



Now how do we fly?

Welcome starting admirals to the game that is called Battlefleet Gothic. No need to explain what it is because otherwise you wouldn't be reading this.

Introduction

In 1999 when Battlefleet Gothic was released we started the game with “only” four fleets and a nice selection of ships. We got the Imperial Navy of the Gothic sector, the Chaos incursion fleet, Corsair Eldar and Ork Pirates.

With both the Imperial and Chaos fleet being the main fleets with a broader selection and the Orks and Eldar with a bit less variety. But all four fleets offered enough variety to create a fleet to your liking. For the Imperial and Chaos this often meant picking one of two available battleships and following build your fleet around the options the battleship provided.

When the Battlefleet Armada supplement was released the whole 40,000k universe got a fleet, from Tyranids to Necron and Tau to Dark Eldar, to wage wars among the stars in mighty starships. And in addition, the four fleets from the basic game also got additional vessels and options to choose from. More options, more variety, more fun, more head-scratching on what to choose.

In the years after Armada, Games Workshop still released new models with PDF's containing their rules. These were the Rogue Traders, a special Chaos vessel, Craftworld Eldar and as last of them, in 2007, the Adeptus Mechanicus.

In between all of that Forgeworld released several additional models for the game. Most of them covered in Armada but the Tau got a completely new line up in addition to the fleet Games Workshop created.

It was in 2010 that the rules committee made the effort to create one last big FAQ for Battlefleet Gothic and improve the PDF lists which Games Workshop had released. All in one nice compendium. The compendium saw either updated or new lists for the Craftworld Eldar, Powers of Chaos, Rogue Traders, Inquisition, Tau CPF, Ork Clanz, Space Marines, Adeptus Mechanic and one more sector for the Imperial Navy: Bakka.

Which colours do I fly?

With all these fleets and ships available it is just great fun to play this game. And a lot of you will delve into those lists and put together your own fleet. Be it an all-round fleet or specialized fleet, all is possible. But it is understandable, especially for newcomers or beginners, that it is difficult on what fleet to choose. Especially if you really want to start this hobby and acquire the ships, build them (or print them), paint them and put them onto the tabletop. You can only spend your money once, right?

In this article I will try to give some ideas and offer some starting fleets for the various races. But before I continue with that, I personally think that the fleet you pick should be the fleet you really like in how they look. How do they connect with you. The game offers some really great designs but some tick more boxes than others. Another consideration would be: do you play another game in the 40k universe? Pick the fleet of the race you have for those other games.

If you're still unsure try to run a game through vassal with one of the experienced players on the Discord channel. And make sure it will be Imperial Navy versus Chaos as those two are still the easiest fleets to get into as they stick the most to core rules Battlefleet Gothic provides.

The fleets provided will all aim at the 1500 points level. This is a real common and widely used point number. It also gives the option to select smaller fleets from.

Enjoy!
Horizon

Sidenote: when talking about values, statistics and rules I will be referencing the official rulebook, armada and FAQ/Compendium 2010. Other fan rulesets exist and while a lot of the ideas still apply individual points and statistics can vary and in several cases rules may be different as well.

The Imperial Navy

Gothic Fleet, Armageddon Fleet, Bastion List, Bakka fleet. The Imperial player has a lot to read and a lot of ships to pick from. But in its core the Gothic List is what the Imperial Navy is about. A good thing to know with the Imperial Navy is that some selections are also a reflection of playing style. For example: if I take two Lunars, I have a total of twelve weapon batteries and four lances in one broadside attack. But if I have one target in sight, I really want them to be squadroned to not have the effect that the batteries of the second Lunar are shooting through blastmarkers. But if I would have chosed a Dominator and a Gothic, which also would give me twelve weapon batteries and four lances in one broadside the need to squadron is less needed; just shoot first with the Dominator.

The 1500 points fleet:

| Imperial Navy Starter fleet list One | Points |
|--------------------------------------|--------|
| Fleet Admiral | 50 |
| Re-Roll | 25 |
| Emperor Class Battleship | 365 |
| Lunar Class Cruiser | 180 |
| Lunar Class Cruiser | 180 |
| Gothic Class Cruiser | 180 |
| Dominator Class Cruiser | 190 |
| Sword Class Frigate x5 | 175 |
| Cobra Class Destroyer x5 | 150 |
| Total Point Value | 1495 |

A well-rounded fleet with a mix of ordnance, weapon batteries and lances. It is a classic Gothic selection.
If you want variety, you can try to build a fleet around the steamroller core of a Retribution class battleship flanked by two Dictator class cruisers. Above fleet will have the Emperor operate as a single object in the fleet providing long range weapon support and ordnance to the cruiser core.

