



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE





COVER CREDITS:

DoublebaseFanatic – Badab War Event

CREDITS

Model Photos

BFG Noob, Turbidious Tom, RobotJombo,
horizon, horsepire, QueenofBithynia

Additional Artwork

Unta Kilat and Kaneko Lumi,

Contributing Authors

HuvalC, Francis, Turbidious Tom,
Italianmoose, Fr05ty and DoublebaseFanatic

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/>

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'ere we go again

Time flies by and we are almost at the end of October. Initially the plan was to release this issue at the end of September but sometimes it takes a bit longer due various circumstances. The best part is that we have another great packed issue with new content.

We will reveal the winner of the Tobar Challenge in the very first article after this editorial so check quickly which update will come to this growing xenos race!

HuvalC continues his Tyrant challenge and his joint article about the Imperial Navy with Francis. Which is turning into a really nice compendium on its own!

On the cover you see a grand image of the Badab War event. Check the article from DoublebaseFanatic about this grand gaming day in Germany.

Furthermore, we have Italianmoose with a

new pirate hunting Imperial fleet list and Turbidious Tom with a narrative battle report.

So, check it all!

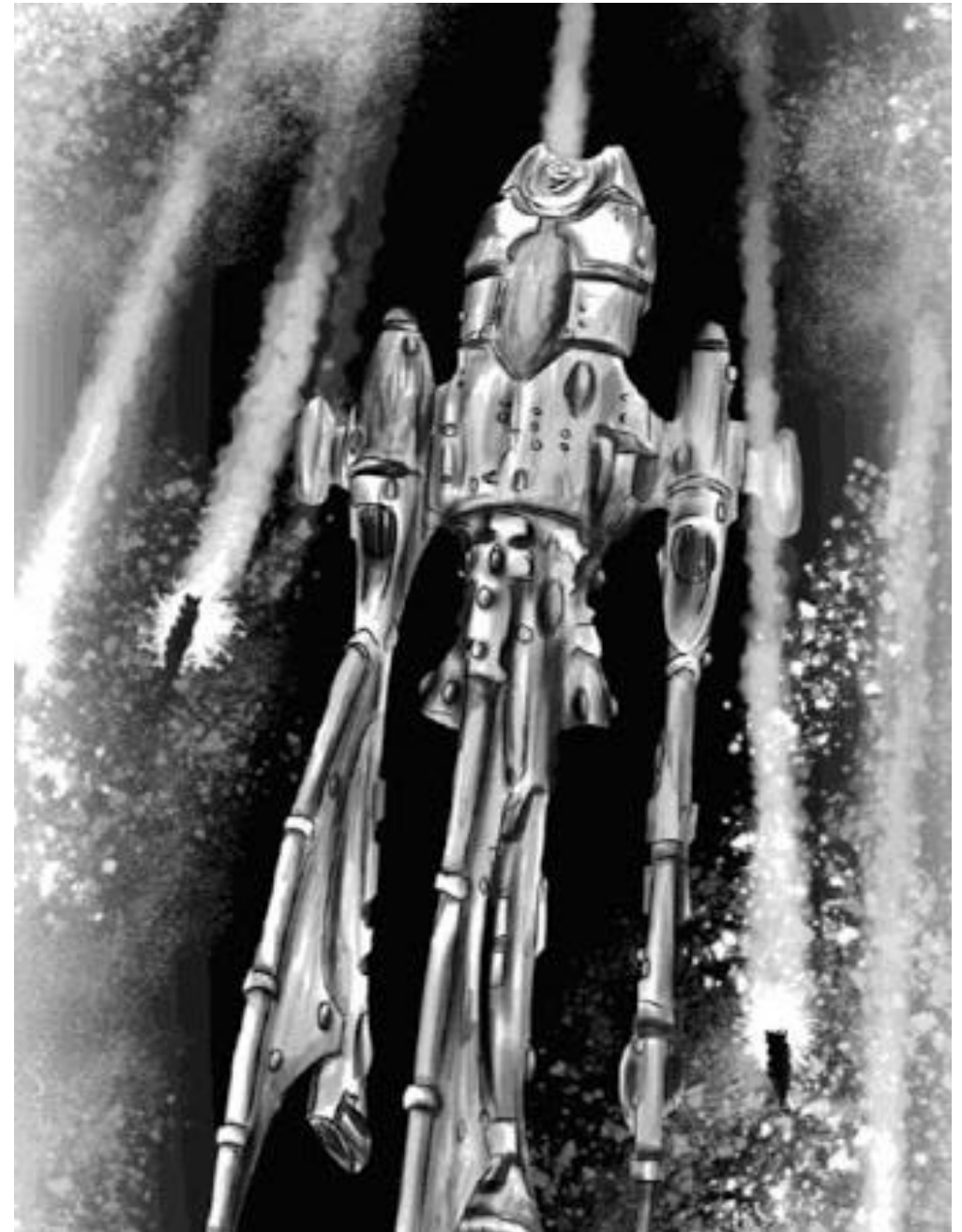
Happy All Ahead Full,
- horizon

The Soulforge Warp Rift STL:

https://drive.google.com/drive/folders/1eqikwOVN75MTGdpMuI4-vC9DFpWc0fMI?usp=drive_link

And the digital starter kit Soulfore STL

https://drive.google.com/drive/folders/1dxTeLC2bTnlUfzN_RJF788wHmYBhMa6C?usp=drive_link



Lexicanum

Encyclopedia



THE TOBARI KINGDOM by horizon

TOBARI CHALLENGE COMPETITION

In the previous issue we had asked for contributions to the Tobar Challenge Competition. We knew it was a niche within a niche but still received two submissions. And the good news is that both of them are great. **Blitz Bits Designs** and **RobotJimbo** designed two beautiful ships for the Tobar Kingdom.

As it was a competition, we (Arcaneshipyard, Bluesquat and I) did need to pick a winner. No easy feat at all! After some back and forth we made a verdict and decided who the winner would be. Looking at the big image to the right will already be a big hint to the one who designed it:

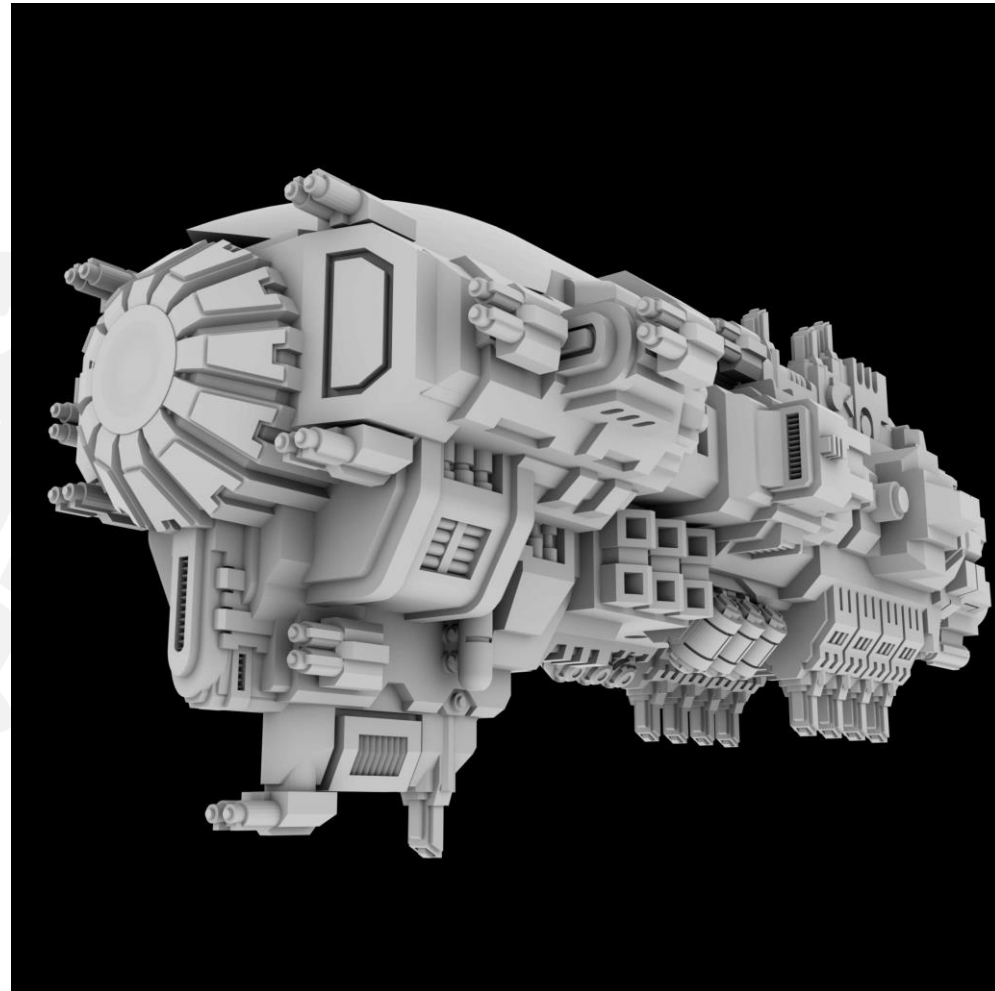
Bits Blitz Designs congratulations! You've won it!

We will contact you regarding the prize. Enjoy!

On the following page you will find the rules for this sparkling new Tobar Battleship. In the future I will collect all Tobar knowledge from this and previous issues of Warp Rift into a single PDF and release it as such for convenience.

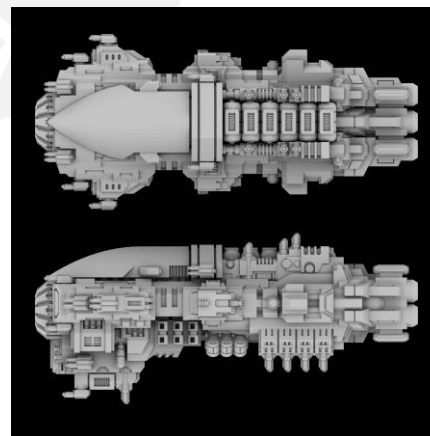
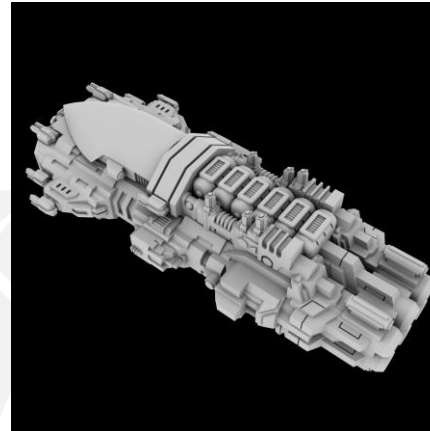
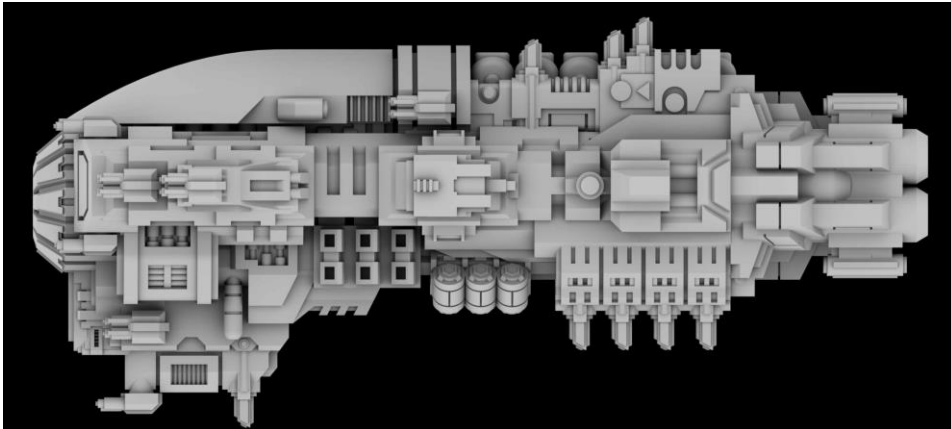
You'll find the entry by RobotJimbo on the gallery pages together with some newly painted Tobar cruisers by Turbidious Tom.

