Warp Rift

The Battlefleet Gothic netzine

Issue 16

*Experimental
Tyranid rules*
*

Haven Spire
*

Dark Eldar
*

and more...

EDITORIAL

From the Nexus Publishing House

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Warp Rift:
Issue Sixteen
January 2008

+++ All One Mind +++

Before I start of rambling on all the great content of this issue I would first like to thank all the people who responded to the picture requests I have placed in the last couple of months.

Many thanks for submitting all those great pictures. And if you don't find yours back in this issue there will always be a moment when I can use them in a future issue.

This issue sparks the start of a sort of sister publication to Warp Rift. I will go in further detail in a separate box on this page.

What can I tell about this issue? Very easy: it is filled with Xenos. And then mostly with those nasty creatures from another Galaxy: the Tyranids. They appear with some delicate crafted experimental rules, a really great and extensive conversion guide plus a mayor appearance in the new Warp Rift addendum (as said, see the other box...)

The other alien race which has a main feature this time around are the pointy eared Eldar.

For the Dark Eldar we have an addition to the fleet list as presented in the Armada book.

The Eldar feature in a twin-linked scenario based around the Haven Spire.

But humans should not worry too much about all these Xenos as in the Depths of Space heroic Captains defend the borders and brave Admirals explore new stars for mankind.

This applies to Xenos (ha!) as well, like the Tau.

Warp Rift 17 will feature an article called 'Patrol Fleet Rules' by MKG. This ties in very nicely with the 'In Depth of Space Article' about which I am talking.

Happy Battlefleet Gothic in 2008,
Roy

A TYRANID WAR

As I mentioned in the editorial this issue of Warp Rift sees the start of a separate document, closely linked with Warp Rift.

This new add on is, for all I can see now, a temporary one.

Why a separate document in the first place?

It all started as Reg Steiner contacted me and told me about a story he had written. Since Warp Rift has a section called the Officer's Mess which feautures short stories of course I was interested. But as soon as I set eye on the story I realised it would be much too large to simply publish in standard Warp Rift format.

The fact issue 17 contains some really cool Tyranid articles was a motivation for me to find a way to give this story dealing with the Space bugs the attention it deserves.

So after some pondering I opted to make a separate PDF for the story. All spiced up with some cool artwork and a splendid cover. For which I really thank everyone involved.

So with all this introduction on my side I can only say you should download the PDF called 'A Tyranid War' , the story written by Reg Steiner. This month features chapters one to four. Next time further chapters will be published.

I really hope you appreciate and like this additional instalment to Warp Rift.

Happy Reading,
Roy

Issue Sixteen – Contents:

Encyclopaedia Gothica

Fleets of the Galaxy

Additional rules

Additional Rules for the Dark Eldar

By Jim 'Kavok' Weightman (with an addition from Zhai Morenn)

The following Dark Eldar fleet additions are meant to be integrated with the *Armada Dark Eldar Pirates* fleet list.

Dark Eldar Subjugation class Light Cruiser.........................130 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	35cm	90°	Shadowfield	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
In addition, Subjugation class cruisers may be equipped with one of the following weapons from the list below.			
Prow Torpedo tubes	30cm	4	F
Prow phantom lance	30cm	2	F
In addition, Subjugation class cruisers may add one hardpoint weapon from the list below at the indicated points cost.			
Prow weapons battery	30cm	5	F
Prow Torpedo tubes	30cm	2	F
Prow Phantom lance	30cm	2	F
Impaler Attack Craft	30cm	Special	F

Prow weapons battery:_____+25 pts
Prow torpedo tubes:_____+20 pts
Prow phantom lance:_____+30 pts
Prow Impalar module: +20 pts

Notes:

The Subjugation class is commonly modified for use by Wych cults and other splinter groups of Dark Eldar. Any number of Subjugations may become Wych cult ships at no extra cost. These ships increase their speed to 40cm, reduce their armour to 4+. They also ignore the effects of turrets on an opposing ship when conducting a boarding action.

The Wych cult ships may replace prow torpedo tubes for a small launch bay at +10 points. This bay has strength 2 but may only launch assault boats.

"Weapons damaged" criticals will damage the 'free' weapons choices, "Prow armament damaged" knocks out the hardpoint systems. Wych cult ship assault boat bays cannot be repaired if damaged.

Subjugation class cruisers operate alone as much as they form part of fleets. Every 2nd Subjugation taken counts as a 'cruiser' for the purposes of requiring escorts.

Dark Eldar Mortalitas class Grand Cruiser...........................260 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35cm	90°	Shadowfield	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30cm	10	F

In addition, Mortalitas class cruisers may be equipped with two of the following weapons from the list below. The effects from multiples are cumulative. These weapons will both be disabled if the vessel suffers a prow armament critical hit.

Prow weapons battery	45cm	5	F
Prow Torpedo tubes	30cm	4	F
Prow Phantom lance	45cm	2	F
Impaler Attack Craft	30cm	Special	F
Launch Bays	Fighters – 30cm	2	
	Bombers – 20cm	2	-
	Assault boats – 30cm	3	

Prow weapons battery: +25 pts
Prow torpedo tubes: +25 pts
Prow phantom lance: +35 pts
Prow Impalar module: +10 pts
Prow Launch bays: +30 pts

Notes: *The Mortalitas cruiser is a very rare vessel and the personal property of the most powerful Dark Eldar Commanders. Only 1 may be fielded in a Dark Eldar Fleet of any size, and must be commanded by a Dread Archon.*
A Mortalitas cruiser equipped with Launch Bays may launch Torpedo Bombers at no extra cost.

The largest type of vessel ever conceived by the Dark Eldar, the Mortalitas class is the generic name given to the largest and most powerful cruisers fielded only as personal transports for a Kabal Archon or Wych Lord. The 'class' covers heterogeneous vessels usually built to the diabolical whims of the DE masters, and does not conform to any known design specifications or designations.

The DE have never represented a battlefleet as such, and thus their capacity to build, or need for, vessels any larger seems slim. However, with the next generation of Lords rising from the murder of their former masters, perhaps one day the construction of an even more intimidating vessel may begin.

mperial vessels have never reported combat with a Mortalitas, though transmissions monitored after the Battle of Gethsemane indicated that a large Dark Eldar vessel, possibly of this type, had overcome and destroyed the Eldar Void Stalker *Candle of Hope* and its escorts after the former had already sustained moderate damage in combat with the forces of Chaos.

Dark Eldar Slaver Corsair...50 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	Shadowfield	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30cm	2	F
Slave Hold	Special	Special	Special

Designer's Note:

This vessel counts as a transport for any missions as is required. This craft is best used in conjunction with the special campaign rules known as "Goya's Masterpiece" on the Port Maw forums (http://portmaw.com/e107_plugins/forum/forum_viewforum.php?15) where raiders benefit from bringing transports with them on their raids for carrying loot/slaves off.

The Dark Eldar Slaver variant Corsair may conduct hit and run teleport attacks, but instead of rolling on the critical hits table, they simply gain the DE player an additional 10 victory points, up to a maximum of 50 per Slaver.   This attack may only be conducted against escorts and crippled capital ships/ defences.

The Dark Eldar would never risk their own lives to preserve a hold filled with livestock (Mon-Keigh) and thus the Slaver variant Corsair may make a leadership test during the beginning of any of the Dark Eldar player's turns. If it is passed the Slaver increases it's speed from 25cm to 40cm but effectively has jettisoned the slave hold and thus will bring no resources back to it's pirate base. At the end of the scenario the vessel is back to it's original profile of 25cm speed and being able to carry a standard transport's load of cargo. This special rule is only applicable to campaigns conducted with "Goya's Masterpiece"

Dark Eldar upgrades

The following upgrades are added to the Dark Eldar pirates fleet list.

0-2 Dracon…………………………………….. 25pts

Any capital ship may carry a Dracon, the Dark Eldar sub commander, increasing the ships' Leadership by +1.

Incubi bodyguard…………………………..10pts

An Archon or Dracon may be accompanied by a retinue of their most proficient warriors known as 'Incubi'. Instead of the normal DE boarding modifiers, a ship with an Incubi bodyguard adds +2 in the first round, but no modifier applies thereafter. Wych cult light cruisers may not upgrade with Incubi, as they can carry Wych Archites or Dracites (counting as Archon and Dracon as normal) who rely on experienced Wyches to perform the same tasks.

In addition, roll a D6 in any boarding action involving Incubi:

On a 5+, the Incubi achieve their primary objectives of seizing their opponents' commanders and dragging them back to the dubious hospitality of the Dark Eldar vessel. The opposing ship suffers a 'bridge smashed' critical in addition to any other damage caused. The Dark Eldar score 10 bonus victory points. If the bridge has already been destroyed, treat this as a normal Dark Eldar hit & run attack (D6+1 on the critical hits table)

On a roll of 1, one of the Incubi sees their chance to seize control of the Kabal or to usurp a greater position within it. The DE ship suffers a 'commanders slain' critical. Any unspent re-rolls will die with their arrogant and foolish owner!

DE Slaver Corsairs may take mimic engines at 20pts, Light cruisers at +30pts, Grand cruisers and battleships at +60pts.
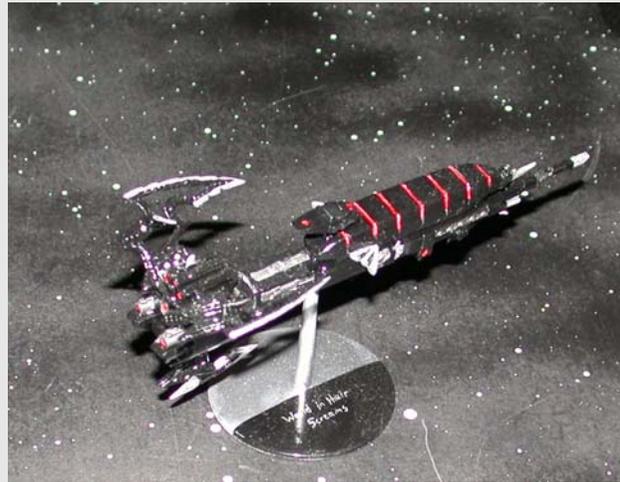
Alternative Rules
Experimental Tyranid Rules
By Ray Bell

Special Rules

Synaptic Control

Leadership
Only Hive Ships have leadership, which is at a fixed value of Leadership 9 that can only be improved by the Hive Mind Power '*Imperative*' *to leadership 10*. A Tyranid squadron, including single Hive Ships and Cruisers, must pass a leadership test against a Hive Ship's leadership at the start of a turn to gain 'Synaptic Control': ignoring instinctive behaviour and being able to go on any special order you wish and attempt to perform any possible action (e.g. coming to new heading and then boarding). The order of Tyranid squadrons to take this leadership test is up to the Tyranid player.

If there is any other reason why a leadership test must be taken (e.g. testing to ram) use a Hive Ship's leadership in the same manner.

Imperative: +2 hits. +1 Ld for any ships using the Hive Ships leadership (including the Hive Ship)

Leadership tests will have the following modifiers:

- If a member of the squadron and/or the Hive Ship has a Blast marker in contact= -1Ld
- If no member of the squadron is within 15cm= -1Ld*
  If no member of the squadron is within 30cm= -2Ld*
- If no member of the squadron is within 45cm= You may not use the Hive Ships leadership.*

* Only apply the worst result!

A re-roll maybe used on any ships using a Hive Ship's leadership (including the Hive Ship) if the Hive Ship has the Hive Mind Power '*Influence*'.
When a squadron fails the leadership test to gain 'Synaptic Control' no other squadrons may use that Hive Ships leadership to gain 'Synaptic Control' this turn, other Hive Ships leaderships maybe used however.

Influence: 1 re-roll to be used on any ships using the Hive Ships leadership (including the Hive Ship)

Vanguard squadrons
Squadrons of Vanguard Drones and Kraken act more independently and are more intimately linked to the Hive Mind than other Tyranid squadrons, and so have a basic leadership of 5 that can be used instead of a Hive Ship's leadership. Every Vanguard Drone in the squadron improves the squadron's leadership by +1. (Up to a maximum of 10)

Instinctive behaviour

If a squadron failed to gain 'Synaptic Control' it must act according to the following conditions.

Condition 1:
Board nearest possible vessel with normal movement. If the ship can't board any enemy vessel obey condition 2.