But the Retribution will be on the front heading to the enemy fleet to get its batteries into a more effective position. Launching waves of torpedoes on the way in. The fleet could look like this:



| Imperial Navy Starter fleet list Two | Points |
|--------------------------------------|--------|
| Fleet Admiral | 50 |
| Re-Roll | 25 |
| Retribution Class Battleship | 345 |
| Mars Class Battlecruiser | 270 |
| Dictator Class Cruiser | 220 |
| Dictator Class Cruiser | 220 |
| Dauntless Class Light Cruiser | 110 |
| Dauntless Class Light Cruiser | 110 |
| Cobra Class Destroyer x5 | 150 |
| Total Point Value | 1500 |

A well-rounded fleet with a mix of ordnance, weapon batteries and lances. It is a classic Gothic selection. If you want variety, you can try to build a fleet around the steamroller core of a Retribution class battleship flanked by two Dictator class cruisers. Above fleet will have the Emperor operate as a single object in the fleet providing long range weapon support and ordnance to the cruiser core. But the Retribution will be on the front heading to the enemy fleet to get its batteries into a more effective position. Launching waves of torpedoes on the way in. The fleet could look like this:

Now if we move to the other fleet lists which are available to the Imperial Navy, we can see each list has its own flavour. Battlefleet Armageddon has easier access to battlecruisers and Battlefleet Bakka, while having less carriers, has more turrets to oppose enemy ordnance. And both lists have some new vessels to choose from.

A fleetlist which makes good use of the Grand Cruisers would be the following, based on the Bastion fleet list (initial design Vaaishm): Emperor Class Battleship, two Vengeance class Grand Cruisers, one or two Lunar cruisers and the Voss light cruisers to complete the list. This fleet will not employ the steamroller tactic but use more of a closing abeam line to the enemy fleet. If you want to switch battleships but retain ordnance the core would for example, be the Apocalypse Class Battleship flanked by two Exorcist Grand Cruisers.

Chaos

While Chaos may often be called the traitorous fleets, they can hardly be called that when playing Battlefleet Gothic. The Chaos fleet is easy to master, has above average speed, has the longest-range standard weapon platforms bagged in a good mix with available ordnance. Their ships have a purpose and won't let you down.

While Chaos does lack the armoured prow, a squadron of one Hades Class Heavy Cruiser and two Murder Class Cruisers heading down your fleet with eight lances harassing your fleet from 60 centimeters away is nothing to sniff at. And when they close under 45 centimeters, they turn their broadsides and pummel you with thirty weapon batteries.

But Chaos also offers one of the best long range broadsides platforms by pairing some Devastation Class Cruisers and Carnage Class Cruisers.

So first let's look at the HMM combination fleet:

| Chaos Starter fleet list One | Points |
|------------------------------|-------------|
| Chaos Warmaster | 50 |
| Hades Class Heavy Cruiser | 200 |
| Murder Class Cruiser | 170 |
| Murder Class Cruiser | 170 |
| Styx Class Heavy Cruiser | 260 |
| Devastation Class Cruiser | 190 |
| Devastation Class Cruiser | 190 |
| Infidel Class Frigate x6 | 240 |
| Total Point Value | 1470 |

You notice this fleet does not have a battleship, but the squadron combination of the gun wing (HMM) and ordnance wing (SDD) is just so much fun. If you really like a battleship, consider dropping the Styx and some escorts to fit in the Despoiler or Desolator.

In above you could also select a second HMM combination instead of the carriers. Chaos showing Bakka the way.



The second fleet is based on the CCDD core:

| Chaos Starter fleet list Two | Points |
|------------------------------|-------------|
| Chaos Warmaster | 50 |
| Desolator Class Battleship | 300 |
| Acheron Class Heavy Cruiser | 190 |
| Carnage Class Cruiser | 180 |
| Carnage Class Cruiser | 180 |
| Devastation Class Cruiser | 190 |
| Devastation Class Cruiser | 190 |
| Infidel Class Frigate x5 | 200 |
| Total Point Value | 1480 |

Well, go abeam and have fun. Some possible mixes could be changing the Acheron into a Repulsive Grand Cruiser (Zelnik will most likely advise this) and drop some escorts.

