Warp Rift

The Battlefleet Gothic netzine

EDITORIAL

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Warp Rift Publication Team

+++ The Labyrinth +++

Hello,

First of all I would like to make an apology to Giulio Taverna. I accidentally mixed up his first name in the header of the Tyranid Conversion Article in Warp Rift 16. Hopefully this issue will see his correct name heading the follow up article to his conversion guide: The Tyranid Painting Guide in the Dry Dock section.

In the world of Battlefleet Gothic people are still waiting to see some escorts re-appear in the online store of Games Workshop. Including among the missing escort vessels are the following: Space Marine Gladius, Nova and Hunter vessels. The Tau Defender, Orca and Dhow. The Necron Jackal and Dirge.

Hopefully, and this has been posted at www.portmaw.com, ithe escorts are just being repackaged into blisters and that they are not removed permanently.

As better news I can personally mention that the missing Bridge part, Dorsal Lance Turret and Nova Cannon of the Adeptus Mechanicus Battleship have been added to the package. In the beginning no one received the metal strip containing these three pieces. Luckily I received an Adeptus Mechanicus Battleship containing this strip! I already read one other person received the bridge as well. Good news.

Back to Warp Rift: this issue sees an expansion into to the realm of the Rogue Traders. This list/article has grown steadily at the forums of www.tacticalwargames.net mainly headed by Yuber Okami, Yannic and myself. But lot of other people added their ideas and opinions as well. For this we really like to thank them for doing so. If all goes well the next issue of Warp Rift will feature some Legendary Traders.

From Cypra Probatii we received an article dealing with small fleets. A very nice asset to play some small and fast games.

The Dry Dock is heavily filled with the already mentioned Tyranid Painting Guide. But it also features an article on how to magnetize your Imperial Cruiser, very useful for people who just cannot decide on which cruiser class they like most.

In the Officer's Mess we have a story written by one of our younger readers. As it is one of his first stories I bet he would really like some constructive feedback on how to improve his writing skill.

**Happy Battlefleet Gothic,
Roy**

Visit the following websites from two of our art /CG/Photoshop suppliers here:

Christian Schwager:
www.solitudo.com

Mechmaster:
http://www.mechmaster.co.uk/

A TYRANID WAR
Chapters 5 - 6

This month the Tyranid War story continues with chapters 5 & 6. This time Pen and Lynx ran into the Old Warrior and Orks. Download it at from the same page as Warp Rift.

Chapters 1 – 4 can be directly downloaded here:

http://www.epic40k.co.uk/bfgmag/wr16tyranidwar.pdf

(note: this is the unzipped variant)

Issue Seventeen – Contents:

Additional rules

Rogue Traders

By Yuber Okami, Yannic and Horizon

Thanks to all the other participants in the discussions at www.tacticalwargames.net!

The 40th millennium is a dark and grim age. A time in which most people meet outsiders with suspicion if not outright paranoia, and where travelling and trading have become a dangerous business.

Nonetheless trade still is vital for the survival of the Imperium of Man, whose merchants fleets are stretched to their limits just trying to provide the military and civilized planets their needs. But even the mighty fleets of the Imperium cannot cope with such a Herculean task.

This is the reasoning which paved the way for the Rogue Traders: independent merchants, explorers, and even sometimes conquerors. Rogue Traders are sponsored by the Imperium but are not under their direct control, a situation which benefits both sides, as Rogue Traders who succeed add new resources to the Imperium, while the ones who die in the darkness of space cost very little to the Imperium of Man.

First of all, Rogue Traders can provide civilians with transport capacity, as they don't need a military escort, thus not diverting the Imperial Navy from its other tasks. Second, being (to a certain degree) independent from the administratum, they can commerce with alien races, independent human worlds and other heretics, bringing some of their exotic and much sought products to the Imperium, which is something the Imperial fleet is banned from.