Condition 2:
Reload ordnance if possible, move half speed straight ahead, shoot nearest target for each weapon (order of weapons fire chosen by the Tyranid player). Ordnance may only be launched if attacking in the same ordnance phase (including if attacking ordnance).

Brace For impact
If unable to use the leadership of a Hive Ship, Tyranid ships may use brace for Impact with leadership 7 as if it were a normal ship.

Celestial Phenomenon
Tyranid ships count as having Leadership 10 when traversing celestial phenomenon that requires a leadership test.

Squadrons
Hive Ships: may not be put in squadrons.
Cruisers: may be put in squadrons of 1 or 2.
Vanguard squadrons: Vanguard Drones and Kraken may be put in squadrons of 2-12.
Escort Drones: maybe put in squadrons of 6-12 and may not be mixed with any other escort type (i.e. Vanguard Drones or Kraken).

Shooting
Tyranids always shoot the nearest target and may never shoot ordnance. However any target within 15cm of Vanguard Drone ships may be targeted instead of the closest target.

Shields
Tyranids have normal shields.

Turrets
Tyranids have normal turrets.

Movement
Tyranids have normal movement rules. +2D6cm instead of +4D6cm on All Ahead Full special orders.

Boarding
Boarding Mod +2 (instead of double boarding).
Re-roll boarding D6 (second roll stands).

All is Lost
Unlike in a normal boarding action, when an enemy ship is destroyed in a boarding action roll on the catastrophic damage table adding the number of hits the ship was over killed by.

Hit And Run attacks
+1 to H&R attacks.

Teleporter attacks
No Teleporter attacks.

Crippled Tyranid ships
(Instead of the normal rules for crippled ships)

- -5cm Speed.
- Bio-plasma and Pyro-acid batteries at half strength.
- Feeder Tentacles, Massive Claws, Torpedoes and Launch bays may not be used.

Note: Shields and turrets do not drop in value and there is no +2 to the enemies boarding modifier.

Weapons

Feeder Tentacles
Unaffected by Special orders. D3 Hit and Runs, during the movement phase.

Massive Claws
Unaffected by Special orders. During the movement phase, Roll 2 D6 for each set of Massive Claws, each roll of a 4+ causes a point of damage through shields (not holofields), and then the ship carries on with its movement.

  However if 2 or more 4+'s are rolled the ship latches on and stops in base contact with the target ship. The latched on Tyranid ship cannot fire any other weapons or launch ordnance. Before any other action in the end phase, roll to cause damage again with the Massive Claws with an extra point of damage if 2 or more 4+'s are caused. Either ship may board as normal. Critical hits are caused as normal. After the attack the target ship may move on as normal.

Bio Plasma
Lances that go through shields.

Pyro-acid Battery
Weapons batteries that re-roll to cause critical hits.

Critical Hits and Catastrophic damage
Use the normal tables.

Ordnance

Attack Craft Limit
Tyranids have no attack craft limit.

Pre-launched Ordnance
When the game begins any ship with ordnance starts with it pre-launched in base contact, boarding torpedoes facing the appropriate direction. The Tyranid vessels may then launch again in the first turn not needing to reload!

Ordnance Instinctual Behaviour
Tyranid Ordnance also follows a form of Instinctual behaviour: unless within 45cm of a Hive Ship Tyranid attack craft travel directly towards the nearest enemy ship, similarly boarding torpedoes must turn as far as they can towards the nearest enemy ship.

Torpedoes
Tyranids only have one type of torpedo: Boarding Torpedoes with a speed of 15cm.

Attack Craft
Tyranids only have one type of attack craft which counts as both a Fighter and as an Assault Boat with a speed of 15cm.

Mega Spore Mines
Any Tyranid capital ship, including Hive Ships, may have Orbital Mines for every launch bay replacing its attack craft at a cost of 10pts per Launch bay.

Hive Ship...**250 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/16	15cm	45°	2	5+	4
ARMAMENT	RANGE	FIREPOWER/STR			FIRE ARC
Prow Massive Claws and Feeder Tentacles	Contact	-			F

You may replace the Prow Massive Claws and Feeders tentacles with one of the following:
Pyro-Acid Batteries...+10 pts
Bio Plasma...0 pts
Torpedoes..0 pts

Prow Pyro-Acid batteries	45cm	8	F
Prow Bio Plasma	15cm	4	F
Prow Torpedoes	15cm	6	F

Dorsal (Thorax) (Choose 1):
Massive Claw and Feeder Tentacles..+10 pts
Pyro-Acid Batteries...+10 pts
Bio Plasma...0 pts
Launch Bays...0 pts
Torpedoes..0 pts

Dorsal Massive Claws and Feeder Tentacles	Contact	-	F
Dorsal Pyro-Acid batteries	45cm	8	F
Dorsal Bio Plasma	15cm	4	L/F/R
Dorsal Launch Bay	15cm	2	-
Dorsal Torpedoes	15cm	6	F

Port and Starboard (Choose 3):
Pyro-Acid Batteries..0 pts
Bio Plasma...0 pts
Launch Bays...+10 pts

|			
Port Pyro-Acid battery	30cm	4	L
S'board Pyro-Acid battery	30cm	4	R
Port Bio Plasma	15cm	2	L
Starboard Bio Plasma	15cm	2	R
Port Launch Bay	15cm	1	-
Starboard Launch Bay	15cm	1	-

Notes: Can't Come To New Heading

Hive Ship Bio Morphs
(you may only take a maximum of 1 Bio Morph for each Hive Ship which counts as one of your broadside weapons.)

* *Solar Vanes and Adrenaline Sacs*:................................+ 35 pts
    + 5cm speed and +1D6 cm AAF

* *Reinforced Carapace*:.....................................+ 25 pts
    + 2 hit points

* *Extra Spore Cysts*:..................................+ 40 pts
    + 1 Shield and +1 Turret
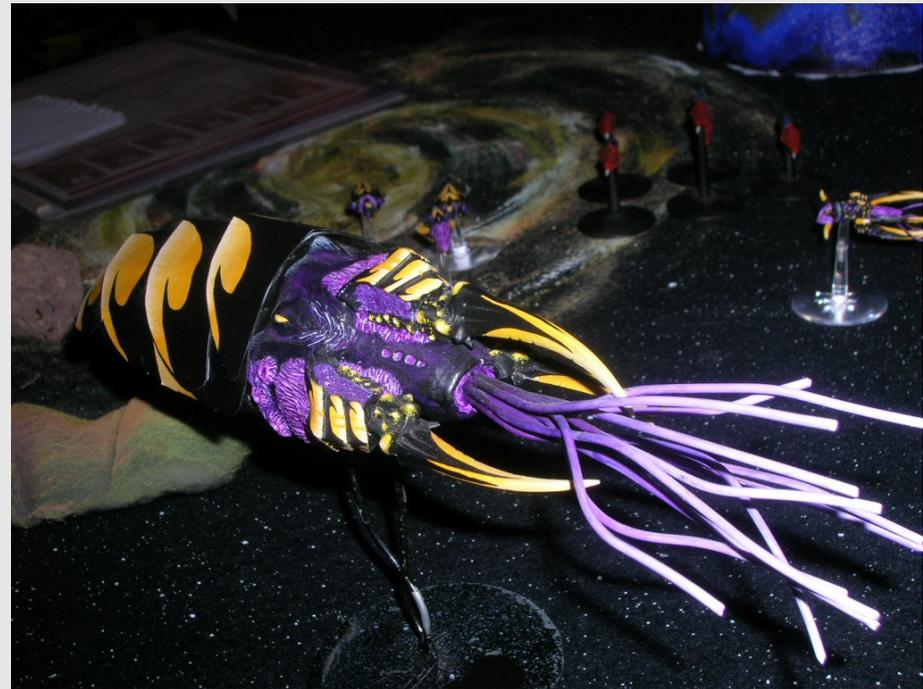
Example Hive Ships

Charybdis..355 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/18	15cm	45°	2	5+	4
ARMAMENT	RANGE	FIREPOWER/STR		FIRE ARC	
Prow Torpedoes	15cm	6		F	
Dorsal Launch Bay	15cm	2		-	
Port Launch Bays	15cm	3		-	
Starboard Launch Bays	15cm	3		-	

Notes: Can't Come To New Heading, Imperative, Influence

Void Kraken of Talassar...385 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/18	15cm	45°	3	5+	4
ARMAMENT	RANGE	FIREPOWER/STR		FIRE ARC	
Prow Pyro-Acid batteries	45cm	8		F	
Dorsal Pyro-Acid batteries	45cm	8		F	
Port Bio Plasma	15cm	4		L	
Starboard Bio Plasma	15cm	4		R	

Notes: Can't Come To New Heading, Imperative, Influence, Extra Spore Cysts.

Beast of Bhein Morr..365 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/18	20cm	45°	2	5+	4
ARMAMENT	RANGE	FIREPOWER/STR		FIRE ARC	
Prow Massive Claws and Feeder Tentacles	Contact	-		F	
Dorsal Massive Claws and Feeder Tentacles	Contact	-		F	
Port Pyro-Acid battery	30cm	8		L	
S'board Pyro-Acid battery	30cm	8		R	

Notes: Can't Come To New Heading, Imperative, Psychic Scream, Solar Vanes.

Cruiser...120 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	5+	2
ARMAMENT	RANGE	FIREPOWER/STR		FIRE ARC	
Prow Massive Claws	Contact	-		F	

You may replace the Prow Massive Claws with one of the following:
Feeder Tentacles..0 pts
Pyro-Acid Batteries...+5 pts
Bio Plasma..+5 pts
Torpedoes...0 pts

Prow Feeder Tentacles	Contact	-	F
Prow Pyro-Acid batteries	30cm	4	L/F/R
Prow Bio Plasma	15cm	2	L/F/R
Prow Torpedoes	15cm	3	F

Dorsal (Thorax) (Choose 1):
Massive Claws...+10 pts
Pyro-Acid Batteries...+5 pts
Bio Plasma..+5 pts
Launch Bay...+5 pts
Torpedoes...0 pts

Dorsal Massive Claws	Contact	-	F
Dorsal Pyro-Acid batteries	30cm	4	L/F/R
Dorsal Bio Plasma	15cm	2	L/F/R
Dorsal Launch Bay	15cm	1	-
Dorsal Torpedoes	15cm	3	F

Port and Starboard (Choose 2):
Pyro-Acid Batteries...0 pts
Bio Plasma...0 pts
Launch Bays...+10 pts

Port Pyro-Acid batteries	30cm	4	L
S'board Pyro-Acid batteries	30cm	4	R
Port Bio Plasma	15cm	2	L
Starboard Bio Plasma	15cm	2	R
Port Launch Bay	15cm	1	-
Starboard Launch Bay	15cm	1	-

Cruiser Bio Morphs

(you may only take a maximum of 1 Bio Morph for each cruiser which counts as one of your broadside weapons.)

* *Solar Vanes and Adrenaline Sacs*:..............................+ 20 pts
  + 5cm speed and +1D6 cm AAF

* *Reinforced Carapace*:......................................+ 15 pts
  + 2 hit points

* *Extra Spore Cysts*:...+ 20 pts
  + 1 Shield and +1 Turret, large flying base

Example Cruisers

Pyroclaster...**150 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE	FIREPOWER/STR		FIRE ARC
Prow Pyro-Acid battery		30cm	4		L/F/R
Dorsal Pyro-Acid battery		30cm	4		L/F/R
Port Pyro-Acid battery		15cm	4		L
S'board Pyro-Acid battery		15cm	4		R
Notes: Extra Spore Cysts					

Razorfiend...**150 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	25cm	45°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STR		FIRE ARC
Prow Bio Plasma		15cm	2		L/F/R
Dorsal Bio Plasma		15cm	2		L/F/R
Port Bio Plasma		15cm	2		L
Starboard Bio Plasma		15cm	2		R
Notes: Solar Vanes and Adrenaline Sacs					

Terrifex...**150 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 10	25cm	45°	2	5+	4
ARMAMENT		RANGE	FIREPOWER/STR		FIRE ARC
Prow Massive Claws		Contact	-		F
Dorsal Massive Claws		Contact	-		F
Port Pyro-Acid battery		30cm	4		L
S'board Pyro-Acid battery		30cm	4		R
Notes: Solar Vanes and Adrenaline Sacs					

Kraken..**45 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/2	25cm	90°	4+ Save*	5+	0
ARMAMENT		**RANGE**	**FIREPOWER/STR**		**FIRE ARC**

Choose one of the following:
Feeder Tentacles (Stalker)...0 pts
Massive Claws (Ramsmitter)...+5 pts
Pyro-Acid Batteries (Death Burner)..+5 pts
Bio Plasma (Smeltfeaster)..+5 pts
Torpedoes (Thornborer)...0 pts

Feeder Tentacles	Contact	-	F
Massive Claws	Contact	-	F
Pyro-Acid batteries	30cm	4	F
Bio Plasma	15cm	2	F
Torpedoes	15cm	3	F

Notes: Kraken have a 4+ save as if on Brace for Impact special orders but can't use the special order the normal way.

