WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

BATTLEFLEET GOTHIC

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FROM THE NEXUS PUBLISHING HOUSE:

Still traversing the void

And Warp Rift hits the internet with its second issue in 2025. Maybe less publications than last year but that is being covered with the Orktober release by Nate Montes
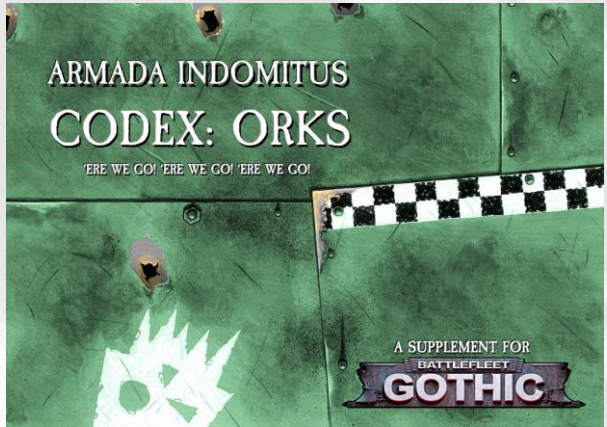
[ARMADA INDOMITUS ORKS](#)

and World Engine supplement!

[World Engine](#)

And now happy reading with this new issue of Warp Rift! Horizon
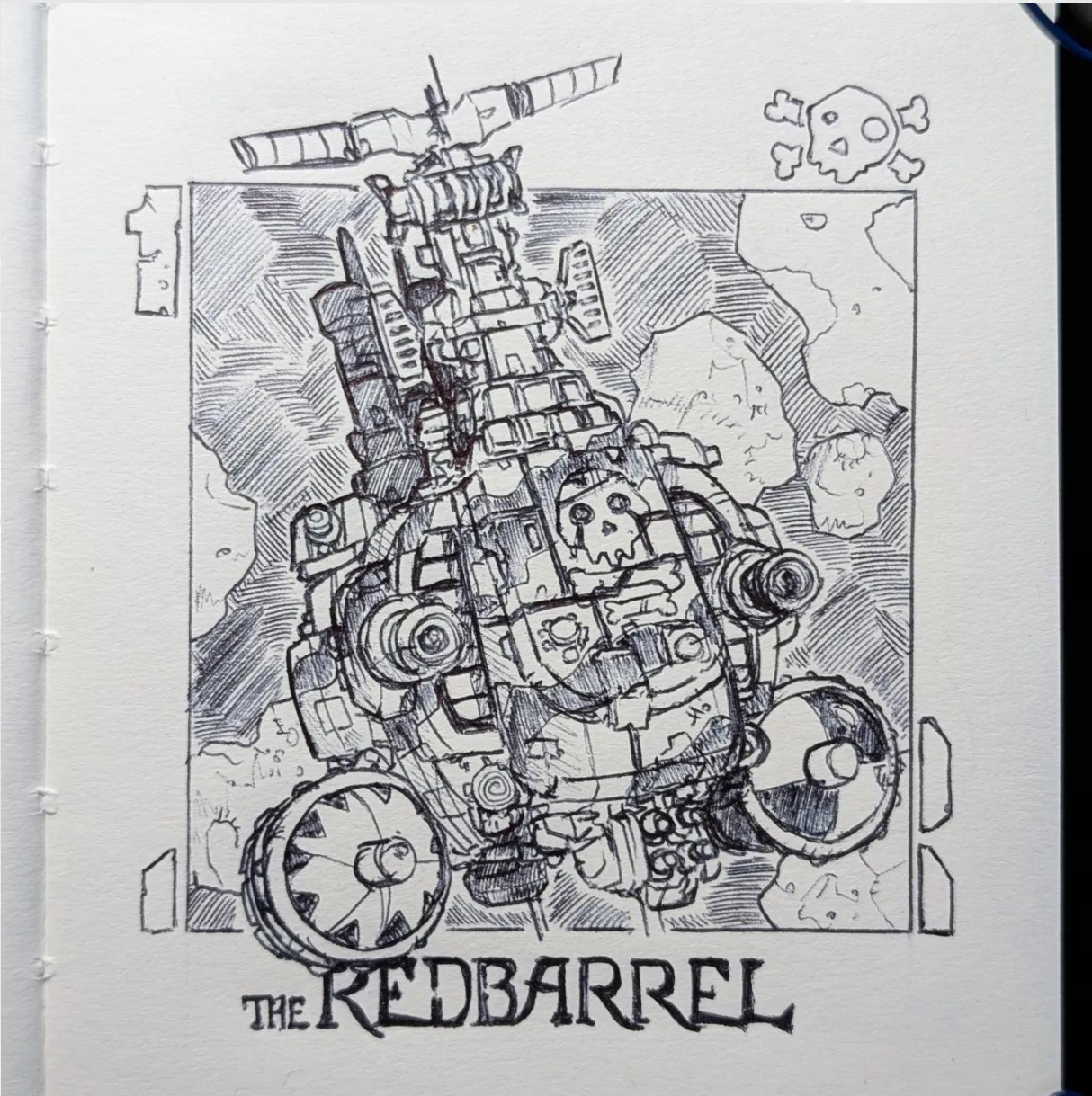
Lexicanum

Encylopedia

Chaos Gargoyle Class Battleship by the Catalyst

Gargoyle Class Battleship   370 pts

Imperial Navy tacticians and historians have no definitive answer to the origin of the Gargoyle Class Battleships, There is possible evidence of their existence as far back as the Great Crusade, though this could be referring to one of the classes of ship not seen in the Imperium for millennia and have now been long forgotten. The old theory was that the Gargoyle class is simply a refitted Despoiler Class due to the similarities, however this is contradicted by there being a small number of reported sightings of Gargoyles from before the development of the Despoiler Class as part of the Gareox Prerogative in the mid 36th millennium. An alternative theory is that the Gargoyle Class could be a more heavily refitted Desecrator Class, though the most likely answer is that this is simply a new design created by the Dark Mechanicus some time after the Heresy.

The first confirmed sighting of a Gargoyle Class Battleship was in 798. M34 in the Ramarrus Sector, a ship of unknown name was encountered by a patrol of Imperial Navy destroyers that were hunting a pirate band through an asteroid field. The battleship destroyed two of the patrol in its opening broadside before deploying bomber wings that destroyed another. The patrol quickly disengaged, the surviving crews were able to give relatively accurate descriptions of the unknown ship they had encountered. This same ship has been encountered a total of 16 times since then, mostly raiding convoys and ambushing small patrols. Captains of the Ramarrus Grand Fleet have dubbed the battleship The Huntsman thanks to its activities. It still remains unknown if The Huntsman belongs to a larger chaos fleet or has been operating alone this whole time.

The most well-known Gargoyle Class Battleship is the Symphony of Suffering. The Symphony is one of the four battleships in the Slaanesh dedicated fleet that also plagues the Ramarrus Sector, and has been a constant thorn in the Ramarrus Fleet's side. The Symphony of Suffering is the flagship of it's fleet's second-in-command, a Commodore of horrific description and infamy, and has accounted for several cruiser kills and the battleships Heavenbringer and Bellus Mare, along with a score of escort ships and transports, and is credited with the bombardment and destruction of Hive City Axaliba. Most notably the Symphony and its fleet was one of the Chaos fleets to rally together under the Undivided Warlord, High Admiral Varandak Troth, and take part in the mass invasion of the Ramarrus Sector, sailing as the spearhead of the Chaos host as it emerged from The Baleful Accretion.

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

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	45 cm	10	Left
Starboard Weapon Batteries	45 cm	10	Right
Port Lance Battery	60 cm	3	Left
Starboard Lance Battery	60 cm	3	Right
Dorsal Weapon Batteries	60 cm	6	left/front/right
Prow Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	-

Gargoyle Class Battleships cannot use the Come to New Heading Special Orders.

Imperial Missile Cruiser by Bleachhawk

Classification: Echo Class, Imperial Heavy Missile Cruiser
Role: Long-range support and precision strike vessel
Builder: Cypra Mundi Orbital Shipyards
Operational Sector: Segmentum Obscurus

Origins of the "Echo" Class

The *Terra Eternal* is the last of a rare class of specialized missile cruisers constructed for the Imperial Navy. Originally conceived during the Age of Apostasy (M36), the Echo class was designed as a precision strike vessel intended to support larger fleets. The ships of the Echo class were equipped with powerful dorsal-mounted torpedo arrays, capable of firing advanced guided torpedoes fitted with cogitator systems for real-time course correction over very long distances. These torpedoes, guided by the ship's state-of-the-art communications and augury systems, allowed the Echo class ships to strike enemies at extreme distances with devastating accuracy.

Unlike most Imperial Navy cruisers, the Echo class was built with minimal weapons batteries, trading broadside firepower for speed, range, and a reinforced hull designed to protect its vital torpedo arrays. Notably, it also possesses no prow weaponry, leaving it vulnerable in direct engagements and requiring heavy escort to survive prolonged skirmishes. Instead, the Echo class operates as a fleet-support vessel, devastating key enemy ships or installations from afar before retreating to safer positions.

Service History

The *Terra Eternal* was the sixth and last ship of its class to leave the Cypra Mundi shipyards and it seems it is the last surviving example of this class. The Imperial Navy, always wary of deviating from tried-and-true ship designs, views the Echo class as a tactical anomaly.

Nevertheless, the *Terra Eternal* proved itself during its maiden engagement in M36, during the Siege of Velkrad's Expanse. Tasked with breaking the defensive line of a heretical fleet, the *Terra Eternal* used its guided torpedoes to annihilate two enemy cruisers and cripple a Chaos Grand Cruiser, turning the tide of the battle.

Following this success, the *Terra Eternal* became a specialist ship, deployed in scenarios requiring precision strikes on heavily defended installations, xenos warships, or heretical fleets. Its lack of heavy conventional firepower, however, made it reliant on escorts and often placed it in great peril. One such peril came during the Battle of Six Suns in mid M36, where the *Terra Eternal* was forced to flee from a fleet of Ork escorts after expending its torpedoes on a Hammer Battlekroozer, leaving its own escorts to cover its retreat. The ship barely escaped, sustaining severe damage, which took decades to repair.

Reputation

Among the crews of the Imperial Navy, the *Terra Eternal* has gained a reputation as both a weapon of precision and a symbol of vulnerability. Its own crew refers to the ship as "The ol' Dragonfly" and it has a reputation of operating on the periphery of battles, firing its deadly payload before retreating from any direct combat.

Others mockingly call it "The Coward's Blade", an insult levied by those who disdain its dependence on other ships for protection and its deviation from standard Imperial Navy doctrine. Despite this, many naval officers value the *Terra Eternal* for its ability to accurately strike enemies far beyond the effective range of conventional torpedoes, delivering the Emperor's judgment without exposing the fleet to unnecessary risk.

The torpedoes launched by the *Terra Eternal* are known for their almost eerie precision. Other deployed ships often report ghostly vox-interference and faint, incomprehensible whispers as the torpedoes close in - a byproduct of the ship's advanced targeting cogitators and communication arrays. Among superstitious ratings, this phenomenon is considered a sign of the Emperor's wrath, while some whisper darker tales of the machine spirit's hunger for destruction.

Doctrine and Challenges

The *Terra Eternal* exemplifies the dangers of relying on experimental naval doctrine in the grim reality of the 41st millennium. While its torpedo arrays are unrivaled in destructive potential, its lack of versatility has made it a logistical challenge to deploy. The vessel is rarely seen without a dedicated escort of frigates and destroyers, which protect it from direct assaults while it carries out its role as a long-range executioner. Its reliance on specialized guided torpedoes also places a heavy strain on Imperial forges, leading to complaints from sector admirals about the vessel's cost compared to more traditional cruisers.

Despite these challenges, the *Terra Eternal* has survived countless engagements through a combination of clever captains, precise firepower, and the occasional intervention of the Emperor's divine will. While its sister ships, the Echo I through Echo V, have all been destroyed or lost to the Warp, the *Terra Eternal* continues to serve, proving itself an indispensable tool for the right battlefield.

Legends and Omens

It is said among the ship's crew that the *Terra Eternal* is cursed to forever roam the void, separated from its fleetmates by distance, both physical and spiritual. Some believe the ship's torpedoes are guided not only by technology but by its restless machine spirit, hungering for vengeance against the enemies of the Imperium. In whispered tones, some claim the ship itself echoes with faint, mournful cries - a remnant of its Machine Spirit's continuous reaching-out into the void.

Whether true or merely superstition, these tales have only added to *Terra Eternal's* legend.

In the grim darkness of the far future, the *Terra Eternal* continues to bring ruin to the foes of the Emperor, its guided torpedoes singing the final dirge of heretics, xenos, and traitors alike

Imperial Missile Cruiser by Bleachhawk

Check out the Forge Section to see how Bleachhawk build the Imperial Missile Cruiser!

Echo VI Terra Eternal Heavy Missile Cruiser — 260 Points

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

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Weapon Batteries	30 cm	6	Left
Starboard Weapon Batteries	30 cm	6	Right
Dorsal Torpedoes	20-40 cm	8	left/front/right

Special

The Terra Eternal completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

Torpedoes

The Terra Eternal's torpedoes are able to alter both their speed and course throughout flight, so may move at any speed between 20 cm and 40 cm (i.e. must move at least 20 cm, cannot move more than 40 cm) each ordnance phase.

They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement.

However, you must roll a dice for each point of torpedo strength in the salvo at the start of each ordnance phase, after the one they were launched. The salvo is reduced by 1 point for every 6 rolled.

Using the Terra Eternal Missile Cruiser

If your opponent agrees, Terra Eternal may be used in a Gothic Sector or Bastion fleet. It counts as a Battlecruiser. Roll on the standard leadership table. The Terra Eternal is a unique vessel; only one may ever be in a fleet.

Craftworld Lugganath by horizon

The Lugganath Craftworld

The Lugganath Eldar have turned their backs upon the material realm, for they consider its worlds already lost. Perceived as little better than Corsairs by other Craftworlds, the Eldar of Craftworld Lugganath are a society of renegades.