In both cases I recommended the Infidel escort. Personally, I really like this one as it gives some torpedoes to the Chaos fleet.

The extra vessels from Armada and the Powers of Chaos are suited to match your tastes. While the Planet Killer is not for starter fleets it will be fun to field one once upon a time. Or you prefer a certain Chaos god choose the specific vessel for that and build your fleet around it using above knowledge.

Tau

The (relatively seen) new kids in 40,000k but when looking at both of their fleets they have no problems fielding some cool and strong fleets to conquer the Eastern Fringe.

The first wave of the Tau fleet, from GW, the Kor’vattrra, arrived in Armada; a fleet which relied heavily on its attack craft (resilient!) and missiles. Slow in movement with a lot of forward firing gunnery and as said, in the case of Tau it should be often repeated, with lots of ordnance. The Explorer class starship for only 230 points and no restrictions but eight launch bays is telling. Add to this the Hero which is a real steal for only 180 points. The Achilles heel for this fleet is the lack of shields on an Explorer and the boarding penalties.

The Forgeworld designed fleet, the Kor’or’Vesh, much sleeker in appearance, still maintains a strong ordnance department but it has a shift towards more gunnery at medium range. Plus, not as cumbersome as the GW fleet, as for example the main cruiser, the Protector, comes with a 90 degree turn rate. So, both Tau, both have a different style of play, yet are using the same assets. In the Forgeworld every fleet should start with the Custodian Class Battleship; 100 points more as an Explorer Class Starship, dropping to six launch bays but

doubling railgun batteries, adding Ion Cannons and Missiles to the mix makes a beast of this. And to make the fun even better it comes with Integrated Tracking Systems. This fleet only lacks in the fewer hit points per capital ship as the problem with boarding has also been dealt with.

Both fleets also have access to the Demiurg and Kroot vessels to add more variety.

But let us look at a 1500 point Kor’vattrra

| Tau ECF starter fleet list | Points |
|----------------------------------|--------|
| Tau Kor’el and Aun’el | 125 |
| Explorer Class Starship Vash’ya | 230 |
| Explorer Class Starship Vash’ya | 230 |
| Hero Class Starship Vash’ya | 180 |
| Hero Class Starship Vash’ya | 180 |
| Merchant Class Starship Ke’lshan | 120 |
| Merchant Class Starship Dal’yth | 120 |
| Messenger Class Starship x2 | 100 |
| Orca Class Escort x3 | 75 |
| Orca Class Escort x3 | 75 |
| Orca Class Escort x2 | 50 |
| Total Point Value | 1485 |

A nice all-round fleet showing all aspects of the core vessels to this fleet. Note that both Merchants have the hit upgrade. Taking this list further, albeit a bit blander, would be to go with three Explorer Class Starships and three Hero Class Starships. You lose variety and escorts but will gain focused effectiveness. The Orcas are added to add a bit of nimble vessels to this fleet and the capital ships provide enough gravitic hooks to do so. If you think you have enough attack craft, you can switch one Explorer Class Starship to the Bor’kan configuration; you gain a nice missile wave though.

And for the Kor’or’Vesh an all-round fleet could look like this:

| Tau CPF starter fleet list | Points |
|--------------------------------------|--------|
| Tau Kor’el and Aun’el | 125 |
| Custodian Class Battleship | 330 |
| Protector Class Cruiser T’olku | 185 |
| Protector Class Cruiser T’olku | 185 |
| Protector Class Cruiser T’olku | 185 |
| Emissary Class Light Cruiser Bor’kan | 120 |
| Emissary Class Light Cruiser Sa’cea | 120 |
| Castellan Class Frigate x3 | 150 |
| Warden Class Gunship x3 | 90 |
| Warden Class Gunship x2 | 60 |
| Total Point Value | 1500 |



Although the Vior’la variant of the Protector offers longer ranged Ion cannons at the expense of fire-arcs and two railgun batteries, I prefer the standard variant. But if you focus and like more medium ranged weaponry it is certainly an option. This fleet offers a lot of missile platforms so make use of it. There is no need to rush to the enemy fleet but if you get within range try to make use of the Tracking Systems from the Custodian. But don’t clutter too much together, a warpdrive implosion on one of your ships is never fun. Also remember that aside from your Custodian all ships have a 90-degree turning rate, that gives a lot of room to manoeuvre.

