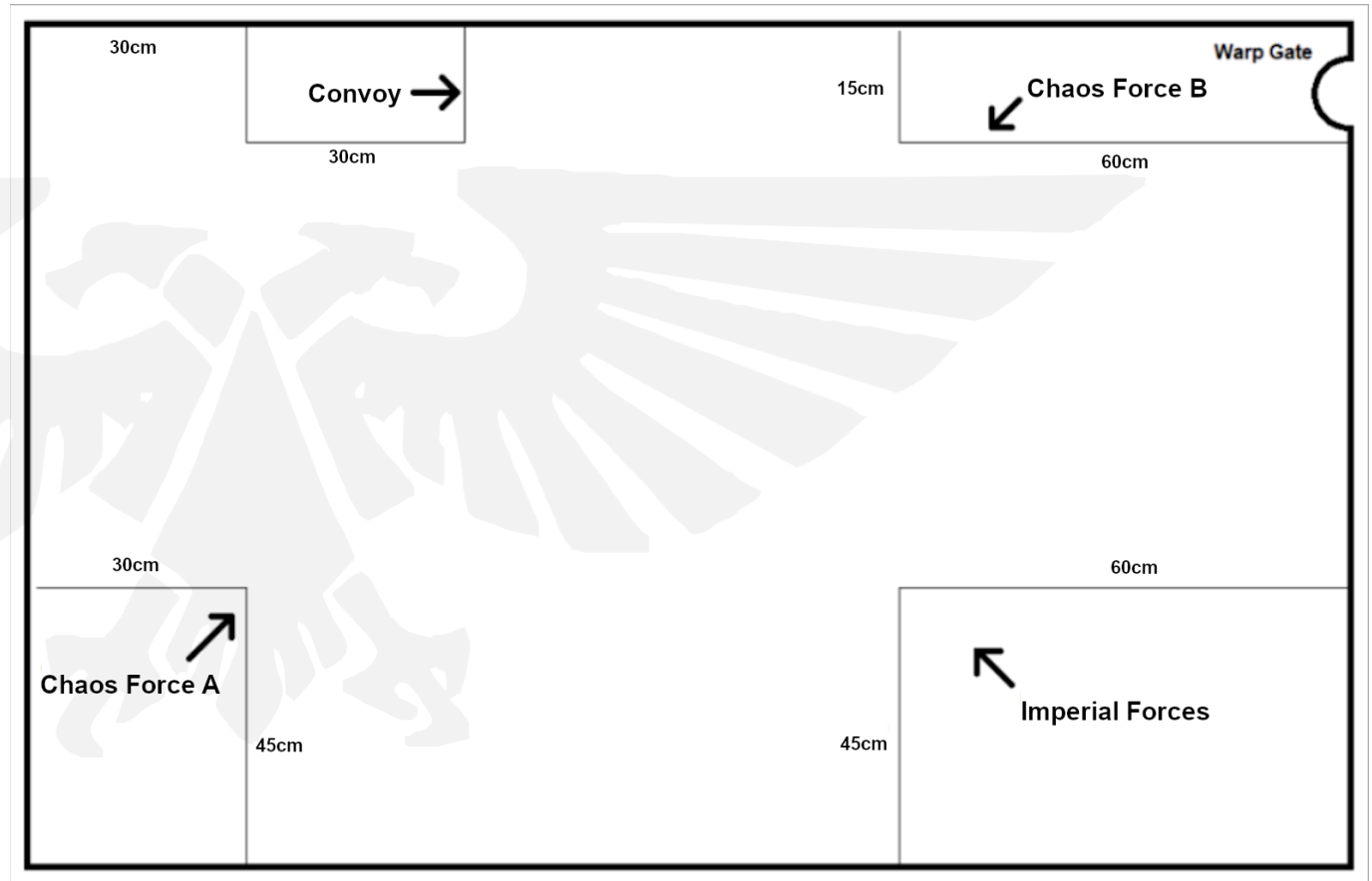
THE NECRON by Fr05ty

Through the Stars

Last time we visited devastation on a galactic scale through the eyes of the voracious Tyranids, and now we're bringing you the rules for another unrelenting, deadly and alien foe: the Necrons! Necrons are one of the most interesting races in 40k, having long ago mastered immortality and using technology that often borders on the supernatural, they have awoken from their slumber to see their empire of old in tatters, their lands conquered by lesser beings. Necrons cannot bear to think that these inferior beings have taken over the galaxy, and their forces now awaken to reclaim what was once theirs. Your Necrons could be an incoming harvest fleet, hidden from others while seeking to purge the system from these lesser life forms, or the awakening of some old Dynasty, seeking to reclaim ancestral territories, or to expand into new ones.

Today I'll aim to provide you with the full complement of rules that you'll need to make sure your Necrons get their campaign going!

Necrons in a Campaign

Necrons have started awakening from their aeons-long slumber, and they're not pleased with what has happened since. The Necron dynasties of old rise once again, some splendorous, others in flux, but your Necron admiral will make sure to right the ancient wrongs and establish himself as a new mighty leader. Your Necron admiral will find here an Admiral progression table, updated refit rules, clarified rules for their behaviour in a campaign and tables to appeal for support.

General rules

Necrons are capable of behaving as a conquering fleet or as a pirate fleet, though in both cases that must be announced when the campaign starts. They follow the usual rules for a campaign with the following additions:

Living Metal

Necron Capital Ships automatically recover 1 hull point at the beginning of the Repairs & Withdrawals step of the Aftermath of a campaign game.

Necron Repair Points

Due to the advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships (such as when replacing lost escorts) when playing in a campaign.

Any time a Necron ship would earn a refit or a crew skill, the Necron player may opt to earn an additional repair point instead.

Pirate Fleet rules

Fleet Size

Your starting fleet size is 1500 points (or 75% of the starting points value that has been agreed for conquering fleets in this campaign).

Fleet Lists

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

Appeals

A Necron pirate fleet can use the Necron Ancients Appeal Chart.