Last, but not least, some Rogue Traders end up becoming corsairs and even conquerors. That way, the Imperium can wage war without declaring war. If the conquest goes as planned, the rogue trader will claim bounty or even conquer worlds for the Imperium, if it goes badly the Imperium can always say the rogue trader was a criminal acting on his own. So for the Imperium it's all benefits. The Rogue Trader, on the other hand, can even carve an empire for himself and his descendents, or can blow up in a last glorious bid, as many of them finish their career.

But human ambition tends to surpass common sense, so there are always people trying to become Rogue Traders.

+++ To Bring Forth Ye Light +++

Ship Characteristics

Trade Galleons

Trade Galleons are the largest vessels used by Rogue Traders. A Trade Galleon rivals an Imperial Cruiser in size and firepower. Since Rogue Traders constantly upgrade and change their personal Trade Galleon, these vessels may become quite eccentric. Therefore it is impossible to designate a standard class of Trade Galleons, and the term Trade Galleon is usually applied to any large vessel in service of a Rogue Trader.

A large percentage of Trade Galleons are based on the Gothic or Lunar class cruiser frame. A famous example of this is the Archis Nova: originally intended to be a Lunar class cruiser, it's building was abandoned when traitors seized power in the system where it was being built. After

helping Imperial forces to retake the system, Rogue Trader Emil Bosquera was awarded the vessel, which was finished to his own tastes as a Trade Galleon.

The infamous Rogue Trader Nicius Ravenclaw actually managed to buy an unfinished hull from the planetary governor of Corinth. This hull, only know as Hull 354, was thought to be cursed by local dockworkers and was never finished.

Ravenclaw towed Hull 354 out of the system with his two Lorcha's Vexator and Sabazius. After three decades, Hull 354 returned to Corinth Fleet base as the Domitor Astra. Most of the local dockworkers still think that the ship is cursed, but so far she has performed outstandingly and has enabled Ravenclaw to claim several big prizes, including the renegade grand cruiser Doomhammer.

On the other hand there are many Trade Galleons of unique or obscure origins, such as the Blessed Voyager, a cruiser from the Dark Age of Technology luckily discovered by Rogue Trader Julius Kaeron when he was sent off-course by a warp storm. Other famous ships of this type include the Helion's Talon, an infamous pirate vessel witnessed several times cooperating with Ork pirates, and the Andromeda, a ship noted for dealing with forbidden tech in the Gulf of Damocles.

Captain von Grefenhofen's report of an encounter with the Fra'al in system XW3457

They [the Fra'al battlecruisers] came out of the dust cloud like a pair of hawks swooping down upon the Domitor Astra. At the moment the enemy fired their Ether Cannons, the Domitor Astra simply translated sideways to avoid their deadly beams. Stunned by this manoeuvre, the alien ships where unable to respond to the battery fire from the Domitor Astra. One took a hit in the engine cluster, making her spin out of control; the other had her shields collapsed and was easy prey for our guns.

Trade Galleon...**140 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	2

Choose one of the following armaments:			

Imperator Pattern			
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	10	L
Starboard weapons battery	30cm	10	R
Prow weapons battery	30cm	4	LFR

OR

Archis Noca Pattern			
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	L
Starboard weapons battery	30cm	4	R
Port Lance battery	30cm	2	L
Starboard Lance battery	30cm	2	R
Prow weapons battery	30cm	4	LFR

OR

Domitor Astra Pattern			
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	L
Starboard weapons battery	30cm	4	R
Port Launch Bay	30cm	2	L
Starboard Launch Bay	Fighters – 30cm a-boats – 25cm	2	-
Port Launch Bay	Fighters – 30cm a-boats – 25cm	2	-
Prow weapons battery	30cm	4	LFR

Hull Upgrades

You may Upgrade your Trade Galleon with the following Hull Upgrades:

Extra Thrusters: +5cm speed....................15pts
Extra Shield:　　+1 shield....................15pts
Extra Turret:　　+1 turret....................10pts

Note: you may take each Hull upgrade only once. So upgrades cannot be stacked.