They seek to foster close ties with the Harlequins of the Laughing God, as the Lugganath Eldar hope to abandon this galaxy and start civilisation afresh and claim the Webway as their realm, possibly reclaiming the Labyrinthine Dimension from the Drukhari as well.

It is their ultimate plan to secede from realspace entirely by finding a Webway gate large and stable enough to sail their Craftworld through, and a hidden spar of the galactic labyrinth in which to create a new home and thus find salvation for the Eldar within its twilight expanse.

Having cast off many of the rigid ways of Eldar culture, the Craftworld has become a haven for outcasts of all kinds. They foster closer ties with the Harlequins, for their knowledge of the Webway is unrivalled.

Eldar Corsair fleets cluster around the docking towers of the Craftworld, amongst them the notorious Sunblitz Brotherhood. Under the watchful gaze of their Farseers, the hard-eyed people of Lugganath mingle freely with these warriors of the fringe. When Lugganath gathers for war, its armies are an eclectic mix of standing and auxiliary forces, a riot of colour in a galaxy grey with age.

The Fleet List

The Lugganath Craftworld follows the standard rules for Craftworld Eldar as written in the Remastered Rulebook.

Craftworld Lugganath has an attack rating of 3.

Fleet Commander

Your fleet must include a commander if your fleet is greater than 750pts.

0-1 Autarch

You may include one Eldar Autarch in your fleet, who replaces the ship's Leadership with his own. If the fleet is worth over 1000 points, an Autarch must be included to lead it.

Eldar Autarch (Ld 9)   75 Points

The Autarch may purchase a re-roll, at the cost listed below:
One re-roll   +25 Points
This re-roll may not be used for Corsair vessels.

0-3 Corsair Captain

You may include 1 Corsair Captain in your fleet per 500 Points, who must be assigned to a Corsair Eldar capital ship and adds +1 to its Leadership, to a maximum of 10.

Corsair Captain (+1 Ld)   50 Points

You may purchase a single re-roll for your Corsair Captain by paying the cost listed below.
One re-roll   +25 Points
This re-roll may not be used for Craftworld vessels.

Farseer   30 Points

You may include one Farseer per 1000 points in your fleet, each of whom must be assigned to a Craftworld Eldar capital ship (including the flagship if desired) and gives the vessel a re-roll which may be used on itself, another Craftworld or Corsair Eldar capital ship in the same squadron or a Corsair or Craftworld Eldar escort squadron within 15 cm.

Harlequins   75 Points

The mysterious and enigmatic Eldar are a force to be reckoned with, striking unseen yet relentless.

Each turn the Harlequins may be used from any ship (one ship only and it can be a capital ship or escort ship) to launch a hit and run attack on an enemy ship. So next turn they could launch from another ship.

When rolling to attack roll 2 dice and apply both results with the standard +1 modifier for Eldar. These may be used in addition to a normal teleport attack.

If the ship from which they launched their last attack is destroyed the Harlequins count as lost.

Craftworld Lugganath by horizon

CAPITAL SHIPS

For each Corsair Eldar Capital ship, a Corsair Captain must be taken. The Autarch can also command a Corsair Eldar capital ship.

Battleships / Grand Cruiser

May take one battleship or Grand Cruiser per full 1000 Points. An Eldar Autarch must command these vessels.

0-1 Craftworld Eldar Phoenix Class	400 Points
0-1 Craftworld Lugganath Void Dragon Class	320 Points
0-1 Corsair Eldar Void Stalker	380 Points

Battle cruisers 0-4

You may take 1 battlecruiser per 2 attack cruisers. Except for the Fallen Sun which is excluded from this rule.

0-1 Fallen Sun Dragonship	290 Points
Craftworld Eldar Dragonship	260 Points
Corsair Eldar Kurnous Class	250 Points
Corsair Eldar Vaul Class	210 Points
Corsair Eldar Eclipse Class	250 Points
Corsair Eldar Shadow Class	210 Points

Attack cruisers 0-8

Craftworld Eldar Wraithship	160 Points
Craftworld Eldar Spectre	130 Points
Corsair Eldar Aurora Class	140 Points
Corsair Eldar Solaris Class	135 Points

The Lugganath Solaris has 45cm range Weapon Batteries

ESCORTS

Craftworld Eldar Shadowhunters may be taken in squadrons consisting of 2-6 ships.

For each Corsair Eldar capital ship present in the fleet, you may take one Corsair Eldar escort squadron consisting of 2-6 ships.

Craftworld Eldar Shadowhunter	40 Points
Corsair Eldar Hellebore	65 Points
Corsair Eldar Aconite	55 Points
Corsair Eldar Nightshade	45 Points
Corsair Eldar Hemlock	45 Points

(The Nightshade & Hemlock have increased cost to keep balance)

GHOSTSHIPS

One capital ship per 1000 points in the fleet may be upgraded to a Ghostship. Such a vessel may include a Farseer but no Aspect Warrior crew.

Ghostship (pg. 288 RR)	Free

ASPECT WARRIOR HOST

Any Craftworld Eldar capital ship in the fleet may be equipped with Aspect Warriors, serving as the ship's fighting crew.

Aspect Warrior Host (pg. 286 RR)	+20 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Nightwing/Darkstar fighters and Phoenix/Eagle bombers.

Ships with torpedo tubes are armed with Eldar torpedoes.

Attack craft carriers may also be equipped with torpedo bombers for +15 points per launch bay, with these functioning the same way as other Eldar torpedoes.
Attack craft carriers may add Vampire assault boats for +15 Points (for Corsair and Craftworld vessels).

Sunblitz Brotherhood traits

The Sunblitz Brotherhood are led by three brothers - triplets - Known as Phaendris, Siriolas, and Erandael. All three have a deep contempt for lesser races, though which is hated most of all depends on the brother. Phaendris aims his greatest ire at Humans, Siriolas Necrons, and Erandael Orks. Nonetheless, they are bound by a furious loyalty and will brook no insult to one of their kin from any outsider.

Each corsair vessel may add one trait of the Sunblitz Brotherhood, of course they have to be painted the colours of the Sunblitz Brotherhood.

Follower of Phaendris - versus any Imperial faction (including Chaos) - the ship gains +1 Leadership for +5 points.
Follower of Siriolas - versus Necrons - the ship has a Netherfield (see the *Haven Class Spire* for rules) instead of holofields, these cannot be ignored by Necron weaponry. Costs +10 points.
Follower of Erandael - versus Orks - the ship gains +5cm speed on all speeds. Costs +5 points.

(Note: the price is paid per ship in a squadron! So, a squadron of 3 Hemlocks being followers of Siriolas would have to pay +30 points, leading to the Hemlock squadron costing 150 points in total).

ALLIES & MERCENARIES

Lugganath can ally with other Craftworld Eldar if the "Hero" option is taken from the regular Eldar fleet lists.

Craftworld Lugganath **by horizon**

Craftworld Eldar Spectre   130 pts

The Spectre-class cruiser of Craftworld Lugganath is a razor-thin blade in the void, a ship built for unparalleled speed and stealth. Its wraithbone hull is a sleek, predatory shape, so fast it appears to flicker in and out of existence as it races through the star-strewn darkness. Its purpose is not to engage in drawn-out battles, but to act as a scalpel, to strike with overwhelming force at a single, vital point before its foe can even comprehend the attack.

In combat, a Spectre-class cruiser does not trade blows. It is a thing of pure motion, weaving between the sluggish, brutish ships of lesser races, its pilot a master of the war-dance. Lances of energy and streams of monomolecular pulsar burst from its hidden cannons, targeting bridge-spires, engine coils, and command decks with absolute precision. The cruiser's engagement lasts only moments, a blur of light and fury, leaving crippled and burning wrecks in its wake before it vanishes into the blackness.

Its work complete, the Spectre-class cruiser retreats to the Craftworld, behind the main battlefleet, leaving no trace of its presence. It carries no great sorrow or historical burden; its purpose is immediate and tactical, a fleeting strike to ensure the survival of its kin. It is a sliver of light against the encroaching darkness, a harbinger of swift, silent death for all who would stand against the will of Lugganath.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/4	15/20/25cm	Special	Holofields	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Weapon Batteries	30 cm	4	Front
Pulsar Lance	30 cm	2	Front

Craftworld Lugganath by horizon

Corsair Eldar Kurnous Class Cruiser   250 pts

A previously uncatalogued variant of Eldar cruiser, the Kurnous is often confused with the Eclipse due to the hull similarities and the trend for Eldar ships to strike and disappear without a trace making identification a complex process.
The Kurnous seems to share the function of the Eclipse as a carrier for Eldar attack craft, though where the Eclipse tends to stay at longer ranges to strike with its pulsar lances, the Kurnous instead seems to pursue much more aggressive tactics, closing in with escorts to make full use of its laser weapon batteries.

The corsairs of the Twilight Swords have been known to use Kurnous cruisers, their fast and savage raids well-suited to the use of them. Their deployment during the raid on Kitalir 4 proved a particularly deadly reminder of their ferocity as they destroyed the defending cobra squadrons before vanishing once again.themselves is misleading from an Imperial perspective.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15/20/25cm	Special	Holofields	4+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weapon Batteries	30 cm	8	Front
Keel Launch Bays	Fighters: 30cm Bombers: 20cm	4	-

The Kuranos can be taken in a Corsair Eldar fleet as a standard cruiser vessel

The Kurnous class was designed by the French Battlefleet Gothic Community / BFG Armada 2

Corsair Eldar Vaul Class Cruiser   210 pts

The Vaul is an extremely deadly Eldar cruiser that specializes in carrying massive pulsar lances that melt through enemy ships with an ease that is jarring to see. The Vaul are priority targets to space marines of the Star Claws after the Incident at Dereth 2, where a squadron of Novas and the Strike Cruiser "Blade of Righteousness" were destroyed in battle by two Vaul cruisers of the Void Runners corsair band.
The thick ceramite armour of the Space Marine ships proved to be of little use against the concentrated pulsar lances of the Eldar vessels.

The Vaul's combination of lances and speed is a fearsome combination, but they're also capable of unleashing volleys of sophisticated torpedoes that can prove to be a nasty surprise to any ships unlucky enough to be downrange.
It is fortunate for those who regularly face the scourge of corsair warbands that the Vaul is a lot less commonly seen than the Shadow class.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15/20/25cm	Special	Holofields	4+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Keel Torpedoes	30 cm	4	Front
Prow Pulsar Lance	30 cm	3	Front

The Vaul can be taken in a Corsair Eldar fleet as a standard cruiser vessel

The Vaul class was designed by the French Battlefleet Gothic Community / BFG Armada 2

Craftworld Lugganath **by horizon**

Craftworld Eldar Phoenix Class Battleship   400 pts

The largest Eldar stellar vessels besides the Craftworlds themselves, the Phoenix ships have a strong symbolic place amongst the fleet. Named for the symbol of the Lord of the Eldar gods, Asuryan's Phoenix represents the hope and rebirth of the Eldar race from the ashes of the Fall; their attempt to rekindle what was lost. The Phoenix ships are a potent symbol of this, equipped with the most powerful Eldar weaponry available and can lay waste to entire squadrons with a single barrage. The ship design emphasizes durability and destructive force, something not often seen amongst Eldar ships.

To the Craftworlders however, speed is secondary to absolute force, as nothing is more important than the protection of the Craftworld itself. Very rarely do the battlefleets of a Craftworld stray too far from home, as to do so would leave their kin horribly exposed to the depredations of a hostile galaxy.

With this in mind the Phoenix ship has an enlarged hull design to free up space for weapon mounts and give the ship a staying power greater than even a Dragonship. To power such a large ship the design incorporates extra sails, giving the Phoenixship a magnificent yet sinister silhouette.

Phoenix ships are also sometimes upgraded with unusual weaponry; ancient devices created before the Fall when Eldar technology was at its height. These weapons vary from massive pulsar cannons adapted from their mounts on the Craftworld itself to the deadly Distortion Lance, a horrific weapon that tears the very fabric of reality apart to spill the horrors of the warp into realspace.

Armament	Range/Speed	Firepower/Str	Fire Arc
Instead of the keel weapons one Phoenix battleship may take the distortion lance			
Distortion lance	45 cm	Special	Front

The distortion lances follows the Nova cannon rules except they do not have a minimum range and ignore shields. Each shot causes d3 hits on ships under the template and d6 on ships under the hole
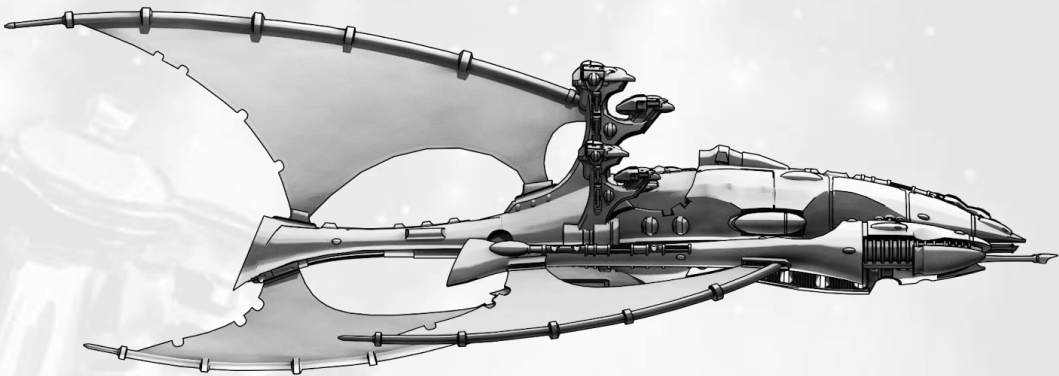
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/10	10/15/20cm	Special	Holofields	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Choose one dorsal weapon			
Weapon Batteries	45 cm	8	left/front/right
Prow Pulsar Lance	30 cm	3	Front
Choose one prow weapon			
Weapon Batteries	45 cm	16	Front
Prow Pulsar Lance	30 cm	3	Front
Choose one keel weapon			
Torpedoes	30 cm	8	Front
Phantom lance	45 cm	3	left/front/right

The Phoenix Class was designed by Hellbore (Warp Rift 30)

Craftworld Lugganath by horizon

Fallen Sun Dragonship   290 pts

he Dragonship Fallen Sun of Craftworld Lugganath drifted through the void, a shard of wraithbone and forgotten glory against the black canvas of a dead star. Its hull, once a pristine white, was now streaked with the soot of a thousand suns and the gore of a thousand battles. The spirit stones of its crew hummed with a sorrowful song, a lament for the lost glory of the Aeldari and the unending war against the encroaching darkness.