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Conquering Fleet rules

Fleet Size

Your starting fleet size is 2000 points (or the starting points value that has been agreed for conquering fleets in this campaign).

Fleet Lists

Most Necron conquering fleets should be represented by using the Harvest Fleet List, but you should feel free to use other lists if you feel it appropriate!

Necron Tomb Worlds

Many worlds are dead worlds, inhabited only by Necron tomb complexes. To represent this, there is a new system type, Necron Tomb worlds (T). A Necron Tomb world is useless to anyone other than a Necron player, and hence counts as uninhabited to these players. If a Necron player controls a Tomb system, he may count it as a civilised world. However, since these worlds represent what are in all likelihood the ancient dynastic grounds of many of the Necron commanders, their loss would prove a terrible blow against their own Necron renown. If a Necron player loses a battle in one of his own Tomb systems, all minus (-1, -2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.

Appeals

A Necron conquering fleet can use the Necron Dynasty or Necron Ancients Appeal Charts.

Promotions

Woe betide any who address the Admiral by the wrong title, as such an offence is surely to be punished with obliteration!

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

Renown	Title	Bonus
1 - 5	Lord	Leadership 8, 1 re-roll
6 – 10	Nomarch	Leadership 8, 2 re-rolls
11 - 20	Overlord	Leadership 9, 2 re-rolls
21 – 30	Nemesor	Leadership 9, 2 re-rolls, Lychguard
31 – 50	Regent	Leadership 10, 2 re-rolls, Lychguard
51+	Phaeron	Leadership 10, 3 re-rolls, Lychguard

Lychguard: +2 modifier when defending in a boarding action.

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Refits

Though the Necrons have been asleep for millions of years, they are still capable of integrating and developing new technologies. Clades of Crypteks will surely assist your commander, provided that their bargains are paid.

If a Necron fleet does not already have a ship carrying a Sepulchre, the Necron player may forgo rolling on the refit tables and instead add a Sepulchre to the fleet's most expensive capital ship. The Sepulchre costs 50 points instead of the usual refit costs. A fleet may only have one Sepulchre.

The refit tables are for use by any capital ships in a Necron fleet. It is not for use by escorts. Ships that cannot use the refit rolled for whatever reason may re-roll the result, such as not being equipped with lightning arcs, craft, etc. They may also re-roll the result, should the refit be redundant to the ship's rules.

D6 Roll	Engine Refit
	NECRON ENGINE REFIT: *The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll on the following table:*
1	**Augmented Power Matrix:** The ship's power matrix had once served as an auxiliary power supply to a C'Tan stasis crypt. When the crypt was destroyed, the ship was able to rise from the surface of the dead world thanks to the exceptionally efficient power feed to the engines. When on '*All Ahead Full*' orders, the ship rolls an additional D6 and discards one (chosen by the ship's controller) for the purpose of determining the movement range.
2	**Gravitic Thrusters:** The Necron vessel originates from a tomb complex situated within a dense asteroid field. Its hull has been modified to accommodate a number of gravitic thrusters, which can turn a ship almost on the spot while not interfering with weapon and targeting systems but feeding their power directly from main engines. The ship may reduce the distance it needs to move before turning by up to 5 cm, though it reduces its maximum speed by the same amount.
3	**Inertialess Brakes:** For some unknown reason the Necron vessel always ends its long-distance movements with its inertialess drive in an almost immediate stop on the verge of collision with its target. It has been theorised that this could be some kind of malfunction of the command core, caused earlier by an exceptionally powerful solar flare in the vicinity of the starship, and that this was countered by mounting augmented brakes inside the ship hull. When attempting a *Burn Retros* special order, the ship may add +2 to its Leadership value.
4	**Augmented Power Conduit:** The power conduit feeding ship's main engines has been slightly modified to boost its efficiency to the maximum, probably being used before to power additional systems which were destroyed aeons ago. The ship adds +5 cm to its maximum speed.
5	**Black Hole Drive:** A clade of Voidmancer Crypteks install a Black Hole Drive on the ship, allowing it to use the space-bending power of a black hole to reposition the ship in a pinch. Once per battle, when the ship successfully executes a *Come to New Heading!* special order, instead of moving and turning, the ship can be repositioned so that its base is fully within 15 cm of where it currently is, though with the same heading.
6	**Dimentionalist:** A clade of Dimensionalist Crypteks are aboard the ship, using their knowledge of transdimensional displacement to outmanoeuvre enemies. The ship can choose not to be deployed when fleets are being set up. During each of its owner's movement phases, it may try to emerge from a parallel dimension. Roll a D6, on a 5+, you can deploy the ship anywhere on the board, at least 30 cm away from an enemy ship. Add a cumulative +1 to the roll after each turn (so, it will arrive on a 4+ for its owner's 2nd Movement Phase, 3+ on the 3rd one, 2+ on the 4th one, and automatically arrive on the 5th one). The ship is considered to have executed an *All Ahead Full* special order on the turn it arrives.