Thanks all!



THE TOBARI BATTLESHIP

TOBARI BATTLESHIP350 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/14	20 cm	45°	3	5+	4

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Disruptor	30 cm	3	Front
Prow Weapon Battery	45 cm	8	Front
Port Weapon Battery	45 cm	4	Left/Front
Starboard Weapon Battery	45 cm	4	Right/Front
Port Launch Bays	30 cm Assault	2	-
Starboard Launch Bays	30 cm Assault	2	-

*Special Rules: Tobari Battleships cannot go onto Come to New Heading Special Orders.
You may take one Tobari Battleship per 1500 Points.*

At first the notables near the Caredlio Portal of the Imperial offices believed the charter captain Nightgale of the Beralan One to be a raving madman. That his tales of a gigantic vessel belonging to the Tobari roaming the Khareshi Expanse was just an exaggeration of a scared captain's encounter with one of the few reported Tobari haulers.

As captain Nightgale disappeared from the local stations the rumours about the gigantic Tobari vessel died with it. Turning into a folktale by some old shipmen.

That all changed when the patrolling Imperial Sword Class Frigate *Blue Blits* followed several signals deeper into the Khareshi Expanse, beyond the first threshold. Their mind was shocked as they witnessed a large gathering of Tobari vessels around a small planet. Amidst of it all a giant vessel, even dwarfing some of the revered battleships of the Imperial Navy.

At a safe distance, the *Blue Blits* trailed the Tobari gathering as it left the planet's orbit. In the next weeks the Tobari moved in a what seemed random patterns through the expanse. As they were about to delve even deeper into the expanse, a point at which the *Blue Bits* would have stopped the trail and return to the Caredlio Portal the Tobari fleet suddenly bristled with activity and engaged towards an asteroid cluster. Various objects emerged from the asteroid field and as the space around the field lit up with blazing weapons on both sides the captain of the *Blue Bits* was awestruck by the firepower the Tobari battleship had at its disposal.

The Imperial Navy was warned. The Tobari Kingdom was evolving fast. And countermeasures would be imminent.

GREY KNIGHTS

Grey Knights remastered fleet list

In 2010 the rules committee for Battlefleet Gothic added the Inquisition as a new fleet option. Part of this Inquisition list are the Grey Knights which are accessible if you take the Ordo Malleus upgrade for the Lord Inquisitor.

The first time we saw a dedicated Grey Knights list was in Battlefleet Gothic magazine issue 16. These had the intend of being an addition to an Imperial Navy fleet a player would take. Using the same principal as the first rules for Rogue Traders did. However, did article did write an option to take a Space Marine fleet, use the Inquisitor as the commander, call it Grey Knights fleet and follow some mandatory rules.

In 2010 that last option wasn't given, and the Grey Knights became perhaps one of the hardest lists to decipher in the 2010 compendium.

With the great Battlefleet Gothic Remastered book Simon his intend is, and will always be, to stay true to the official rules and only improve wordings for clarity when needed.

With all above in mind, I extracted the Grey Knights information from the Inquisition rules and moulded these into a separate fleet list still following the official rules. After checking with the three members of the rules committee and leaving the list for a while I will publish it now here in Warp Rift. Perhaps generating some feedback to make it even better in wordings and clarity. Though remember! No changes to the rules.

General Rules

Grey Knights count as Space Marines in all respects and as such follow all rules for Space Marines as written on pages 92-94 of the Battlefleet Gothic Remastered fleetbook.

(Note: Grey Knights may not take Thunderhawk annihilators)

FLEET COMMANDER

Ordo Malleus Inquisitor Lord.....100 pts

Leadership 10 and 1 re-roll

Inquisitors of this Ordo are more knowledgeable of the dire threat Chaos poses to all of humanity than virtually anyone in the Imperium. Some radical Inquisitors of this Ordo come to believe they can actually control this to an extent, turning Chaos against itself to humanity's benefit.

If the fleet is above 750 points an Inquisitor Lord must lead the fleet.

If an Inquisitorial Cruiser is present the Inquisitor Lord must be placed aboard it. If the Inquisitorial Cruiser is not present but a Blackship is then the Inquisitor Lord must be placed aboard the Blackship. Otherwise, the Inquisitor must be placed on the most expensive ship.

A vessel embarking an Ordo Malleus Inquisitor Lord is accompanied by several squads of Grey Knights Space Marines that serves as their personal bodyguard and assault force.

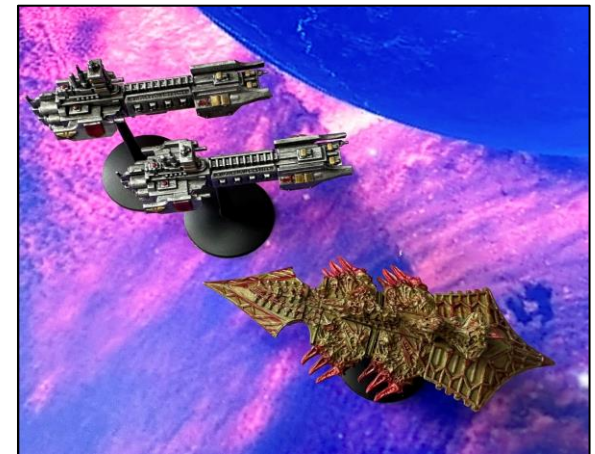
This ship adds +2 to its dice roll during a boarding action.

Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll.

(Note: above two points are not to be applied to Grey Knight or Space Marine vessels as these already include this upgrade).

Re-Rolls

An Ordo Malleus Inquisitor Lord gets one re-roll, which may be used for any ship in the fleet. A second re-roll can be purchased for +25 points.



GREY KNIGHTS

CAPITAL SHIPS

0-1 Grey Knights Battle barge.....440 pts

You may include a single Grey Knights Battle barge if the remainder of the fleet is at least worth 1000 points. Furthermore, an Ordo Malleus Inquisitor Lord must lead in the fleet.

0-1 Inquisitorial Cruiser.....270 pts

A Grey Knights fleet may include a single Inquisitorial Cruiser in the fleet.

0-1 Inquisition Blackship.....300 pts

A Grey Knights fleet may include a single Blackship, which as a special vessel does not count toward or against other ship limits in the fleet.

Grey Knights Strike Cruiser.....165 pts

One Grey Knights Strike Cruiser may be taken per 500 points (so one from 0-500 points, two from 501-1000 points, etc.).



ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Nova class Frigate.....50 pts

Gladius class Frigate.....45 pts

Hunter class Destroyer.....40 pts

Rapid strike vessel (Firestorm).....45 pts

Rapid strike vessel (Sword).....40 pts

Rapid strike vessel (Cobra).....35 pts

ATTACK RATING

A Grey Knights fleet led by an Ordo Malleus Inquisitor Lord has an attack rating of 3 unless a Blackship is accompanying the fleet, in which case its attack rating is 2.

ORDNANCE AND UPGRADES

The vessel embarking the Inquisitor Lord, or one Grey Knights vessel may board a Grey Knights terminator boarding party for +50 points.

Once per turn a vessel equipped with Terminator boarding parties may use them when conducting a hit and run teleport attack. They roll two dice for its hit and run attack and apply both results, including the normal +1 bonus for being Space Marines. Terminators may be used in addition to a normal teleport attack that turn.

Every Grey Knights vessel in the fleet may embark an Honour Guard for +10 points.

Once per turn you may use the Honour Guard. All the normal rules for teleport attacks apply, except that they may be used in addition to a normal teleport attack that turn.

The player may roll two dice and choose which one to use as the result, including the normal +1 bonus for being Space Marines.

Every Grey Knights vessel in the fleet mounts hexagrammic wards throughout its hull and ignores any Chaos marks or Daemonship effects affecting leadership or boarding actions.

Marks of Slaanesh do not affect the leadership of this vessel, Marks of Khorne do not double boarding values against this ship, etc..

Rules for Chaos Space Marines still apply normally, and any other special rules and effects such as the Forces of Chaos listed in the respective lists in the Remastered Rulebook remain unaffected. Hexagrammic wards are only applied to capital ships.

An Ordo Malleus Inquisitor will only be called when intense demonic activity threatens to overrun an entire Sector. The enemy Chaos fleet may add one Mark of Chaos or upgrade a cruiser to a Daemonship at no cost and may also do so again as many times as there are Grey Knights strike cruisers in the fleet.

GREY KNIGHTS

RESERVES AND ALLIES

A Grey Knights fleet will not take ships from or provide ships to any other fleet list as reserves or allies, including Imperial Navy, Rogue Trader or Adeptus Mechanicus fleet lists.

SCENARIOS

Scenarios may be rolled normally in any agreed-upon fashion. If a Convoy Run scenario is rolled and the defending fleet list includes an Inquisition Blackship, this vessel may be used as the objective in the same manner as a transport convoy, counting as eight transports for purposes of deciding escorting forces. A single Inquisitorial Cruiser may be included as part of the escorting fleet if desired and the points are available, keeping in mind that the point value of the Blackship counts against the escorting fleet!

SUB-PLOTS

Inquisitors are almost always in pursuit of some higher objective that may be obscured by the current conflict at-hand. In addition to any sub-plots rolled normally, the fleet led by an Inquisitor must take a Secret Ploys subplot rolled randomly from the table on p.126 of the Battlefleet Gothic Remastered Rulebook.

CHANGES TO THE ORDO MALLEUS ENTRY IN THE INQUISITION FLEET LIST *page 140 of BFG Remastered*

(This change is needed to keep the reserve rule for chaos ships but cannot be included in above list as Grey Knights can't take this option).

ORDO MALLEUS INQUISITORS

The following entry is for upgrading an Inquisitor to Ordo Malleus in a non-Grey Knights fleet.

Inquisitors of this Ordo are more knowledgeable of the dire threat Chaos poses to all of humanity than virtually anyone in the Imperium. Some radical Inquisitors of this Ordo come to believe they can actually control this to an extent, turning Chaos against itself to humanity's benefit.

Ordo Malleus Inquisitor Lord.....+25 pts

The ship adds +1 to its leadership (max. 10) and +2 to its roll during a boarding action.

Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll.

The ship with the Ordo Malleus Inquisitor Lord aboard mounts hexagrammic wards throughout its hull and ignores any Chaos marks or Daemonship effects affecting leadership or boarding actions. Marks of Slaanesh do not affect the leadership of this vessel, Marks of Khorne do not double

boarding values against this ship, etc. Rules for Chaos Space Marines still apply normally, and any other special rules and effects such as the Forces of Chaos listed on p.158 [??] of the Rulebook remain unaffected.

An Ordo Malleus Inquisitor will only be called when intense demonic activity threatens to overrun an entire Sector. The enemy Chaos fleet may add one Mark of Chaos or upgrade a cruiser to a Daemonship at no cost.