Space Marines

The fleet of the Adeptus Astartes was introduced in Armada but it was in the 2010 Compendium list they got a much-needed boost as the workhorse of their fleet, the Strike Cruiser, was given the option to add a second shield.

Overall seen the Space Marine fleet has some good things: the capital ships have an armour rating of six, the Strike Cruisers are fast with 25 centimeters and nimble with a 90-degree turning rate and both the Strike Cruiser and Battle Barge bring along Bombardment Cannons: weapon batteries but with a heavier punch. And to bring it all together they excel at boarding and hit and run attacks due their Space Marines aboard. And let us not forget the higher leadership values. The drawbacks are the lack of lances in the fleet, that the Battle Barge is expensive, the Strike Cruisers have six hits, and the number of overall weaponry is lower than most opponents. So, the key with Space Marines is to close fast with the enemy fleet and make use of short ranged bombardment cannons, boarding and hit and run attacks.

So, we can get something like this:

| Space Marine Starter fleet list | Points |
|---------------------------------|--------|
| Master of the Fleet | 50 |
| Re-roll | 25 |
| Battle Barge | 425 |
| Strike Cruiser | 160 |
| Strike Cruiser | 160 |
| Strike Cruiser | 160 |
| Strike Cruiser | 160 |
| Nova Class Frigate x2 | 100 |
| Gladius Clss Frigate x3 | 135 |
| Hunter Class Destroyer x3 | 120 |
| Total Point Value | 1495 |

As mentioned, I gave all the Strike Cruisers an extra shield. I want to get close, so I need the extra protection on the way into the heart of the enemy fleet. As for the variants you can try and fiddle around with the Bombardment and or torpedo variant as you like. But Thunderhawks are a good resilient enemy harasser. The Battle Barge will often be the centerpiece but there is only one variant. So, if you are an Ultramarine the Seditio Opprimere is a nice alternative. Or you create your own venerable battle barge. But the doctrine won't change with the fleet.



Orks

The Orks! The fleet of Waaagh, the fleet that is supposed to have weak rear armour, unreliable weaponry, low leadership and a lack of speed. But they are also cheap, come in bunches and their unreliable weapons can turn into behemoth killing numbers. And to compensate for their leadership they have a lot of cheap re-rolls available.

A really good article for the Ork players to read is the one from “Deadshane” in Warp Rift 29: [warprift29.pdf](#)

He won the Adepticon tournament a few times with his Orks. Only thing to keep in mind is that this article is focused on the Orks from the rulebook and armada, not on the Ork Klanz list from 2010.

The Klanz list opens up a whole new possibilities. Especially the leadership in relation to Escort squadron strength is one to think about!

Based on that information, with a bit of more variety, we can look at this:

| Ork Starter fleet list | Points |
|--------------------------|-------------|
| Warlord x3 | 120 |
| Re-rolls x3 | 120 |
| Deathdeala Battleship | 275 |
| Kill Kroozer | 155 |
| Kill Kroozer | 155 |
| Terror Kroozer | 185 |
| Terror Kroozer | 185 |
| Ravager Attack Ship x6 | 210 |
| Brute Ramship x3 | 75 |
| Total Point Value | 1480 |

With some juggling around you can drop the escorts completely and add a second battleship if that is to your liking. Personally, I just like escorts in about every fleet. Place the Warlords wisely and have fun with closing in on the enemy fleet and finally reaching them.

Now, an Ork Klanz list is a tad more difficult to create. But the focus should see a shift to more and big escort squadrons. Because for each escort above the fifth it gains +1 to its leadership value. So, suddenly, the Orks noted for their low leadership start the battle with squadrons that make use of leadership 10! Take that, you Imperial admirals.

Adeptus Mechanicus

The logic from Mars. The Adeptus Mechanicus is what would happen if you took your Imperial cruiser to the garage and did a “Pimp my Ride”.

The cruisers see a long ranged dorsal lance added, get an extra turret, a cost upgrade to extend the weapon battery range and a free random improvement. Coming at higher point costs and being not so good at boarding or hit & run. Even their leadership is slightly better.