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D6 Roll	Ship Refit
NECRON SHIP REFIT: The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll on the following table:	
1	**Shroud Sensory Arrays:** Sensors on this Necron vessel are of very similar construction to those employed on Shroud class light cruisers. When taking leadership tests to go on special orders, the ship adds +2 to its Ld for enemy ships being on special orders instead of the normal +1. *Shrouds should re-roll this result.*
2	**Crystalline Overgrowth:** Crystals of a specific structure are a common sight on Necron tomb worlds. While their exact origin is unknown, it has been proved that they are often, if not always, a part of the Necron starship plating, growing under control of the ship's systems. On this particular vessel, however, the crystal growth control system has failed, either as an effect of a solar flare or just millennia of dormancy. A crystal shell now covers almost the entire surface of the ship's hull. When an enemy fires any weapons at the ship, every 'hit' will bounce off the thick crystalline shell on a D6 roll of 6+, regardless of its source. For each hit deflected by the crystal shell, place a blast marker in contact with the ship, just like when resolving hits against shields. This roll is in addition to the ship's normal save.
3	**Augmented Energy Absorbers:** The ship originates from a tomb complex, situated in a system with very little energy available, as its sun had burned down to a white dwarf. The ship's energy absorbers have been augmented to be able to use virtually any energy source available to boost the ship's energetic balance. Whenever the ship comes into contact with a blast marker, the absorbers may be activated in the shooting phase in an attempt to collect the energy of the explosion. Roll a D6 for each blast marker within 5 cm of the ship - on a roll of 4+ the energy is absorbed and the ship may move an additional 5 cm during its next movement phase and make one additional turn after ending its move. Remove all blast markers after rolling, no matter the result. Energy Absorbers interfere with weaponry systems and so the ship can fire its weapons only with half strength during the turn it uses energy absorbers, and it cannot use solar pulse generators or portals.
4	**Unstable Pulse Core:** The ship's Solar Pulse Generator is powered by an unstable pulsating star core, greatly improving its power output and destructive potential. The strength of the Solar Pulse Generator of the ship is increased to 2 from the normal 1. If the ship has no Solar Pulse Generator, re-roll this result.
5	**Technomancer:** The ship's Technomancers are masters of their craft, swiftly repairing and upgrading the ship's systems, even in the midst of battle. The ship can roll an extra die when attempting repairs. A result of 6 on this die can be used to repair a Critical Hit or to recover a single previously lost Hull point.
6	**Chronomancer:** The ship has a Chronomancer clade that manipulates the future of time, ensuring that shots narrowly miss the ship, or that its own weapons strike with devastating power. Once per game, the ship may re-roll a single die for anything related to its weapons, turrets or shields. Alternatively, it may use the re-roll to force an enemy to re-roll a single die for an action targeting the ship (a weapon's roll to hit, a hit-and-run roll, a single die in a boarding action, etc.).

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NECRON WEAPONS REFIT: *The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:*	
D6 Roll	**Weapon Refit**
1	**Harvester:** The Necron vessel is particularly suitable for harvest operations, by accommodating additional portals, chambers filled with dormant Necron warriors and so on. The ship's portal strength is increased by 1, and it adds +1 to its boarding value when resolving boarding attacks. If the ship has no Portals, re-roll this result.
2	**Augmented Gauss Coils:** During one of the previous battles, the ship's gauss coils, responsible for firing the particle whip, were damaged. During the repair process, some anomaly occurred within the artificial intelligence of Necron units repairing the ship, and the system has been modified to pass through more energy than it was originally. Roll a D6. The strength of Lightning Arcs on the ship is modified by: -2 on the roll of a 1 or 2; -4 on the roll of a 3 or 4; or -6 on the roll of 5 or 6. Add 1 point of strength to the Gauss Particle Whip strength for each two points lost in this way.
3	**Weapon Matrix Refit:** The ship has been damaged heavily during one of its recent battles. The Particle Whip subsystem is still undergoing major repairs, and cannot operate correctly, but as the next battle is imminent, a reroute has been made to connect energy conduits of the Particle Whip and Lightning Arc systems to maximise the efficiency of the ship as quickly as possible. The ship may not fire its Particle Whip at all, but for each point of its Particle Whip strength add 4 to its Lightning Arc strength. If the ship has no Particle Whips, re-roll this result.
4	**Lightning Storm:** The ship's Lightning Arc generators have been exalted by Ethermancers and are now capable of creating a Lightning Field. The ship may choose to allocate half of its Lightning Arc strength to each of the Front, Left and Right fire arcs instead of firing normally (so a ship with Lightning Arc strength 8 would allocate 4 to Front, 4 to Left and 4 to Right, even if not usually allowed to fire on those arcs). If the ship has no Lightning Arcs, re-roll this result.
5	**Masters of Terror:** The ship has been joined by Psychomancers, who project unspeakable terrors to any around. Any enemy ship within 15 cm suffers a -1 penalty to their Leadership.
6	**Augmented Weapons Systems:** The ship's weapons have been empowered by Crypteks, ensuring their performance even in the direst of circumstances. The ship reduces its firepower by one quarter instead of by one half when under special orders.

THE NECRON by Fr05ty

Crew Skills

Necron crews may be disciplined and often seem unchanging, but even Necron crews are capable of developing bonds in battle, honing their skills, or simply changing into another shape.

Necron ships may use the following table when rolling for Crew Skills.

NECRON CREW SKILLS: *Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll on the following table:* .

D6 Roll	Crew Skill
1	**Immortal Gunnery:** The ship's immortal gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make *Lock-On* Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
2	**Skilled Crypteks:** The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts All Ahead Full or Burn Retros special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	**Adept Helmsman:** The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts Come to New Heading special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
4	**Destroyer Cult:** The Destroyer cult takes hold of some of the crew, who eagerly rush to destroy any enemies in their maddening rage, causing incredible damage. The ship may re-roll any Critical Hit rolls resulting from Hit-and-Run and Boarding actions.
5	**Ancient Cooperation:** The ship's crew has been fighting together for millenia, keeping their cool even in the toughest of situations. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	**Royal Heka:** The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander as if it was a royal order. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

THE NECRON by Fr05ty

Appeals

Necrons are proud, seldom asking for support from those outside their Dynasty, but rare is the Dynasty that does not have the capability of supporting their fleets and their rightful rulers once awakened.

Necron Pirate fleet players may roll on the Necron Ancients Appeal Chart. Necron Conquering fleet players may roll on the Necron Ancients Appeal Chart or on the Necron Dynasty Appeal Chart.