Vanguard Drone Ship..**35 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		**RANGE**	**FIREPOWER/STR**		**FIRE ARC**

Choose one of the following:
Feeder Tentacles...0 pts
Pyro-Acid Batteries (Prowler)...0 pts
Bio Plasma..0 pts

Feeder Tentacles	Contact	-	F
Pyro-Acid batteries	30cm	2	F
Bio Plasma	15cm	1	F

Notes: Enemy, excluding ordnance, within 15cm of a Vanguard Drone ship can always be targeted by other Tyranid ships.
+1 Leadership to the Vanguard squadron per Drone Ship.

Escort Drone..**15 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	4+	1
ARMAMENT		**RANGE**	**FIREPOWER/STR**		**FIRE ARC**

Choose one of the following:
Feeder Tentacles...0 pts
Pyro-Acid Batteries...0 pts
Bio Plasma..0 pts

Feeder Tentacles	Contact	-	F
Pyro-Acid batteries	30cm	3	F
Bio Plasma	15cm	2	F

Tyranid Splinter Fleet List

Fleet Commander
Instead of fleet commanders, the Tyranid Fleet has Hive Ships. Each Hive Ship can take Hive Mind Powers as shown below:

Hive Mind Powers
(you may take any Hive Mind Powers once for each Hive Ship)

Imperative: +2 hits. +1 Ld for any ships using the Hive Ships leadership (including the Hive Ship)……..…………………….…50 pts

Influence: 1 re-roll to be used on any ships using the Hive Ships leadership (including the Hive Ship)………………………………25 pts

Psychic scream: Enemy ships within 15cm of the Hive Ship suffer -2 to their leadership value……………………………………………20 pts

Hive Ships & Escort Drones
Hive Ships and Escort drones are bought together as one Hive Ship and a single squadron of 6-12 Escort Drones.

Tyranid Hive Ship……………..…250 pts or more
Escort Drone……………………..…15 pts

Cruisers
You may include up to two Cruisers for every Hive Ship.

Tyranid Cruiser…………………..120 pts or more

Vanguard Squadrons
You may include any number of Vanguard Squadrons.

Vanguard Drone Ship………….35 pts
Kraken……………………………..…45 pts or more

Using the Splinter Fleet
The Tyranid Splinter Fleet is suitable for use in the following scenarios: Cruiser Clash, The Bait, The Raiders, Blockade Run, Surprise Attack, Fleet Engagement.

Subplots
Tyranids use two subplot tables the one below using subplots from both Legacies of War and Chance Circumstances tables. The other being the full Secret ploys subplot table from the rulebook. Roll for subplots randomly as normal, using a D2 to pick the table.

1 *Meteor Storm* (Chance circumstances: 1)
2 *Gunnery Practice* (Legacies of War: 1)
3 *No Quarter!* (Legacies of War: 5)
4 *Vendetta* (Legacies of War: 6)
5 *Navigational hazards* (Chance circumstances: 4)
6 *Unexpected help* (Chance circumstances: 3)

Campaigns

Tyranids in campaigns are played as Raiders but lack a Pirate base and have an altered set of scenarios for play.

The Scenarios in a campaign to be played by a Splinter Fleet (Raiding Fleet) should be as follows:

1. Cruiser Clash
2. The Bait
3. The Raiders
4. Blockade Run
5. Surprise Attack
6. Fleet Engagement

*If a Major Raid is rolled for roll 2D6 and take the highest!

Promotions Table

Unlike most other fleets Tyranids don't have a fleet commander. Instead the whole fleet receives the following bonuses as if a campaign fleet commander were present:

Renown
1-5   : 2 repair points, 1 reroll.
6-10   : 3 repair points, 1 reroll.
11-20 : 4 repair points, 1 reroll.
21-30 : 6 repair points, 2 rerolls.
31-50 : 9 repair points, 2 rerolls.
51+   : 12 repair points, 3 rerolls.

Ship Experience

Tyranid vessels don't gain experience like other races. Instead they mutate or simply age, growing bigger or more efficient.

At the end of each battle roll 2D6 on the Evolution table for each capital ship that took part and was not crippled (even if it started the game crippled), cruisers have a -1 modifier. Escort squadrons roll 1D6 on the table after each battle, as long the squadron wasn't crippled.

No result can be taken more than once, if a duplicate is rolled it counts as a failed evolution! If a ship becomes crippled it loses an evolution, the Tyranid player picks the evolution to be discarded.

Repairs and Withdrawals

Tyranid Escort Drones (not Vanguard Squadrons) are numberless, as such Tyranid escorts drones are replaced after a battle with no expenditure of repair points.

Other than this exception Tyranids follow all the normal rules for Repairs and Withdrawals.

Appeals

Tyranids follow all the normal rules for Appeals with the following clarifications:

When appealing for a Hive Ship it has to come with escort drones so you will have to use 2 successful reinforcement rolls at the same time! So you'll only be able to do this with a renown of 11 or more!

A Refit would be a further roll on the Evolution (experience) table for any capital ship. There is no extra value added to the ship, just as with normal rolls on the Evolution table.

Evolution Table

1-2 FAILED Evolution: no change.

3 Independence: Automatically pass Synaptic control once per game.

4 Celestial fins: Not slowed by BM's or Gas/Dust clouds.

The ship has developed a streamlined set of fins and constrictor muscles, making it easier to navigate through debris or gaseous terrain.

5 Selective Evolution: Roll 3D6 and discard the highest when rolling for leadership checks of a specific special order. Pick the desired special order!

6 FAILED Evolution: no change.

7 Tenacity: When on AAF, BR, CTNH, weapons strength is unaffected.

The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on All Ahead Full, Burn Retros or Come to New Heading special orders, it's Pyro-acid batteries and Bio-plasma are unaffected.

8 Reinforced Carapace: +1 hit.

The creature has grown to an inordinate size with correspondingly reinforced endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains one hit.

9 Accelerated healing: Ignore blast markers when healing (repairing critical hits).

The bio-ship has enhanced its ability to heal when in a conflict having a honeycomb of secondary carapaces filling with healing enzymes or smaller creatures when critical damage is sustained.

10 More Discharge vents: Reduces turning distance by 5cm.

The number of discharge vents along the beast's length has increased dramatically. The creature reduces the distance it needs to move before turning by 5cm.

11 Extra spore cysts: + 1 shield, +1 turret.

12 Hive Mind Nexus: Range of Hive Mind increased to 60cm (but –1 Ld over 45cm).

The Hive ships connection to the Hive Mind has grown exceptionally strong able to relay thoughts and override instincts at great distances. This extra range is not applicable to ordnance instinctual behaviour.

Hive Fleet Campaigns

A full Hive Fleet encroaching on a mere sub-sector would be impossible to represent with the Campaign rules here and in the rulebook. Should anyone wish to play a campaign where Tyranids are moving in full force I would suggest the following Scenarios:

Raids:
1. Cruiser Clash
2. The Bait
3. The Raiders
4. Blockade Run
5. Surprise Attack
6. Fleet Engagement

Battles:
1. Major Raid (roll again on the Raid Table playing a Major Raid)
2-3. Exterminatus (Tyranids as defenders) /Planetary Assault(Tyranids as attackers)
4. Surprise Attack
5-6. Fleet Engagement

*A vast category of extra (galactic) special rules need to written to accommodate a Full Hive Fleet in a campaign, but the players who would wish to play this sort of campaign must be enthusiastic and imaginative sorts, so I'll leave it to them!

Tactical Command

Tactics & Strategy

Different Fleet Operations
In the Depth of Space
By Roy 'Horizon' Amkreutz

Small Scale Battles

Forget about all the fleet restrictions you know and have learned. I would like to introduce small scale battles with exploration or patrol fleets centred around a Battleship.

My inspiration for this article is the old computer game Wing Commander (made by Origin back in the days) and background stories about deep space patrols which can be found through out the Battlefleet Gothic rulebooks, for example the Oberon and Despoiler.

Not always ships gather en masse and fight in large battles. On many occasions they may be part of a small fleet patrolling a sector's border or being assigned to an expedition consisting of just a few ships.

From Wing Commander came my view that it is really cool to have a fleet consisting of a large carrier, supported by a heavy gunship, and followed by some smaller escort vessels.

I think Battlefleet Gothic offers plenty of room to introduce such a thing. A level on which you can field battleships at low point values.

And it will help create fine battles for those days when we do not have enough time for the full scale 1500 points battles.

Of course all this should be looked at with a view of 'fun'. The described scenarios at the end are very biased as well.

+ + +

TACTICAL COMMAND

The Guidelines

Within these games there are only a select few races who apply to the use of Patrol & Exploration fleets:

- Imperial Navy
- Tau (either Commerce Protection Fleet or Exploration & Commerce Fleet)
- Chaos / Renegade
- Rogue Traders
- Space Marines
- Adeptus Mechanicus

(In a later issue of Warp Rift I am planning to do a separate article on something Eldar related.)

In order to create a Patrol or Exploration fleet the following requirements must be adhered to:

- The maximum fleet size is 750 points. The ships are chosen from one list. (Example: if you take the Armageddon list only ships from the Armageddon list can be taken).
- Take the cheapest possible Admiral or Commander for your fleet and give him a name.
- Select One Battleship or Grand Cruiser from your chosen fleet. Rogue Traders may make use of their standard fleet list. A Demiurg Stronghold may be chosen as the Tau ECF battleship.
- After the battleship and Admiral or Commander are taken you must spend at least 40% of the remaining points on escort vessels.
- The remaining points may be spent on other vessels available to the chosen fleet.
- Name every ship and squadron.
- It is entirely possible to use fan made lists, like the Diasporex or other (alien) Races made up by yourselves.

Of course these patrol and exploration fleets can battle against each other. But, of course, they will encounter a variety of opponents. So, they can encounter enemies like the Eldar, Tyranids, Orks and others.

People who would rather field their own raider fleets should follow the following guidelines for a more 'balanced' small scale battle against the Exploration fleet. Alternatively raiders could play against each other as well:

- An Admiral, Commander or Pirate is optional and not needed.
- The maximum fleet size is 750 points.
- Up to three capital ships may be chosen. The remaining points should be spent on escort vessels.
- Give every ship and squadron a name.
- Don't let official races hold you back as this is an interesting setting to use and test various smaller races designed by yourselves or other people. As an example you could use the Tobari Raiders or Q'orl Swarmhood from Warp Rift 11.

Expanding into the depth of Space

But as we all know battles are not necessarily balanced. An Exploration fleet could run into a nest of aliens and be overwhelmed. A Patrol fleet could run into an enemy gathering a battle fleet. On the contrary they could get an order to pursue local pirates or defend an important convoy fleet.

Miss Fortune

When an Exploration fleet or patrol fleet runs into a larger fleet the larger fleet should use the following guidelines:

- o The maximum fleet size is 1500 points.
- o Apply all standard fleet restrictions.
- o In addition to the standard restrictions up to 25% of the fleets value *may* be spend on Defences.
- o Of course you could go wild and increase the fleet size limit to wherever you want.

Persecution

When an Exploration or Patrol fleet is ordered to hunt down Pirates or encounters minor hostile alien force take care of the following guidelines:

- o The maximum fleet size is 500 points.
- o The fleet may have a maximum of one capital ship, the remaining points must be spent on escort vessels.

Patrol Fleets & Exploration fleets Specific Scenarios

Given the selection of the Patrol or Exploration fleets plus the selection of the enemy fleets it is quite possible they will be unsuited to certain scenarios as opposed to fleets specifically designed to battle or breakthrough.

Below are some suggestions on how these scenarios can be perceived.

The Prize
This for two Exploration fleets against each other, but it can also be played against one of the Raider fleets.
Place an interesting cool object, ship, hulk or even a planet in the centre of the table. Deploy both fields opposite of each other, entering from the long table edges. The fleet which first manages to get in contact with the object (or in an area of ~10cm) and stay there for 1-2 turns gets the 'prize'. And of course has to head out of it.