+++

Weapon Upgrades

You may upgrade your Trade Galleon with the following Weapon Upgrades:

Extend STR 4 batteries to 45cm....................10pts
Extend STR 6 batteries to 45cm....................15pts
Bombers....................25pts
Prow Torpedoes....................25pts

Note: batteries upgrades are for port/starboard batteries. Prow Torpedoes are str 6 and replace the prow weapons battery.

Merchantman

The Merchantman is a step down from the Trade Galleon, equal in size to an Imperial light cruiser, being a compromise between the raw firepower of a Trade Galleon and the fast and nimble Lorcha. Just like it's larger cousin, Merchantmen come from a lot of different sources. Most of these vessels started their life as super heavy cargo vessels but somehow ended up in the hands of a Rogue Trader, and, due to the Rogue Traders love for modifying his vessels, most of them are made unrecognisable after a few or many refits. Merchantmen are cheaper to run and maintain than a fully fledged Trade Galleon and they attract less attention (for a Rogue Trader vessel that is), making it a less preferable prey for space pirates. That's why most of these ships ply established space lanes, although some adventurous Rogue Traders not able to afford the larger Trade Galleons use them for exploratory purposes.

Some examples of this kind of vessel are Romulus & Remus, sister ships which cover the dangerous route between Mars and Armageddon; Itzar's Green Hide, a Merchantmen built using part of the Hulk of an Ork cruiser; the Lar'shi'fannor'o, possibly the most powerful Merchantmen ever; and the mysterious Kalandras, a Merchantmen which is said to trade between Eldar Exodite worlds and other, even darker alien species.

Merchantmen...**85 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	45°	1	5+	2

Choose one of the following armaments:			
Remus Pattern			
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	6	L
Starboard weapons battery	30cm	6	R
Prow weapons battery	30cm	4	LFR
OR			
Vesprugo Pattern			
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	L
Starboard weapons battery	30cm	4	R
Starboard Launch Bay	Fighters – 30cm a-boats – 25cm	1	-
Port Launch Bay	Fighters – 30cm a-boats – 25cm	1	-
Prow weapons battery	30cm	4	LFR

Hull Upgrades

You may Upgrade your Merchantman with the following Hull Upgrades:

Extra Thrusters: +5cm speed...................................10pts
Extra Shield: +1 shield...15pts
Extra Turret: +1 turret...10pts
Manoeuvring Thrusters..10pts

Note: you may take each Hull upgrade only once. So upgrades cannot be stacked.
Manoeuvring Thrusters increase the turn rate to 90°.

Weapon Upgrades

You may upgrade your Trade Galleon with the following Weapon Upgrades:

Extend STR 4 batteries to 45cm............................10pts
Replace LB with strength 1 lance @ 30cm............Free
Prow Torpedoes...25pts

Note: batteries upgrades are for port/starboard batteries. Prow Torpedoes are strength 6 and replace the prow weapons battery.

Lorcha

Lorcha's are the smallest class of Rogue Trader vessels. They are somewhere between escort size and light cruiser size. In fact, most of them are extremely converted escorts or ships built using the incomplete frames of light cruisers, be it because they were half finished when the Rogue Trader took control of them, were intended to be built as Lorchas from the beginning or were made using the remnants of some light cruiser.

These vessels are known for their great speed and manoeuvrability and are often used as smugglers, blockade runners or light raiders. Famous ships of this class include Erick Van Hort's Dragon, the flagship of the Red Flag pirate fleet operating near the Maelstrom, or the Lightning, which made more than thirty voyages to the Armageddon system when it was being besieged by Ork forces during the second war of Armageddon. More recently the Sabazius has become quite infamous amongst the convoys heading towards the Corinth Fleet Base. The Sabazius has claimed over twenty merchant vessels, but has thus far managed to escape vengeful Navy escort squadrons.