	NECRON ANCIENTS APPEAL CHART	
2D6 Roll	**Result**	
2	**Solar Harness:** An enormous device, capable of absorbing and converting solar energy, is constructed around the star in a forgotten system. Such energy supply allows great intensification of the construction processes. From now on, you may re-roll a single roll to appeal for reinforcements or refits every campaign turn.	
3	**Favoured servants of the Star Gods:** The fleet has become the choice servants of one of the C'Tan, and only takes part in most daring raids and most vicious battles. The fleet gains an additional +1/-1 renown for winning/losing battles and raids.	
4	**Dreaded Reaper:** One of your ships has gained enormous infamy for its lethal efficiency in the harvest, and its now familiar energy emissions sow terror in the souls of mortal crews. Select the capital ship that has taken part in the most battles (in case of a draw, select randomly); it becomes the Dreaded Reaper. At the beginning of a battle that the Dreaded Reaper takes part in, all enemy ships must take a leadership test. If they fail, they suffer a -1Ld modifier until the end of the game. The opponent may take the Vendetta subplot in addition to the subplot they have rolled, and the Dreaded Reaper must be the Vendetta's object.	
5	**Necron Lord:** A Necron Lord takes control over one of your ships. A random capital ship of yours gains a re-roll that can be used for that ship only.	
6	**Schemes of the Jackal God:** The machinations of the Deceiver have led to the enemy bickering and quarrelling among themselves. This presents you a perfect opportunity for a swift strike that will bring fear to the hearts of mortals. The next campaign turn, your opponent suffers a -2 modifier to his initiative roll.	
7	**Rich Harvest:** The next time you win a battle or a major raid, and none of your capital ships are crippled or destroyed, you gain an additional +1 renown as great numbers of souls are brought as offerings to the C'Tan.	
8	**And they shall know fear:** Frequent Necron raids have caused a surge of panic in the mortals' systems. If your next opponent loses the game, he will also lose 2 repair points that turn, as resources need to be diverted to contain rising civil unrest.	
9	**Pariah Genus:** One of your ships has been granted with a mighty host of Pariah warriors. One capital ship of your choice gains a +1 to boarding action rolls, and the enemy must deduct 1 from any hit & run attack rolls against that ship.	
10	**Death strikes at the time of her own choosing:** The next campaign turn you automatically win the initiative roll. You may choose the battlezone where you fight, and your opponent must deploy his entire fleet before you do.	
11	**Stalkers in the dark:** For a long time you have watched a group of insolent mortals who believe they are mighty enough to stand against the Necrontyr. Time has come for them to know the terror of death... The next game you play will be a major raid of The Raiders, with you as the attacker. You may spend up to 60% of the agreed points limit, and enemy vessels can not go onto special orders for the first D3 turns. Do not roll for sub-plots; instead you get an additional +2/-3 renown, and the opponent gets +2/-2.	
12	**When ancients awake:** Another tomb complex has recently become active again, and hosts of Necrons take to the field of battle. This causes a great strain on the mortal armies, as they are forced to divert forces to protect previously safe areas. The next campaign turn, your opponent reduces his points value by 2D6x10.	

THE NECRON by Fr05ty

2D6 Roll	Result
NECRON DYNASTY APPEAL CHART	
2	**Nightbringer unleashed:** A shard of Aza'gorod, the Nightbringer is unleashed, causing massive damage to an enemy. Inflict D3+1 Critical Hits on an enemy ship after deployment during the next battle.
3	**Pariah terrors:** A group of Pariahs is sent over to join the fleet aboard a ship, projecting an aura of menace and horror from it. Enemy ships within 15 cm may not use the Leadership value, Leadership abilities or re-rolls from ships outside their squadron. This also means enemy ships within 15 cm may not see their Instinctive Behaviour overridden by Synaptic Control.
4	**Deceiver unleashed:** A shard of Mephet'ran, the Deceiver is unleashed, misdirecting the enemy! You may reposition an enemy's ship after deployment during the next battle, following the scenario's rules and conditions.
5	**Dimensional assassination:** Deathmarks are dispatched to hunt down enemy leaders, emerging from pocket dimensions to eliminate key members of the enemy fleet's leadership. Choose an enemy ship, it has its Leadership permanently reduced by 1 (this may not reduce it further than the faction's minimum Leadership).
6	**The Flayer's hunger:** Flayed ones join a ship on the fleet, stalking the shadows as its legions board enemy ships and inflicting haunting horrors. Any enemy ship that suffers a boarding or hit-and-run action by this ship will see its Leadership reduced by 1 until the attacking ship's next movement phase.
7	**My Will be done:** New legions are awakened! Gain +6 Repair Points this turn.
8	**Cleanse the galaxy and rebuild it in our glory!** One of the planets you control becomes an Uninhabited planet, or an Uninhabited planet you control becomes a Tomb world. If you're a Pirate faction, instead you may set up a new Pirate Base (in addition to the ones you already have), though any Pirate Bases past the first one provide RPs as if they were a Civilised world instead of as a Pirate Base.
9	**Greatness must be warded:** A Royal Warden has been sent to assist you, providing you with additional command capabilities and unflinching devotion. During each battle, you may select a ship on your roster to carry the Royal Warden, though it cannot be a ship carrying another character (Fleet Admiral, Royal Warden, etc.). The ship gains +1 Leadership for the duration of the battle (up to a maximum of Leadership 9).
10	**The Triarch wills it:** The Triarch has sent its envoys to ensure that the Dynasty fulfils its objectives and its commands are fulfilled. Choose a ship, it gains an additional re-roll that only it can use and a +1 bonus when defending against Boarding actions.
11	**Burning One unleashed:** A shard of Nyadra'zatha, the Burning One is unleashed, setting the void aflame! Place a Burning Field on the board at least 15 cm away from enemy ships during the next battle. It behaves like an Asteroid Field, but enemies must roll an extra D6 for their Leadership tests to move through them, discarding the lowest one.
12	**Void Dragon unleashed:** A shard of Mag'ladroth, the Void Dragon is unleashed, short-circuiting and impeding the operation of an enemy ship. Select an enemy ship after deployment next battle, that ship cannot attempt repairs, go on special orders except for Reload Ordnance & Brace for Impact, and its Leadership is 6 which cannot be modified.

Conclusion

Hope you enjoy these new additions for the Necron campaign experience, they are not the wildest of rules, but should give you enough flavour and enjoyment for you to scour the galaxy of lesser life forms and for your Dynasty to cement its place amongst the stars..