Commanded by the enigmatic Farseer Eiladar Ys, the ship was a ghost, appearing from the Webway to strike with devastating precision before vanishing once more, its purpose a secret known only to the Farseer and the echoes of the lost souls within the ship's core.

Farseer Eiladar Ys stood on the bridge; his eyes fixed on the holographic star charts that shimmered with the paths of their enemies. The weight of his prophecies was a physical burden, each vision a glimpse into a future of ruin and despair.
The Fallen Sun was his instrument; a blade forged in tragedy to carve a sliver of hope from the impossible odds. He had seen the end of all things, the final death of the galaxy, and he knew that every victory, no matter how great, was but a delay. Yet, he continued to fight, his resolve as hard as the wraithbone of his ship, driven by a cold, desperate loyalty to a fading people and a dying star.

The latest enemy was a pack of ravenous Orks, their ramshackle ships a swarm of junk and carnage bearing down on a human colony. The Farseer felt no pity for the Mon-keigh, but the Orks were a greater threat, a cancer on the galaxy's last vestiges of life.

With a single, silent command, the Fallen Sun unleashed its full wrath. Lances of pure energy tore through the Ork fleet, turning scrap metal and green flesh into superheated vapor. The battle was swift and brutal, a testament to the Aeldari's mastery of war, but as the last Ork vessel exploded, Eiladar Ys felt no triumph. Only the grim, relentless knowledge that this was a war that could not be won, only endured, until the final sun falls.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15/20/25cm	Special	Holofields	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weapon Batteries	30 cm	14	Front
Keel Pulsar Lance	30 cm	2	-

Note: The Fallen Sun sail configuration gives it a better speed when heading into the sun; this extra speed is included in the profile above.

Under command of Farseer Eiladar Ys the ship gains foresight and as such has one extra leadership re-roll included for this ship only. (This is already included in its point costs).

Craftworld Lugganath by horizon

Lugganath Void Dragon 320 pts

The Void Dragon-class vessels of Lugganath are not just ships, but grand repositories of a dying race. Their wraithbone hulls are shaped with a graceful, serpentine elegance, a living monument commanded by a dedicated crew of seers and guardians.

These vessels are arks for the precious memories of a fallen empire, their psychic cores holding the sculpted echoes of art, music, and history. Their purpose is to carry what remains of the Aeldari's soul, guided by the hands of its custodians.

When a threat presents itself, the ship's commander directs a sorrowful, necessary action. The Void Dragon does not attack with fury, but with the cold purpose of a guardian protecting a sacred trust. Its weapons fire with the light of a collapsing star, a mournful purge to protect the priceless cargo it holds.
This destruction is an act of profound sadness, a final breath exhaled to ensure the heritage of a people will not be forgotten.

After the enemy is destroyed, the Void Dragon retreats into the labyrinthine silence of the Webway. There, its crew does not rest, but returns to their sacred duties of maintenance and preservation.

The ship is a library and a museum in motion, a living testament to a past that can never return. Its purpose is to silently exist, to carry the weight of memory until the last echo of the Aeldari finds its final rest.
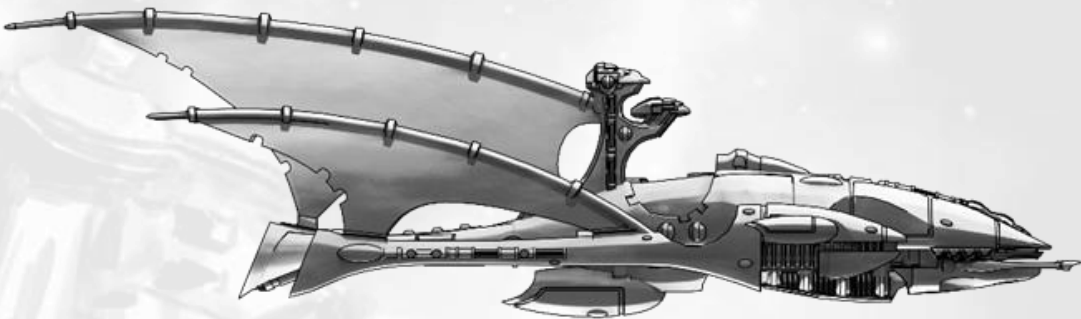
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	10/20/25cm	Special	Holofields	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Weapon Batteries	30 cm	16	Front
Keel Pulsar Lance	30 cm	2	Front
Keel Torpedoes	30 cm	6	Front

This vessel may take a single salvo of Vortex or Melta torpedoes as part of its point cost.

Battlefleet Heresy: Galaxy Aflame by Joe Snuffy

What is Galaxy Aflame?

Battlefleet Heresy: Galaxy Aflame (BFH:GA or Galaxy Aflame for short.) is a total conversion module for Battlefleet Gothic that allows players to wage void warfare in the era of the Horus Heresy and the Great Crusade. It's fully compatible with regular BFG, but it delivers a different experience grounded in that age of glory and betrayal. I've been working on it for about four years now and my goal is to have its 1.0 version ready by early 2026.

What do you need to play BFH:GA?

You just need the Galaxy Aflame rulebook and a copy of either the Battlefleet Gothic Remastered rulebook or the classic rulebook and FAQs. Right now the Galaxy Aflame rules are in a master document, but once its content complete I intend to break it up into a few smaller tomes for the core rules, ship datasheets, and factions.

How is BFH:GA different from regular BFG?

Galaxy Aflame is fully compatible with the current rules for Battlefleet Gothic with a few minor changes regarding the way you build your fleet, specifically how you choose your faction, subfaction, and commanders. In Galaxy Aflame all players use the same "Expeditionary Fleet List" regardless of their faction or subfaction, but the faction and subfaction you pick dramatically alters how your fleet plays. Right now there are two factions in Galaxy Aflame, the Legiones Astartes and the Armada Imperialis, and that's going to expand eventually to include the Mechanicum, Imperial Talons, and Xenos races. (Though those already can be used either using their existing BFG rules or the Xenos Minoris Faction rules.) Each faction has a set of special rules which apply to all vessels of that faction, so a ship with the "Legion Vessel" special rule will behave differently from a ship of the same class with the "Armada Imperialis Vessel" or "Mechanicum Vessel" special rules. These rules are simple and are analogous to how different Imperial factions work in BFG, and they make each faction feel quite different from the others despite the fact that everyone is drawing their ships from the same fleet list.

In addition to choosing a faction you also will need to choose a subfaction for you fleet, so a Legiones Astartes fleet will belong to either one of the 18 Legions or the Blackshield subfaction, while an Armada Imperialis fleet will belong to either the Imperial Army, Lost and the Damned, or Rogue Trader subfactions. Your subfaction is arguably even more important than your faction, as each subfaction gives a trio of special rules which apply to every ship in your fleet belonging to that subfaction. Your chosen subfaction also gives you access to "Rites of War", which work the same way they do in Warhammer: The Horus Heresy offering unique benefits so long as you meet their requirements during list construction.

Some subfactions also have access to a pair of refits which can be purchased for their ships, representing how each legion would requisition the patterns of vessels which most closely matched their chosen methods of conducting void warfare.

Whoa, that sounds complicated…

It's not, the faction rules aren't any more complex than the faction rules for the Space Marine, Adeptus Mechanicus, or Imperial Navy factions in regular BFG, and the way the subfaction rules work will be very familiar to people who play Warhammer: The Horus Heresy. With that said, the way factions and subfactions work in Galaxy Aflame is different from how the equivalent rules work in BFG where each subfaction has its own separate fleet list, so to avoid any confusion a new "Assembling The Fleet" section has been included into the Galaxy Aflame rulebook that explains how it works.

Wait, I thought there already was a Battlefleet Heresy book?

I've been a diehard fan of Battlefleet Gothic ever since I got my copy of White Dwarf issue 225 in October of 1998. In my opinion it's one of the best games GW has ever made because it does such a great job delivering the experience it promises with a very simple ruleset. I have a massive collection with fleets for virtually every faction of the classic game, several of which are fully kitbashed or sculpted by me, and so when a friend from my local Horus Heresy community asked me if I'd like to try out Battlefleet Heresy in late 2021 I was ecstatic. That was of course until I actually read the rules.

The Remembrancer's Retreat Battlefleet Heresy (BFH:RR) books were fun and I loved how they revived interest in my favorite game, but there were some really glaring flaws that held the game back from feeling like it should. After playing it for a few months I had boiled down the issues I had with BFH:RR to three core problems.

The first was with how the fleet lists were rather bizarrely stripped down heavily restricting the types of fleets you could build. While I understood the logic behind the decision of excluding any ship with lore that conflicted with the Horus Heresy time period, the end result was that virtually every game I played was against fleets with the same exact ships no matter who I was playing with.

The second issue I had with BFH:RR was over how poorly thought out the rules were for the various legions. In BFH:RR every legion had a single special rule that changed how its ships behaved, and while some legions had cool thematic rules most didn't.

To offer some examples, Dark Angels had one of the best rules allowing them to take more Grand Cruisers, Heavy Cruisers, and Battlecruisers than the other legions, but Space Wolves only got the ability to roll leadership tests to navigate Asteroid Fields on 3D6. Legions received Marks of Chaos as their legion special rule, which worked ok as a field expedient rule for Death Guard, World Eaters, and Thousand Sons but people's sense of immersion started to break down when they realized that loyalist Emperor's Children ships all had the Mark of Slaanesh.

It was a mess, and the people in my local community who played the legions with bad rules were the first ones to lose interest. Oh, and the big kicker was that no matter how bad your legion rule was you would have to pay 15 points buying a space marine crew for every capital ship that wasn't a Strike Cruiser or Battle Barge for the privilege of being able to use it.

Battlefleet Heresy: Galaxy Aflame by Joe Snuffy

The third issue I had with BFH:RR was with how out of whack its points costs were. They just slapped the Imperial Navy, Chaos, and Space Marine fleets together without making any adjustments and so they really didn't fit together well. For crying out loud Strike Cruisers with Str 4 Thunderhawk launch bays and 2 shields cost 45 points LESS than a Dictator Class Cruiser with a space marine crew. The result was a game that punished the player for taking anything that wasn't an optimized "meta" fleet or for playing one of the dozen or so legions with bad legion rules.

BFH:RR was a decent attempt that brought new players into the BFG community, and I'm not knocking the people behind it. I can only dream of creating a product that gets as widely adopted as theirs has been, but once the initial interest started to dry up in my local community for BFH:RR I set about trying to make it better. Battlefleet Heresy: Galaxy Aflame started off as just a set of alternate Legion Traits to be used alongside the BFH:RR rules, but eventually it grew into the completely separate project it is today.

What makes Galaxy Aflame Different from BFH:RR?

The biggest mechanical change is that instead of a "Space Marine Crew" being an upgrade you need to purchase for every ship in your fleet like it is in BFH:RR, in Galaxy Aflame having an "Astartes Crew" is the baseline. This was important for balance reasons, and it removes the extra list building steps and the bad feelings of being punished for playing your legion. Instead of requiring players to agonize between making their ships legion vessels or taking more ships, you now get your legion rules for free with the option to "purchase" a downgrade to a "Mortal Crew" by taking Armada Imperialis vessels as reserves, which gives you a points rebate.

As this does mean that virtually every ship in a Legiones Astartes fleet is receiving an upgrade for free compared to regular BFG fleets, if you're playing with a Galaxy Aflame fleet against a regular BFG fleet I'd recommend that the BFG player have 25% more points than the Galaxy Aflame player to balance things out.

The second big difference is that unlike in BFG or BFH:RR you are required to take a Fleet Commander in games of Galaxy Aflame. This is because some legions have special rules that apply to their commanders, and the Ravenguard's "Slayers of Tyrants" special rule targets enemy commanders, so to avoid any awkward situations everyone must have at least one commander in their fleet. To make up for this requirement every fleet receives a commander for free, (it's always the weakest type), and so the points cost of fleet commanders have been adjusted to factor this in.

The biggest thematic difference between BFH:RR and Galaxy Aflame is how your legion impacts the game. In Galaxy Flame each legion gets three "Legion Traits" which alter how it plays as well access to a pair of "Legion Refits" that reflect them selecting the patterns of ships which most closely align with their methods of warfare.

The legion traits have undergone years of playtesting and revisions with the goal of making them all unique, impactful, and internally balanced. A big goal when designing this system was that I didn't want the legion traits to invalidate any upgrades from the refit tables or marks of chaos and I didn't want to repeat mechanics between the different legions. Even where several legions share similar themes each has its own unique mechanics so that they don't feel the same. A good example is the difference between the three legions most well known for specializing in close combat; the World Eaters, Space Wolves, and Blood Angels.

As you can see in the table below each legion's unique character is expressed through its Legion Traits, preventing them from all feeling the same. This approach also adds a subtle power tier aspect to the legion's abilities, with the World Eaters being the best at boarding actions but without any bonus to Hit and Run attacks, The Space Wolves being the best at Hit and Run attacks, and the Blood Angels having a unique mechanic that lets them inflict damage on the enemy even if they lose a boarding action.

Beastial Savagery Vessels with this special rule and their ordnance markers may modify the result of their Hit-and-Run attacks by +1/-1. Vessels with this special rule receive +D3 to their rolls for determining the results of boarding actions.