RESERVES AND ALLIES

An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor that does not include Space Marine vessels may have the following addition to its reserves and/or allies' rules:

For no change in their cost, a fleet led by an Ordo Malleus Inquisitor may take as reserves any Chaos ship listed in the Bastion Fleet List on p.37 of the Remastered Fleetbook. These vessels are free of the "Strange Happenings" special rule as long as the Inquisitor's ship remains in play, but the fleet may not take any Grey Knights vessels!

List written by horizon using the 2010 Inquisition fleet list. Distilled everything to make it more readable. Cleared escorts to be "Grey Knights". List has been approved by Bob Henderson and Ray Bell of the rules committee.

Segmentum Pacificus - Chiros Sector Fleet List

Chiros

The Segmentum Pacificus is the region of Imperial space that lies to the galactic west of Terra. Hydraphur serves as the major fleet base in the region. The Chiros Sector is a region with constant low-level pirate and raider activity and its sector fleet has developed as dedicated hunters of these small bands. Long patrols or convoy escort missions punctuated by short, furious conflicts characterise the service in this sector. Advanced line-of-battle ships are rare due to the long, hard, service during the long patrols. However some more exotic ships have found their way into the fleet due to their being useful for either protecting convoys or chasing down small, fast, raiders.

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet Admiral (Leadership 8).....	50 pts
Admiral (Leadership 9).....	100 pts
Solar Admiral (Leadership 10).....	150 pts

Admirals get one Fleet Commander re-roll included in their points cost. Additional re-rolls may be purchased for the listed point costs:

One extra re-roll.....	25 pts
Two extra re-rolls.....	75 pts
Three extra re-rolls.....	125 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Oberon class battleship (pg. 54).....	335 pts
Invincible class fast battleship (see below).....	310 pts

Battlecruisers & Grand Cruisers

You may include up to one battlecruiser or grand cruiser in your fleet for every two cruisers. Grand Cruisers do not count as cruisers for purposes of fielding battleships.

Exorcist class grand cruiser (pg. 57).....	230 pts
Mercury class battlecruiser (pg. 62).....	255 pts
Overlord class battlecruiser (pg. 64).....	220 pts

0-12 Cruisers

Dictator class cruiser (pg. 65).....	220 pts
Tyrant class cruiser (pg. 67).....	185 pts
Lunar class cruiser (pg. 69).....	180 pts

Dauntless class light cruiser (pg. 75).....	110 pts
Endeavour Class Light Cruiser (pg. 70).....	110 pts
0-2 Defiant Class Light Cruiser (pg. 74).....	120 pts
Siluria Class Light Cruiser (pg. 76).....	100 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2-6.

Firestorm class frigate (pg. 77).....	40 pts
Havoc class frigate (pg. 79).....	35 pts
Sword class frigate (pg. 80).....	35 pts
Cobra class destroyer (pg. 82).....	30 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Some ships may carry Shark assault boats at an additional cost. Ships with torpedo tubes are armed with ordinary torpedoes.

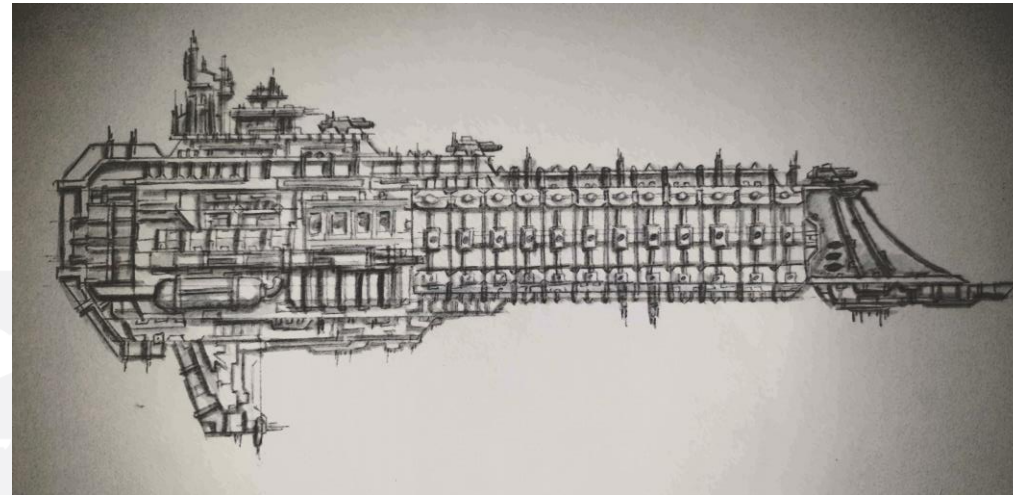
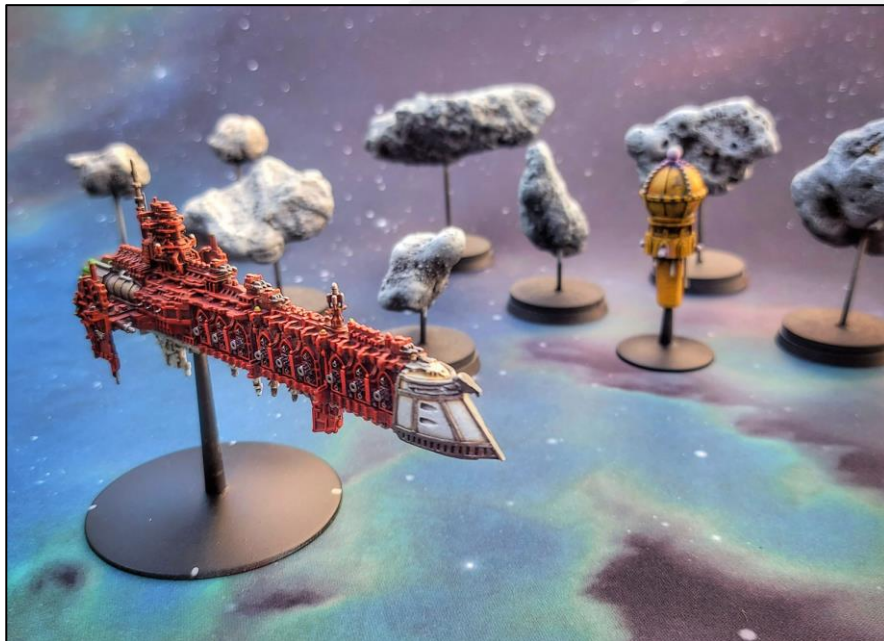
NOVA CANNON

No more than one ship in the fleet list may have a Nova Cannon as these weapons are rare in this sector due to their considerable maintenance and logistical requirements.

Segmentum Pacificus - Chiros Sector Fleet List

INVINCIBLE CLASS FAST BATTLESHIP 310 Pts

This was previously printed in Battlefleet Gothic Magazine, issue 13. I have increased the hits to 10 (with an increase in cost), added the extra explosion rule from the Mercury, and reworded the notes but otherwise left as-is. Remember it can Come to New Heading, unlike other battleships.



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/10	25 cm	45°	2	6+Prow/5+	4
Armament	Range/Speed	Firepower/Str	Fire Arc		
Port Weapon Batteries	60 cm	12	Left		
Starboard Weapon Batteries	60 cm	12	Right		
Dorsal Lance Battery	60 cm	4	Left/Front/Right		
Prow Torpedoes	30 cm	6	Front		

Notes: Every time this vessel takes a point of damage, roll 2D6 rather than 1D6 when checking for critical hits. Each roll of 6 causes one critical hit. When reduced to zero hits, this vessel rolls 3D6 for catastrophic damage and sums the result (any roll greater than 12 counts as 12).

Lexicanum

Campaigns & Scenarios



Rogue Traders by Fro5ty

Through the Stars

Reviled and admired throughout the galaxy, Rogue Traders are the Imperium's spear into the far reaches of the galaxy, where the light of the Imperium shines dim and the dangers of the unknown abound. Holding power apart from Imperial organisations, Rogue Traders have a freedom that's inconceivable for most Imperial citizens, and their kind revels in such freedom. Running the full gamut between sadistic corsairs, barely more than privateers with a charter, to magnificent trading magnates, colonizers and purveyors of exotic goods, there are not two Rogue traders alike to one another, though they all share the same flame of ambition within them. Rogue Traders may settle or burn planets in their search for power without a single shred of remorse, for it is their right to conquer and reap the riches of the galaxy.

Today I'll aim to provide you with the full almost-official complement of rules that you'll need to leverage your ambition into wealth, renown, and power beyond imagination in a campaign!

Rogue Traders in a campaign

Rogue Traders offer us the chance to roleplay our most insane power fantasies, where we're given a letter allowing us almost perfect free reign from the law and told to go conquer the stars in whatever way we see fit. It can be quite hard to translate the hyper capitalistic and narcissistic life of a Rogue Trader into a campaign, especially since very often, the Rogue Trader's power is in commerce, wealth and influence instead of outright

military concerns, but that's represented both in their lore and their fleets. The changes I've provided here attempt to provide a more lore-faithful representation of how a Rogue Trader's campaign is influenced as they amass wealth, hopefully without changing the campaign rules too much!

General rules

Rogue Traders follow the usual rules for a campaign, being capable of behaving as a conquering fleet or as a pirate fleet, though in both cases that must be announced when the campaign starts.

Lords of Riches

Rogue Traders may use vessels which have a transport capacity during battles which do not require transports. In such battles, these vast holds will be filled with goods and riches which will fetch a great price should they make it to their destinations.

At the end of a battle, any Rogue Trader ship which has a transport capacity and that wasn't destroyed or disengaged will provide riches to the Rogue Trader. For every full transport's worth of transport capacity, the Rogue Trader gains an extra Repair Point (RP for short). Crippled ships provide only half their regular transport capacity.

Should a Rogue Trader get more than 5 extra RP in this way in a single battle, they will also get 1 extra Renown.

Sanctioned Explorers

Rogue Traders often interact and trade with Xeno empires, breakaway factions and generally skirt the borders of the Imperium's rules and regulations in their search for riches, often dealing in xenotech.

Rogue Traders gain an extra RP after raiding a system that is held by a xenos faction, or after conquering a system from a xenos faction, as they sell off Xenotech for extra profit.

Rogue Traders with a Renown of 20 or above may choose to try and use an Appeal Chart or Refit Table from a different faction (any faction from which you can take ships from as reserves or allies). You must spend 5RP before rolling to see if the Appeal is granted. If the Appeal isn't granted, then the RPs are wasted.



Rogue Traders by Fro5ty

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 Rogue Trader pirate fleets should be represented by using the Pirates and Wolf Packs Fleet List, but you should feel free to use other lists if you feel it appropriate!

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

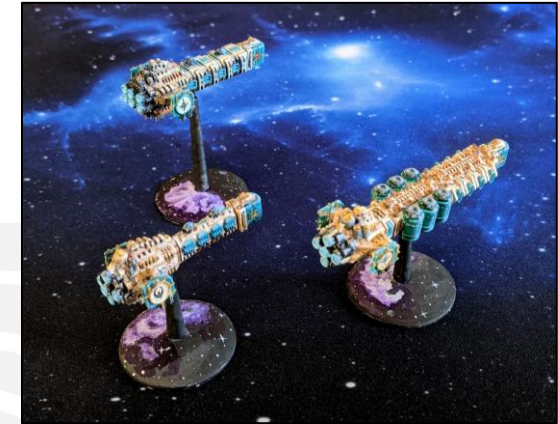
Most Rogue Trader conquering fleets should be represented by using the Exploration Fleet List, but you should feel free to use other lists if you feel it appropriate!

Promotions

Your Rogue Trader will surely appreciate being called by their proper title, and disrespecting a Rogue Trader by using the wrong title can easily sign one's own death warrant!

Rogue Trader commanders use the following table for their promotions during a campaign, choosing what name to go by depending on their inclination towards piracy.