Lexicanum

Tactica

IMPERIAL NAVY OVERVIEW PART ONE by HuvalC and Francis

Welcome on board, Admiral

The Imperial Navy is the largest fleet in the 40.000 Galaxy by far. Deploying tens of thousands of warships of various size and capabilities, and spread across the five Segmentums, the Navy is an unconquerable behemoth that safeguards the million worlds of humanity. On the tabletop, this translates into 4 distinct fleet lists: the battlefleets Gothic, Armageddon, Bakka, and the Bastion fleets.

This article series will go through the many ships of the Imperial Navy and attempt to map their capabilities and role within each fleet list. It will give suggestions on how to use each ship best, as well as tricks the authors have picked up. This is not a be-all end-all tactica, nor are the suggestions here in any way "masterclass". Rather, they are a beginner's guide to the Imperial Navy, although one who goes more in-depth than is strictly sensible (at least regarding the time the authors spent on this). We plan to do one article per battlefleet, so 4 in total, starting with Battlefleet Gothic as this was the first fleet list that was published by GW.

General principles

The power of the Imperial Navy can very generally be summed up in one word: torpedoes. The torpedoes that usually come as standard on imperial cruisers, are an excellent tool that will allow you to exercise board control by firing them to deny your opponent room to manoeuvre or do large amounts of damage to fully shielded ships by combining torpedo salvos from squadroned cruisers.

A squadron of two torpedo armed imperial cruisers can put 12 potential hits straight through an opponent's shield, on average that will inflict 3-4 hits on a chaos cruiser. 3-4 hits suffered is serious damage for one round of shooting in BFG and gives you a good chance to cripple the target as well as do critical hits. Neither should you underestimate the psychological impact a large torpedo wave can have on your opponent; most players will brace rather than take the high risk of being crippled or even lose their ship, which will diminish their ability to return fire effectively.

The other major advantages of the Imperial Navy are the armoured prow, which will give you excellent protection against weapon battery fire or torpedoes hitting your front, and the nova cannon, which may be in the running for the most hated weapon in the game, at least amongst traitor and xenos scum.

The armoured prow will allow you to close with the enemy fleet with much more confidence. This combined with the prow torpedo launchers and the, often, short range of your weapons batteries and lances lends itself to an aggressive play style, where closing on your opponent fast is the name of the game. In the immortal words of High Lord Admiral Horatio Nelson of the Britannic Navy of old Terra: "never mind the manoeuvres, go straight at em!".

While closing fast is an excellent tactic for the Imperial Navy, it will also be very predictable for your opponent, and this is where the nova Cannon comes in. A few nova cannon equipped ships will pose such a threat to your opponent's fleet

that they will usually feel forced to close with you. If your opponent is wise to your torpedo games and goes for a long-range tactic with lances and attack craft, bring a few nova cannons to even the odds. Nova cannons are also excellent at removing large waves of assault craft, and to make Necron and marine players with their 6+ armour cry.

Be careful taking too many nova cannons though, their randomness and ability to cripple a cruiser with a single lucky shot can be very frustrating to play against, especially for new players who may feel that they have no answer to them. A common gentleman's agreement is to only bring 1 per full 500pts in your fleet, alternatively you can make it a rule to only take them on battlecruisers and battleships, thereby forcing you to unlock them with normal cruisers.

To sum up: Trust in your prow armour, go straight at them to break their line, and use the nova cannon as a way to be more unpredictable.

IMPERIAL NAVY OVERVIEW PART ONE by HuvalC and Francis

The Battlefleet Gothic Fleet

The Gothic sector fleet list is the original fleet list for the Imperial Navy in Battlefleet Gothic (the name kind of gives it away…) and is a great starting list to get a feel of the game and how the navy plays. It has a good selection of cruisers – including the best light cruiser in the Navy – decent escorts, and two excellent types of battleships. If you are just starting out, you can never go wrong with a Gothic fleet.

A general advice is to go for a strong core of cruisers, a battlecruiser or two, a battleship to taste, and sprinkle with escorts and Dauntless to protect your flanks and rear. Obviously, no ship type but the cruiser is mandatory. You may see Gothic fleet lists without battlecruisers, battleships or escort squadrons.

CRUISERS OF BATTLEFLEET GOTHIC

The cruisers are your workhorses, your poor bloody infantry, and every other metaphor for a basic but vital military unit you can find. These ships will be the mainstay of any Gothic list. Luckily for you, the Imperial Navy's cruisers are very good, but they do require some understanding to get right.

Compared to the more advanced cruisers of the traitor fleets, Imperial Navy cruisers can seem under-gunned at first. Look closer, however, and you will find that they have all the tools they need to blow any chaos ship back to the Eye of Terror, at least when they operate close with each other. Alone, a Navy ship may struggle against a comparable traitor vessel, but with a partner they are usually stronger than two comparable chaos ships. This is why a general rule of thumb for a navy admiral is to squadron pair of cruisers together, even if it does force you to think more carefully about when to brace. There are exceptions to this, but we will deal with those in the description of each individual ship class.

Lunar Class Cruiser

The Lunar class cruiser is the most common cruiser in the Imperial Navy, with over 600 serving in the Segmentum Obscurus alone, and there is a good reason for this. It has everything a line cruiser needs: torpedoes, weapon batteries, and lances. A pair of Lunars will provide you with the solid core you want for your fleet. It is an excellent line breaker and does not need a lot of manoeuvring when fighting broadside to broadside thanks to its lances.

The Lunar is also one of the two navy cruisers that can exchange its prow torpedoes for a Nova Cannon. It would not be a bad option in other lists, but in the Gothic list you already have access to a cheaper nova cannon platform through the Dominator, and you really want some torpedo distraction from your 'main' cruisers to disrupt enemy formations. We would therefore suggest you keep Torpedoes on your Lunars.

The Lunar is also a great ship to squadron with another cruiser. It pairs well with a Tyrant or an Armageddon but is probably best when operating with another Lunar cruiser. This ensures that the squadroned ships won't compete for special orders.