The higher costing does mean you’ll usually field less models than a regular Imperial fleet so you have to make those extras count.

In terms of selecting the fleet it should be noted that due the higher turret rating you can have success with fewer launch bays than what usually would be used. I managed without a carrier, certainly in battles below thousand points it is feasible. Do note that you will most likely be on the defensive side in the ordnance war even if you pick carriers; this due the fact they come at a high point cost level.

For 1500 points:

| Adeptus Mechanicus starter fleet | Points |
|-------------------------------------|-------------|
| Archmagos Explorator | 50 |
| Retribution Class Battleship | 380 |
| Lunar Class Cruiser [Nova Cannon] | 235 |
| Gothic Class Cruiser | 215 |
| Dictator Class Cruiser | 255 |
| Endeavour Class Light Cruiser [rng] | 135 |
| Gladius Class Frigates x3 | 120 |
| Hunter Class Destroyers x3 | 105 |
| Total Point Value | 1495 |

Now just make sure to place the Archmagos on the Retribution Class Battleship, then, as it is the Magos, pick the Augmented Weapon Relay option: hurray now you have a Retribution Battleship with no right shift above 45 centimeters for weapon batteries and the dorsal lances make doubles hits on the roll of a ‘six’. Note: if you rolled a ‘six’ when determining leadership for your Retribution it can pick its choice of upgrade already. So, in that case the Archmagos could go to the Dictator instead for example.

If you like more models on the battlefield, consider dropping the Lunar and adding two more light cruisers.

For variety you can pick one of the other battleships or the Omnissiah Ark itself but as it stands the Retribution is just an excellent choice for them.



Necrons

The fast ones. The zippy ones. The Brutal alpha strike fleet. Yes, Necrons made a name for themselves. Their weaponry is effective and their defence is different. Their ships have high armour values but no shields like the Imperial Navy for example. Instead, they have a reactive hull which means they can save against hits with a dice roll. Furthermore, on Brace for Impact their armour value drops but their reactive hull save gets better. This causes the effect that fighting with and against Necrons there is more uncertainty involved.

Because of this, their speed and attack strength the Necrons somehow got the stamp of “Overpowered”, while this is not true the stigma exists. Different tactics. But this is no Necron tactica or anti-Necron tactica, this is about a starter fleet. So let us look at what juicy ships they can field in 1500-Points.

| Necron starter fleet | Points |
|----------------------------|-------------|
| One Re-roll | 25 |
| Cairn Class Tombship | 500 |
| Scythe Class Harvest Ship | 275 |
| Scythe Class Harves Ship | 275 |
| Shroud Class Light Cruiser | 155 |
| Jackal Class Raider x3 | 150 |
| Dirge Class Raider x3 | 120 |
| Total Point Value | 1495 |

As you can see a nice mix of the capital ships and escorts. Make use of that special order All Ahead Full wisely and bring every ship into position. Due to their mobility it isn't even needed to maintain a strict battle formation as you can quickly regroup. If you prefer more speed consider dropping a Scythe for a Shroud and another escort squadron. Or if you want to go heavy, change the list so three Scythes roam the universe.



Corsair Eldar

The Corsair Eldar, the fleet that does not obey the core rules mechanics of Battlefleet Gothic and as such this is the thing the Eldar Corsairs should always exploit. You want to dictate the flow of the battle. If staying far away out of range is preferable: do so! Play efficiently and when you launch that attack make it count. Always thinking of the escape route. (But don't be a git with a raider scenario and jump on the table, destroy an enemy ship and fly off the table ;), although in a campaign... evil Eldar laughter filled the room). The Corsairs come with a fine selection of ships and to point out their strength: the two deadliest ships are the cheapest ones. The deadly Nightshade and Hemlock.