The Mark
A Patrol fleet gets the order of High Command to hunt down a notorious pirate in a certain area or a similar opponent.
A modified The Hunter, Prey scenario from White Dwarf 233 would do. Or a slightly modified The Bait from the official rulebook. As long as the pirates are in a good defensive position and the Patrol fleet is forced to engage & search the scenario will be fitting.

The Old fashioned Show-Down
Two Exploration or Patrol fleets run into each other. These things can happen all over the galaxy. As such these battles can happen anywhere.
Create a battlefield at random using the rulebook. Of course if you are doing more of a narrative game the setting can be prearranged: for example; near a planet, a board filled with lots of asteroid fields, near a certain mysterious anomaly, etc.
The deployment can be done just like the good old 'Cruiser Clash' scenario. Alternatively you may change zones a little. For example one fleet in the top left corner and the other in the opposite down right corner. Feel free in such things.

Merchantmen
A Patrol or Exploration fleet is ordered to protect a large convoy. The convoy fleet should consist of all kind of Merchants, (Heavy) Transports, Freighters, etc. For Tau Explorers with launch bays stripped down would work as well. This convoy fleet should cost a maximum of 500 points.

The fleet needs to protect the convoy from short edge to short edge (180cm). Another Exploration fleet or a Raiding fleet tries to pick of the convoy ships in search of information, technology, loot etc.

The convoy needs to survive with at least 50% intact.

Quicksand

On a deep space patrol an Exploration or Patrol fleet runs into trouble while investigating an anomaly. Place the fleet in the centre of the table near a large gas/dust cloud (or anything plain cool). Alien ships enter from all around trying to pick the intruders off. The exploration/patrol fleet should run for safety.

The patrol fleet should escape from a pre determined short table edge (180cm x 120cm table).

Shattered Haven

The Patrol or Exploration fleet receives an emergency call from a nearby Trading Haven. As they move in they discover that the Trading Haven is under attack from another Patrol fleet or a Raiding fleet.

Place the Trading Haven (Space Station) plus some defending transports and escorts on the table. The enemy fleet is attacking the Trading Haven and the defending Patrol fleet enters from a table edge trying to save the Space Station.

Flood Line

A Patrol or Exploration fleet encounter the gathering of a large enemy fleet. It is important they relay this information to HQ, but after as much information as possible has been gathered in order to prepare countermeasures.

The enemy fleet is unaware at first and this gives the Patrol fleet time to gather intelligence. When enough information is gathered the Patrol fleet should get out with as little causalities as possible.

For each enemy vessel which gets within 30cm of a patrol ship they gain intelligence. When 4 points are 'collected' and the fleet manages to escape* with at least one ship it is a win for the patrol fleet. 1-3 points is considered a draw. 0 points or when no ship escapes it is considered defeat.

* The ship only counts if it escapes after the points have been collected.

+++

In the next edition of Warp Rift we will publish an article called 'Patrol Fleet Rules', submitted by Marcin K. Gerkowicz (MKG). These rules can be seen as a sort of 40K kill team or Warhammer Fantasy Border Patrol for Battlefleet Gothic. These connect, in my opinion, very nicely with these rules. Only at an even lower point level, yet more focussing on escort type of vessels.

Dry Dock

Vessels of the Galaxy

Tyranids
Tyranid Conversion Guide
By Guilio Taverna

1. Intro

Hi everybody, and welcome to this little tutorial of mine about putting together a 'nid fleet from conversion job and scratch building. Along with describing what i did on my Hivefleet Imenoth void faring creatures, I'll try to give some general suggestion about 'nid converting. You'll find out that this emotionless race of abominations from beyond the stars offers the possibility to obtain very good looking and unique minis, no matter if you just add the right biomorph in the right place, using few centimetres of metal wire and a hand drill, or if you scratch build and entire Hiveship from foam, plasticard and bitz.

I hope this series of tutorials and suggestions will be useful to beginners as well as expert hobbyists, and anyone in between :).

You'll notice that most of the ships pictured here look good from normal playing and viewing angles, but quite messy and unfinished when observed from below. This is because all these ships are game models and not exposition or painting contest level miniatures, and it was useless to waste time placing details that would never be looked upon. Sorry for that!

1a. wysiwyg

Many hardcore players know what this acronym means, and act accordingly when building their fleet/army. For those new to the concept, that's an acronym for "what you see is what you get", and is a general fair play rule in tournaments, used to avoid confusion in your opponent on what you're playing with.

In my country (Italy, btw), BFG is quite an elite phenomenon, there are neither tournaments nor official events, and single or two-days events are just starting to appear lately.

This is one of the reasons why I've never cared that much about that rule. Even if you're a lucky fellow living in a place where BFG is popular and the gaming community is widespread and active, if you plan to prepare a Tyranid fleet there's no need to worry that much about wysiwyg, because the official range of miniatures GW produces is far away from covering all 'nid rule options, and hey! everyone knows how a nova cannon or a lance battery looks like, but there's no official scheme showing how a bio-plasma shooting organ is made, or how long a feeder tentacle must be, so feel free to use any nightmare-spawned shape you like for anything you want.

Keep in mind, though, that it's more suitable to use the same bits for the same purpose in a fleet. This is to avoid generating confusion both in you and your opponent, once the pieces are deployed on the table. If you like chaos and variety, and really can't wait to use all your different little plastics from the bits box, at least try to keep homogeneity within the various ship classes. No one said that escort sized massive claws must look the same as battleships' ;).

1.b Ebay

When talking about WH40K 'nids, I usually advise you to be very careful when buying from ebay, because even if it's easy to find good deals, people tend to overkill minis with strong glues, strong (and poorly applied) paints, ridiculous postures, and so on. However, BFG gives you the opportunity to trip freely with fantasy about the shape of your vessels, as the official range is so poor (and, personally, I don't like most of it). Moreover, having cheap "raw" 'nid material to work on gives you the possibility to try and experiment, which I wouldn't have the guts to do with the incredibly expensive GW boxes. So, YES! hit ebay and search for that huge lot of poorly-painted concrete-glued Tyranid warriors and gaunts, you'll surely find a creative way to make a use for all that stuff after cutting and grinding, and your wallet will thank you for sure.

2. Escorts

Tyranid escorts can vary a lot in modelling size, as you can use almost any combination of big and small bits to achieve your result. To avoid generating confusion, it will be a good idea, before gluing, to plan how the various types of escorts will look like. The only thing that matters is clearness during the game, so if you have different types of escorts on the battlefield, they should have different "main bodies", to avoid confusion about what is what. Same goes with biomorphs, if you have different weapons systems on the same type of escort chassis, make sure they are different at first sight.

2a. Bodies

Having acquired lots of over glued gaunts through Ebay, I used them for the main line of escorts bodies. I've employed them for long time as Krakens, however I now play with no such creatures, and use them as Escort Drones instead. Both horma and termagaunt bodies will do, you can utilize the variations between them to easily to distinguish squadrons.

First of all, cut the leg and the secondary arm from the body piece. Try cutting as neatly as possible, without losing material, as you're going to use every piece you can, and those little arms and legs will prove useful for massive claws and "engine" exhausts. I use a clipper* *to remove big parts and a cutter or modelling knife to clean up.

Now fill the big socket for the leg and secondary arm bit with green stuff, and give it a round shape to create the effect of a living, healthy body. I use my fingers wet with water to do this, because fingerprints leave small folds that will look great to simulate living texture (and it's way simpler to manipulate green stuff, I might add :D).

After the shape is given, but before GS dries, you can add details and texture to the newly formed body of the beast, to give it a more real feeling. Keep in mind that in the fictional reality of WH40K those little escorts are hundreds of metres long, so they will most certainly have many details to please the eye before they consume you in some painful way.

I achieved the result with a simple wet sewing needle, using both the round head to create holes and the steel part to shape folds. Try following the pattern of the details already present on the miniature, to give the feel that everything is in its right place. The final details are the eyes, obtained with two small green stuff balls inserted in the main arm sockets.

Finally, this is the last type of escort body I needed. I bought a blister of the GW drones for collecting purposes (and btw, these are really nice). They are good and affordable, but i didn't like the idea of having some unconverted piece in my fleet, so i just drilled a hole through the nose (mouth? whatever), and glued in position with cyanoacrylate glue some fine metal wire. I'll write more about this in the next section.

The last step for every kind of body you'll create is to drill a small hole in the lower section and place a metal pin inside, so you can attach the vessel to some previously worked base. To prepare bases, just cut or file the last plastic step of the stem and drill a hole (the size of the pin, of course) in what remains.

If you don't like the idea to use gaunt bodies as basis for your escort, you just have to reach out for the bitz box and take out two or three medium and small sized parts, and arrange something.

The escort in the pic and her sisters are used normally as pyroacid krakens. I made them by taking the top part of Tyranid warriors' heads, filing them and joining them to cut-out devourers through green stuff. As in the example before, you can simply give a texture to the GS before it dries with needles, cutters and so on, creating folds and holes. It takes very little time but enhances the mini a lot.

As a final touch, I added two of the small glands from the gaunt kit (I think they can be found on almost every 'nid plastic kit) to represent the eyes of the creature. This set up is nice because you can use them, according to their "facing", from both sides, having massive claws krakens for one match and pyroacid (or bioplasma, why not?) escorts for the next one.

2b. Biomorphs

Now that you have a dread host of escort bodies, it's time to equip them for the fight. Almost any small it will do for the job, just use your imagination. As a matter of fact, it can be more important how you connect weapons to the body, rather than the specific bit you use to simulate the weapon itself. Remember to check orientation and stability of the weapon you mount, and fill empty spaces with green stuff. As usual, folds and holes will give a more "fleshy" and realistic, living feel.

I use this kind of gland to represent pyro-acid batteries on krakens, even if lately I've been using the same models to field bio-plasma escort drones. Those little shiny bumps look just like massive shells full of venomous acid, ready to be tossed to burn away the enemies of the hive mind. But, as always, no-one can tell you that bioplasma nozzles don't look exactly like that

I used some spinefists to give variety within the fleet, and to recognize different escort squadrons, even when armed in the same way. I know this goes against what I said before about clarity in game, but if you know your opponent there won't be any problem.. Besides, being very clear at the beginning of the game will save you from arguing with any opponent. Being all escorts in my fleet painted in the same way, I found this a good method to distinguish between squadrons. in my case it's vital because they tend mix up from turn two :D

Feeder tendrils will be one of the most repulsive while eye-attracting pieces of your fleet, if you build them properly. You can choose many wire diameters, and the metal you want (early 90's death metal is the best hehe), however if you have good manual skills and some electrical or audio cable available, you could just use the very thin copper wires that form the cable itself. This will give you very good looking and realistic tendrils, however be sure to be gentle when handling the miniature or the paintjob will scratch out in no time. 1mm wire is far more resistant and easy to use, even if it's obviously bigger and less realistic.

The tendrils in the photo are made from 1mm iron wire. Steel wire is expensive and its properties are simply not needed for this use. To attach tendrils to the gaunt bodies described before, simply carve a big hole in the "face" of the vessels, fill with green stuff and then insert the wire in place. You can place every tendril on its own or twist them all together and place them as one. This will give you far better control on the final result. (check next photo).

I've never used massive claws on escorts in game, so I don't have many examples and techniques about that. You can see a try in the kraken on the right in the photo to the right and in the first two pics of the article; the result is quite pleasing, if not very "massive".

3. Light Cruisers

First of all, I'd like to point out that Tyranid rules in BFG allow any player to set up his capital ships in a great number of different configurations. Therefore, unless you have lots of time and money at disposal, or you play with the same tested list every time, you'll probably never be respecting 100% the wysiwyg. I chose to divide my cruisers in "light" and "heavy", basing light ones on Tyranid warrior bodies and heavies on Carnifex carapaces. Light cruisers are those standing, as per rules, on the small flying base, the same as escorts. Keeping this in mind, I modelled the vessels caring more about appearance than wysiwyg, I like to experiment in game so it would have been pointless to be strict in that sense anyway. Try adding different weapon-like details spread on the front and the sides of your ships, just to cover a bit of any situation, and then let your fleet roster tell the details of your list.