The Red Thirst Vessels with this special rule and their ordnance markers roll 2D3 when determining the result of boarding actions and hit-and-run attacks. If a double is rolled apply the appropriate effect:

Boarding actions: After determining the result of the boarding action, Blood Angels capital ships inflict D3 damage and Blood Angels escorts inflict 1 damage to the target vessel. If you are the attacker in a multi-ship boarding action and you choose to combine the boarding values of multiple ships, choose which of the attacking Blood Angels vessels will inflict the additional damage.

Hit-and-Run attacks: Choose which critical damage effect to apply out of the range of potential results for the Hit-and-Run attack after accounting for attacker and defender modifiers.

Violence Incarnate: World Eaters Legion vessels double the result of the dice rolled during boarding actions. Furthermore, XII Legion vessels never count as being in contact with blast markers for the purposes of enemy boarding action bonuses.

Your allegiance to the Emperor or to Horus also matters much more in Galaxy Aflame than it does in BFH:RR. In Galaxy Aflame every legion has a pair of Rites of War you can choose from to build more thematic fleets, however, for nearly all of the legions one of their Rites of War is only available to a Loyalist or Traitor fleet. Traitor fleets also are the only ones who have access to Marks of Chaos, which have been reworked to better mesh with the legion traits.

Lastly, there is one major difference between Galaxy Aflame and BFH:RR that is actually hidden from the players. As anyone who has ever tried to design their own ships for BFG is well aware the game never really had a well-established set of rules for ship construction. Things like armor rating and types of attack craft weren't actually upgrades ships paid for, instead they were locked to each faction, so a Space Marine Battlebarge with a 6+ armor rating spent exactly the

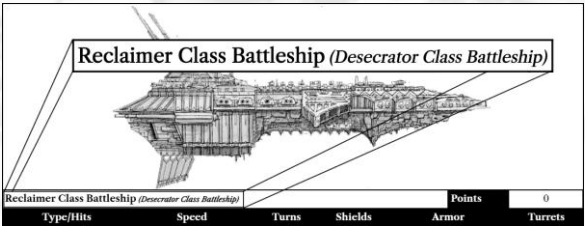# Battlefleet Heresy: Galaxy Aflame by Joe Snuffy

same on its shields and hit points as an Idolator Class Destroyer with its 4+ armor rating. Because Galaxy Aflame combines ships from the Imperial Navy, Space Marine, and Chaos BFG factions into a single fleet list I had to figure out a way to integrate them mechanically, and that eventually grew into my creating an entirely new set of ship construction rules. The Galaxy Aflame ship construction rules will be featured in a future article, but to summarize the points costs of virtually every ship class are identical to what they were in BFG, so the player probably won't even notice any difference, but by creating this system I was able to add a bunch of new ship classes from the Horus Heresy lore without imbalancing the game or introducing power creep.

Why have so many ships been renamed?
Every tabletop wargame has its own unique approach to the challenge of defining what makes its units meaningfully different from one another, and this process is analogous to making a painting with a color palette composed of variables like unit stats, abilities, and special rules. Some game systems use a minimalist approach to this challenge with very few variables while others go overboard with them. Just as you can theoretically create any color so long as your color palette contains yellow, blue, and red you can theoretically create a lot of different units using a small number of variables, however, there will only be so many viable combinations of the variables. Once a game designer has exhausted the viable combinations of variables then they'll need to resort to adding special rules to differentiate units from one another, and that can lead to rules bloat and a diminished player experience. If you instead design a more complex system with additional variables, it does become easier to differentiate units, but the catch is that the more variables you add the more complex the game becomes, and this can also lead to a diminished player experience.

BFG achieves an excellent array of ship types with a limited palette of variables, and one of the reasons why the original Imperial Navy and Chaos Renegades fleet lists have held up so well is that Andy Chambers included the majority of the viable combinations of unit stats in those fleet lists. Returning to the painting analogy, the ships

from the original fleet lists each represent a distinct color that when taken together create a beautiful painting, and that means that removing any of those ships from the game would be akin to removing colors from the painting. The game is diminished without the ships from the original fleet lists because each of them represents a meaningfully distinct combination of variables that each adds to the game. And aside from the game design reasons for including these ship classes, there's also the rule of fun to consider. If you have a ship model from BFG you can use it in BFH:GA, and that's fun.

Reclaimer Class Battleship *(Desecrator Class Battleship)*			Points	0	
Type/Hits	Speed	Turns	Shields	Armor	Turrets

So since excluding the ships with conflicting lore would diminish the game the challenge then becomes how can their inclusion best be justified. Thankfully this isn't that big of a hurdle thanks to the plethora of Horus Heresy novels, codexes, artbooks, etc. A lot of the ships with conflicting lore have been featured in things that have been published about the Horus Heresy, so the lore hasn't actually been consistent on this subject. Where that isn't the case the ship can be included by simply being renamed and provided with new lore for BFH:GA, which all of the ships are getting regardless of whether their existing lore conflicts with their inclusion or not because new lore is cool and fun. Some ships have also been renamed as their existing religious/heretical names make little sense prior to the Horus Heresy and the death of the Imperial Truth, and where this has happened it will be explained in their ship lore. For ease of reference if a ship class has been renamed its BFG name is included in its datasheet as shown in the diagram to the right.

How close is BFH:GA to being finished?
The rules are finished for all the legions, ships, and I only have to finish the Rogue Trader subfaction for the Armada Imperialis faction. I'm currently going through the book and adding the lore for all of the

legions and ship classes, right now I'm about 1/5th of the way done with that. The only rules section I'm still working on is the "Building a Campaign" section, which is a big project in and of itself as I'm incorporating three separate styles of campaigns into it (ie: Classic Map campaigns, Invading a single system campaigns, and a mapless campaign system). Those rules are about 60% of the way finished, but they're not in a presentable format yet so they're not in the book. The Mechanicum rules are still being developed, but I've put them on pause until I get the lore finished.

As for what that means for you as the player, Battlefleet Heresy: Galaxy Aflame is in a fully playable state as is, so if you want to play games set in the Horus Heresy you can find the rules here. Feedback and playtesting is welcome, and if anyone wants to help write some lore by all means please let me know. You can add comments and recommendations to it and I've got everything bookmarked for ease of navigation, though I would recommend downloading it as a PDF for quick reference as it's a huge google doc and it might freeze up on you otherwise if you're viewing it on a phone.

I hope to have the core book's rules and lore completed by the start of 2026, and talks are already in the works about turning it into a set of professionally published booklets. Thanks to everyone in the community who has been so supportive of this insanely large project over the last few years, the product is much better thanks to all the feedback and ideas.

Where can I go to get updates or get involved?
I post progress updates regularly over on the BFG discord server in the BFH:GA channel. Anyone who wants to help is welcome, especially for writing lore, playtesting, proof reading, or with artwork. I'm trying to feature as many sculpts in the artwork of the book as possible, and at some point someone will need to compile a proxy list for players to find good models for their fleets. My goal is to not use any of the classic artwork, not because it's bad but because I want to feature new artists and contemporary mini creators from the community

Ships from the Discordia Sector by Fr05ty

Back in 2023, I tried to get people's homebrew juices flowing to design some new ships and try to bring something fun to a tabletop near you with a homebrew competition on the BFG Discord server. Though I wasn't very successful, the 2 winning submissions deserve to see the light of day and wide circulation since they were both good and fun.

First up, from the January 2023 edition of the contest comes Horizon's winning submission:

Project Horizon Zero Dawn

"Fio Fr'0st?"

"Yes, commander?"

"Is everything settled so we can continue the project?"

"Ofcourse," the Fio nodded. "Unlike my predecessor Ly'tan everything is supported by our Highest Command. And as such Project Horizon Zero Dawn is ready to go. Make a phase 5 Lar'shi'vre ready for its mission."

The commander clapped his hand together: "Well, this good news the Lar'shi'vre Gri'fft is all set to launch. I will command it myself. We will strike at the designated target as practiced?"

"Your eagerness reminds me of the legendary Kor'o Ry'zon," the Fio smiled. "For the Greater Good Kor'el Ar'dia!"

"For the Greater Good!"

With a smile Ar'dia left the room. Her first mission.

Three-seven-six-five position to Mont'yhe'va. Systems are fully operational. Drone integration system linked. Artificial parameters synchronized. Ionic drive status: power unit clear.
Activate command FoldlyGo!

With a soft swoosh the two Fra'ce drones dropped from the wing mounts of the Lar'shi'vre Gri'fft. Immediately as they cleared, they rapidly accelerated away from their carrier. From the bridge of the Gri'f t Kor'el Ar'dia guided the drones into the mission zone. Even though the drones had advanced systems to operate without the need of Tau control, various tests had revealed that a Tau mind acting like an overseer to the drone's improved effectiveness in unexpected circumstances. The invasion from the infested warriors had taught the Tau some valuable lessons. Each of the current advancements had the main goal of lowering the amount of Tau casualties.

Several moments later the two drones engaged with a guel'la transport vessel. Their advanced tracking systems focused their Railgun batteries on the engines of the helpless vessel. After two bright white lights the transport fires disappeared into the cold vacuum of space.

Mission accomplished. Engage with the enemy vessel and prepare to board.

Ships from the Discordia Sector by Fro5ty

Phase 5 Lar'Shi'Vre "Command and Control Protector" Class 155 Points

After the Mont'yhe'va, the Great Rift, the Tau lost countless lives during the storms. And as they waned, new and old enemies were encountered at either side of their empire. Tau High Command quickly established that they needed to adapt their naval warfare to the new circumstances. A key goal being to reduce the loss of Tau lives. As such substantial resources have been used to expand their successful drone ground warfare program into space. Although the Ill'Porrui Emissary class had proven to be a versatile ship, High Command wanted to remove it from military ranks and focus on the Lar'shi Hero and Lar'shi'Vre Protector class vessels for naval warfare. For this project the Lar'shi'vre proved to be the most suited.

Giving up its wing mounted Ion Cannons, mounts for highly advanced drones were installed. The drones operated at high speed and with ingenious control commands with the carrier vessel to adjust any situation and react in the best possible manner. Railgun batteries being their main armament as Ion Cannon discharge proved to give too much interference with the AI systems.

The success would lead to refitting the Warden Class Destroyers with the same AI systems.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	20cm	90*	2	6+/5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Railgun batteries	45 cm	6	Front
Prow Gravitic Missiles	20-40 cm	5	Front
Dorsal Launch Bay	Barracudas: 25cm Mantas: 20cm	1	-
Port Railgun Batteries	45 cm	2	Left/Front
Starboard Railgun Batteries	45 cm	2	Right/Front
Port Drone Mount	Special	-	-
Starboard Drone Mount	Special	-	-

Prow Deflector

Drone Mothership: *This ship is equipped with powerful processing facilities to command drones in battle. Its inclusion in a fleet allows you to take as many Drones as you have Drone Mounts, and they will be commanded by the ship that enabled you to take them.*

All Drones commanded by a ship are set-up on the board as a single squadron at the same time of the ship and within 15cm of the ship (following scenario deployment rules and guidelines).

Far'ce Drone – 20 Points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35cm	90*	1	4+	1

Armament	Range/Speed	Firepower/Str	Fire Arc
Railgun batteries	30 cm	2	L/F/R
	or		
Ion Cannon	30 cm	1	Front

Drone: *The Drone uses the leadership of the Drone Mothership commanding it. If the Drone Mothership is destroyed, disengaged or otherwise not on the board, the Drone has a Leadership value of 4. Due to its quick assessment the drone will automatically pass any test for Brace for Impact. Other special orders must be assigned as normal.*

Fleet restrictions
- You may include 0-2 Drones per Lar'shi'vre Phase 5 in a fleet.
- You may include 0-1 Lar'shi'vre Phase 5 in a Kor'vattra fleet that's at least 1000 points.
- You may include 0-1 Lar'shi'vre Phase 5 per 1000 points in a Kor'or'vesh fleet.

And that's Horizon's entry and winner for the January 2023 edition!

Ships from the Discordia Sector by Fro5ty

Covenant class Armoured Cruiser – 210 Points

The Covenant class armoured cruiser is an ancient and rare design. Believed to be conceived in M30, it was intended to be a dual-purpose workhorse.

Operating alone, it would be outclassing other vessels of similar size due to its exceptional armour and broadsides, while being fast enough to escape bigger threats. During fleet actions it would be squadroned in packs of 4 or more, quickly closing in with the enemy to deliver combined battery fire. However, with the emergence of different fleet tactics, the Covenant class rapidly fell out of favour. The last one operated by the Imperial Fleet, Viscount Daeren, was destroyed in M33 when it faced two heavy traitor cruisers in order to cover the retreat of multiple transport ships, only to be destroyed by long-range lance fire within twenty-three minutes. Since then, only a handful of engagements with renegade ships of this class have been reported.

While most examples have been destroyed, a number were also cannibalized to outfit more modern ships, as their outdated design wasn't liked by many commanders - its weaponry lacking range and the singular prow lance, as well as its armour scheme being of little use during the approach. However, when used to prey on merchant vessels and small patrol fleets, or when employed by a skilled commander to shield more modern vessels, it can still be a devastating foe.

Fleet restrictions

You may include
- 0-1 Covenant class Armoured Cruisers in a Chaos fleet counting as a Heavy Cruiser.

And that's BleachHawk's entry and winner for the March 2023 edition, a thoroughly peculiar ship!

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	25cm	45*	2	5+/6+/5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Lance	45 cm	1	L/F/R
Port Weapon Batteries	45 cm	6	Left
Starboard Weapon Batteries	45 cm	6	Right
Port Weapon Batteries	30 cm	4	Left
Starboard Weapon Batteries	30 cm	4	Right

Armoured Broadsides: *Covenant class Armoured Cruisers feature heavily armoured broadsides, giving them armour 6+ on the sides.*

Famous ships: *Prowler, Blood-Drenched, Viscount Daeren (Battlefleet Scarus)*

Moose Musings: Mathematical musing by Italianmoose

For this Moose Musing it'll be a slightly different musing. There has been lots of discussion on whether lances or weapons batteries are better and I wanted to take a closer look. Many comments refer to the averages, but statistics are about more than the averages, especially when you consider the effect of shields.