The upgrades earned by the Rogue Trader commander from the Rogue Trader Promotions Table must be applied to the Rogue Trader commander's flagship.



Renown	Rogue Trader Titles	Pirate Titles	Bonus
1 - 5	Dynasty Scion	Corsair Captain	Leadership 8, 1 re-roll
6 - 10	Warrant Captain	Corsair Commodore	Leadership 8, 1 re-roll & 1 crew skill
11 - 20	Lord Captain	Corsair Admiral	Leadership 9, 1 re-roll & 1 crew skill
21 - 30	Trader Militant	Pirate Lord	Leadership 9, 2 re-rolls & 1 crew skill
31 - 50	Merchant Prince	Pirate Prince	Leadership 10, 2 re-roll & 1 crew skill
51+	Void King	Pirate King	Leadership 10, 2 re-roll & 1 crew skill, 1 ship Refit (Xenotech, Archeotech or normal Refit)

Rogue Traders by Fro5ty

Refits

Rogue Traders are known for being eccentric beings, and their ships represent this, with Rogue Traders constantly adding components acquired from legitimate and illegitimate sources alike, ensuring that no two Rogue Trader ships are the same.

The refit tables are for use by any capital ships in a Rogue Trader fleet. They are 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 weapon batteries, attack craft, etc.

Ships may choose to roll on the Rogue Trader Torpedoes Refit table instead of the Rogue Trader Weapons Refit table. No ship may be equipped with more than one torpedo type from the Rogue Trader Torpedoes Refit table. Torpedoes from the Rogue Trader Torpedoes Refit table are always restocked after each battle.

ROGUE TRADER 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:

D6 Roll	Engine Refit
1	Secondary Reactors: The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on All Ahead Full special orders.
2	Evasive Jets: The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn
3	Manoeuvring Thrusters: Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
4	Arrester Engines: The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to Burn Retros or Come to New Heading special orders, the ship may add +1 to its Leadership.
5	Auxiliary Power Relays: The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
6	Navigational Shields: The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

Rogue Traders by Fro5ty

ROGUE TRADER 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:

D6 Roll	Ship Refit
1	Improved Sensor Array: The ship's assayers and long-range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
2	Additional Shield Generator: The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
3	Superior Damage Control: The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage.
4	Reinforced Hull: The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
5	Improved Logic Engines: The ship's countless metricalators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
6	Overload Shield Capacitors: Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

ROGUE TRADER 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	Extra Turrets: The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
2	Turbo-weapons: The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
3	Targeting Matrix: The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
4	Auto-loaders: The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).
5	Superior Fire Control: A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting Lock-on special orders.
6	Motion-Tracking Targeters: A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on All Ahead Full, Burn Retros or Come to New Heading special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved.

Rogue Traders by Fro5ty

ROGUE TRADER TORPEDOES REFIT: The ship has been equipped with special torpedoes. Roll on the following table:

D6 Roll	Ship Refit
1	<p>Short Burn Torpedoes: Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.</p> <p>Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks - on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.</p>
2	<p>Guided Torpedoes: Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.</p> <p>Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!</p>
3	<p>Seeking Torpedoes: The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.</p> <p>A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean that they will not attack friendly ships that they move into contact with.</p> <p>Ships are only equipped with enough Seeking Torpedoes to fire a single salvo of them in a battle.</p>
4	<p>Barrage Bombs: Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.</p> <p>Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strike a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; instead, they knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).</p>
5	<p>Melta Torpedoes: Melta torpedoes are fitted with multiple melta bomb warheads, which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.</p> <p>Hits from melta torpedoes inflict no damage points, instead each hit causes an automatic Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 Fire criticals as the torpedoes detonate!</p> <p>Ships are only equipped with enough Melta Torpedoes to fire a single salvo of them in a battle.</p>
6	<p>Vortex Torpedoes: Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp.</p> <p>Hits inflicted by vortex torpedoes will automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!</p> <p>Ships are only equipped with enough Vortex Torpedoes to fire a single salvo of them in a battle.</p>

Rogue Traders by Fro5ty

Crew Skills

Rogue Trader ships are a motley crew of veterans, mercenaries, lowlifes and anybody else that had the misfortune of having been recruited into a Rogue Trader's employ. This assortment does tend to yield some excellent skills, even if the methods by which they arrive at them are unorthodox.

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

ROGUE TRADER 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	Expert Gunnery: The ship's 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 Engineers: 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 Trimsmen: 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	Excellent Pilots: The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. Any assault boats launched by this ship may re-roll the dice when determining if the Hit and Run assault has been successful. Re-roll this skill if the ship does not carry attack craft.
5	Disciplined Crew: The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	Elite Command Crew: The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

Rogue Traders by Fro5ty

Appeals

Rogue Traders can often appeal for support from several institutions in the Imperium, from calling favours from Space Marine chapters, to the Inquisition, the Ecclesiarchy, other institutions, or even other Rogue Traders.

Rogue Trader players may spend 5 RP to improve the roll to see if an Appeal is granted by 1 (choose after rolling). Rogue Traders may modify their roll on the Appeal Chart by 1 (so they may increase or decrease the result by 1) if they have a Renown of 40 or above.

Rogue Trader players may choose to roll on any of the following tables, or any of the tables in the Space Marines article (see Warp Rift 41), or on the Adeptus Mechanicus Appeal Chart (coming in a future article) when making an Appeal of the “Other” variety.

VOID KINGS APPEAL CHART	
2D6 Roll	Result
2	The Void Kings grace you with their full blown support, ensuring that your requests for aid are always heard. You may re-roll any future failed Appeal rolls.
3	One of your ships gets improved with powerful technology that masks them to the enemy. Choose one of your ships, they gain Mimic Engines
4	The Void Kings establish a new colony in one of your uninhabited worlds. One of your Uninhabited worlds becomes a Mining world.
5	You come into possession of a Warp Disruptor. Select a ship to install it on. Any battles where this ship is present, enemy ships suffer a -1 Leadership to any tests to Disengage and may use one fewer fleet re-roll than normal. Multiple Warp Disruptors in a single battle are not cumulative.
6	Your fleet is repaired by the Void Kings. You do not need to spend Repair Points to repair ships next turn, though you still need to spend Repair Points to buy new ships.
7	Void Kings feed you information on your enemies and their dealings. During your next turn, you may re-roll the dice to determine Incoming Orders, Scenario and the roll to see if you have tracked down a pirate base.
8	Void Kings harass your enemy’s supply lines, ensuring some forces never arrive to battle. During the next battle, your enemy reduces the amount of ships they may deploy by D6x25 points.
9	The ship’s shields are improved with xenotech grav repulsors. While the ship’s shields are active any rolls by ordnance against the ship suffer a -1 to hit, it doesn’t suffer damage from blast markers when having 0 shield strength and rolls an extra D6 on the Leadership test when in an asteroid field and discarding the highest die rolled.
10	The Void Kings call upon their Xenos allies. You may add up to 400 points of ships from any Xenos list (within reason) as reserves. Follow that list’s fleet composition, though you may not take ships listed as reserves from that list.
11	You come into possession of a Warp Gate Map, allowing you to traverse the Warp at incredible speeds. Whenever you withdraw a ship or squadron to be repaired, roll a D6, on a 5+, they will have traversed through the warp gates and will be available for the player’s next game. You gain a +1 to the roll for each time after the first that you’ve gotten this result.
12	The Void Kings put all their might behind you, calling in favours to get you support. Choose 2 Appeal tables from those available to you, and roll once on each of them, applying the results.

Rogue Traders by Fro5ty

<i>ROGUE TRADER APPEAL CHART</i>	
2D6 Roll	Result
2	The Rogue Traders provide you with additional contacts to provide you with support. Gain a +1 to any future rolls to see if your Appeal was successful.
3	Rogue Traders smuggle you a Graviton Flare. Choose one of your ships to fit the flare to, once per game it may deploy the flare. All ships on the board suffer from a -2 to their Leadership until the beginning of this ship's next turn.
4	The Rogue Trader's answered with their financial might. Select a capital ship or escort squadron, roll on the Xenotech Systems table of the Best Money Can Buy and apply the result (including the increase in points value). Should the ship(s) already have a Xenotech System, re-roll any duplicate results.
5	Your Rogue Trader allies help you acquire some Xenos technology. You may roll on one of the Refit Tables belonging to a Xenos race (within reason) and apply the result to one of your ships. If the refit wouldn't be applicable, then your appeal is wasted.
6	Rogue Traders supply you with squads of elite voidsmen. Choose one of your ships, it gains a +1 bonus to any boarding actions.
7	The Rogue Traders use their network to provide you with advance notice of your enemies movements. Gain +2 Initiative for the next turn.
8	Rogue Traders spread tales of your deeds far and wide. If you complete a sub-plot during your next battle, double the amount of renown gained.
9	Rogue Traders provide you with exotic drugs and spices from the farthest reaches of the galaxy, their effects heightening your awareness beyond mortal means. You gain an extra fleet re-roll to be used during your next battle.
10	One of your transports is refitted for war. Choose one of your ships which has a transport capacity of at least one regular transport. It loses transport capacity equal to one regular transport and gains a Strength 2 Launch Bay in its keel with Fighters and Bombers. It is not a very efficient arrangement, so the ship suffers a -1 penalty to Reload Ordnance.
11	The Rogue Traders raid the salvage yards and mothballed reserves for ships. You may add up to 400 points of ships from any Rogue Trader list as reserves. Follow that list's fleet composition, though you may not take ships listed as reserves from that list. The ships taken can only be from the Imperial Navy, not from any of the other factions contained in such lists.
12	The Ubertas Device is fitted to one of your ships. You earn an extra Renown point for each battle the ship is involved in. Additionally, it may re-roll any Ship Experience rolls for this ship and will not lose Leadership due to being Crippled.

Rogue Traders by Fro5ty

<i>IMPERIAL NAVY APPEAL CHART</i>	
2D6 Roll	Result
2	One of your systems is declared as the new base for the Imperial Navy's forces and reinforced. You may deploy additional defences worth D3x25 points and additional ships worth D3x30 points in battles fought in the system.
3	The Imperial Navy seconds Naval Commissars and specialists to your fleet to ensure your ships' effectiveness survives even catastrophic damage. For the rest of the campaign, ships which have been crippled can attempt a Leadership test after a battle. If successful, they will not lose a point of Leadership as they normally would. They are still not able to Gain Experience in a battle where they've been crippled.
4	The Imperial Navy refits one of your damaged cruisers into a battlecruiser as an emergency. Choose one of your cruisers. The ship's weapons gain 15cm of range (up to 60cm). The ship also gains a double dorsal lance battery firing Left/Front/Right with a range of 60cm, replacing any previous dorsal weapons. The cruiser is unavailable for a turn as it undergoes this refit but comes back fully repaired. A ship may only undergo this refit once, so if it is replaced, it will count as a new ship without any of these benefits nor limitations.
5	The Imperial Navy sends veteran commanders for your crews. Select a ship, it increases its Leadership to 8.
6	Imperial Navy scouts pick up on your enemy's movements. During your next turn, you get to choose the scenario to be fought, or you may re-roll the dice to find a pirate base
7	The Imperial Navy reinforces your forces for the next battle. You may deploy an extra D6x20 points next battle.
8	The Imperial Navy sends you a battalion of breachers. One of your ships gains Shark Assault Boats (if it has launch bays) and boarding torpedoes (if it has torpedoes).
9	The Imperial Navy offers you logistical support, showing you the hidden paths between systems. Next time you're the attacker, you can attack a system not adjacent to any of your systems. If you do so, play a battle and gain control of the system if you win.
10	The Imperial Navy diverts a squadron to assist in your endeavours. You may add up to 400 points of Imperial Navy ships from any Imperial Navy list as reserves. Follow that list's fleet composition, though you may not take ships listed as reserves from that list. The ships taken can only be from the Imperial Navy, not from any of the other factions contained in such lists.
11	The Imperial Navy sends one of its greatest vessels as a show of force, displaying to your foes the might of the Imperial Navy. You may add a battlecruiser, grand cruiser or battleship from any Imperial Navy list to your fleet following all the rules and options they'd have in their original fleet (though none of the fleet list limitations). The ship starts out with Leadership 8 and may not carry any captain that isn't from the Imperial Navy.
12	The Imperial Navy decides that your endeavours are worth backing with a brand new Imperial Navy installation. Add a Ramilies class Star Fort to your fleet.