I will give two lists for them: one will be focused on the Void Stalker, which is a behemoth, in a list that is more a true 1500-point list and a second list which is more versatile when picking ships for smaller scenarios.

| Corsair Eldar starter list One | Points | Corsair Eldar starter list Two | Points |
|--------------------------------|-------------|--------------------------------|-------------|
| Pirate Prince | 100 | Pirate Prince | 100 |
| Void Stalker Class Battleship | 380 | Re-roll | 25 |
| Aurora Class Light Cruiser | 140 | Eclipse Class Cruiser | 250 |
| Aurora Class Light Cruiser | 140 | Shadow Class Cruiser | 210 |
| Aconite Class Frigate x4 | 220 | Aurora Class Light Cruiser | 140 |
| Hemlock Class Destroyer x6 | 240 | Hellebore Class Frigate x2 | 130 |
| Nightshade Class Destroyer x6 | 240 | Aconite Class Frigate x3 | 165 |
| Total Point Value | 1460 | Hemlock Class Destroyer x6 | 240 |
| | | Nightshade Class Destroyer x6 | 240 |
| | | Total Point Value | 1500 |

In both fleets you see the core strength: Hemlocks and Nightshades. The Aconites also lend a good battery punch. And the Aurora is just the deadly sniping light cruiser giving support.





Craftworld Eldar

A lot of the battleplans for the Corsair Eldar can be copied to the Craftworld Eldar fleet. With the Craftworld you do get better armour on your cruisers, but the Shadowhunter has its merits, but it isn't no Nightshade or Hemlock. The fleet also has access to assault boats and aspect warriors to have an extra weapon in the hit & run department.

And while it seems they come only with two models for the cruisers (three if you add the Flame of Asuryan) the modular options provide enough variety to choose from. A pity is that the Ghost Ship rules aren't worthwhile viewing the drawbacks compared to the bonus they offer.

So here we can look at:

| Craftworld Eldar starter list | Points |
|---|-------------|
| Iyanden bearer of the flame | 75 |
| Re-roll | 25 |
| Dragonship [Batteries + Launch bays] | 260 |
| Dragonship [Batteries + Launch bays] | 260 |
| Wraithship [Pulsar + Torpedoes] | 160 |
| Wraithship [Pulsar + Torpedoes] | 160 |
| Wraithship [Pulsar + Torpedoes] | 160 |
| Wraithship [Pulsar + Torpedoes] | 160 |
| Shadowhunter x4 [2 Batteries + 2 Lances | 160 |
| Total Point Value | 1420 |

Now I left some room in this one as you can add assault boats or aspect warriors or farseers as you wish. The weapon selection may seem somewhat bland but is just works out as the most usable setup. If you really like attack craft, you can add a launch bay Wraithship or if you are a big torpedo wave fan change a Dragonship to have torpedoes instead of launch bays.

An alternative idea is to upgrade the bearer of the flame to a hero, drop a Shadowhunter and upgrade a Dragonship to the most delicious Craftworld ship: the Flame of Asuryan.

Rogue Trader

The Fabric of the Imperium, the fleet with the various options. Allies here and there, transports and xenos escorts. The fleet will play like an Imperial fleet in most cases but without a battleship, without many lances or attack craft. So, it is a more daunting fleet to go to battle with. Yet, the fun of building this fleet is rewarding, surely when picking all kinds of individual models.

The only thing to do when selecting the ships is following the given restrictions.

A straightforward Rogue Trader could look like this:

| Rogue Trader Starter List One | Points |
|-------------------------------|--------|
| Veteran Rogue Trader | 50 |
| Rogue Trader Cruiser | 185 |
| Rogue Trader Cruiser | 185 |
| Endeavour Class Light Cruiser | 110 |
| Endeavour Class Light Cruiser | 110 |
| Dauntless Class Light Cruiser | 125 |
| Dauntless Class Light Cruiser | 125 |
| Heavy Transport x2 | 80 |
| Rogue Trader Cargo Vessel x1 | 20 |
| Escort Carrier x2 | 120 |
| Armed Freighter x3 | 60 |
| Recommissioned Escort x3 | 90 |
| Recommissioned Escort x3 | 90 |
| Xenos Vessel x3 | 150 |
| Total Point Value | 1500 |



While an allied focused list could look like this:

| Rogue Trader Starter List One | Points |
|-------------------------------|--------|
| Veteran Rogue Trader | 50 |
| Rogue Trader Cruiser | 185 |
| Rogue Trader Cruiser | 185 |
| Rogue Trader Cruiser | 185 |
| Protecor Class Cruiser Tol'ku | 185 |
| Castellan Class Escort x5 | 250 |
| Heavy Transport x2 | 80 |
| Rogue Trader Cargo Vessel x1 | 20 |
| Escort Carrier x2 | 60 |
| Armed Freighter x3 | 60 |
| Recommissioned Escort x3 | 90 |
| Xenos Vessel x3 | 150 |
| Total Point Value | 1500 |

In the second fleet the Rogue Trader has a temporary (?) alliance with a small Tau detachment.
So, as you can see the Rogue Traders can go many routes? Want a more regular Imperial cruiser in it? Go ahead and use the Lunar? Or want to mix the capital ships: make a core of a Rogue Trader cruiser, Lunar cruiser and Murder cruiser.
And nothing will hold you from adding mighty Demiurg vessels.