Some caveats first. This will only be able to cover some situations since the number of combinations possibly gets unwieldy very quickly. I tried to work out the probabilities analytically but that also gets complicated. Thus, I've decided to brute-force it and throw lots of (virtual) dice. I've checked the basic cases against analytical calculations and they're close enough for me to be confident that I'm not miles out. The mathematics here fundamentally follow the binomial distribution. Combined weapons ships are what makes the analytical calculations tricky. We'll be presenting probability values as a number between 0 and 1. Percentages are 100x that.

We'll be considering the following test ships:

- Lunar-class Cruiser
- Gothic-class Cruiser
- Carnage-class Cruiser
- Space Marine Strike Cruiser

This therefore covers a good baseline in the Lunar, and then the extremes of WB and Lance armed cruisers, with a heavily protected but more fragile ship to examine the effects of 6+ armour. In each case, we'll assume that each time a ship fires its target doesn't have any blast markers in contact so has full shields and no reductions in firepower for weapons batteries.

First, we'll consider a Lunar against a Gothic. Their weapons have the same range; the Gothic just has S4 lances while the Lunar has S2 lances and FP6 WBs. Let us first consider the Gothic firing at the Lunar. The number of shots it gets and the score it needs doesn't vary with range or bearing so it's nice and easy - so easy you can do it by hand.

1 hit	2 hits	3 hits	4 hits
0.250	0.375	0.250	0.063

For the Lunar, its lances follow the same logic:

1 hit	2 hits	3 hits	4 hits
0.750	0.250	0.000	0.000

But now it gets tricky. With the 4 facings and the bonus to being within 15 cm, there's potentially 8 cases to assess for the weapons batteries. Thankfully due to the way the gunnery table chart works it's only 6 as they overlap. If we're in front of the Gothic at normal ranges, it will be a closing capital ship with 6+ armour. The results are:

1 hit	2 hits	3 hits	4 hits
0.39	0.12	0.015	0.001

If we get up close:

1 hit	2 hits	3 hits	4 hits
0.40	0.16	0.032	0.004

There's also a vanishingly small chance of getting 5 hits. Note how the chance of getting 1 hit is about the same, but the chance of getting 3 hits has doubled, but is still pretty small. There's a decent chance of getting 1 hit, and maybe 2.

Let's combine the weapons together for the Lunar (and ignore the really improbable results).

1 hit	2 hits	3 hits	4 hits	5 hits
0.30	0.34	0.189	0.057	0.010

And compare with the Gothic results again:

1 hit	2 hits	3 hits	4 hits
0.250	0.375	0.250	0.063

Now, if we have 2 shields, we only care about the 3 and 4 hit results. For the Gothic, the chance of getting a hull hit in is 0.313 compared to 0.256 for the Lunar. In this case, lances will on average always be better as that 1% chance of getting 5 hits is pretty tiny. And this is right up close!

Let's go abeam. Our lunar now does:

1 hit	2 hits	3 hits	4 hits
0.333	0.361	0.167	0.028

Not great! The hull hit chance is 0.195. Moving in close while still being abeam (which is also our Moving Away result):

1 hit	2 hits	3 hits	4 hits	5 hits
0.259	0.352	0.231	0.074	0.009

This is more interesting. The chance of getting a hull hit is 0.314, almost exactly the same as the Gothic. But the number of hull hits made will be ever so slightly higher (since 4 and 5 hits are more likely). With enough games, therefore, getting in close abeam a Lunar will beat out a Gothic just. This doesn't include the Lunar WB FP dropping when blast markers get laid down on the Gothic, however.

If we manage to get in close behind a Gothic:

1 hit	2 hits	3 hits	4 hits	5 hits
0.198	0.321	0.272	0.126	0.031

Here the chance of a hull hit is 0.429, definitely above the Gothic. Plus if you're behind it the Gothic can't shoot back.

Moose Musings: Mathematical musing by Italianmoose

This analysis obviously doesn't include the effect of getting torpedoes to the face, but that would drive you away from sitting in front of an Imperial ship. Thus, if you're a Gothic, you want to stay at a range outside of 15 cm, and in front or abeam of a Lunar. The Lunar wants to get in close and either get behind the Gothic or just sit alongside.

Turning to the Carnage, it has a different firing pattern. At 60-45 cm, it will throw FP10 at a target. Within 45 cm that jumps to FP16. Above 30 cm, remember that you get the right shift on the gunnery table. It's also more fragile, having a 5+ prow.

A Carnage firing at maximum range into the prow of a Gothic:

1 hit	2 hits	3 hits	4 hits
0.4028	0.161	0.032	0.003

Pretty pants! You'd need three Carnages to start dealing any damage to the Gothic. But the Gothic is miles out of range.

If you're against 5+ prow ships, this becomes:

1 hit	2 hits	3 hits	4 hits
0.329	0.329	0.165	0.041

A bit better but still rather naff. Gunnery at extreme range will only ever really plink away. Combining fire will help.

Now, this is starting to be an overwhelming number of tables. I've already trimmed out a lot!. So can we find a better way to represent this? We also want to be able to weight our results by the number of hits. Let us imagine a figure of merit which is the product of the hit probability and the number of hits, all summed together for each case. In the case of a Carnage being within 15 cm of a Gothic's prow:
Probability of 1 hit(s): 0.218. FoM: 0.218
Probability of 2 hit(s): 0.284. FoM: 0.567
Probability of 3 hit(s): 0.227. FoM: 0.680
Probability of 4 hit(s): 0.125. FoM: 0.499

Probability of 5 hit(s): 0.050. FoM: 0.249
Probability of 6 hit(s): 0.015. FoM: 0.090
Probability of 7 hit(s): 0.003. FoM: 0.024
Probability of 8 hit(s): 0.001. FoM: 0.005
FoM Sum: 2.333

We can make this even clearer by putting it all into a diagram!

Expected damage chart, Gothic
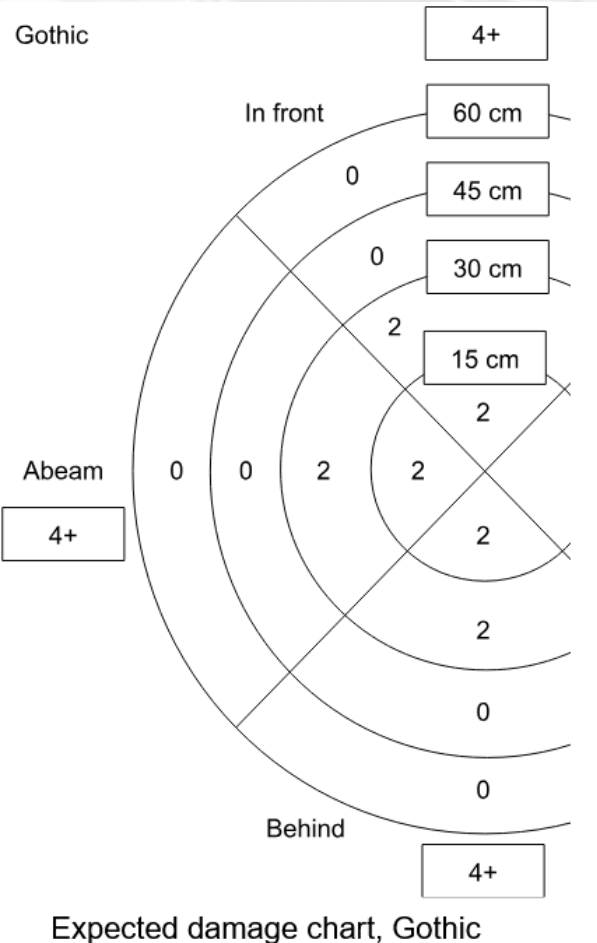
The chart for a Gothic is very simple but helps explain the chart. Each ring is a range ring, and then the three facings of interest (firing into the front, side, and rear of a target ship). The number in each segment is the number of hits you'd expect, which for a Gothic is 2 irrespective of the target facing.

1 hit	2 hits	3 hits	4 hits
0.250	0.375	0.250	0.063

This comes from multiplying 0.25 by 1, 0.375 by 2 (to make 0.75), 0.25 by 3 (again to make 0.75), and 0.063 by 4 (to make 0.25 - rounding errors here). The sum of these values is 2.

Moose Musings: Mathematical musing by Italianmoose

Chart 1 — Carnage vs. Gothic

- In front: 6+ / 60 cm
- 0.83 / 45 cm
- 1.33 / 30 cm
- 1.83 / 15 cm
- 2.33
- Abeam: 0.67 | 1.00 | 2.00 | 2.67 / 5+
- 3.67
- 2.67
- 2.00
- 1.33
- Behind: 5+

Expected damage chart, Carnage vs. Gothic/Lunar

Chart 2 — Lunar vs. Gothic

- In front: 6+ / 60 cm
- 0 / 45 cm
- 0 / 30 cm
- 1.67 / 15 cm
- 1.83
- Abeam: 0 | 0 | 1.67 | 2 / 5+
- 2.33
- 2
- 0
- 0
- Behind: 5+

Expected damage chart, Lunar vs. Gothic/Lunar

Chart 3 — Lunar vs. Carnage

- In front: 5+ / 60 cm
- 0 / 45 cm
- 0 / 30 cm
- 2.33 / 15 cm
- 2.67
- Abeam: 0 | 0 | 1.67 | 2 / 5+
- 2.33
- 2
- 0
- 0
- Behind: 5+

Expected damage chart, Lunar vs. Carnage
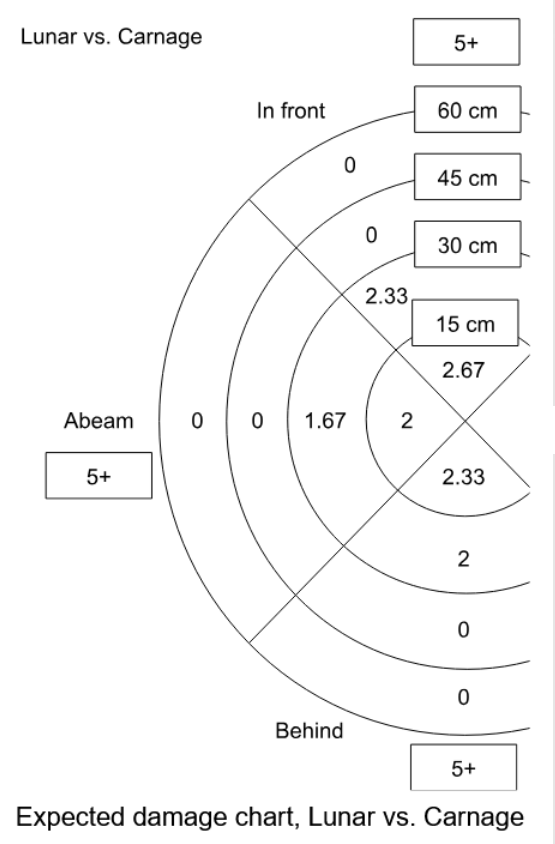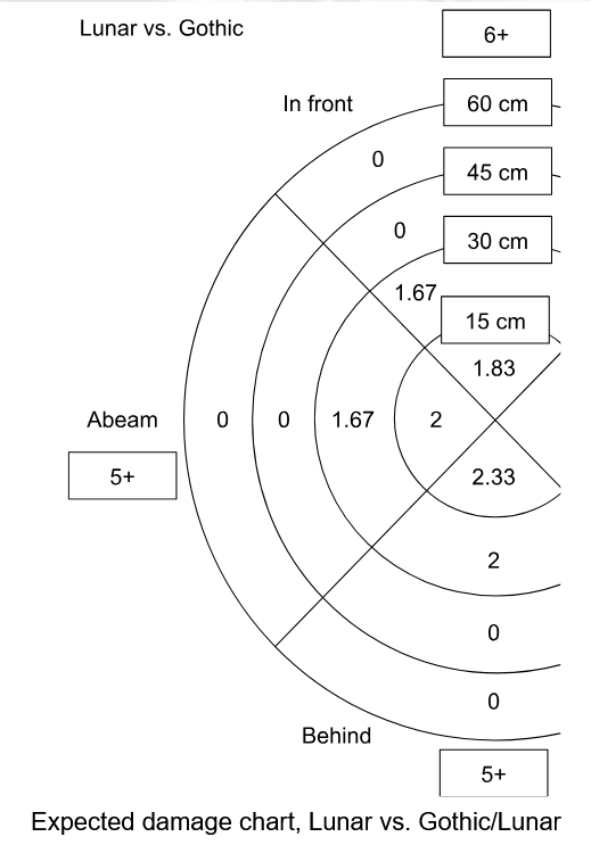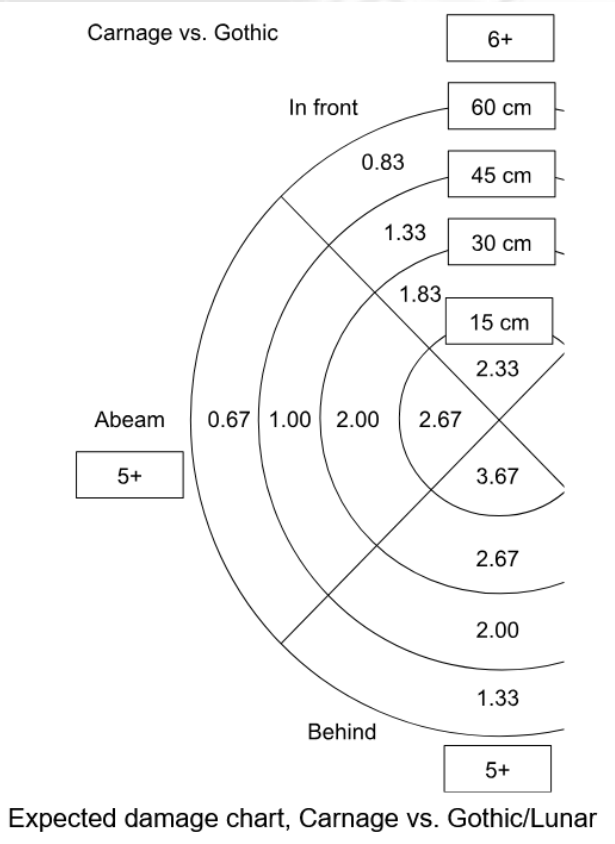
Moose Musings: Mathematical musing by Italianmoose
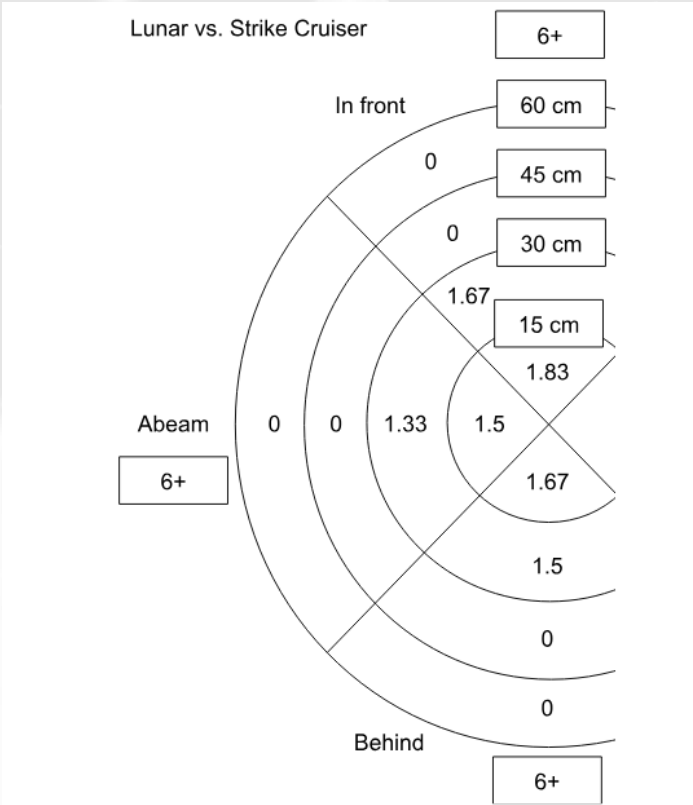
Expected hull damage chart, Lunar vs. Strike Cruiser