2a. "Moana"

This is the first cruiser I've ever converted, but it still kicks ass (in my humble opinion!). Converting it wasn't as easy as escorts though, but the result on the battlefield is worth the extra effort. As you can guess, the basis of the vessel is formed by a Tyranid warrior's torso and tail. However, it will be necessary to reposition the tail to a better looking angle, as gluing it in its socket directly will produce an awkward flying position. Just try what angle suits you, then drill both the tail and the torso socket, and pin them into position. You can let the pin be quite long as the next step is to fill and cover the entire empty space between the two plastics with green stuff (you can see it in the two pics at the right of the image above, both unpainted and painted). As usual, use your wet sculpting tool to generate muscle fibre like tissue. This will generate a very good looking joint.

This done, it was time for me for some drilling. The torso I used was from ebay, and had arms glued so hardly to it that I couldn't dislodge them. I had to cut them straight out! This left a smooth, unnatural surface. I had to drill it to create some easy and quick texture (they're those holes between the chest ribs and the dorsal armour). You can imagine they're some kind of exhaust, bioplasma or gun launch tubes, or whatever. Opposite to my WH40K Tyranid creatures, I wanted all my vessels to have eyes. However, placing them in the main arm sockets, like in escorts, didn't turn out very well, so I took my drill again and worked up two big holes in what would have been the shoulder armour of the Tyranid warrior. I kept them at the same level of the neck hole (which would subsequently become the mouth of the cruiser) to give it a creepy and spider-like look. After placing in position the two green stuff balls representing the eyes, I carved the whole neck area to create the mouth. Remember that every model will benefit from some extra detail, and as I wasn't completely pleased with the "eye situation", I added the 4 glands on the first plate of the dorsal carapace. They can be additional eyes, cannons, or whatever biomorph you can fantasize about.

And still, that wasn't enough! Remember when I suggested keeping those small gaunt arms you stripped off their bodies to make the escorts? There they are! They fit perfectly as mouth apparatus, and are quite similar to what crustaceans and other arthropods really posses in nature, giving the ship a cross influence from various really existing beasts (crawfishes, spiders, insects). The next step was to give it some motion device, so I attached to its sides two filed devourers. Drilling some holes on the flat ends gave them the feeling of some adjustable plasma exhaust. As always, fixing them was achieved through a bit of textured green stuff.

Last but not least came the main weapons! I chose massive claws just for the pleasure to build them and the ignorance of the weapon in itself. And they look good and scary, too. To give the arms and scythes the right angle you'll have to cut some warrior or hormagaunt arm at the height of the elbow, and rotate it. Once found the angle that fits to you, pin the two plastic pieces together and fill the resulting empty space with green stuff. Texture it following the folds already existing in the plastic model.

Just as a note, this cruiser was baptized "Moana" because of its wide, inviting open mouth (Moana stands for Moana Pozzi, one of the most famous Italian porn actresses).

2b. "Cancello"

This is my other light cruiser, it's very similar to Moana in its construction, even if the bits used are slightly different. I built this because I had bought one of the retail GW cruisers, just for collection, but I really didn't liked the model itself once having it on my worktable, so I cannibalised its pieces to build something more pleasant.

The torso is the main part of that model that ended up in this ship, and the rest is a simple reapplying of the techniques showed above: pinning of a warrior's tail and green stuff filling plus texturing, as showed for Moana. Same goes for the leg sockets. When texturing these, try following the holes and folds already present in the plastics. As a bossy variant, I turned the original BFG cruiser scythes to point onward, using some monstrous creature parts of arm. The joints are done the same way as for Moana, just in a bigger scale. Note that drilling and pinning metal will be quite harder than plastic, so be sure you know how to do the job before ruining the bits. As the retail cruiser already has a hole to put the base stem in, I found it better to proceed as following to keep a stable yet transportable base: saw the stem in two pieces, and carefully drill both of them, then glue the top piece in the hole under the ship, and glue a small pin in the other. In this way you can remove the ship from its base to transport it easily, and still have a stable piece on the battlefield. You can use this system for every ship you like, and it will be most useful with the heavier and bigger ones.

As a side note, this light cruiser is called Cancello (italian word for "Gate") because of it's size, weight, and pain to transport around and play with. It's a horror to get it in base contact with other ships! That's why it's wise to avoid gluing your models directly to their bases, as in cluttered gaming situations it's easy to remove the model from the base and count only the latter for rules purposes, keeping note of the orientation of the ship with a scatter dice or placing the model next to the base itself.

4. Heavy Cruisers

Here comes the good stuff. These cruisers form the main line of what I actually use in game, and as they were made later during my playing career, they care a little more to wysiwyg than light cruisers. They stand on a big base, because I use them as 4 spores/10 sp cruisers. Heavy cruisers, along with Hiveships, will be the centrepieces of your fleet, so they are worth some extra work on. Place as many details as you want, just keep the models tidy and "clean" to the eye. Also, note that as a model attracts the eye, it will attract fire the same, especially against opponents who don't know your fleet or your gaming style so well. It can seem a paradox, but you could evaluate to model your big ships according to how long you want them to survive in battle and how hard they are to kill. Important ships will therefore carry a low modelling profile, while very hard or non-vital ships could be heavily converted and stunningly fashioned.

Note also that heavy cruiser make for excellent flying warriors in WH40K games, both if armed with claws and with guns. Just bring around some spare warriors bases to place under the flying ones, to point out the exact gaming position and dimensions of the model.

4a. "Patella"

This was my first heavy cruiser. The Carnifex kit offers many possibilities in terms of conversion, having so many spare bits to salvage and use on your ships. The most useful of these are certainly the spare dorsal carapaces, as they fit perfectly as upper shells for your void faring little beasts.

The bases for the construction of Patella were Tyranid warriors' torso and tail once again. You'll find that the Carnifex carapace fits quite well on this basis, creating a solid bulk body for your ship. Just pin tail and torso together as usual (AFTER some dry fits of the 3 pieces together), then place the carapace in position and fill any empty spaces with green stuff as concrete. You'll notice that quite some space will be left between the arm sockets area of the warrior torso and the internal side of the carapace. As heavy cruisers require more powerful engines than light ones, I decided to glue in that position two little "arms" carrying a plasma exhaust each.

The little arms are the lower part of those gaunt legs we saved during escort construction, while the exhausts are the thigh of the same legs. You'll have to try out which leg fits best with its angle in the space you have at your disposal.

Drill two holes in the rear part of the exhaust, where plasma is supposed to flow out, then, after using some green stuff to texture a bit the whole structure (do a better job than I did, my texturing on this ship is quite crappy), pin them to the "engine arms", and finally glue the result in the space under the Carnifex carapace. The red marked picture will give you a better idea of what I'm trying to talk about :D Use green stuff and cyanoacrylate glue to put these pieces together. Note that GS + superglue creates a really good "binder" that makes everything stand in its place tightly and fills well empty spaces.

Once this is done, add the other pair of engine exhausts in the leg sockets of the tail part of the creature. As for most of the other exhaust I made on my ships, they're done using the armoured thigh of gaunts, warriors or Carnifexes (choose the size you need). Remember to drill the actual exhaust hole. Adjusting these shouldn't be much trouble; green stuff alone should be enough for the job.

Finally, you can choose the weapons for your ship. I wanted some shooting cruiser in my roster, so I took the GW Tyranid cruiser's cannon set, drilled it and pinned it in position, in the neck hole of the warrior's torso. You'll have to file a bit here and there to make things fit right. I wanted also side cannons, but was in a hurry to complete the ship, so the best thing

I managed to do was adding that purple, weird looking texture on the higher engines. Please, do better than I did XD.

You'll probably already have noticed that this ship has no eyes. This detail, combined with the particular shape and texture of the outer carapace, made me christen her "Patella", which is the Italian name for the limpet:

If you want your ship to have eyes, you could evaluate some solution taken from the natural world, like some eye attachments similar to those of crabs :
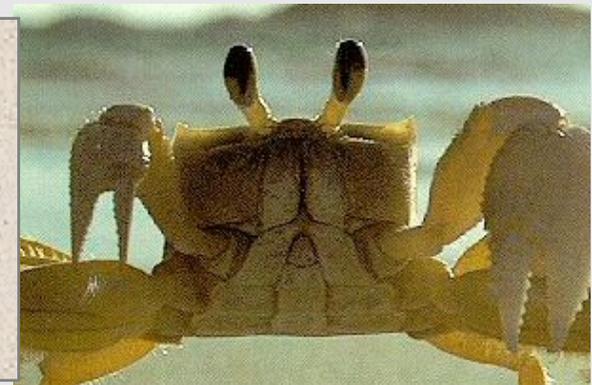
4b. "Aragosta"

Time to use some Carnifex spare bits! This ship is an effective yet quite simple scratch building example. The main body is formed by three parts: a dorsal carapace, the big engine section, and a tail. Each one was built with Carnifex's bits, in my case each bit was unused (that because I use scythes instead of legs for Carnifexes in WH40K, you'll see how in the final part of this article, the "transformer Hivefex" chapter).

As you can see from the pictures to the right, the idea at the base of this ship is the fact that those Carnifex thighs, joined together, fit perfectly with the sharp section of the smooth carapace. This, however, generates too short a ship, so I took one of the weapon tubes from the Carnifex kit (I think mine was that of the venom cannon, but I'm not sure) and the mace tail final bit. Join these two with green stuff, and figure out how to put all things together. The best way to accomplish this job is to green stuff together the two engine exhausts and then push the tail part within the green stuff you just applied, before it dries. Try to keep the front parts of the thighs close to each other, as they'll have to fit with the carapace. As GS takes a lot to dry, you could think about gluing the latter in place now, without waiting. That will give you the opportunity to move a little the various pieces around and have a more solid and homogeneous look. Remember to texture green stuff as usual. Now it's time to fill that huge empty space under the dorsal carapace. I had no suitable bit available, so I carved some foam board in the right shape to fit well. Note that foam board isn't a great filling material for your models, because it's not hard, but elastic and "shifting" instead. I had no modelling putty around, but you really should use that kind of filling chemicals to accomplish a perfect job. Nevertheless, foam board worked for me, so if you are good enough with that material, it's just fine (and cheap).
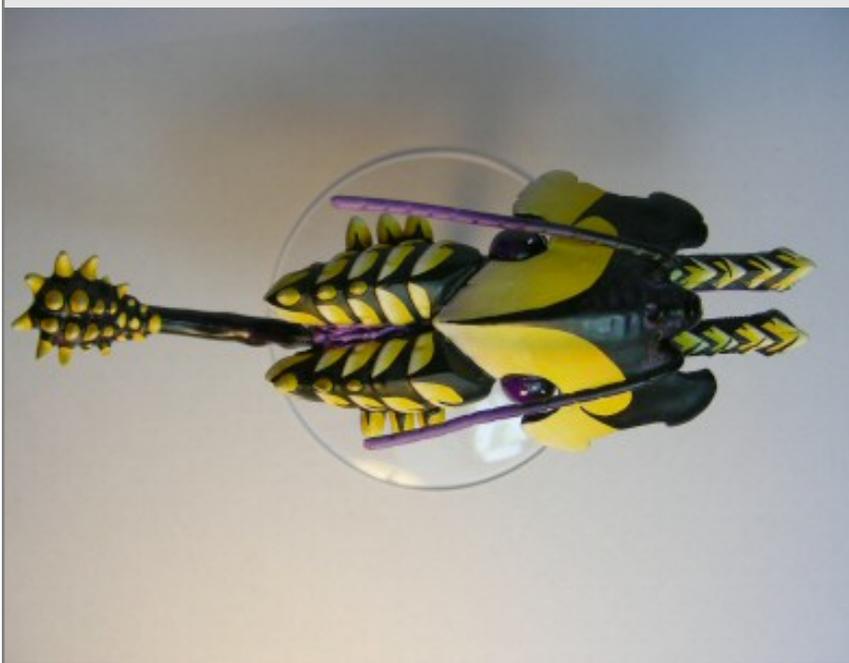
Next step is to add weapons and details. Start with the eyes, creating the usual green stuff ball, but cutting it in half this time. Then glue them in position, inside that recess made by the dorsal carapace, attaching them to the foam or putty you just applied. This means that this part of putty/foam should be smooth and plain.

The ship was growing good, however it looked too flat, so I decided to create some crayfish-like antennae to be placed on top of the dorsal carapace. Simple iron wire (diameter 1,5 / 2mm) will do for the job, just bend it with a pair of pliers and texture it with a clipper. Be careful not to bite too hard with this one, you just want to leave texturing signs, not to cut the wire. Drill two holes where you'll like them to be, and fix the antennae in place with some glue. As usual, once the body is complete you can focus on the weapons you like.