Dark Eldar

The race that is often depicted as the evil family member of the other Eldar factions. And in Battlefleet Gothic I think they are one of the most forgotten fleets available to the players. Fleets for the Corsair Eldar are very common and the Craftworld Eldar, released after the Dark Eldar, are also a regular fleet to witness on the internet. But the Dark Eldar somehow didn't win the popular vote. Which I think is mainly caused by the fact Games Workshop only released two models for them. And even though modular in concept two just is not eye-catching. However, this is by no means a weak fleet as the player "Maaksel" did manage to win Adepticon in the past with his Dark Eldar fleet.

Their playing style is only a little bit like the other Eldar as they do not have the second move in the ordnance phase. As such relying heavily on the alpha strike and attack craft to harass the enemy fleet. Mimics engines help in getting that first good position.

| Dark Eldar starter list | Points |
|---|-------------|
| Dread Archon | 100 |
| Re-roll | 25 |
| Torture Class Cruiser [Launch Bays] | 250 |
| Torture Class Cruiser [Launch Bays] | 250 |
| Torture Class Cruiser [Torpedoes] | 250 |
| Corsair Class Escort x3 [Impaler] | 150 |
| Corsair Class Escort x3 [Torpedoes] | 150 |
| Corsair Class Escort x3 [Phantom Lance] | 150 |
| Corsair Class Escort x3 [Phantom Lance] | 150 |
| Total Point Value | 1500 |

A mixed bag of weaponry with the Impaler just needing to be in it as it is such a unique aspect one must have it. With remaining points, you can add mimic engines to the ship or squadron you want to get closer to the enemy without detection. Choose wisely,



Tyranids

The Space bugs, the aliens that infest and eat your ship. This fleet is perhaps the most unique in how it operates with the behaviour flowchart being activated when the Hiveship lost its influence for example. The fleet is also highly customizable; you can create a great many variants for the capital ships as you choose which prow, thorax or broadside weaponry you add to them. The way you build the fleet is also not as other races: a Hiveship must take two to six escort drones and for each Hiveship you may select two cruisers. The Tyranids excel at boarding so you will want to get close to the enemy, even further encouraged by the fact the Tyranids do not utilize long range weaponry.



In the following example fleet, I gave an idea on how you can outfit the ships for the battle. Feel free to experiment with this. But as for models you see that you start with collecting one hiveship and build the fleet and models from there.

On note: the rules also have a page dedicated to the Evolution of the Hive Mind. Focused on the campaign but in one-off games players may agree to use them. These give some very nice options to improve your vessels. Like extra hit points or more speed.

| Tyranid Starter List | Points |
|--|-------------|
| Hive Mind Influence roll | 30 |
| Hive Mind Imperative | 40 |
| Hive Ship [Leadership 9] | 240 |
| -- Prow: Feeder Tentacles & Massive Claws | 15 |
| -- Thorax: Pyro Acid Battery | 30 |
| -- Port/Starboard: Launch Bays x2 | 40 |
| -- Port/Starboard: Bio-Plasma Discharge | 90 |
| - Escort drones x6 [Feeder Tentacles] | 90 |
| Tyranid Cruiser | 80 |
| -- Prow: Feeder Tentacles | 10 |
| -- Thorax: Massive Claws | 5 |
| -- Port/Starboard: Bio-plasma Discharge x2 | 40 |
| Tyranid Cruiser | 80 |
| -- Prow: Feeder Tentacles | 10 |
| -- Thorax: Torpedoes | 10 |
| -- Port/Starboard: Pyro Acid Battery x2 | 30 |
| Kraken x6 [Torpedoes] | 240 |
| Kraken x6 [Pyro Acid Battery] | 240 |
| Vanguard Drone Ship x6 [Feeder Tentacles] | 150 |
| Total Point Value | 1400 |