Expected hull damage chart, Carnage vs. Strike Cruiser
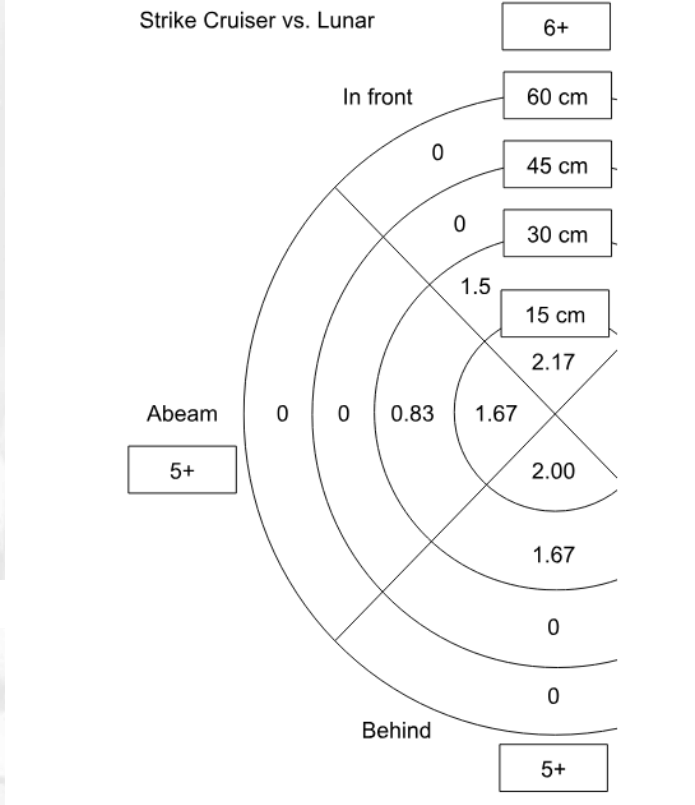

Expected hull damage chart, Strike Cruiser vs. Lunar

The vs. strike cruiser is an interesting one as it has 3/4 the hull hits so each hit takes more off it. So, for example the 1.5 hits could be 2 in comparison against other ships.

Some conclusions! For me this has really highlighted the need for good manoeuvring from both sides. Even if you have a primarily lance armed fleet, you'll want to make sure a more WB focused fleet keeps >15 cm away or out of your rear arc. The Carnage is surprisingly effective, even if it is more fragile. Combining the fire of several ships is essential and would serve Carnage captains well. Suddenly you're doing reasonable damage at long range. And while lance armed ships are easier to use, they do indeed lack the capability to do more damage when handled well.

Obviously when Eldar get involved it all goes out the window and the WB armed ships really shine, but that's an analysis for another day. These charts are a useful shorthand for showing what to do for a given matchup, but they do lack a little detail of the distribution of hits and how that interacts with the number of shields. For example, against a 4 shield ship a Gothic will never do any hull damage while a Lunar has a very slight chance of landing 5 hits. But combining fire from ships will even out the statistics.

Hopefully, this hasn't sent you to sleep! You can reach me on the Warp Rift discord for any comments.

THE SHATTERED GATE by Turbidious Tom

Imperial Intelligence Dossier
Adeptus Administratum Clearance Level: Sigil Primus
Origin: Segmentum Ultima, Watch Station Callidus-9
To: Admiral Galvus, Battlefleet [Turb…..REDACTED]
Subject: Xenos Webway Gate Anomaly

Situation Report:
Astropathic choirs have confirmed the presence of a xenos artefact in orbit above the dead world Cindara II. Vox-ghosts and auspex returns suggest the structure is of Aeldari origin, a so-called Webway Gate.

The artefact pulses with energy signatures on par with a warp rift. Its function is not fully understood, though Mechanicus Magi insist it allows near-instantaneous fleet translation across the sector.

Intelligence further suggests multiple hostile factions are converging on the anomaly:

* Heretic Astartes elements (Iron Warriors and Word Bearers have been named) intent on corrupting or shattering the Gate.
* Ork Freebooter bands sighted in-system, likely drawn by the promise of plunder.
* Eldar craftworld vessels, already shadowing the anomaly and presumed to be its rightful wardens.

If control of this artefact falls into enemy hands, the balance of power in the subsector could collapse within weeks.

Imperial Orders:

* **Primary Directive:** Secure or annihilate the xenos artefact. No scenario exists where it is permitted to remain operational under alien control.
* **Secondary Directive:** Prevent Chaos forces from defiling the Gate. Reports suggest such corruption may destabilise the sector.
* **Tertiary Directive:** Record all data for the Mechanicus before final detonation or capture.

Failure is not an option. Inquisitorial observers have already been dispatched to oversee compliance.

Fragmentary Intercepts

[+++ ORK VOX INTERCEPT +++]
"Haw haw! Lookit dat shiny ring! Bet if we ram it, sumfin BIG'll come out!"

[+++ CHAOS CIPHER, ORIGIN UNKNOWN +++]
"The gate is a wound. We will tear it open and let the warp bleed into this galaxy."

[+++ ELDAR TRANSMISSION, TRANSLATED +++]
"Mon-keigh scum. This path is not yours to walk. We will bleed the stars dry before we allow your touch upon our Gate."

THE SHATTERED GATE by Turbidious Tom

Scenario Background:

The veil between real space and the Immaterium is never thinner than where the Eldar once laid their ancient Webway portals. One such structure drifts in silence above a dead world, its crystalline arch crackling with unstable energy.

Imperial auguries, Ork scavengers, and even the baleful eyes of Chaos have turned toward it, each seeking either to exploit or annihilate this prize. To the Eldar, however, its loss would be unthinkable. A fleet battle is inevitable around the gate as all sides vie for control of the ancient relic.

Forces:

Each player brings a fleet of between 750–1250 points, as agreed beforehand.

If Eldar are present, the Eldar player must take the role of the Gate's Protectors (Defenders).

Battlefield:

The battlefield should be regular 6x4 board

Place the Webway Gate (large terrain piece) in the exact centre of the board.

Place D6+2 celestial phenomena (asteroid fields, gas clouds, dust nebulae, or planets) around the table. None may be within 15cm of the gate.

Deployment:

Roll off. The winner chooses one of the long table edges.

Each player deploys their fleet within 30cm of the long edge.

The Eldar Protector fleet (if present) must deploy last, anywhere within 30cm of the Webway Gate.
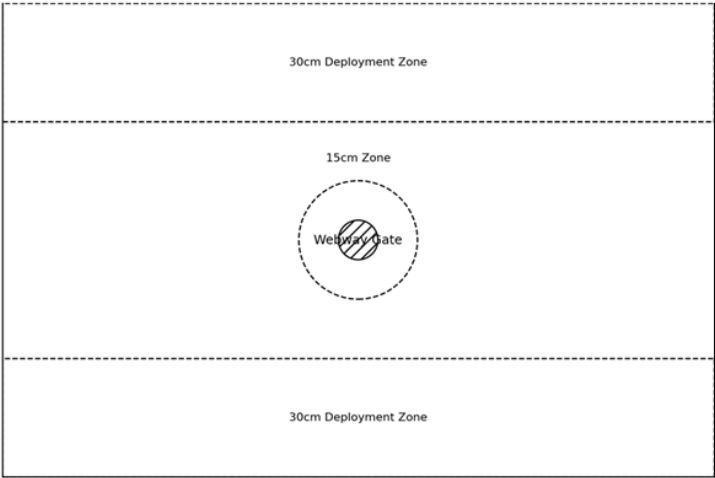
Special Rules:

The Webway Gate:

The Gate counts as an immobile structure with 10 hits, 6+ armour, holofields, and 3 turrets (defender roll for holofields if eldar are not present, roll for this at the start of the game).

It does not fire, move, or take special orders.

If destroyed, remove it immediately and resolve a massive explosion: Every ship within 15cm takes D6 lance hits, each resolved against shields/armour.

The blast wave creates a temporary rift, use the warp rift rules for the remainder of the game and place it in the place of the webway gate: Additionally, for the rest of the game, any leadership checks within 15cm suffer a -1 penalty.

Eldar Reinforcements:

If Eldar are one of the fleets, they may choose to keep one squadron of escorts or single cruiser off the table at the start of the game. At the start of turn 3 they may bring in one squadron of escorts or a single cruiser through the Webway Gate from their fleet list for the game that they set aside.

Place the ship(s) touching the Gate's base edge, facing any direction. They may act normally from that turn onwards.

Victory Conditions

Calculate victory conditions as normal, with the following additions:

For Non-Eldar Players:

If a player was able to destroy the webway gate then they claim 200 victory points. If they were able to claim the gate without destroying it, they claim 300 victory points.

To control the Gate, at the end the game have at least one friendly capital ship within 10cm and no enemy ships within 10cm of that ship.

For Eldar Players:

If the Eldar player can keep the Gate intact and free from enemy control at the end of the game, they will claim 300 victory points.

Games rules:

The battle lasts 6 turns or until one fleet disengages.

Total up Victory Points from objectives and enemy ships destroyed. The side with the most Victory Points is the winner.

THE VOID EYE by Bleachhawk

Editor's note

The Void Eye by Bleachhawk is an excellent miniature to use as Warp Beast in one of the various Battlefleet Gothic scenarios featuring this phenomenon.

++++ Inquisition-Intercepted Vox-Transcript ++++

+++ Original Message below +++

++ Imperial Navy Vox-Transcript: Battlefleet Marcodurum,
Dictator-Class Cruiser Gryv ++

Segmentum: Ultima

Sector: Marcodurum

Date: 345.999.M41

Author: Lieutenant-Commander Halbrecht Vyne, Vox-Officer,
Gryv

Clearance Level: Sigillite Bronze

Subject: Reports of Unidentified Phenomenon

I submit this account with due caution. It should be noted that what follows is hearsay, pieced together from fragmented vox-traffic, a handful of missing or destroyed patrol ships in the outer reaches of the Skeldhal Verge and the drunken ramblings of voidsmen plucked from bars. While such reports may be questionable, the number of, and consistency between separate sources warrants attention.

The rumors speak of a thing or an impossible entity of colossal size, its form dominated by a single unblinking eye, burning like a false star. Some accounts describe countless tentacles spilling from this orb, each writhing with lesser eyes, lidless and glaring, watching in all directions at once. Survivors claim that to behold the creature — even through auspex-augurs — is to feel one's soul flayed, as if one's sins are laid bare.
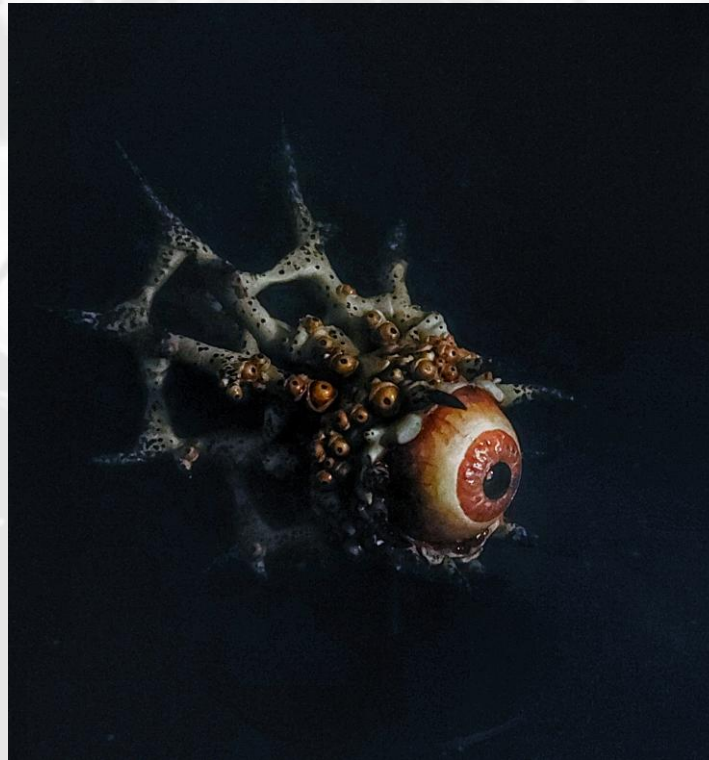
The remains of one battered Corvette crew insisted that the beast "blinked," and in that instant their vessel found itself torn from realspace, hurled momentarily into the Immaterium without translation protocols, before being spat back into the void. Their Navigator did not survive, apparently his third eye boiled into a scarred ruin.