Conclusion

Hope you enjoy these new additions to make the Rogue Trader campaign experience a memorable one, and I hope your (in)famous adventures yield you the power, wealth and fame you crave!

Lexicanum

Tactica



THE TYRANT CHALLENGE – EPISODE 3 by HuvalC

Bring it on you Tyrant

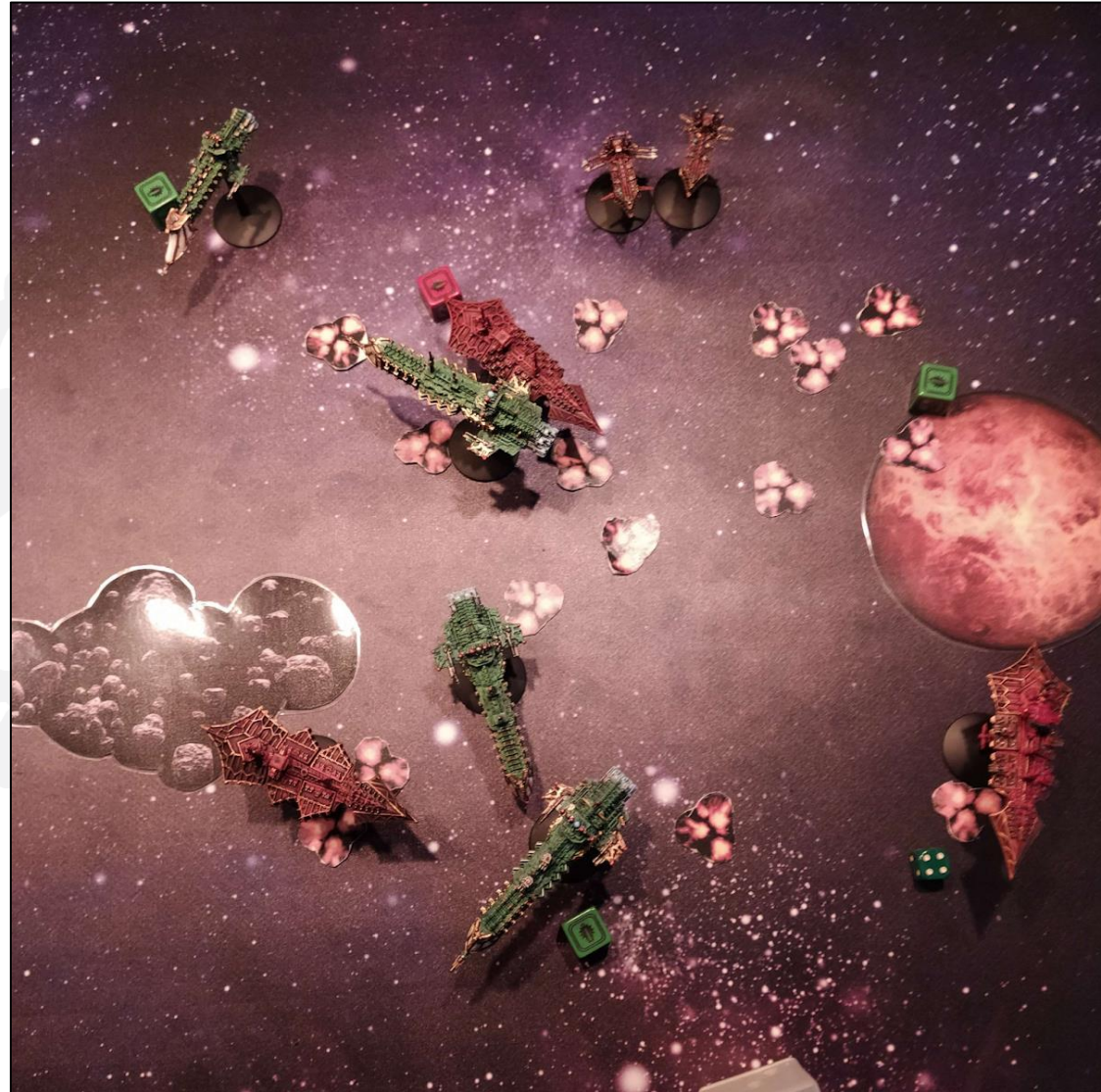
So, it was not an Adeptus Mechanicus game 😊. This time the Tyrant was the one from my Gothic fleet list.

The fleet was composed of the very Tyrant, a Dictator, a Mars and a Dauntless cruiser plus a few Cobra escorts. Which meant the Tyrant was the dedicated gunboat of the line.

I hesitated to bring a Nova Cannon for this game, but I don't regret not to. The only upgrade I brought was for the range.

After a regular beginning with some torpedo salvos and one broadside usage (using Lock-on special orders) one of the Murder class cruisers exploded in the middle of all ships; the Tyrant was the only one remaining unharmed vessel! It was able to position itself correctly at the end of the game. Even chasing the Styx Heavy Cruiser which ended up disengaging.

I made no use of the range upgrade for this game. The torpedoes were useful. The performance was equivalent to a Lunar, though the good positioning brought more dice compared to what a Lunar could have. 16/20.



IMPERIAL NAVY OVERVIEW PART TWO by HuvalC and Francis

Battlefleet Armageddon

The Armageddon battlefleet was introduced in 2002 with the introduction of the great conflict between Warboss Gazghkulls and Admiral Parol: *the Third Armageddon War*. This event introduced seven new ships to the imperial navy arsenal: the Apocalypse and Oberon class battleships, the Armageddon battleship, three variants of the Voss light cruisers, and the falchions class frigate. The battlefleet has access to all Space Marine ships to help them in the conflict (including the BattleBarge!).

This new fleet is designed around a new selection rule, i.e. one battleship for one cruiser. The addition of the Endeavour class light cruiser, and the use of space marines Strike cruiser in the fleet permits the player to unlock far more battleships than normal (The Armageddon class is particularly good and fitting for example). In short, the Armageddon list allows you to build a very elite list with great battleships and battleships. Be aware though that the Armageddon list lacks fast light cruisers and must rely upon escorts or space marines for fast flankers and chasers.

Armageddon has access to several of the same ships as the Gothic Sector list, but this article will not cover ships we have already discussed, as the way to use them remains mostly the same.

Cruisers of Battlefleet Armageddon

Battlefleet Armageddon does not have access to the brilliant

Dauntless light cruiser. However, they were given a nice new trio of slower light cruisers to support the fleet, as well as access to the Space Marine Strike Cruiser! The big advantage of Battlefleet Armageddon is, as mentioned above, the fact that battleships are unlocked with only 1 regular / light cruiser slot.

Endeavour class light cruiser

While the Dauntless class light cruiser is designed to be a very fast flanking ship, the Endeavour family is the complete opposite. With 1 shield and 6 hit points, their armament looks like a mini cruiser. 2 torpedoes, 2 turrets, a small S2 mounted prow weapon battery, and S6 broadside weapon batteries. They come standard with 90° turn but can trade their 90° for a 45° and a 6+ armoured prow.

Because of this, the Endeavour lends itself well to squadroning with standard cruisers. You may imagine this ship as a big shield, and gunnery buffer for the regular cruiser or battleship it will be squadroned with. The light cruiser can “shield” its larger and more important companions. If you combine it with a Lunar, this means an 8 strong torpedo salvo if you combine them, S14 weapon batteries on a side, with both ships benefitting from +1 turret if in base-to-base contact.

On its own, the strength 2 torpedo may seem a bit low, but this concept is shared with the falchion class escort. If you don't combine it with another cruiser's salvo, you can use it to remove one enemy fighter token on CAP or an enemy torpedo salvo. This may enable your fleet to rely less on attack craft to clear

the way for your own torpedoes and protect your vessels from the enemy's.

The other usage of this cruiser is in a wolfpack with its other siblings. In this kind of tactic, you want to stay abeam as much as possible in order to avoid the worst enemy weapons battery fire and unleash the relatively big broadside at your target. 2 Endeavours working in tandem is a great second wave squadron with good manoeuvrability if you keep the 5+ prow. A good rule of thumb is to take the armoured prow you plan to squadron them with “proper” cruisers, and to keep the 90° turn if you want to use them on their own. Overall, a nice little ship that probably would have been my favourite light cruiser if they had had speed 25cm (Francis), and even without the extra speed they are perfectly good for what their role.



IMPERIAL NAVY OVERVIEW PART TWO by HuvalC and Francis

Endurance class light cruiser

This ship shares a lot with its cousin the Endeavour: 2 torps, S2 turret mounted weapon batteries, and the same number of turrets, shield and the option to take an armoured prow. The difference lies in the broadsides where the Endeavour comes with a S2 range 30cm lance battery. Despite of the different weapons, the gameplay will be the same as with the Endeavour: squadroned with a regular cruiser or battlecruiser to enhance its armament (lunar for 4 lances per broadside, dictator for a lance supplement and some torps...); or you can simply use it as the 3rd mousquetaire of a light cruiser wolf pack.

This ship used to have a restriction, but the new one (2 max per 500 pts) is much more flexible and interesting.

To sum up. Use it the same way as an Endeavour, but in instances where you prefer lances to WBs.

Defiant class light cruiser

This one is the odd child of the family. Sharing the same basic stats with its 2 brothers, the armament philosophy is completely different. Its main armament is broadside launch bay (1 +1), and the prow torps and weapon battery are traded for 2 turret mounted prow lances.

While I (HuvalC) would strongly not advise squadroning a pair of them, they may have a use supporting a lunar or even a dictator to add 2 more launch capacity and a pair of lances. They are also a great escort ship for convoys, as their armour and weapons will be useful for your transport ships.

Space Marine Strike Cruiser

Perhaps the most unique element of the Armageddon list is that it features space marine ships, not as allies, but as regular ships, with all the available options. Bringing and squadroning a pair or a trio of these will give you a very tough and reliable strike force to get close or orbit close to enemy ships, bombarding them with their famous cannons.

As Strike Cruisers also unlock battlecruiser slots, it means you can pick a couple of these guys and directly unlock a pair or Armageddon or Mars class battlecruisers!

If you don't mind bringing space marines, Strike Cruisers are an excellent flanking force or Vanguard that can really mess up an enemy battle plan. Always take them with an extra shield, it increases their survivability quite a lot. The most competitive Armageddon lists will probably feature Astartes Strike cruisers, Navy Battlecruiser and little else.

Battlecruisers of Battlefleet Armageddon

Battlefleet Armageddon has access to 2 of the most famous battlecruisers of the imperial Navy, the Mars and the Armageddon. As previously mentioned, one of the greatest strengths of Armageddon Sector fleets is that you unlock a battlecruiser for every single cruiser you take, rather than 2 cruisers like every other fleet. You will often encounter 3 or maybe 4 battlecruisers when facing this list!