It is also relatively simple to use. Deploy two in a squadron and point them at the enemy. The only real consideration a navy player will have to do when using these ships is when to use Reload Ordnance and when to use Lock On.

Dominator Class Cruiser

A line cruiser strapped to a big gun is an apt description for the Dominator. At 190 pts. per ship, it is the cheapest way to bring a nova cannon on a cruiser platform. Its strength 12 range 30cm broadside weapons batteries are also excellent when an enemy is close enough to render the nova cannon ineffective. This ship has few obvious weaknesses and will serve you well as a long-range fire support ship, as well as when the fighting gets close and personal.

This is also a ship that you don't really need to squadron in order for it to work at full efficiency. As such it works well in tandem with a Gothic, which can bring the broadside lances that the Dominator lacks. No need to squadron them though, just stick them close together and watch them blow stuff up.

IMPERIAL NAVY OVERVIEW PART ONE by HuvalC and Francis

An option on this ship is to change the 12 weapons batteries, for 6 at a superior range for -5pts. Although being the original design of this ship, I (HuvalC) would not suggest using this option, unless you really need to get these 5 points and you don't rely much on the batteries.

This ship is a fire magnet, for obvious reasons. So, keep that in mind when approaching the enemy fleet.
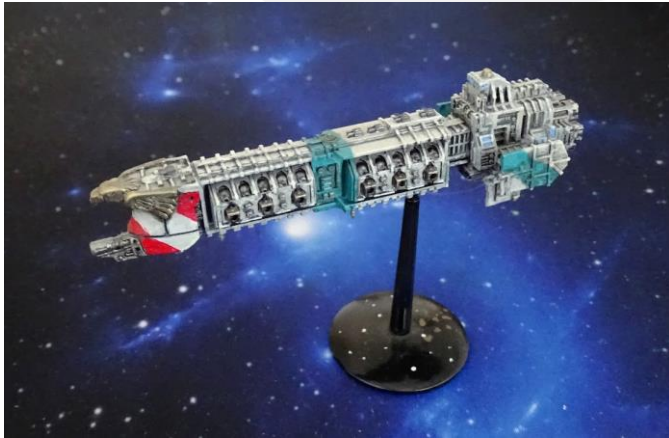
Tyrant Class Cruiser

The Tyrant class is a modern and unusual class in the Imperial Navy as its broadside armament consists of long-range guns (45cm weapons batteries). Considered under-gunned compared to other Navy cruisers according to lots of admirals (Francis is in this camp), the Tyrant is nevertheless a valuable addition to the fleet if you want to use a list that emphasizes long range firepower. It is a great asset against Eldar ships with its armament type and range.

The Tyrant can work well together with the longer ranged battlecruisers and will be a thorn in the side of Eldar players. In this author's view (Francis), you should always upgrade all its weapons batteries to range 45, as strength-4 batteries at over 30cm is next to useless on their own.

A Tyrant can also be a good alternative to the dominator if you want torpedoes and want to use it with another cruiser, for example another Tyrant. This allows them to combine their firepower to a very respectable S20 weapon battery at 45cm if you want to afford it.

Finally, you can also upgrade its torpedoes to a nova cannon for 20pts, but this makes for a very expensive cruiser, and in the Gothic list, you are better off just taking a Dominator instead.

Gothic Class Cruiser

A powerful cruiser that became somewhat unpopular after its performance in the Gothic war, the Gothic class is still a mainstay of many sector fleets.

On the tabletop, the Gothic class is the support ship of excellence. It can't deal with another cruiser by itself, but its weaponry will easily finish one target on each broadside. 4 lances a side will make them reconsider what target to prioritize. The Gothic is perfectly happy to operate alone, as all its weapons can be used independently.

Depending on the matchup, this ship is a fire magnet as much as a Dominator.

If you want a Dominator or a Tyrant in your list, a Gothic is an excellent second ship, as the lances will supplement the weapons batteries of the other ships.

There really is not a lot more to say about the Gothic, it is a relatively straightforward ship to use, and the model looks great.

Dictator Class Cruiser

The Dictator class is the Imperial Navy's premier assault carrier. A couple of these ships work well as the main providers of attack craft for a larger Navy fleet, and it is also an excellent flagship for small fleets of around 500 - 750pts.

This ship has one job: to close with the enemy and unleash its attack craft and torpedoes. The Dictator works best when it follows your line cruisers into close quarter with an enemy, using its fighters to protect the group against enemy ordnance, and unleashing its torpedoes and bombers when within 20-30cm of the enemy.

The Dictator is also extremely order efficient as the Reload Ordnance order will reload both your assault craft and torpedoes. It is a rare battle when you want to give these ships any other order. On the other side Come to new Heading, Burn Retros and All Ahead Full will be very efficient on this cruiser because these orders do not affect ordnance launch capacity, making the dictator the best ramming platform of an imperial admiral toolbox.

IMPERIAL NAVY OVERVIEW PART ONE by HuvalC and Francis

Finally, while squadroning cruisers is generally a good idea with the imperial navy, the Dictator works well on its own. Squadroning it with a line cruiser that often wants to lock on is a mistake, so if you do want to squadron it, pair it with another Dictator as they share the same order requirements.

This ship is probably the best navy carrier according to Imperial admirals. However, its kit will need a decent Leadership.

Dauntless Class Light Cruiser

The premier scouting cruiser of the Imperial Navy, the Dauntless is a popular ship for many reasons. Its speed allows it to hunt and catch foes that standard cruisers struggle with, and its prow armament pose a serious threat to everything bar battleships.

On the tabletop, Dauntless can be seen as big escorts, but they also work as a fantastic second line of ships. They are even faster than most navy escorts thanks to their +5D6 to All Ahead Full distance.

There are 2 variants of the dauntless class cruiser : the lance version that can provide strength 3 lance on the prow arc. The advantage of strength 3 lances is that it will only be reduced to 2 if the ship is crippled or makes use of mobility orders. All this kit makes the lance dauntless an easy-to-use fast support ship. On the other hand, the torpedo dauntless presents a very good torpedo projector with a potential 65cm torpedo range, with the advantage not being impacted by the mobility special orders, though will require a bit more experience.