All these voidsmen have been transferred to the local Commissariat for further interrogation.

Wreckage from the Stalwart Oath, a patrol frigate overdue by forty-six days, was recently found drifting near Ettenheim. Its hull twisted, as though crushed by immense pressure, but no blast marks or signs of conventional attack were detected. A surveillance logging, heavily corrupted, shows faint images of what could be interpreted as vast shadows and a luminous orb.

For now, these reports remain unconfirmed. I advise the Lord Admiral to dispatch a small Taskforce to the region for deep-void sweeps. If these accounts are false, the flotilla will at least prevent further unrest among the crews. If they are true… then the Marcodurum Sector may be facing an enemy not of flesh and steel, but of the void itself.

May the Emperor's Light reveal truth where shadows linger.

++ Report Ends ++

+++ Filed under: XENOS/DAEMON/UNKNOWN – Further
Classification Pending +++

THE VOID EYE by Bleachhawk

+++ Inquisitorial Addendum: Ordo Malleus / Ordo Xenos Cross-Reference +++

Segmentum Ultima – Marcodurum Sector

Clearance Level: Tridentum Argentum

Author: Inquisitor-Legate Seraphine Drauvant, Ordo Malleus

Subject: Evaluation of Lieutenant-Commander Halbrecht Vyne's Report of Unidentified Phenomenon

The report filed by Lieutenant-Commander Vyne of the Gryv has been reviewed under joint authority of the Ordo Malleus and Ordo Xenos, given the anomalous descriptions contained within.

While the account contains numerous elements of hearsay and unverified testimony, certain features demand closer scrutiny. The consistent motif of an immense central eye surrounded by tendrils bearing countless subsidiary ocular organs aligns disturbingly with older sealed records of *warp-predators* known to lurk along unstable shipping lanes. The archives of the Ordo Malleus contain partial data-fragments from M34 that reference a creature termed "Oculus Maleficarum" — a daemon-beast reported in the Perdus Rift, described in nearly identical terms. The similarities are too great to be ignored.


Of note:

● **Psychic Corruption**: The death of a Navigator by spontaneous ocular destruction suggests strong resonance with warp-attuned individuals.

● **Torsion Damage**: The Stalwart Oath's remains suggest an external manipulation of matter, possibly gravitic or warp-spatial constriction.

● **Mass Fear Effect**: Reports of dread and soul-exposure are consistent with daemonic influence.

It is the judgment of this office that the phenomenon is *likely not of natural xenos origin*, but rather of warp intrusion and must be treated as a Class-IX Daemon-Beast until disproven.

Orders Issued:

1. **Censorship**: Lieutenant-Commander Vyne's report is to be restricted to Gold-tier personnel and above. Dockside rumors are to be suppressed by Naval Commissariat detachments.

2. **Surveillance**: Battlefleet Marcodurum will dispatch discreet picket escorts with Mechanicus augury arrays to patrol the Angel's Way corridor. All findings will be routed directly to the Ordo.

3. **Containment**: Ecclesiarchal forces are to initiate penitent liturgies in the region to bolster morale and provide divine reinforcement to the populace.

4. **Observation Cell**: An Inquisitor along with a Malleus Killteam has been seconded to Ettenheim to establish an investigatory bastion. All survivors of suspected encounters with the Horror are to be quarantined, examined and ultimately terminated.

Final Note: If the entity proves to be the Oculus Maleficarum of Perdus legend, then its emergence in the Marcodurum Sector cannot be by chance. It will mean that the sector has drawn the gaze of darker powers.
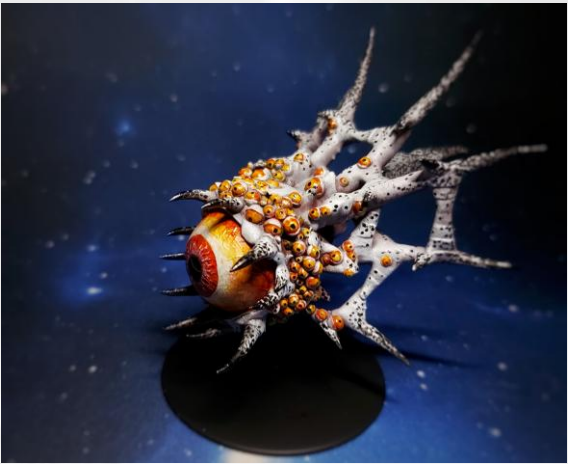
The Emperor Protects — but vigilance must be eternal.

+++ Addendum Filed and Sealed +++

By Authority of the Ordo Malleus

THE VOID EYE by Bleachhawk

+++ Vox-Transmission: Ordo Chronos Intercept +++
Encryption Sigil: Chrono-Seal Delta-Omicron-33
Timestamp: Inconsistent (see note below)
Recipient: Ordo Malleus, Segmentum Ultima Conclave
Origin: [UNVERIFIED] – Claimed from an Ordo Chronos relay in the Lithesh Sector

—[crackling vox-static, followed by a strained, metallic voice]—

"This is Auditor Karomen, Ordo Chronos.
Be advised, your recent classification of the ocular warp-beast resonates with threads already in our archive. We have encountered identical phenomenon before - and after.

The records do not agree. In some chronotexts, the creature is catalogued as destroyed in M32, bound by a stasis-station near the Halo Stars. Yet in others, it appears yet to be destroyed, sighted in the 42st Millennium's far edge.

Temporal resonance fields around the Angel's Way corridor suggest flux. Ship-timelines arriving through that passage are registering discrepancies of up to nine standard years upon re-entry. Survivors claim the 'eye' stares not only into them, but through time itself into their distant pasts and futures.

Understand this: what you name the 'Oculus Maleficarum' may not be one beast. It may be one thing crossing itself, dragging fragments of the past and the future into the present.

Seal your records tight. Do not presume you have only one sighting to contain. Every timeline weaves another thread into its gaze. If you see it once, you may already have seen it too many times."

—[signal distortion rises to shrieking static]—

Note:
The transmission's timestamp cannot be verified. Cogitators indicate the message was both received and not yet received. The vox-sigil of Auditor Karomen is confirmed authentic in some archives but marked KIA in M39 in others.

+++ Message quarantined under Ordo Chronos Directive. Cross-reference forbidden without dual authorization. +++

Campaigning through the Stars: Eldar by Fro5ty

Last time we went through the rules for the beloved cogboys of 40k, and now we're bringing you the rules for some of the most capricious and aloof beings in 40k: the Eldar! Eldar have long since abandoned their days of conquest and empire-building, lost with the birth of Slaanesh. In these days, the remaining embers of the once bright Eldar empire ply the void in massive Craftworlds, trying to prevent losing the last few remnants of their long-lost empire, or they ply it as corsairs, striking those they consider beneath them as a means to keep the upstart races, and boredom, at bay. Your Eldar could be anything between one of the many corsair warbands that are the bane of the lesser races with their swift attacks on unsuspecting victims and a Craftworld's foray into a sector, taking systems that are critical for the Craftworld's long term plans due to their significance to Eldar, or simply due to the Farseers having foreseen them as a critical piece in a desirable future.

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

Eldar in a campaign

Eldar campaigns are of a different sort, as you do not seek to conquer full sectors for conquering's sake. The Eldar are too few to conquer large swathes of space, instead caring deeply for those worlds that are holdovers from their past, and destroying any who would dare desecrate them. Your Eldar commander will surely see their fame rise along the Admiral progression table, will enjoy updated refit tables, clarified rules for their behaviour in a campaign and even tables to appeal for support.

General rules

Eldar 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.

Maiden Planets

Maiden Worlds are the lush paradise worlds originally created by the Eldar before the Fall of their race. The creation involved seeding barren planets with life, gradually leading to their transformation into lush, life-supporting worlds. The seeding of worlds was part of a program of colonisation which would take many thousands of years to reach fruition, and the result would only be seen by later generations of Eldar. To represent this, there is a new system type, Eldar Maiden World (E). An Eldar Maiden World is considered as an Uninhabited World to non-Eldar players, but it is considered as a Mining World to Eldar players. Additionally, such is the importance of Maiden Worlds to the Eldar, that whenever an Eldar player gains control of a Maiden World due to winning a battle, that player gains a +1 bonus to their renown. Conversely, whenever an Eldar player loses control of a Maiden World due to losing a battle, they suffer a -1 penalty to their renown.

Exodite Planets

Exodite Worlds are those that were settled by Eldar, commonly known as Exodites, fleeing the increasing depravity of the majority of the Eldar race just prior to the Fall of the Eldar. They are wild planets, often untamed and dangerous. To represent this, there is a new system type, Eldar Exodite World (X). An Eldar Exodite World is considered as a Civilised World to non-Eldar players, but it is considered as a Hive World to Eldar players. Exodite planets have their own defences and Eldar players go to extreme lengths to defend them, so an Eldar player can deploy an extra D6x10 points of ships and D6x5 points of planetary defences for every 500 points (or part thereof) in his fleet when playing a scenario as the defender of an Exodite system they control. Lastly, Exodite Worlds are of extreme importance to the Eldar as they're some of the only planets to still host Eldar. Whenever an Eldar player gains control of an Exodite World due to winning a battle, all positive (+1, +2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.

Conversely, whenever an Eldar player loses control of an Exodite World due to losing a battle, they suffer a -2 penalty to their renown. Should the Eldar player lose a raid or major raid on an Exodite World they control, they suffer a -1 penalty to their renown.

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 Eldar pirate fleets are Corsair Eldar and should be represented by using the Eldar Corsairs 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 Eldar conquering fleets are Craftworld Eldar and should be represented by using the Iyanden Craftworld Fleet List, but you should feel free to use other lists if you feel it appropriate!

Campaigning through the Stars: Eldar by Fro5ty

The Craftworld

Some Eldar live in Craftworlds and do not stray from it, instead taking advantage of the Craftworld's mobility and treating it as a mobile base, often using its abundance of Webway gates to strike throughout the sector. Craftworld Eldar behaving as a Conquering Fleet can choose to forego having a starting system, instead having the Craftworld behave as their base for the campaign. The Craftworld behaves like a Pirate Base for all intents and purposes with the following modifications:

- Allows its owner to attack (and conquer) any planets instead of just those connected to systems already held by the player via a warp route.
- The Craftworld provides twice the Repair Points of a regular Pirate Base.
- Finding the Craftworld is easier than finding a normal Pirate Base, so enemies consider the Craftworld owner's Renown as being 5 higher when attempting to find the Craftworld.
- Once the Craftworld has been found, it can be hidden again by the Craftworld player making a special Hide Craftworld appeal roll, which will be successful on a 3+. If it's successful, the Craftworld is considered hidden again and enemies must once again roll to find it.
- Should the Craftworld be found, the mission to be played should be Craftworld Assault instead of Planetary Assault or Exterminatus.
- Should the Craftworld Assault result in an Attacker's Marginal Win, the Craftworld is now considered damaged and will now provide Repair Points as a normal Pirate Base. Should it already have been damaged, it will now be considered critically damaged and provide no more Repair Points.
- Should the Craftworld Assault result in an Attacker's Victory, the Craftworld is considered destroyed or critically damaged, and the Craftworld owner's player loses the campaign immediately as the

Eldar are forced to retreat from the sector. They will no longer be able to participate in the campaign, and they relinquish control of all the systems they controlled. They will now be considered ownerless.

Remnants of the Fallen Empire

Eldar greatly value the remaining worlds of their past, giving special attention to the worlds seeded for future habitation, known as Maiden Worlds, and those worlds settled by those who fled the Fall, known as Exodite Worlds, often going to war in order to protect them. Eldar have very little interest on other planets as matters of conquest and control, though. Eldar gain full Repair Points from Exodite and Maiden worlds but get half the amount of Repair Points (rounding up for each planet individually) for other systems.

The Dead Among Us

Eldar Craftworlds use Ghostships to bolster their fleets and protect themselves. These automated ships have little to no crew and the souls of the dead learn slowly, though they are incredibly resilient. Ghostships cannot gain Crew Skills and must re-roll successful rolls to Gain Experience (the second result stands). They do not reduce their Leadership after a battle in which they were crippled. Furthermore, Ghostships recover a single hull point at the beginning of the Repairs & Withdrawal step on a roll of 5+ (roll for each Ghostship individually).

Promotions

The Eldar have a long and proud history and will not tolerate any disrespect. Many a human has found himself at the end of an Eldar's weapon after having used the wrong title.

Eldar commanders use the following table for their promotions during a campaign, choosing what name to go by depending on their inclination towards piracy. Whereas Craftworld commanders have fixed Leadership values, Corsair commanders instead apply a Leadership modifier to their vessel's Leadership value (to a maximum of 10).

A Craftworld Bearer of the Flame or a Corsair King both count as Eldar Heroes for the purposes of fleet lists.