In general, taking a lot of battlecruiser will allow you to

challenge almost any enemy fleet at range, making this list a very different beast than most other navy lists.

Armageddon class battlecruiser

The Armageddon can best be described as a Lunar cruiser on steroids. It has S6 range 45cm broadside weapons batteries, S2 range 45cm lances to each side, S2 range 60cm dorsal lances (as on all BCs), and it comes standard with a respectable S6 prow torpedo salvo.

It is a very efficient vessel at 45cm and can hold a corridor all by itself. Yet it is possibly best squadroned with another Armageddon or a Tyrant for some serious long-range firepower.

The Armageddon is also a very decent nova cannon platform as the dual dorsal lances complement the cannon very well at long range engagements. I (Francis) will usually take the Armageddon with nova cannons, whether this is the best way to use them is certainly debatable, but I find the Nova cannon turns them into "true" Battlecruisers, capable of fighting battleships at range, it also works very well combined with a Mars as a second line that slowly follows your main line cruisers while supporting them with nova cannons and lances. Once the enemy fleet passes into broadside range, you let loose with a very respectable broadside that should give most fleets pause.

To sum up: take Armageddons, they are great ships.

IMPERIAL NAVY OVERVIEW PART TWO by HuvalC and Francis

Battleships of Battlefleet Armageddon

Oberon

This beast is a cheap jack-of-all-trade-battleship. It was designed by the Navy as a battleship capable of operating on long patrols on its own. In this regard it probably lacks speed, but it is nevertheless a decent ship to lead your fleet if you are growing tired of the Emperor.

It has str-6 60cm broadside weapon batteries, str-2 60cm broadside lance batteries, str-10 45cm dorsal/prow weapon batteries, and 4 launch bays that can have access to assault boats as a cherry on the cake. While a bit slow at 15cm speed, it still has an impressive broadside for a carrier. The attack craft can be used as a defence for it and surrounding ships or as a small offensive wave.

The main drawback of the Oberon is that it is as slow as the Emperor at 15cm. This can make it hard to turn when the blast markers start to pile up and means that you must be careful where to deploy it. But, like the Emperor, the Oberon also benefits from +1 to its leadership, and this makes passing orders easier and allows you to take a cheap admiral if you want an Oberon for your flagship.

Overall, it is a fun battleship to bring, if not the most competitive choice (speed 20cm would have made it excellent (Francis)). It does however make a very good surprise flagship for a 750 points game in a campaign!

Apocalypse

The Apocalypse brings the fury of the sun to the Emperor's enemies. It is an unsubtle ship that has one job, and that is to lock on and bring the pain with its 6 range 60cm broadside lances. It also carries a nova cannon in the prow for really long-range fire power, and a complimentary str-6 range 60cm dorsal weapons battery.

The ship's strongest asset are its lances, so you should plan on getting it stuck in with its broadsides as soon as possible. This is easier said than done, as the ship's slow speed (15cm) will mean that a clever enemy can use blast markers to keep it from turning normally. This is something you will have to plan for by ensuring that the ship's starting position is optimal from the beginning. Point it at a good angle towards the enemy and blast away with the Nova cannon as you approach. The 60cm



broadside lances cover a huge area, and any enemy caught by them will feel it.

While powerful, the same limitations apply to the Apocalypse as to the Gothic cruiser. Lances are great but can sometimes struggle to do enough damage on their own, so other ships should add their weapons batteries to the fire in order to help the apocalypse overcome shields. That said, if locked on, 6 lances will usually damage even the most heavily shielded battleships.

To sum up: Great but slow battleship. Stick it in the middle of the battle and fire everything.

Space Marine Battle Barge

The Battle Barge requires a master of the fleet as admiral but is a decent enough choice if you plan to field a space marine fleet with Navy elements. Good firepower and high armour makes it solid, but like most space marine players will tell you, if you want to play marines, Strike Cruisers are always the more competitive choice.

IMPERIAL NAVY OVERVIEW PART TWO by HuvalC and Francis

Escorts of Battlefleet Armageddon

Battlefleet Armageddon has no access to regular Cobras or Swords, but instead can field a lot of different choices, from space marines' escorts ships (with space marine crews), regular escorts with space marine crews, but also a unique vessel that can only otherwise be seen in Mechanicus fleets: the Falchions. The Firestorm is the only regular escort ship you can bring besides the Falchion, but it fits well within a fleet that can bring a lot of lances.

If you want Cobras or Swords on the table, you will have to bring the rapid strike vessels, crewed with space marines, for an extra +5 point per model. For +5 points per model, you will get +1 to the leadership of the squadron, and +1 against hit and roll attacks, which I find really interesting (Huval).

Falchions

Battlefleet Armageddon does not have access to the Cobra or Sword, but this little frigate will take on the job of both those classes. With str-3 weapon batteries and S1 torpedoes, this ship may seem a bit underwhelming, But it can easily destroy opposing torpedoes salvos and hunt down enemy escorts, giving it a nice role to play in the Armageddon fleet.

I (Huval) can see two main uses for this ship: as a swiss knife escort that can remove torpedo and fighter markers so your other ordnance (thunderhawks or regular bombers) can focus on damaging big ships. They can in addition use their decent weapon batteries to remove shields from other targets.

Used in bigger squadrons (5+) they will provide a decent torpedo salvo and the firepower of a cruiser or bigger ship.

To sum it up, you should look at the Falchion as a Swiss army knife. It is not as good a torpedo boat as the Cobra, nor as good a WBs escort as the Sword, but it can do both jobs fairly well.

Space Marine escorts

As well as the Falchion, battlefleet Armageddon has access to Space Marine escorts. These are a little pricey but are generally good. Below is a quick overview of the different types:

Gladius: Cheap extra batteries for raid flanking and Escort destruction. A faster Sword frigate.

Nova: Light batteries and a lance, if for some reason you don't feel like the AM Cruisers are giving you enough 4+ to hit, these Escorts will fill the gap wonderfully. The L/F/R arc of fire on the Nova makes it a real threat with Lock On, with even two or three having enough firepower to threaten Cruisers.

Hunters: Perfect for fast torpedo salvos with large threat ranges. If your Cruisers have given up their torpedoes in place of nova cannon these cheap and always useful Escorts will fill in the torpedo gap and keep your enemy from playing nice neat lines.



IMPERIAL NAVY OVERVIEW PART TWO by HuvalC and Francis

Typical fleet list

Horsepire's Armageddon fleet, 1500 pts

Admiral, xtra RR, 75pts

Apocalypse class battleship, 365pts

Mars class battlecruiser, turret, 280pts

Armageddon class battlecruiser, nova cannon, 255pts

Lunar, power ram, 185pts

Strike cruiser, shield, 160pts

Firestorm escort squadron (5), 200pts



Queen of Bithynia's Armageddon list

Admiral, 50

Oberon, 345

Armageddon, 235

Armageddon, 235

Strike cruiser, 160

Strike cruiser, 160

Falchions



QueenOfBithynia: The build seems viable though not excellent. The SCs are very durable abeam, so trying to force the other guy to approach your line as you lock on and shoot him up worked well. An emperor might've been better than Apocalypse.

HuvalC: So you use SC as distraction?

QueenOfBithynia: I'd not say distraction as much as a screen. Auxiliary ordnance source, force them to shoot 6+ abeam or risk target priority checks, and then when they get close you can pounce and board a crippled ship.

2xArm + Emperor puts out a lot of pain at 45cm. Maybe even go Oberon? Will be painful to force your way at.

Next issue: Battlefleet Bakka!

Larsik's Gambit

by Turbidious Tom

The void of space was cold and black, a fitting stage for the cold malice between the two Mechanicum factions. On one side, the black and green warships of the Adeptus Mechanicus floated in precise formation, led by the mighty Ark Mechanicus Ommissiah's Wrath. On the other side, the corrupted purple vessels of the Dark Mechanicus glided like shadows, their hulls twisted and adorned with heretical sigils. At the centre of their fleet was Arch Magos Larsik aboard the desecrated battleship Soul Scourge, his malign intellect focused on one thing: total annihilation of his loyalist kin.

Both fleets formed into narrow wedge formations, like two spearheads driving toward one another, but neither admiral was eager to commit fully. The opening exchanges were cautious — long-ranged weapon batteries flared across the void, lances of searing light and torpedoes cutting through the dark. Damage was light; minor hits struck home, but both fleets kept their distance, wary of overextending.

The moment of true bloodletting came midway through the battle. Torpedoes screamed through space, launched from the Soul Scourge's foul belly, their payloads impacting against Ommissiah's Wrath. The Ark Mechanicus shuddered; critical systems overloaded as fire burst from its hull. Slowly, reluctantly, the great ship disengaged, limping away from the fight.

But the price was high for Larsik. In a coordinated torpedo volley, the Adeptus Mechanicus' own ships caught the Corruption of Mars, a Devastation-class cruiser. Explosions rippled across its hull, leaving it crippled and leaking atmosphere, forced out of the fight.

The battle spiralled as both fleets circled one another, the metallic ring of constant gunfire filling the ships interiors. The Murder-class cruisers of the Dark Mechanicus prowled like predators, their relentless gunfire ripping into the lighter ships of the Adeptus Mechanicus. One by one, the Machine's Vigilance and Ommissiah's Blade, two Defiant light cruisers, fell. The former was destroyed outright, while the latter spun out of the fight, engines crippled beyond repair.

Yet the Adeptus Mechanicus struck back with ferocity. The Praetorian, a Lunar-class cruiser, launched a devastating broadside at a squadron of Iconoclast destroyers, vaporizing them in a single, brilliant flash. Meanwhile, waves of bombers from the remaining loyalist carriers bore down on the lead Murder-class cruiser 'Cerberus'. The ship buckled under the relentless assault, engines sputtering as it fell silent, dead in the void.

The battle reached its climax as the battered fleets withdrew from one another. In the dying moments, it came down to the survival of the Corruption of Mars, still struggling to escape the battlefield. The Adeptus Mechanicus closed in, bombarding it with everything they had left. Plasma fire burned through its shields, hull breached, and flames licked through the interior decks.

But in the end, victory eluded the loyalists. With just a sliver of hull integrity remaining, the Corruption of Mars limped away, defying its destruction. Arch Magos Larsik's voice crackled over the vox, filled with dark satisfaction.

"The Ommissiah does not protect you this day," he spat, as his fleet retreated with the prize of survival and a moral victory. Though bloodied, the Dark Mechanicus fleet would live to fight another day, their triumph marked by the flight of their enemies from the field.

The cold void fell silent once more, and Larsik turned his thoughts to further conquest.

Larsik's Gambit by Turbidious Tom



Battle synopsis:

Gary (BFG_Noob comments): My first time using AdMech and Turbidious first time using his newly commissioned Dark Admech fleet. 2 very powerful fleets keeping each other at arm's length in a cagey affair. The Desecrator Battleships Torpedoes were devastating and pretty much crippled my Ark Mechanicus in 3 turns. My Ordnance heavy cruisers fared well and I'm impressed by the Mechanicus gifts. We circled each other and slugged it out. I needed to destroy the Devastation Class to win the game, but it held on mainly due to my poor dice rolling. The team behind the Dark Mechanicus rules should be commended for their work. They're powerful and fun to play against

Tom (Turbidious comments): Dark Mechanicus vs AdMech, Scenario: Fleet engagement 1500 points against BFG_Noob.