Lorcha..65 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	25cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	L
Starboard weapons battery	30cm	4	R
Prow weapons battery	30cm	2	LFR

Hull Upgrades

You may Upgrade your Merchantman with the following Hull Upgrades:

Extra Thrusters: +5cm speed_____15pts
Extra Shield: +1 shield_____15pts
Extra Turret: +1 turret_____10pts
Extra Boosters_____10pts

Note: you may take each Hull upgrade only once. So upgrades cannot be stacked.
Extra Boosters give the Lorcha +1D6 movement when on AAF Special Orders.

Weapon Upgrades

You may upgrade your Trade Galleon with the following Weapon Upgrades:

Extend STR 4 batteries to 45cm_____10pts
Replace LB with strength 1 lance @ 30cm_____Free
Prow Torpedoes_____20pts

Note: batteries upgrades are for port/starboard batteries. Prow Torpedoes are strength 4 and replace the prow weapons battery.

Re-commissioned Escorts

Since it is of the utmost importance that the valuable cargo of the Rogue Trader is protected, they often re-commission old Navy escorts. Most of these vessels are salvaged from reserve fleet depots, sometimes without permission, refitted and brought back into the fight. Examples of these types of ships are the Sulphur Squadron, which is identified as belong to the Grand Fleet of Nicius Ravenclaw. Sulphur Squadron consist of four brigantines with extremely heavy shielding for their size. This heavy shielding enabled Sulphur squadron to deliver the killing blow to the Ork Kroozer Deffasta, after sailing though a hail of fire from its attendant escorts. Juno squadron is another four strong squadron consisting of re-commissioned vessels. In contrast to Sulphur Squadron; Juno Squadron consists of a mix of Barques and Brigantines and was responsible for the heroic defence of Convoy 14 during the Thirteenth Black Crusade.

Upgrades Re-commissioned Escorts

You may upgrade your Re-commissioned Escorts with the following upgrades:

Extra Shield: +1 shield........................5pts
Extra Turret: +1 turret........................5pts
Extra Boosters........................5pts

Note: you may take each upgrade only once. So upgrades cannot be stacked.
Extra Boosters give the Re-commissioned escort +2D6 movement when on AAF Special Orders.

Brigantine...40 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	3	LFR
Prow weapons battery	30cm	2	F

Barque...40 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	2	LFR
Prow weapons battery	30cm	1	F

Pinnace..40 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	2	LFR
Prow torpedoes	30cm	2	F

Cargo Vessels and Transports

Inevitable to any Rogue Trader's or Merchant fleet are the vast numbers of transport and cargo vessels being used.

The characteristics of these vessels can vary wildly.

Here we will give you the profiles to some commonly seen transport variants. Players are free to introduce variants of their own.

Tarellian Carrack...70 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/1	30cm	45°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	F
Starboard weapons battery	30cm	4	F

Armed Cargo Vessel..20 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	2	LFR

Armed Freighter (Pirate Ship)

Xenos Vessels

Rogue Traders encounter many different space faring species on their part. In some cases nothing more than unscrupulous raiders but at other times mercenaries who are willing to aid the Rogue Trader (as long as payment is enough of course).

The Xenos profile included is a generic profile for these kind of vessels.

You can also design your own alien type of vessels and use them on agreement with your opponent. As an example the Tobari Light Raider from Warp Rift 11 has been included.

Xenos vessel...50 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	2	LFR
Prow lance battery	30cm	1	F

Note:
*Xenos vessels may take one * (star) marked upgrade from the Exotic Upgrade Table.*

Scorpion Class Raider (Xenos Vessel)

Example: Tobari Light Raider..45 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	2	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30cm	1	F
Prow Disruptor	15cm	1	F

Note: Disruptor weapon: This short ranged but advanced weapon does not bring direct damage to the ship being hit but it cuts through to the core electrical functions and disables those.
The Disruptor negates shields and hits on a 5+. Apply the following results:
• On a 5+ it inflicts a critical hit.
• On a 6+ it inflicts a critical hit and places a Blast Marker on the ship being targeted.

Note: Critical hits are being rolled using the standard critical hit charts. Brace for Impact is allowed as normal.