I needed another firing cruiser to make a pair with Patella, so I placed two big pyroacid cannons under the dorsal plate, attaching them to the foam previously applied.

I used some Tyranid warrior's big gun, in this case barbed stranglers. The final details were the six little gaunt hooves placed on the side of the engines, working as bioplasma launchers or pyrocannons. They fit in both roles nicely. Carefully drill a hole under each hoof, then place it in position with green stuff.

Ready to kill! Aragosta is the Italian name for crayfish, and the ship was baptized so because of those eye-catching antennae

4c. "Granchio"

This is the most elaborate of all my cruisers. I needed something worth 10 structure points and with some scary close combat weaponry. Unfortunately, I was running out of Carnifex spare bits, so I had to sort things out with what I had left. The bases of the ship are still a warrior's torso and tail. Thanks to Ebay I had plenty of these to use without having had to sell one of my organs to the black market. However, I thought that simply attaching the tail to the torso wasn't what I needed, being that more suitable for light cruisers. Having some 3rd edition hive tyrant guards around, I decided to dismember them in order to cannibalise some bits (anyway, those models looked way too kinky for me to employ on a battlefield). The first thing I did was pinning tail and torso as usual, however I used a very long pin for the job. This left about 1 cm of empty space between the two plastic parts, which I readily filled with green stuff. Plate it with two of the metal bits from the tyrant guards, the shoulders, to be precise. you can see what I'm talking about highlighted in red in the picture below.

By the way, the name Granchio means "Crab", and obviously was suggested by the claws of the ship.

While satisfied with length, the sheer weight of the ship was far from what I was looking for.

I needed some big hard carapace to withstand heavy naval weaponry. Two of the tyrant guards' shields were smiling at me from the bitz box, and I couldn't resist their charm. The placing of these pieces requires some attention, as they are heavy metal blocks and they're likely to fall out of position. Don't be mean with green stuff and place the whole w.i.p. model to rest in some "comfortable" position until GS is dry enough. If you place them in a position similar to mine, to resemble the sheathed wings of a beetle, you'll have some empty space between them, ready to be filled with green stuff and textured as it was made of muscle fibre.

The last details of the bulk of the body of this vessel are our well known friends "plasma exhausts", obtained from gaunt or warrior's thighs and placed in the leg sockets, as usual. Remember to drill their holes while they're still not attached to the vessel. Next step are the details. First of all I placed the eyeballs in position.

Then it was time for some dread mouth apparatus, so I reached out to those spiky bits from the Carnifex sprues (or perhaps from the warriors' ones, I can't recall exactly), and placed them on the sides of the neck hole in the warrior's torso. Use abundant green stuff to attach them, and carefully texture it in the usual manner. Pay some extra attention during this operation, as the mouth and face of your models always draw attention, and will be looked at a lot. At this point I felt that my ship was lacking something in rear area, so I reached for those poor tyrant guards and stripped two of them of their whips. You'll have to figure out how much of the whip arm to cut and the orientation of the cut itself, basing them on how you placed the two dorsal plates. Once you're done, attach them under these plates using a lot of green stuff, as highlighted in the photo below. This will be a pain in the neck.

Try to find a way to let the model rest in a good position and let the green stuff dry. Spill some cyanoacrylate glue over the green stuff to let it harden more tightly. As they are metal bits, and therefore quite heavy, you'll probably have to superglue some other point of the arm to the plates. Just don't make it too visible. The red arrow in the pic shows where I did it. If you're good enough with your hand drill, you could consider drilling and pinning the whip arm directly into the plates, instead of using green stuff alone. I wasn't good enough to do this, especially because both are metal pieces, but if you think you can accomplish the job, it's certainly the best way to hold this part in position.
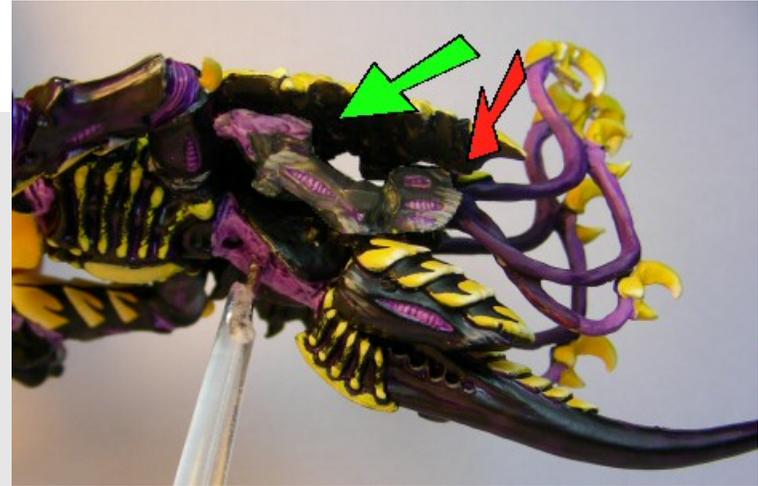
And finally, here comes what everyone was looking for, giant crab-like massive claws! The arms come from the monstrous creature sprue; you'll have to cut and rotate elbows as for Moana, refer to the photos to get the exact picture of the situation. Note that the forearm armour points towards the inside and not the outside of the ship. Pin the pieces together and fill+ texture with green stuff as usual, then take one of the big scythes and work it to fit into position. You'll have to pin it.

Remember to leave some empty space to be filled with green stuff and to insert the other, small scythes, which come from warrior sprue. you'll notice that the last plate of the forearm armour stands out quite a bit from the forearm itself, this will prove useful to create the empty space needed to fit the small scythe into: fill the entire space between the plate and the big scythe you just pinned with green stuff, then insert the small scythe holding everything together with your fingers. Use them to cover with GS the first few millimetres of the small scythe, to be sure it is firmly in place. Then texture the green stuff accurately, let everything dry, and that's it! Here is some trouble for those self righteous Imperial capital ships. Or Necron Tombships, as Granchio itself would gladly confirm hehe.

5. Hiveships

Hiveships will be the centrepiece of your fleet, you like it or not, so it's worth spending some time working o them. Rules allow you to have gargantuan 14 sp/6 spores ships, and I found the official model from GW not even half as massive and attractive as it should be. In my fleet I use two 14sp/6spores Hiveships, one carrier and one gunship. However, considering the sheer number of options Hiveships can have, it would have been silly to focus on wysiwyg, and I went forward building just what I thought would be cool to see fielded in battle. Both these modelling projects require some practice and experience with your tools and techniques, but following these advice you can build almost what you want, from almost nothing. As a general rule, remember that you're going to play with the ships you build. So, if you want some particularly big vessel to hit the stars, make sure it has been suitably based, and that its stem is high enough to allow conventional ships to pass under the model to get in base contact.

5a. "La Cicciona"

This ship is big. Really big! It dwarfed any ship she ever encountered, and attracted the attentions of anyone passing by the tabletop (and the other player's, too). It's 25cm long from tendrils to tail, and was scratch built almost completely. I really liked the big squid ship in the illustration on page 83 on Armada, and wanted to build something similar, while keeping it well blended with the other ships of the fleet. This meant that I would need some plated shell, in order to be able to paint my wasp-like yellow and black pattern, and that I needed some distinguishable eyes to let the creature see, like her sisters (or probably, daughters). Keeping this in mind and the pic from Armada as a guide, I started my foolish plan.

The base material used to build the structure of the ship is foam board (also known as polystyrene in the worst Caracas pubs). I had plenty, it's cheap, and quite easy to shape with cutters and sand paper.

It was clear from the beginning that I had to build two sections of the ship separately, to join them just before painting. I started with the shell, being it far easier than the head of the beast to sculpt, cutting and filing a piece of foam until it had the shape I needed to glue some plates on it. If your foam pieces aren't thick enough (mine weren't), glue together enough slabs until you reach the thickness needed, then, once glue is dry and they're firmly attached together, you can start working on the piece. Roughly, the wide part should have the same section height and base you'll want the head to have, and then it should shrink 'till it's 1cm wide, more or less. Be sure the upper surface is smooth, or otherwise PVA glue won't hold the plastic plates in place. The problem with foam is that it's consumed by most kinds of glue, so you'll have to use the weak yet non-aggressive PVA one.

Once the internal structure of the shell is done, start cutting your plates. To make these I used a thin plastic sheet obtained from a pineapple box from supermarket! Plasticard is everywhere, just start scavenging your kitchen. I won't tell you that it's better to wash and clean it up with dish soap. Ops, I told you XD. To know what shape you need to cut your plastic sheet into, first take measures using paper. Roughly draw a shape you think might be ok for the last plate (the littlest one, at the end of the shell, which will be covered by the next one), cut it and try putting it on the model. It's a good idea to cut your paper larger than what you think you'll need, and then adjust it little by little as you figure out precisely how you want it to be. Also, remember that plastic isn't as easy as paper to work with, so better be always generous with measures. If it's too much, you can always cut again, but you can't do the opposite. Once you're satisfied with your little paper plate, transpose it on the plastic sheet and cut it. Repeat the process for every scale, until you cover all the foam. I thought it would have been better to hide every bit of foam, so I let my scales go down a bit beyond its lower limit. Also, plastic plates need to be placed so that the base of a scale is fully covered by the next one's "round" part, and the last scale must go out something less than 1 cm beyond the foam's border, to hide the point where you will join the shell with the head.

Note that you'll need to give a shape to the plastic plates by bending them with your hands, as PVA glue won't be strong enough to keep them in shape. I found a central crest to be very good looking to shape, just like what GW did with every tyranid carapace in WH40K. You'll need to keep every plate in shape with a rubber band (if you're lucky), or with your hands (in most cases) long enough to let the glue get a firm hold.

This will be quite tedious, so turn some good music on, if you haven't yet, or call your girlfriend to entertain you while you play with your stupid little soldiers instead of buying her "something nice" XD.

The name of this ship, "La Cicciona", literally means "The Fat One" in italian, and it's a useful nickname developed during BFG games to quickly identify the ship against all others XD

Ok, now that the shell of your Hiveship is done, it's time to focus on its head. Even the base for the head is foam; just shape it in a fashion that suits your needs. In my case, the original foam shape is that highlighted in red in the picture below (well, more or less... I'm actually quite poor at digital drawing, as you can see... sorry about that!). I chose that particular shape to be able to place the jaw apparatus just next to the mouth tube, giving it all a "realistic" and unitary feeling. Also, this was the shape of my choice because I had already planned to use warrior's torsos for the armoured basis and muscle system of the three jaws, so I cut the mouth tube the right length to let these pieces fit nicely in position.
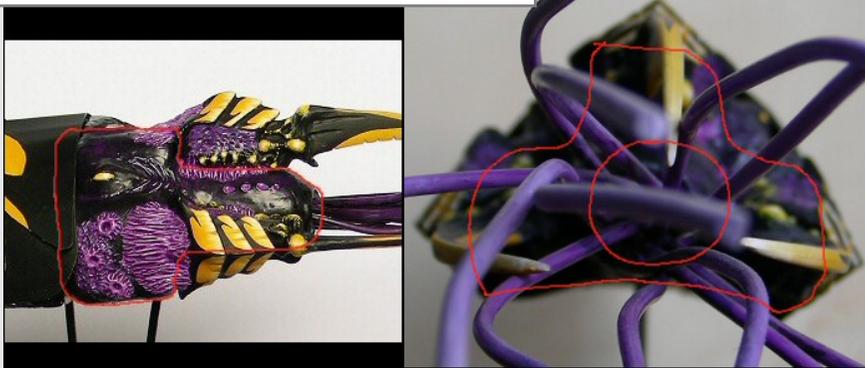
Now prepare to use lots of green stuff. First of all, you'll have to cover fully the foam just prepared. Apply a thin layer of green stuff everywhere, except in the back face of the head, that will be joined with the shell and therefore be invisible. This is necessary to make it suitable for painting.

Moreover you can start from now to give some texture and detail where you'll like them to be. I had no clear image in my mind at this stage of what the outcome of the whole job could have been, so I gave neither texture nor detail at this point. There's no need to give too smooth a finish to Green Stuff, as digital prints and such little "errors" will give a more living appearance to the skin of the vessel.