Both of us decided on a wedge formation, which meant us facing off against each other on small board edges. Cagey affair to begin with which ended up the fleets circling each other. We both traded weapon battery fire and torpedoes salvos. An important moment was the crippling of the Ark Mechanicus Battleship in turn 3 which led it to disengage. But in return the Devastation cruiser for DM was crippled in torpedo salvos. Gun fire from the pair of Murder Class managed to destroy and then crippled the defiant light cruisers. Return fire from a Lunar obliterated a squadron of iconoclasts. Bomber waves also crippled the lead Murder. Both the Defiant and Murder faded out and in the end came down to whether the Devastation that failed to leave could survive. Combined fire of the Ad Mech managed to get to one hull point left but the decisive blow didn't come and it survived.

That result meant victory for the dark gods.

Victory Points:

Dark Mechanicum – 290 Adeptus Mechanicus – 199

The Forge





Double's Hobby Insights

BMK2 – The Fall of Hyra

A narrative one-day campaign in the Badab setting
by "Beim Imperator Nichts Neues"



Written by DoublebaseFanatic



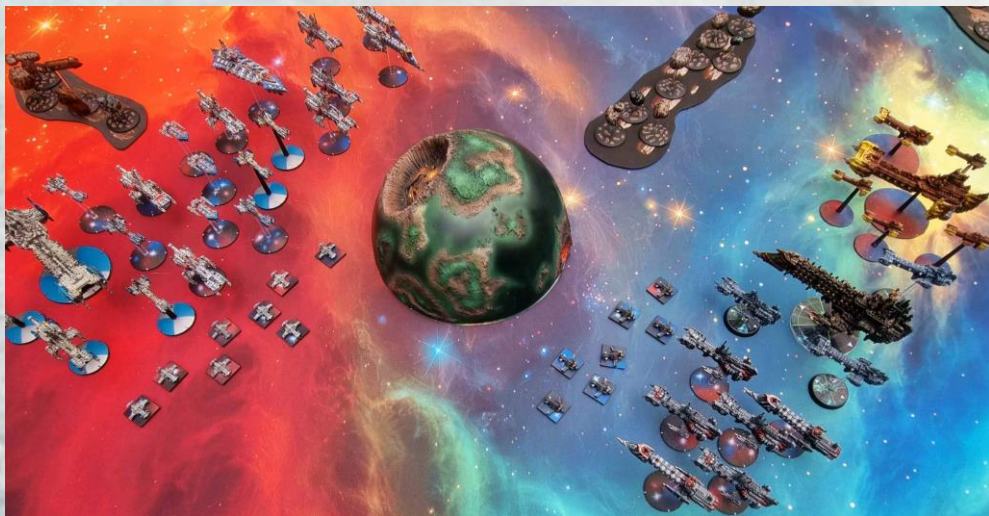
The Fall of Hyra – All about the event

Isn't it every Battlefleet Gothic player's dream to take part in a cross-system campaign one day? This dream came true for many Tabletop Nerds in Hamburg this year.

On the following pages I will tell you about the event itself, show you a few impressions, outline the lore of the event and explain the scenario. On the last page I will ask a few questions on how the scenario could be improved/extended. So, it's worth reading the whole article.

Hamburg 17 August 2024: The second event in the 'Badab Mahlstrom Komplex' series (BMK2 for short) unfolded in all its splendour. Organised by the passionate German podcast team '[Beim Imperator Nichts Neues](#)', who have dedicated themselves entirely to the fascinating lore of Warhammer 40k, in particular the Badab conflict, this event was a dramatic highlight. This time it wasn't just about the battles on the planet Hyra (own lore), but also the heroic battles in space above - an epic Battlefleet Gothic scenario that I had the honour of running.

My connection to this event and the podcast team began back in 2022, when I had the opportunity to share my passion for Battlefleet Gothic in a special episode of the podcast, bringing it to the attention of a wider audience. So, when the team of '[Beim Imperator Nichts Neues](#)' invited me to lead a Battlefleet Gothic battle for BMK2, I knew I was going to be part of an extraordinary project.



- Preparation of the scenario and the miniatures

However, the design of the scenario did not begin without difficulties. My life was severely affected by a personal stroke of fate, which made the start of planning considerably more difficult. Which is also the reason why my last article was not written by me. Fortunately, I was able to count on the support of my friends. [Roy](#) helped me to find the right approach for the scenario and to further develop the concept. His contribution was crucial to the success of the project and [Lutz](#), who helped me prepare for the event by painting stuff. His dedication and skills were instrumental in making the Battlefleet Gothic battle visually impressive and successful.



- An intense kill-team battle in the jungles of Hyra

The Battlefleet Gothic scenario was designed to both engage and challenge players. Pre-built fleet lists and the scenario were designed to make it easier for newcomers to get started. Together with Andy from the podcast team, we designed a scenario that promised not only excitement, but also dynamism and interactivity. In addition, I made sure that the prefabricated lists mostly contain ships that you can get as free STL from the Internet. At this point I would also like to thank [Italianmoose](#), [Soul Forge Studio](#) and [Keiler](#)

With the scenario in the pipeline and the planning on track, we set off for Hamburg. The journey was an adventure in itself: with a group of eight people, we drove around 500 kilometres, full of anticipation for the upcoming event. Despite the long journey, we were excited to see what awaited us in Hamburg.

On Friday, the day before the main event, the mood was set with a special live podcast episode that got the audience in the mood for the event. The live recording also helped to make this event weekend even more awesome. Incidentally, the entire event took place in the premises of '[Unser Haus e.V.](#)', which also provides the rooms for the local tabletop club '[Tabletop Freibeuter](#)'.



- Live podcast recording the day before

The actual event day was then a real highlight. The event combined different game systems into a great whole. OnePageRules (short OPR) for a large-scale ground battle, Kill Team with special Badab War rules and the Battlefleet Gothic battle were masterfully combined. The challenge was to combine these elements in such a way that they influenced each other and maximised the tension.

The day was characterised by thrills and unexpected twists. Kill Team Boarding actions on both sides' vessels influenced the battle in space. The secessionists held their ground on their own ship but also managed to detonate the warp drive of an enemy Strike Cruiser. The cheers of the Kill Team players who saw the result of their mission live on the BFG board were unmistakable.



- Kill Team Boarding Action

The battle on the planet Hyra was further fuelled by the spaceships. Orbital bombardments and precise drop pod landings provided explosive moments that further heightened the tension on the OnePageRules board. The dramatic climax came in the form of a final kill team boarding action on the loyalists Retribution Class Battleship. In a gripping 2-on-2 duel, the players fought with all their might - and when the battleship was finally destroyed in an impressive fireworks display, the crowd stood around the Battlefleet Gothic board, spellbound and excited.



- A drop pod on the OPR board lands after dropping from orbit

It was particularly pleasing to see that even many spectators who had heard of Battlefleet Gothic but had never had the opportunity to play it themselves became very interested in the game system as a result of the event. The lively reaction and the growing interest show how strongly the fascination for Battlefleet Gothic is anchored in the community.



- The destructive success of the secessionists after boarding the Retribution Class Battleship

The feedback was overwhelming. Despite the challenge of combining several game systems, we managed to create an event that captivated both participants and spectators. The positive feedback impressed me deeply and motivates me to further improve the scenario and get even more players excited about Battlefleet Gothic. The prospect of a BMK 3 is already within reach and I look forward to the next episode of this epic story.

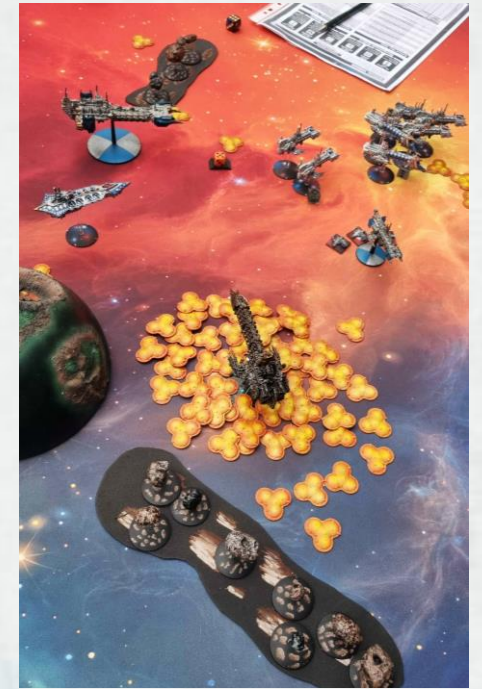
My special thanks go to the team of [‘Beim Imperator Nichts Neues’](#). It has been an incredible pleasure to be a part of this great event. The passion and commitment of the team made the event an unforgettable experience. BMK2 impressively showed me how dramatic and intense an event can be when passion, creativity and a committed community come together. The memories of this day, the many great nerds I was able to meet, and, above all, the incredibly relaxed atmosphere will stay with me for a long time to come, and I'm excited to see what the next adventure has in store.



- The OPR board



- Intense OPR fights between the Secessionists and the Loyalists



- The blast markers only represent the epicness



- More Kill Team action



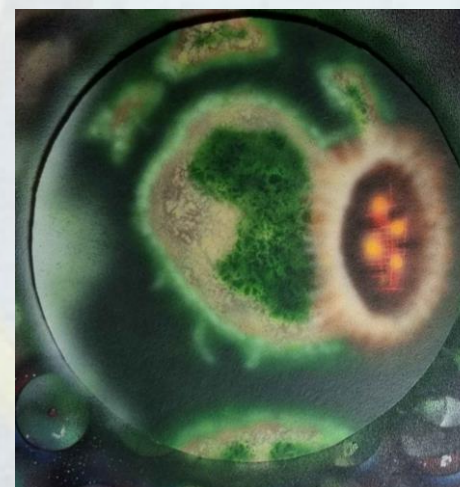
- The venue

Hyra – The Lore

In the faint glow of a dying star, the war-ravaged planet of Hyra stands as a grim testament to the horrors of interstellar conflict. Its vast oceans and dense jungles, teeming with deadly flora and fauna, have always made Hyra a world of death and desolation. Its once-impressive artificial moon Corosia, known to its inhabitants as 'The Red Star', was a rare marvel of engineering amidst the planet's inhospitable landscape. But during recent battles, Corosia was torn from its orbit and crashed down onto Hyra. The collision tore the moon into countless fragments that now form a dangerous ring of debris around the planet, making space navigation a perilous and deadly endeavour.

The impact of Corosia has not only littered the orbit with debris, but has also exposed the true core of Hyra, a secret that has been hidden beneath the planet's surface for millennia. This revelation has only increased the intensity of the war between the Loyalists and the Secessionists. The Loyalists, driven by a desperate mission, want to eradicate what lies beneath the surface, believing it to be a threat to the entire galaxy. For the secessionists on the surface, the situation is bleak. Outnumbered and outgunned, they cling to the hope of orbital support, their mighty starships a thin lifeline. But their superior ships are also their escape plan, a means to flee the dying world. As the Loyalists close in, the Secessionist commanders must make a fateful decision: continue to support the struggle on the tortured surface of Hyra, or abandon their brethren to ensure the survival of their massive ships for the wars to come.

In this rugged landscape, where survival is a daily gamble and hope is a rare commodity, the fate of Hyra hangs in the balance. The true nature of the Core remains a mystery, a secret that could mean either salvation or doom for all who fight to unlock its secrets. The battle for Hyra is far from over, and the darkness of the depths harbours dangers yet to be revealed.