In any of the 2 variants, it remains a light cruiser with 1 shield, 6 hull points and only 1 turret! It is thus very sensible to bombers attacks, in comparison for example to a squadron of 3 firestorms, but overall, they will be preferred to any escort squadron thanks to the resilience after getting a shot or 2.

A pair of them - or one in smaller games - will add a lot of punch to your fleet, while being protected by your main line. You can use one as an escort squadron leader, or pair 2 of them as a solid and powerful squadron.

BATTLECRUISERS

The battlecruisers provide the fleet with long range firepower in a cruiser sized packet. They are expensive and require unlocking, but both are well worth the investment and will give you the ability to challenge other fleets at range.

Mars Class Battlecruiser

The Mars class battlecruiser is a perfect example of a long-range support ship. Once considered under gunned and superfluous by the Navy, the ship experienced a renaissance after its stellar performance during Abaddon's 13th Black Crusade and is now once again in full production in many shipyards.

The Mars is great as a backline support and artillery ship and will work very well as the flagship in a small fleet, or even a large one if you do not want battleships.

2 60cm dorsal lances in addition to a nova cannon makes this ship a great rearguard ship in your fleet, and you will normally want to move forward as slowly as possible. In most games, a Mars will stay behind your main fleet, moving only 10 cm per turn, while providing attack crafts for the main line or for itself. This ship might require some backup though, because its armament will usually not be enough to protect it against a serious attack, so be careful not to leave this ship alone for too long.

At 270 pts. per ship the Mars is not a cheap cruiser by any metric. Add to this its access to 2 good options : a 3rd turret for 10 points or a targeting matrix for +15 pts.

Huval: While I consider the third turret to be a very good option to take, the matrix may have an interest if you want to rely more on the weak batteries at 45cm rather than the Nova Cannon. Buying both is not recommended.

Francis: Counterpoint, the third turret allows it to defend itself much better against ordnance that sneaks through your line, and the targeting matrix (while over costed) allows it to match most enemy cruisers broadside to broadside. With the Matrix, the s6 weapons battery gets very close to a s8 battery in terms of firepower, and this combined with the lances will allow it to see off most flanking attacks by light cruisers and escorts. I almost always take both upgrades when I take the Mars, turning it into a quite well defended and dangerous ship, if probably over costed by about 10 pts. (in my opinion the turrets should cost 5pts. and the matrix 10pts.).

Overall, this ship is a very good flagship in small games. Do note that with the upgrades and your fleet commander in it, it is a very expensive target that you will want to protect.

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Overlord Battlecruiser

The Overlord is perhaps the most popular Imperial Navy Battlecruiser in-universe. With its long-range batteries and no-nonsense approach, it is beloved by captains, and constructed on many Forgeworlds and Navy yards. At the tabletop, however, it is often overshadowed by other classes. Nevertheless, this battlecruiser is a solid ship that may surprise you.

The Overlord has the longest possible range for weapons batteries, and two long range lances to supplement them. Its strength 8 weapon battery may seem a bit weak at first, but the targeting matrix makes its firepower quite respectable. Unlike the Mars class, the matrix is always well worth it on an Overlord which benefits from 2 more WB strength than the Mars, as well as longer range. Do not leave home without this upgrade.

With the 2 dorsal lances and its weapons batteries, it can act as a sniper if you want to shoot from close to the table edge. Its 6 torpedoes will help it if the enemy should close to within 30cm but is more of a support weapon for the Overlord. It is obviously a great battlecruiser choice versus Eldar as its long-range batteries will be a real danger to them.

A good alternative to a battleship is to squadron 2 of these battlecruisers for a powerful strength 16 weapon battery with a left shift, in addition to 4 lance shots, all at 60cm!

Finally, the option for a 3rd turret is not bad, but the author's choice (HuvalC) will go to the Targeting matrix (I usually take both - Francis).

BATTLESHIPS

These proud and mighty vessels are the centre point of many battlefleets. Battlefleet Gothic has a rich history of serving battleships.

Emperor Battleship

Possibly the oldest class of warship in the Imperium, the Emperor class is the only true fleet carrier available to the Imperial Navy in the official fleet lists in Battlefleet Gothic.

With 8 launch bays, the Emperor class can put out the same amount of attack craft as two Mars class battlecruisers, or two Dictators. If you want to try to dominate the ordnance game as a Navy player, the Emperor is your go-to battleship. Protected by 4 shields and 5 turrets it is also heavily defended which will help you maintain an effective attack craft wing even in the later turns of a game.

The +1 to leadership that this ship grants also makes it perfect for a cheap admiral, which allows you to spend more points elsewhere. Putting a leadership 8 or 9 admiral on an Emperor practically reduces the cost of the Emperor by 50pts.

Be aware, however, that this is a very slow ship, even for the Imperial navy. At speed 15, it also can't turn if its speed is reduced by blast markers. A savvy opponent will use this to ensure that the Emperor slowly drifts out of the combat zone, and possibly off the board. The only way to counteract this is to use your special orders to burn retros, special orders that you should be using to reload ordnance.

Nevertheless, the Emperor is a brilliant ship that will serve most Imperial Navy fleets well. Taking an Emperor will allow you to take more guns in your cruiser line as the Emperor provides the fighter defences needed, or to possibly match traitor or xenos fleets ordnance marker for ordnance marker if you bring more carriers.

If you do bring an Emperor, consider a squadron of escorts or a light cruiser or two to help defend it from flanking forces. And finally, you should never underestimate the weapons batteries, at S16 and range 60 they are a threat to any ship, and they are especially deadly to Eldar.

If you want to use a fleet inspired by 20th – 21st century carrier battlegroups, the Emperor is your battleship.