Next came the building and placing of the jaws. Easy to see, they are made by one warrior's torso with a monstrous creatures' scythe attached to it, pinned right into the tail socket. Check the orientation of the scythes to fit your idea of how the mouth of the ship should look like, I wanted them all to point forward in a resting position, but you could evaluate to place them wide open instead. Next step is to fill & texture with green stuff the side of the warriors' torsos, covering the arm sockets. As you can see form the picture below, some randomly placed little holes are a very simple yet effective way to texture this section, however you could easily find better and more pleasing ways to do that. Anyway, they were obtained by a rapid nailing of the entire surface with a needle.

Once the three jaws are built, attach them to the head bulk. Use abundant green stuff, place them in position, and then cover any artificial-looking empty space with green stuff. Then texture them in a muscle fashion: as you can see form the pictures, a good way to achieve this effect is to entirely cover the green stuff area with fine straight lines. They are clearly visible as the purple colour I applied makes them stand out nicely. I decided to extend the muscle fibre quite long towards the back of the head, instead of simply filling the empty space between jaw armour and head structure, to simulate in a more realistic and good looking way the unbelievably strong muscles needed to operate such long (and powerful, I bet) chitinous jaws.

At this stage, you'll probably notice that the area between the horizontal jaws structure and the vertical one is quite empty and unnaturally carved. This is right, because you'll need now to fill the entire zone with green stuff to sculpt the eyes, eyelids, and folds.

Place abundant green stuff and then push in position some ball the right size to have a nice pupil. I used two plastic 6mm BB bullets for air soft guns, as I had thousands available, they are light-weighting and just the size I needed. Make the eyeball fit covering it with the surrounding green stuff. Avoid placing other GS over, it's better to use your fingers to gently move the GS already available around the area to create the eyelids.

I suggest spending a lot of time and effort in this operation, as the eyes of a model are always one of the first spots anyone will focus his attention to. Use the sharp part of the GW sculpting tool (or anything similar, obviously) to model the eyelids.

This will define the expression of the creature. Next make the rest of the surrounding green stuff "flow" down from the eyes zone, towards the mouth tube. This will join nicely the two areas, creating unity. I then used the round side of the sculpting tool to create those down flowing folds next to the eyes. This turned out very good in my case, because I sculpted the eyelids to express the evil, ancient stare you can see in the photos, and those folds gave emphasis and further aged the look of the creature. I wanted some Chtuluh-like gaze and feel, and those folds are just what I needed.

Your Hiveship is almost complete; at this point I just added some details to fill those empty looking surfaces like the side of the mouth tube. I placed some holes here, and sculpted those crater-like holes on the flanks, under the eyes. To sculpt these, push a ball of green stuff in place with your fingers, then push it again with a suitable round object to create the central hole (I really don't remember what I used to accomplish this, sorry… probably a drill, though), and then use the sharp side of the sculpting tool to generate our well-known friends, the muscle-like fibres. If you want, you can extend the textured area around these as I did, with another thin layer of green stuff randomly stuffed with any little, nonsense detail you like. As a funny story to tell, in game I pass these craters off as the side weapons of the ship, either cannons or launch bays! None ever complained, so I think it's ok hehe. Finally, to complete the head bulk I placed the little crest on top of the head, to fit under the last plate of the shell, because this area was too empty. It's made of green stuff.

If you want your ship to display feeding tendrils, this is the right time to build and place them. We have to match the general size of the ship, so I placed very thick and heavy tendrils made by standard iron wire. Diameter of this is something like 1,8 or 2mm (!). The best way to accomplish the job is to cut as many iron wire sections as you like, then make a bundle of them and glue with abundant cyanoacrylate the first 2 or 3 cm of one side of the sheaf itself. Make sure the glue enters the sheaf and covers all of the wires. Once the glue is dry, hold firmly this section to avoid the glue from breaking, and bend one by one the tendrils with your other hand. Be careful because cyanoacrylate is fragile to this kind of movements once dried. I'm no gluing expert, and had this one at hand, however you should consider more metal-specific glues, if you know any.

To attach the tendril complex to the ship, carefully carve a hole in the mouth tube, so that it's wide enough to accept the glued side of the metal bundle. Be very careful! Let the walls of the tube be thick enough to bear the weight of all that metal wire. The hole should be a little shorter than the glued side of the tendril bundle. Use green stuff as a binder to finish the operation.

So this is it! You have a shell, and you have a head, now it's simply time to join them. I placed 3 long metal pins in the back of the head, positioned at the centre of the three foam parts that work as basis for the jaws, then drilled the three corresponding holes in the shell's foam. As foam is so soft, use the 3 metal pins as a guide for themselves, applying enough pressure for them to leave a mark where the holes need to be drilled. Finally, apply a suitable glue or green stuff both on the back of the head and the foam wall of the shell, and unite everything in place. You're almost done!

A better way to join the head and the shell of the ship, and to have a more stable and resistant model, is to let a single metal tendril to be very long and straight, so that it can work as "axis" for the entire ship. I did not try myself because I thought this one right now, writing this article. Theory seems good, though, so if anyone tries please write me about the results.

The last step to complete your ship is to build a suitable base to play. I had a lot of metal sheet around my house due to my job, so I cut a disc of iron sheet with suitable metal scissors. The disc matches the size of a big flying base, so it's legal in game. Then I placed two heavy duty metal wires to make the ship stand horizontally. You will need something similar if you placed metal tendrils, as they are far heavier than the rest of the ship. Use a suitable resin to glue metal on metal.

I know these aren't standard hobby materials, but if you followed my tutorial up to this point, I think you'll manage to solve the base problem using what you have at your disposal. See the base photo below, and sorry if it sucks, but after many games some of the paint was stripped off, I'll have to fix it.

Another thing you should think at is a way to make the holes you'll drill in the foam in the underside of the ship stand game duty across the years. Foam is very soft and the holes will be torn with usage of the ship. Obviously, this doesn't apply if you plan to glue permanently the base at the ship, somehow. I had transporting problems and preferred a mobile solution, and after some games I filled the holes with silicon glue, then inserted and removed repeatedly the two stems of the base, to make it attach to the walls of the holes. This operation turned out quite good, but I think it won't be enough as a long-term solution.

Write me if you have any suggestions about this!

Even if this is an article for BFG ships, it will be useful to start this project as a Carnifex, because the Hiveship version of this model is by far easier to build, and if you follow correctly the procedure to have a standing, 4 scythed Carnifex, you'll have 3/4 of your Hiveship already.

First of all, note that this was an experiment. I like to use small neodymium magnets in my Tyranids (even in gaunts!) to have the chance to swap weapons from game to game, without having to paint (and buy, of course) billions of miniatures. You'll notice that I used some magnets also in this Hivefex kit, however you could just go ahead and use the double-pin technique for every swapping bit you plan to use. You'll

understand better what I mean later in the tutorial. If you like the small magnets idea, you'll find useful to know where I buy them, as many people have asked me in my gaming and modelling career: I buy them online at www.kjmagnetics.com, and if you plan to do so, try finding some friend interested in an order, because the magnets themselves are quite cheap, but shipping costs to Europe are at a fixed rate.

I managed to find 10 people to join me in an order just posting a "magnet tutorial" on an Italian forum, and paid almost nothing for shipping on my own. As another useful note, I suggest using the 2 smaller size disc magnets (D101 and D201)

5b. The Transformer Hivefex

The last chapter of this article is dedicated to a very nice and useful project. Since I saw it, I thought that the 4th ed Carnifex kit was simply amazing. However GW prices are becoming somewhat offensive, and it's a known fact that my little arms are short (an Italian expression meaning I avoid using/wasting my money if I can). The solution to this was the transformer Hivefex. I simply bought just one Carnifex kit, with the precise objective to use every single finely-sculpted plastic detail to build or enrich as many models I could. many of the scavenged bits from this kit were already used in some of the ships seen above, but now we'll employ the big, unique parts of the sprues, along with some bits from the lesser minions' kits (gaunt and warriors) and (guess what!?) some green stuff.

The basis for both the Carnifex and the Hiveship is what you can see in the photo above. No need for a tutorial here, because it's just the standard Carnifex set up. The base idea of every Carnifex in my Tyranid army is that they walk on 4 scythes instead of their standard legs. This would be easy enough to accomplish in a standard modelling situation, where you just glue the various bits together and then go and play at the nearest club. This is a transformer Carnifex however, and you'll need to have scythed legs that can be removed, yet able to withstand the weight of the model and the handling it needs in game.

Take the 4 scythes and start figuring out how you want them to be positioned to make your model stand up in an aggressive attitude (or any posture you like, btw). This part of the modelling job is quite important, and will affect heavily the final result, so spend some good time thinking and positioning. You could evaluate the usage of some rubber material like blu-tack or similar, to be able to make things stand in the desired position without gluing anything.


Once you're done with your positioning and observation, start filling the leg and middle arm sockets with green stuff, to obtain a smooth, plain surface. Now it's time to cut flat the round part behind the shoulders of the scythed arms, like in the pictures above. Be careful though: the angle which you cut the round part into must be precise if you want the scythed leg to stand as you planned, because this flat part will join with the flat green stuff you placed into the sockets. If you cut parallel to the axis of the arm (0 degrees), you'll have a scythe that stands too close to the body, and the model won't stand in place.

Opposite, if you cut too wide an angle (90° or above), you'll have your legs standing too far from the body, giving a weird and funny look to your creature. It will be very stable, however, so it's better to start with a high angle cut, and then file finely until you reach what you desire. As I said before, if you cut too few, you can cut again, if you cut too much, you're f****d hehe.

Follow the scheme below : place the leg in the angle you desire (the red line), avoid positioning it too close to the green lines, and then cut the plastic parallel to the axis of the flat green stuff in the socket (yellow line). My resulting cuts are highlighted by the arrows in the pictures above. The scheme refers to the back scythes, viewed from below. Mirror it to make it help you positioning the front scythes.
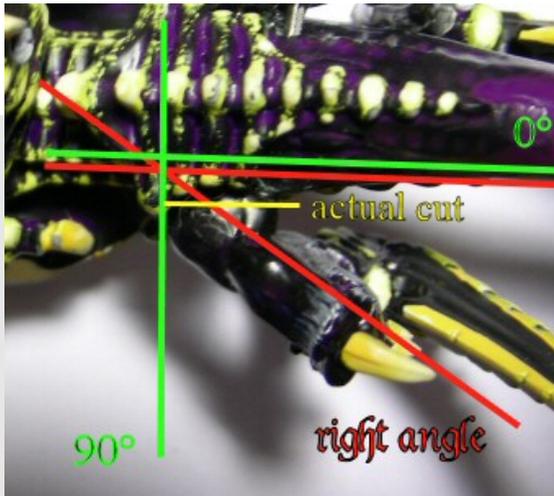
All this pain you went through has a meaning: it's now time to apply the double-pin technique! Basically, you have to drill 2 pins in. These will hold the scythed leg in position. It's very hard to drill neat holes on a round surface, even if it's plastic you're working on, that's why you had all that trouble cutting precise angles. try placing your pins at some convenient distance, as you'll have to drill the corresponding holes in the green stuff, and this material isn't highly drillable as plastic, and could deform and be torn in the operation. If the green stuff is still fresh, you could evaluate to gently paint some oil (any kind, I used frying oil later in the Hiveship mouth construction) on the pins, and then let them carve the holes for you. I did not actually try this, so I don't know how good it will work. Once again, my model was an experiment and I tried the various solutions directly on it, so my holes are somewhat random, because I placed a magnet and a pin instead of two pins at first, just to realise that the model wouldn't stand. You know it, so you should do better than me :). I highlighted the holes on my model in the next two photos.
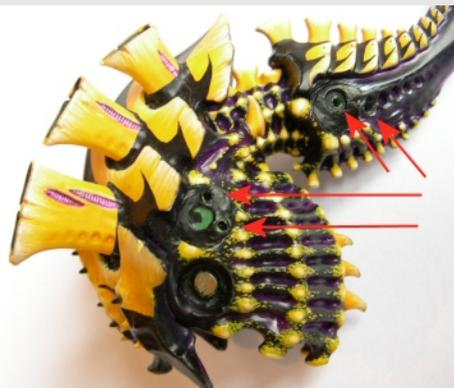
Next step are weapons and head. My Carnifex is usually armed with a venom cannon and a barbed strangler, but, as many noticed, it's quite hard to make them both fit good even in the standard model, and it's simply impossible in the scythed fex, until you decide to remove the "side arm" and leave only the bare gun-holding arms on the model.

I have to apologize, but from now on I could be a little inaccurate with the name or identification of the various bits I use. I built this model quite long ago, and don't remember exactly what I did with what.