- The 2D Template



- My interpretation of the planet for the game board

Pre-made fleet lists

Loyalists – 3 re-rolls*

Fleet 1 – 740pts

- Imperial Navy Armageddon Class Battlecruiser
- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigates x3
- Space Marine Hunter Class Destroyers x2

Fleet 2 – 740pts

- Imperial Navy Overlord Class Battlecruiser
- Imperial Navy Lunar Class Cruiser
- Space Marine Strike Cruiser
- Imperial Navy Sword Class Frigates x3
- Imperial Navy Cobra Class Destroyers x3

Fleet 3 – 730pts

- Imperial Navy Retribution Class Battleship
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser

Fleet 4 – 750pts

- Space Marine Battlebarge
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigate x4

Fleet 5 – 750pts

- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser

Secessionists – 2 re-rolls*

Fleet 1 – 750pts

- Imperial Navy Overlord Class Battlecruiser
- Imperial Cardinal Class Battle Cruiser
- Space Marine Strike Cruiser
- Imperial Navy Sword Class Frigate x3
- Imperial Navy Cobra Destroyer x3

Fleet 2 – 735pts

- Chaos Acheron Class Heavy Cruiser
- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigates x3
- Chaos Infidel Class Raider x3

Fleet 3 – 750pts

- Space Marine Battlebarge
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Sword Class Frigates x3

Fleet 4 – 750pts

- Space Marine Battlebarge
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigate x4

Fleet 5 – 750pts

- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser

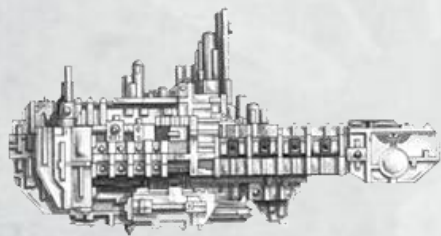
*The re-rolls count for the respective side, not for the individual players



Vessels of the Badab War

Space Marine Vanguard Cruiser

120 points



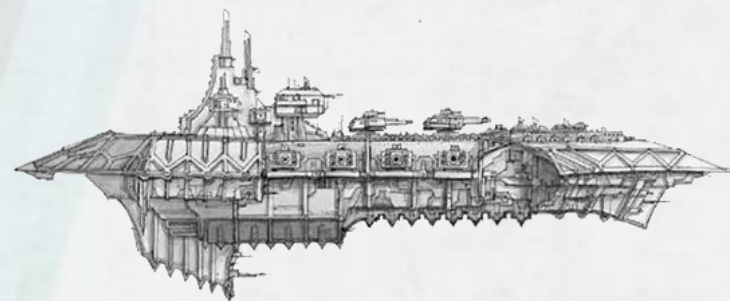
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30 cm	5		Left
Starboard weapons battery		30 cm	5		Right
Prow launch bays		Thunderhawk: 20 cm	1 squadron		-
Prow torpedoes		30 cm	4		Front

Notes: Improved Thrusters. The ship may move 5D6 cm on All Ahead Full Orders.

A notable variant of the basic Space Marine Strike Cruiser role, Vanguard Cruisers are often refitted vessels rather than built to their task. They are intended for long range independent operations, often serving as the eyes of a Space Marine Chapter fleet itself or as a heavy escort vessel, although they are less capable in a planetary assault role by this re-purposing of design. Not all Space Marine Chapters utilize or designate their vessels this way, and those that do are more commonly entirely fleet-based Chapters who have need of such vessels, often operating beyond the Imperium's borders and without any assistance from the Imperial Navy.

Cardinal Class Battle Cruiser

190 points

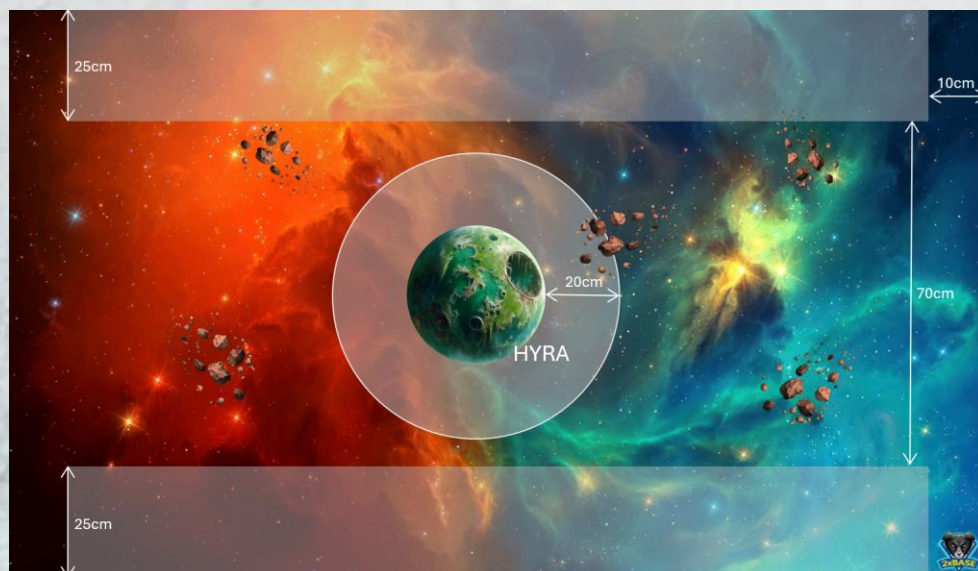


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45 cm	2		Left
Starboard lance battery		45 cm	2		Right
Dorsal weapons battery		45 cm	6		Left/front/right
Prow torpedoes		30 cm	6		Front

The Cardinal-class Heavy Cruiser was the original template used for the ill-fated Acheron-class Heavy Cruiser design. The failure of the Acheron was ultimately attributed to the use of xenos technology in the weapons systems derived for the class from the techno-artefacts recovered by the Adeptus Mechanicus from the haunted Portis Cthulhus in Sector 51.

As a result, doubt clung like a stinking shroud to the Cardinal-class and now only a handful of Imperial Navy fleets use this aging vessel type. Only two ships were in service to Battlefleet Bakka in the Segmentum Tempestus when the Tyranid Hive Fleet Behemoth invaded. Several of these vessels have been lost to the Warp, only to reemerge solar decades or even centuries later in the service of the Ruinous Powers of Chaos.

Scenario – The Fall of Hydra



FORCES

Both the Secessionist and Loyalist sides consist of 3 players each. Each player chooses one of the pre-made fleet lists before the game. All three players on each side act as one player when it comes to turn order or the use of command re-rolls.

BATTLEZONE

The game takes place on a 180cm x 120cm table. The planet Hyra is located in the centre of the battlefield. The deployment zones are located at the long edges of the battlefield as shown in the picture above. There are several debris fields around Hyra that were created by the impact of the moon "Der Rotstern".

SET-UP

The players take it in turns to place their fleets in the respective deployment zone, starting with the secessionists. Once all players have placed their fleets, each side rolls dices to determine which of their capital ships is affected by a kill team boarding action.

KILL TEAM BOARDING ACTION

The outcome of each Kill Team game influences the fate of the respective ship. If the opposing side wins, the winner of the match rolls the dice on the following table. The effect occurs as soon as the kill team match is decided. Regardless of which phase the BFG game is currently in. (Your own or the opponent's)

D6	Result – Check the Catastrophic Damage Table
1-2	Drifting Hulk: The enemy boarding units were able to cause considerable damage to the ship's life support systems. By opening airlocks and shutting down other systems, the ship's crew was reduced to a level insufficient to operate the ship.
3-5	Plasma Drive Overload: The enemy boarding units were able to fight their way to the Plasma Drives and initiate an overload.
6	Warp Drive Implosion: The enemy boarding units were able to fight their way to the warp drive and initiate an implosion.

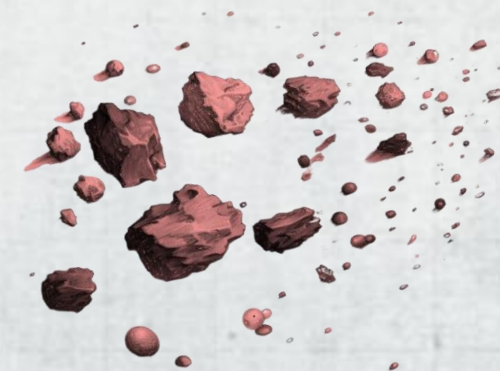
GRAVITY WELL

Due to the very high mass of the planet Hyra, it has a 20cm gravity well around it. Shipwrecks within this area are pulled towards the planet. At the beginning of the movement of the wreck and after every complete 10cm movement, it automatically performs a 45° rotation towards the centre of the planet.

As soon as the wreck touches the planets template with its base, it is considered destroyed, gets removed from the table and has an effect on the planet and the battle taking place there.

The Rain of Debris

All hexes of the OPR game board.
Each unit receives a (A3,AP2,Qua 4+) hit.



ORBITAL SUPPORT

Orbital support can only be performed by capital ships (A cruiser-sized ship can perform 1 orbital support. A battleship, on the other hand, can perform 3 orbital supports). If a ship wants to do so, it must remain on the planets template for an entire turn and may not perform any other actions (except Brace For Impact). In the end phase of this turn, the commander of the ship may then decide whether he wants to drop troops or carry out an orbital bombardment. This has an effect on the OPR battle on the surface.

Orbital Bombardment

Selectable hex of the OPR game board. Each unit in the hex receives a (A5, AP3, Qua 3+) hit. Combined units count as one unit that receives the hit once.

Drop Pod

Random hex of the OPR game board.

A team of 5 marines armed with bolters lands with a drop pod. Take the center of the hex as the starting point and move the Drop Pod D6 inches with the scatter die. If the drop pod hits a unit after scattering, this unit receives a (A4, AP1) hit.

A single capital ship can only provide orbital support once and must move again on the following turn as it is exposed to the high gravitational pull. If, for whatever reason, it cannot move at least 5cm afterwards, it crashes to the surface and is considered destroyed.

SECESSIONISTS VICTORY CONDITIONS

Each successfully executed orbital support counts as one victory point.

Each capital ship or escort squadron that disengages over the escape zone or flies over the edge of the zone and disengages counts as one victory point.

If a ship tries to disengage while a KILL TEAM BOARDING ACTION is still taking place on it, the result of the Kill Team match will still affect the victory point.

LOYALISTS VICTORY CONDITIONS

Each successfully executed orbital support counts as one victory point.

Each destroyed secessionist capital ship or escort squadron counts as one victory point.

GAME LENGTH

The game lasts for 10 turns.



To conclude...

Let's just say... it was a great event. Lots of incredibly nice hobby enthusiasts who all wanted to have fun together for a weekend and did. The cross-game system scenarios worked wonderfully. However, there is still room for improvement, and I'll just leave you with a few questions that you could think about at the end of this article and maybe you can think of something cool, then you are welcome to write to me on my socials.

What effect could it have on a kill team boarding action if the ship on which it takes place is severely damaged or even destroyed?

How could troop landings also be implemented well with Thunderhawks?

Should the OPR board start with a low number of points in future and then hope for orbital support to reach the target strength?

Should the other game systems also be used to determine victory points for the BFG board?

Should the OPR board have the capability to deploy orbital defences against the ships?

How can you naturally limit the orbital support so that not umpteen events happen at once?

Thank you for reading, I hope the article inspires you to implement something like this in your playgroup and I really look forward to receiving further suggestions from you.

Instagram: [DoublebaseFanatic](#)

Facebook: Chris Krows

Discord: doublebasefanatic

Linktree: [DoublebaseFanatic](#)

Thanks for reading

Chris "DoublebaseFanatic" Kraus



Gallery

TOBARI



Tobari Light Cruisers by Turbidious Tom

Runner up in the Tobari Challenge: the battleship by RobotJimbo