Eldar Promotions					
Renown	Craftworld Title	Ld	Corsair Title	Ld Bonus	Notes
1 - 5	Captain	8	Captain	0	1 Re-Roll
6 – 10	Fleet Captain	8	Lord	+1	1 Re-Roll
11 - 20	Autarch	9	Shadow Lord	+1	2 Re-Rolls
21-30	Admiral	10	Prince	=2	2 re-rolls
31 – 50	High Admiral	10	Shadow Prince	+2	3 Re-Rolls
51+	Bearer of the Flame	10	King	+2	4 re-rolls

Campaigning through the Stars: Eldar by Fr05ty

Refits

Eldar ships are all works of art and craft, no two the same. Bonesingers work tirelessly shaping the wraithbone to create them, and they can sometimes be petitioned by powerful captains to sing some more, letting their creativity flourish and improving a ship some more.

The refit tables are for use by any capital ships in an Eldar fleet. They are not for use by escorts. Haven stations may earn ship or weapon refits but not engine refits. 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 Eldar Torpedoes Refit table instead of the Eldar Weapons Refit table, though this costs twice as much as a normal refit (20% of the ship's points value). No ship may be equipped with more than one torpedo type from the Eldar Torpedoes Refit table. Torpedoes from the Eldar Torpedoes Refit table are always restocked after each battle.

ELDAR 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	**Celestial Dragon Engine:** The standard manoeuvring thrusters have been augmented, allowing breathtaking turns. The vessel may choose to turn up to 90° at the end of its movement instead of turning normally at the beginning of its movement.
2	**Polarization Field:** A low-level energy bubble surrounds the ship, channeling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
3	**Drunken Weave:** An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive manoeuvres. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does not count as being braced, but the ship may not use this save when on *Brace For Impact* Special Orders or attempt to go *on Brace For Impact* special orders against any round of shooting or event of taking damage if this save fails.
4	**Phoenix Sails:** Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy **from the solar wind, adding +5 cm to all speed bands.**
5	**Moon Gossamer Rigging:** A Bonesinger has spent many hours re-splicing the ship's control mechanisms. Instead of turning to any facing at the start of its movement, it may choose to make a single 45° turn at any point along its movement.
6	**Stream Flow Enhancers:** A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side.

ELDAR 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	**Crystal Web:** A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
2	**Bonesinger:** A much-respected Bonesinger has joined the ranks of the crew. The ship only suffers critical damage on a 5+ instead of a 4+.
3	**Mask of the Laughing God:** Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
4	**Gestalt Spirit Stone:** The ship is incredibly ancient, even by Eldar standards, and its spirit has literally aeons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
5	**Netherfield:** A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
6	**Structural Purity:** The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.

ELDAR 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	Weapons Refit
1	**Talons:** Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defences. Enemy ships attempting to board the vessel or perform a hit-and-run attack suffer a -2 modifier.
2	**Distortion Charges:** The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (usable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10cm towards the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.
3	**Rune-Assisted Targeting Nodes:** The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
4	**Gravitic Accelerators:** An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10 cm to its movement.
5	**Anomaly Clarification Stones:** The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them.
6	**Enhanced Crystal Focusing:** Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15 cm range to the ship's weapon batteries and lance-type weapons.

Campaigning through the Stars: Eldar *by Fr05ty*

| ELDAR TORPEDOES REFIT	
The ship has been equipped with special torpedoes. Roll on the following table:	
D6 Roll	**Torpedoes Refit**
1	**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.* 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.
2	**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.* 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!
3	**Seeking Torpedoes:** *These torpedoes are each a piece of art, having much more powerful seeking capabilities than regular torpedoes and homing in on enemies even as they maneuver. Sadly, these torpedoes are not only rare, but easily blinded by blasts and debris, confusing them as ships and leading to premature detonation.* 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. Ships are only equipped with enough Seeking Torpedoes to fire a single salvo of them in a battle.
4	**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.* 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).
5	**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.* 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! Ships are only equipped with enough Melta Torpedoes to fire a single salvo of them in a battle.
6	**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.* 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! Ships are only equipped with enough Vortex Torpedoes to fire a single salvo of them in a battle.

Campaigning through the Stars: Eldar by Fr05ty

Crew Skills

Eldar ships are crewed by a collection of veterans, those on the path of the Mariner, those on the path of the Outcast, and even the spirit stones of those that came before them. This assortment of personalities can often result in extremely strange, though efficient, crews.

Eldar ships and Haven stations may use the following table when rolling for Crew Skills.

ELDAR 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	**Warlock:** A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
3	**Excellent Pilots:** Even the bomber pilots assigned to this ship number several 'Aces' amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilising the 'Resilient Attack Craft' 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
4	**Battle Stance:** Aspect Warriors or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Aspect Warrior Host.
5	**Disciplined Crew:** Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
6	**Elite Command Crew:** Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.
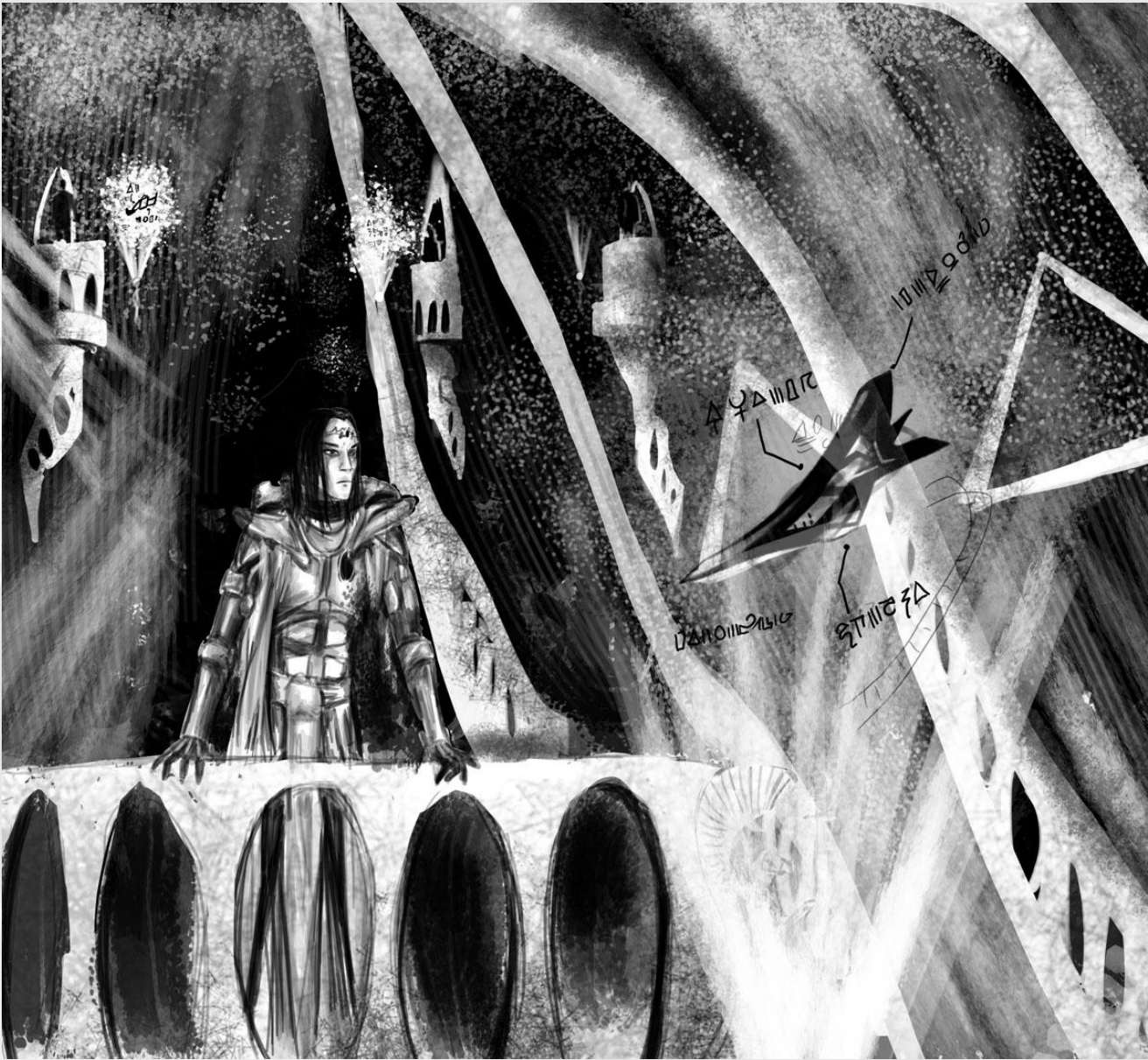
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Appeals

Craftworld Eldar have few options from whom they can appeal for support, and rare be it for an Eldar to appeal for support from the lesser races, though Corsairs are a lot more flexible on who they consort with, and may be willing to ask for support from some darker allies.

Craftworld Eldar players may choose to roll on the Eldar Craftworld or Eldar Corsair Appeal Charts when making an Appeal of the "Other" variety. Eldar Corsair players may also choose to roll on the Commorragh Appeal Chart when making an Appeal of the "Other" variety.

ELDAR CRAFTWORLD APPEAL CHART	
2D6 Roll	**Result**
2	The Craftworld cedes control of one of its colonies to you. Gain control of a hidden Craftworld colony adjacent to your base. This counts as an agri-world and can be discovered like a pirate base and captured.
3	The Craftworld offers to repair and resupply some of your vessels. Gain Repair points equal to a Forge world for this turn only.
4	A troupe of Harlequins performs for the Admiral. Your flagship gains a +2 modifier on all boarding actions for the rest of the campaign.
5	The Craftworld offers the resources of one of its colonies for repairs. Gain Repair points equal to an agri-world for this turn only.
6	An expeditionary force of Aspect Warriors joins one of your ships. It receives a +1 bonus to Boarding actions for the rest of the campaign.
7	Advice from a combination of Farseers and Rangers allows you to completely outmanoeuvre your opponent. You automatically win the initiative next campaign turn.
8	A team of Rangers joins your band. Gain +1 Initiative in each campaign turn.
9	A Farseer advises you on tactics to use for the next battle. Gain an extra re-roll for the next battle only.
10	A fleet commander decides to join your band of warriors. He takes command of a cruiser or escort squadron, giving them +1 Leadership.
11	A Farseer has decided that your destiny is important to the race and joins your crew. His advice gives your flagship an extra re-roll for the rest of the campaign.
12	Seers have studied your upcoming battle for centuries. You may choose the size, type and location for your next scenario.

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ELDAR CORSAIR APPEAL CHART	
2D6 Roll	**Result**
2	Corsairs allow you to use one of their hidden bases. Gain control of a Pirate base. It can be discovered as normal, like any other pirate base..
3	A Corsair warband joins your campaign. You may add up to 250 points of ships from any Eldar Corsairs list as reserves. Follow that list's fleet composition, though you may not take ships listed as reserves from that list.
4	A Void Dreamer joins you, allowing your ships to quickly navigate the Webway and disengage at a pinch. Your fleet gains a +1 Leadership bonus to all attempts to disengage for the rest of the campaign.
5	Corsair bands feed you information, ensuring you find your quarry's base of operations. You may re-roll the first failed roll to find an enemy's Pirate base each turn.
6	A group of Voidscarred joins one of your ships, granting you their prodigious skills. Choose one ship, it gains a Crew Skill.
7	Corsairs feed you information on enemy movements, allowing you to strike first. Gain +1 Initiative for the next 3 campaign turns.
8	Corsairs 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 D6x20 points.
9	Corsairs will help you, if you return the favour. Generate an extra sub-plot next scenario, and if you succeed, you may roll twice on this chart during the Appeals phase.
10	Way Seekers join one of your ships, using their prophetic and protective abilities to protect the ship and keep it functional. Whenever the ship would suffer damage, on a D6 roll of 6, that damage is ignored. Furthermore, the ship only suffers the penalties for being crippled when it is at 25% hull points or lower (rounded up) instead of the usual 50%.
11	Helped along through hidden webway paths known to corsairs, you strike your enemies before they can react. You automatically win the initiative next campaign turn. During the battle's first turn, whenever one of your opponent's ships tries to shoot at one of your ships, they must pass a Leadership test as they're trying to get over their surprise. If they fail, they may not shoot during that turn. They will behave normally from the second turn onwards
12	A Corsair fleet joins your campaign. You may add up to 500 points of ships from any Eldar Corsairs list as reserves. Follow that list's fleet composition, though you may not take ships listed as reserves from that list.

ELDAR COMMORRAGH APPEAL CHART	
2D6 Roll	**Result**
2	A cult of Wyches joins your band. One ship with launch bays can now launch assault boats. Treat these like any other assault boats with speed 20cm.
3	A Haemonculus extracts vital information from one of your prisoners, allowing you to call in outlying ships for the next mission. You may deploy an extra D6x25 points worth of ships next campaign turn.
4	A Haemonculus tortures an enemy captive until he breaks down, telling you his fleet's plans for the near future. Gain +2 Initiative next campaign turn.
5	Your request, backed by vast amounts of money, secures the services of Incubus bodyguards. Your flagship gains a +2 bonus to Boarding actions.
6	Rumours of your success cause raiders to flock to your banner. Two ships of your choice gain a +1 bonus during Boarding actions.
7	A cabal joins one of your ships, which gains a +1 bonus to Boarding actions.
8	A successful raid nets you extra slaves to put to work on one of your ships. This ship may roll an extra dice during each End phase to repair damage.
9	A slave raid catches the planet completely by surprise, providing you with enough workers to completely supply two of your ships with repair crews. This gives them an extra dice during each End phase to repair damage.
10	You are given an ancient and very complete map of the Webway, warp tunnels and navigational hazards of this sub-sector. You may add a +1 modifier to any rolls you make to Disengage for the rest of the campaign.
11	Your prestige, and a hefty bribe, grants you a Pirate Base in Commorragh itself. Your base can never be located during this campaign.
12	Your latest batch of slaves includes a large number of servitors and adepts of the Machine God. These are stationed at your base and provide each squadron and capital ship with 1 automatic Repair Point per campaign turn.

Conclusion

Hope you enjoy these new additions to make the Eldar campaign experience a memorable one, and I hope you show all these lesser races who the true masters of the stars are!

The Forge

Imperial Missile Cruiser by Bleachhawk