You should have no problem, however, if you have the various sprues to look upon while reading and looking at the photos, to identify with precision what I used were. For example, I think I used the venom cannon arm as it came from the sprue, but converted the barbed strangler to be left handed. However I don't recall exactly how I did it and which bits I used. If you followed my tutorial up to this point, this should not be much of a trouble, also considering that you might want to use different weapons.

As you can notice from the various pics, I used magnets to fit weapons. The reason for this is that I planned to swap them frequently, and therefore the two pin method could fail: it's hard to pin various arms to fit in the same holes on the model, and being those holes drilled on green stuff over plastic, I fear that hardcore usage can wear them off.

However, magnets alone (even if you use two of the bigger discs to contact) will give you a loose contact, and it's likely for weapons to move during play. This is not a problem for me, but many people dislike moving miniatures. If you're one of these people, or if you plan to swap weapons not that frequently, I suggest you to use the double pin method here too. just pay attention during weapon swaps.

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If you want to go ahead and use magnets, follow this easy method : first of all, fill the remaining 2 arm sockets with green stuff, but be careful not to overfill, as you'll have to push a magnet in. Then take one of the drills, and let a magnet attach to its flat end. This way you're sure that the face this magnet is showing is always the same (positive or negative, but always the same).
Now let another magnet to be attracted by this one, and use the whole lot (drill + 2 magnets) to push the latter magnet into the green stuff. Once the magnet is inside enough, it will stay in this place while you move away the drill with the other magnet attached to it. Use your fingers to hold the magnet directly attached to the drill if it stays in contact with the one beneath green stuff when you try to move it away. Choose a drill wide enough to apply pressure comfortably.

Then attract another magnet to the one at the base of the drill, and push it into the other green stuffed socket.
This strange operation gives you the certainty that the two magnets in the sockets show the same polarity to the outside.
This is important to swap weapons, following a procedure will save you from building a nicely converted magnetic arm and find out just in the end that it's not attracted, but repelled by the magnet in the arm socket. That happened to me a few times, and it's incredibly annoying, so follow a "magnetic method", either mine or another that suits you more.

Make the socket surface with the magnet smooth and plain, then let the green stuff dry. While you wait, take the weapon arms you want the Carnifex to have, and prepare a socket to accept

the magnet. You can see the magnets inserted in the round part behind the shoulders of my Carnifex in the pictures below. If you're good enough, you can drill a suitable hole right into the round plastic, or you can cut the round part, cover it with green stuff and reconstruct it once the magnet is in its place. Independently from the method you choose, let a magnet be attracted by the one in the socket you're working on: in example, the right socket, that will hold the venom cannon in my model. Let a very tiny drop of cyanoacrylate into the hole you drilled behind the shoulder, and catch the new magnet attached to the other in the glued hole. This way you'll be sure that the right magnet face will be pointing outside the arm: you place the magnet in its hole directly from the right position (that is, attracted by the one in the socket), so there is no chance you turn it for mistake. If you chose to use green stuff instead of drilling a hole, simply catch the "arm magnet" attached to the socket one pushing the green stuffed shoulder against it. Once again, this way you'll be sure that the final result is attracted and not repelled by the magnet in the socket. Give the green stuff a suitable shape with your fingers, let it dry, and there you are! your guns are ready for action.

As a side note, once you build one model with magnets inside, use this one as a magnet polarity reference for any other model you plan to place magnets into. This way any weapon arm you'll build will be attracted by every magnetic socket in your army, giving you great freedom and letting you build and paint far less miniature pieces.

Last but not least, insert the head in its place and build a suitable gaming base. I applied a little conversion to the head, to fit the rest of my WH40K swarm (no eyes, alien rules!), and added some horns to make it look nastier. The horns are some of the spiky bits from the sprue. As for the base, I decided for a wide and high base to let my creature place its frontal scythes onto, and decided not to glue it to be able to remove the model from its base in clustered melees. This is very important with this kind of miniatures, as they can get very large and hard to manage in real gaming situations.

Back to BFG now. Transforming your newborn Carnifex into a Hiveship is just a few hours away. As you can see from the pictures, aside form the bulk shared with the Carnifex, the Hiveship consist of 4 engines, eyes and a mouth. Among these, the mouth only can give some trouble, while the engines are built in a way similar to that of the other ships', and the eyes are very simple to achieve. Starting from these, all you have to do is to form a suitable green stuff ball, let it dry, and then cut it in half. Every half is a pupil (guess what?!). If you used magnets in the frontal sockets, like I did, insert one of the small magnet discs behind every eye. If you used the double-pin method, drill just one pin in position. The eyes are very light and won't need 2 pins to stand in place, moreover the less you drill green stuff, the better she feels.
You'll notice from the picture below that I didn't push my little magnet inside the back structure of the eye. This will prove useful to remove them when you have to transform your Hiveship into a Carnifex, and if you did things well with the socket, it will be invisible from outside the same.

Life is simple with the engines too. Use whatever you like to build them, I decided to have 2 main engines and 2 manoeuvre ones. I can't recall exactly what bits I used for the body of the main engines, however if you have some Tyranid sprues in eyesight, you should easily identify them. I think they're part of some of the warriors' big guns, probably barbed stranglers. The ending exhausts are built with the Carnifex' hooves. Carve the underside of these to some shape, as this surface is too smooth. Attaching them to the main body of the engine should require cyanoacrylate only, if the cutting of the plastic part is neat.

The directional engines are made of a warrior leg with an inverted hoof attached to it, looking at the pictures below will be good enough to understand how. Drill the exhaust hole in the flat side of the hoof, and attach it with green stuff. Regarding pinning, as these are light plastic pieces, only one pin is required. Green stuff will adhere to the pin and won't let the engines rotate, if you drill the holes well.

You can add the second pin if you want extra stability, however remember that drilled green stuff can wear off with heavy usage, so better spare as many holes as you can.

To complete your Hiveship you now need only to build its mouth. This procedure is easy to describe, but requires some manual skill, because the space you'll be working in is tiny and will be crowded.

First of all, take one of the spare heads of the Carnifex and saw the round and pinned plastic part that should fit in the neck socket, building it as it comes in two parts. This will help the mouth stand in place more comfortably. Now carefully paint some oil in the whole neck hole. This will help you to remove the green stuff you're going to place once it's dry. After this, place the round plastic part you just sawed in its place, and fill with green stuff both it and the whole rest of the neck hole. This will be the basis of the mouth, where you'll insert the jaws. Be careful to shape it in a manner that can easily let you take it out when you need to (you'll need something to help you do this anyway, I carefully use the sharp end of the sculpting tool every time, but I never stripped off any paint). Now take some of the spare spikes from the Carnifex sprue (or whatever you like the ship to have as jaws), and carefully push them in place. Use some sculpting tool to make green stuff cover them a bit, like flesh would do in real teeth. This will help the piece you create to survive years of gaming. Let everything dry up well, and there you are! You should be able to remove quite easily the mouth piece from the neck hole, if you painted sufficient oil and shaped green stuff well.

Go slowly when you remove the piece for the first time. By now it shouldn't be painted, so the chances of ruining it are few.

The last thing you need to play with your newborn ship is a suitable base. I built a simple yet quite effective base just with a normal big flying base ad a transparent plastic piece of sprue, you can find as many as you like in the bases bag. Carefully file a socket at the end of the horizontal part: this socket will welcome one of the spikes under the Hivefex chest. You'll also need to drill a suitable hole under thechest, where you'll push the stem of the base. Once the main stem is in, take your measures and figure out where exactly to glue the horizontal part. This depends on what position you want the ship to show once on the base, however it shouldn't be very different from mine. Obviously this method doesn't require you to glue the model to the base, or else you won't be able to play the model as Carnifex.
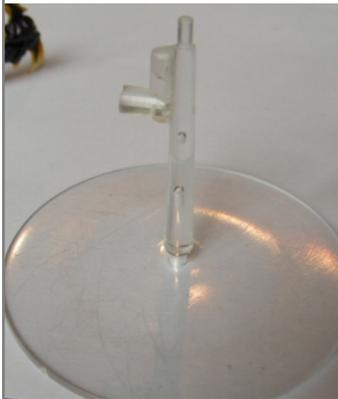
That's it! I don't think the name of this project needs explanations, so this tutorial ends here. If you're reading this, I thank you for the bravery and patience you paid this far. If you have any suggestions, comments, menaces or whatever feedback you want me to hear, write me at marcello.taverna@tin.it .. thank you all, and happy consuming!

Giulio

Void Stalker

Scenarios & Campaigns

Experimental Eldar MMS rules + scenarios
Eldar Haven Spire
By Fafrin

RULES FOR THE HAVEN

These are the rules as used by our group as used in the linked scenarios .The hunt for the Eldar.

The rules are for use with MMS 1.6 (*editors note: Eldar MMS v1.7 has just been released but these rules do not interfere with the update*).

The Haven is the Corsair Eldars main refuge and represents the best solution the Eldar have found to the need for a base of operations hidden from prying eyes [or other sensory organs!]

The Haven is always found at the centre of an asteroid field as explained in the above scenario and in a campaign setting will always re-deploy after discovery.

Eldar Haven Spire...500 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/20	5cm	Special	5/holofield	5+	5

ARMAMENT	RANGE	FIREPOWER/STR	FIRE ARC
Pulsar lances	30cm	5	All round
Weapon batteries	45cm	20	All round
Launch bays	Fighter–30cm Bomber-20cm	5	All round
Torpedoes	30cm	5	All round

Notes

- Leadership 10
- Speed: never reduces by blast markers or damage
- Turns: may move in any direction
- Damage is taken as a whole and every four points of damage reduces the Havens stats by one fifth. critical hits cause an additional point of damage but have no other effect, so for example after 12 points of damage the Haven would be Shields. 2.Turrets 2. Pulsars 2. WB 8. Launch bays 2. Torps. 2.
Author's note: I think this best depicts the gradual destruction of a major asset and gives any Elder player the chance to cut and run, as would be the norm for a raiding force.

A LINKED PAIR OF SCENARIOS TO INTRODUCE THE HAVEN

The hunt for the Eldar

SCENARIO ONE THE ASTROIDS

Battle zone

This scenario consists of a cluster of asteroid fields in the outer reaches of any suitable system. The fields are of random shape and size and positioning is roughly one field to each sixth of the table.

Objective

The game objective is for the hunters to search each field with the searching of all six fields revealing the Haven. The Eldar player wins big time if he can prevent this!

Forces

The searcher has 1500 points the Eldar 1000

Special Rules

To successfully search a field the searcher must have unopposed ships or craft in the field. So each player should take plenty of ordnance.

Deployment

Each player starts on a short table edge, a long edge is sunward.

Victory Conditions

The game ends when the Eldar withdraw conceding a minor victory to the searcher

At this point all UNCRIPPLED ships move on to the next scenario. [this is why the Eldar should try to fight to the last possible moment]

THE HAVEN

Summary

The final scenario is the searchers attempt to destroy the revealed Haven.

The Haven is found at the centre of an asteroid field and the searchers must cross the field to engage the Haven and any surviving Eldar ships, all asteroid field rules apply so keep those re-rolls handy!

Battle zone

The Haven is at the centre with the nearest asteroids 30cm away, the rest of the field forms a ring 15cm thick.

Objective

The searches try to destroy the Haven. The Eldar try to prevent this.

Forces

Both fleets use the uncrippled ships from scenario one. The Eldar additionally have the Haven Spire.

Deployment

The uncrippled searchers ships can be placed at any point outside the ring on any facing and their first move is the move into the field starting with leadership tests for collision damage!!

Any surviving Eldar ships from scenario one may be set up anywhere in the inner clearing and they and the Haven may have any CAP deployed.

Victory Conditions

The searchers win if they destroy the haven or force it to disengage. The Eldar have a minor victory if they prevent this.

Note

My thinking behind this scenario is that the Haven is a hidden base so will ALWAYS be concealed in an asteroid field as this gives the Eldar the maximum advantage and on discovery the finders will have ONE chance to destroy the Haven before it redeploys via the webway. Enjoy!

FLAME ON! BATTLEFLEET GOTHIC TOURNAMENT

TOURNAMENT

The 'Flame On! Battlefleet Gothic [of the chumps] Tournament 2007' takes place at Warhammer World, Lenton (Nottingham, UK - GW HQ!) on the 21st of June 2008.

v1 Rules Packs and further information and discussion is available from the Flame On! website at http://www.flameon.co.uk/forum/viewtopic.php?t=5124.