IMPERIAL NAVY OVERVIEW PART ONE by HuvalC and Francis

Retribution Battleship

This is the other battleship class available for the Battlefleet Gothic. This is a gun boat. With a speed of 20cm, it will lead your cruisers prow on into battle. Its kit is really designed around that : 20 cm speed, 3 dorsal lances to cover your advance, 9 torps when in close contact, and 12 WB per side when you cross the T. At that moment, you will add your dorsal lances to bring max damages ! This ship's philosophy is straight forward. You will often see it with dual dictators or dual Mars to cover its advance, either with torpedoes, or with nova cannon shots and dorsal lance support.

The Retribution is also a relatively cheap Battleship that can soak up damage due to its 4 shield and 12 hp, so it is a good fire magnet for the rest of your fleet.

The last usage of the Retribution is to use it like a sniper. It is not as fast as a Chaos Desolator, but by following the table edge, you can manage to get pretty good dice (on prows), in addition to the 3 dorsal lances! Keep that option in mind !

ESCORTS OF BATTLEFLEET GOTHIC

Escort squadrons are a good tactical tool for imperial admirals and provide you with the best firepower/point ratio in the fleet. Bear in mind that they are quite fragile so, unlike Ork escorts, you want to keep them behind your line, and have them engage when you can get the most out of their firepower.

This general tip goes for all imperial escorts, but Cobras can also be played differently as they can contribute to disrupting enemy formations by launching torpedo waves from afar.

Firestorm Class Frigate

The firestorm is a good escort primarily meant to deal with hard targets. It is manoeuvrable with decent speed (for the Imperial Navy) and has 2 weapon batteries and a lance. A squadron of these works well with a Dauntless where they can combine their lances to hunt larger prey on the flanks. They also work well on their own as a second wave that is kept behind your cruisers before they surge forward to finish enemy ships off with their lances.

Overall, a decent escort that will serve any fleet well. Bear in mind that they can be a bit of a waste of points when facing Eldar ships, as the holofields will make their lances almost useless.

Sword Class Frigate

The Sword is the main Navy escort frigate, and it is a very straightforward ship. The Sword's 2 turrets gives it decent protection against enemy ordnance, and the S4 weapons battery is good when massed in a squadron. Have them protect your ships against enemy ordnance and look for good opportunities to use its weapons batteries to full effect.

There is one thing to remember when using Swords. Unlike with the other escorts, the Sword can fire its weapons batteries left/front/right so try to keep their sides towards the enemy, this drastically reduces the firepower enemy ships can bring to bear on them, which will keep your Swords alive longer

Cobra Class Destroyer

The Cobra is a hunter. With two torpedoes per ship, this little escort is a serious threat to even enemy battleships. A lance armed Dauntless can never hurt a battleship on its own, a single Cobra can. Keep them in reserve behind your line, and pounce when an opportunity presents itself.

A second use for these ships is an anti-torpedo and fighter platform. Their strength2 torpedo waves will remove another torpedo marker, no matter how large, and they can also be used to clear fighters off a target for follow up attacks.

Lastly, you can throw them at big ordnance waves as it is only 30 pts. and forcing them to attack the Cobra will prevent the attack craft from going after your cruisers. It is also good at reducing incoming torpedo waves in this way as the 4+ armor should ensure that a lot of torpedoes hit it, significantly reducing the strength of the wave. If you brace the tiny ship might even survive.

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FLEET LISTS

Huval'C's Battlefleet Gothic List

Fleet Admiral	50 pts
Mars class battlecruiser	270 pts
Dominator class cruiser	190 pts
Gothic class cruiser	180 pts
Dauntless class light cruiser	110 pts
Sword class escort squadron (3)	105 pts
Cobra class escort squadron (3)	90 pts

This fleet list features all you can expect from a gothic fleet list. The armament is balanced but brings 2 nova cannons. Mars is supposed to be the flagship. Despite being expensive, it shall stay behind the main line firing its nova cannon and lances from afar, providing fighter coverage for the main line. Do not put your admiral on this ship if you roll a leadership of 8 or better. Your cruisers shall be able to do a lot of damage from afar with the dominator nova cannon. The 12-strength weapon battery will follow at short range. An option could be to replace dominator/gothic combo with a squadron of lunars, that will provide the same but split weaponry , with the addition of 12 torpedo salvos ! It will free 10 points that you could use for a turret on the Mars battlecruiser or power rams on the lunar!

The escorts and dauntless will flank the enemy fleet. Dauntless prow armament is not specified here, as you may prefer using it with cobras, or provide good lance support to the swords.
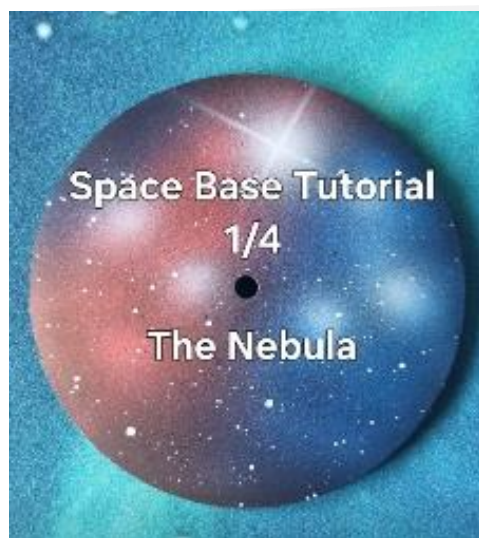
The Forge

AIRBRUSHING BASES

A video tutorial

Sometimes moving images are a real asset to any tutorial. So, this month's hobby section by DoublebaseFanatic are short videos which link to his Instagram account where he gives a great tutorial to airbrush the bases.

WARP RIFT

IMS Genghis Khan Rotates in the reflected sunlight
of Golden Apple Eden's Second moon

I.M.S. "Emperor's Reach" DN
warps into Golgotha

The rock of eternity in dawns
bright light

Bob deAngelis

Just after Warp Rift 43 was released we got the news that Bob DeAngelis had passed away. Bob was and still is a great influence on the hobby with his great and very creative conversions.

His website is still accessible here: https://www.angelfire.com/games4/chubbybob/

Above Overlord conversion was featured in Battlefleet Gothic Magazine 12: BFG magazine 12