Additional Upgrades

Since Rogue Traders are an eccentric lot, it is rare to find a Rogue Trader using a stock ship. Most of their ships have several unusual upgrades. These upgrades can range from extra heavy weapon batteries, such as the ones found on the Sledgehammer to the exotic displacement drive found on the Domitor Astra. Some upgrades don't come in the form of technology, but as typical crewmembers with certain extraordinary abilities. A famous example is Helmut Stein; the helmsman of the Lorcha Velociraptor, who's piloting skills made it possible to run the Port Maw blockade successfully for over forty times, a feat no other vessel can claim.

Maximum Number of upgrades:

Trade Galleon: 3 upgrades, 2 exotic
Merchantman: 2 upgrades, 2 exotic
Lorcha: 1 upgrade, 1 exotic

I wonder why even a Rogue Trader would be so foolish to use part of an Ork Hulk for one of his vessels

Captain Michelov of the HDMS Thanatos

Imperial Technology Upgrades

- Improved Sensors: as in rulebook, +1 Ld 15pts
- Targeting Matrix: as in rulebook, left shift on the gunnery table 15pts
- Upgraded Boosters: +1D6 on AAF 10pts
- Manoeuvring Protocols: +1 Ld on CTNH, BR, AAF 10pts
- Macro Cannons: replace strength 4 weapons batteries with range 30/strength 4 Heavy Gunz. I.e. a ship with a broadside of firepower 10 replaces this with 6 standard batteries and 4 Heavy Gunz 30pts
- Heavy Hull Plating: gain +1 hitpoint and cannot be boarded 35pts
- 'Boarding Parties: ship gains a +1 modifier in boarding actions 20pts
- Armoured Prow: ship gains 6+ prow armour 25pts

Note: you may take each upgrade only once. So upgrades cannot be stacked.

Exotic Upgrades

Note: You may only use exotic upgrades on the Rogue Traders personal vessel.

- Replace strength 4 prow batteries with **Tau Gravitic Missile Launcher** strength 5 .... 30pts
- Trade Galleon only: Replace launch bays with **Tau Gravitic Hooks**. This allows for inclusion of 2 free Tau Orca class escorts 40pts
- Integration of Tau Messenger style **Tracking System** (no range!) 15pts
- **Alien Hull**: in the endphase roll a D6, on a 5+ 1 lost hit point is restored 25pts
- **Eldar holofield technology**: right shift against batteries, 6+ save against lances 25pts
- **Alien weaponry**: In the shooting phase the weapon may fire D6 blastmarkers up to 30cm in a random direction (scatter dice) 20pts
- **Displacement drive**: On CTNH special orders the ship may move the first 15cm of its movement in any direction except the rear arc before turning 30pts
- **Kel-dach Torpdeos**: The RT cruiser replaces it's normal torpedo armament with torpedos acquired from a local xeno race- the RT cruiser counts as having Melta Torpedos 20pts
- **Penance Shields and Wards**: The RT is known in certain circles among the Inquisition and with him acting as their distant eyes and ears; they have gifted him with a means to protect himself from the Daemonic. The RT ship is immune to the detrimental effects of Marks of Slaanesh, presence of Spectral Daemon ships, and any other psychic attacks such as Necron Seplechures and Tyranid ships with the Psychic Scream evolution 20pts
- **Demiurg Maintenance bots**: The RT has acquired Demiurg Maintenance Automations which allow him to roll 2 additional dice for damage control in the end phase 20pts
- **A strange passenger**: A rogue Eldar Seer and his warrior guard have taken an interest in the RT's wellbeing, seeing a future where he may aid the Eldar cause. The Rogue Trader gains a re-roll 25pts
- **I am a leaf upon the wind…**: Your RT has hired an eccentric but brilliant pilot/helmsman. His immense skill is more than enough compensation for all of the dinosaur toys he has scattered about his station. You may always attempt to go onto CTNH, BR, AAF special orders even if other ships have failed their command checks already. The RT ship may make this attempt even if it has already failed a Lockon or Reload Ordnance check 20pts
- **Broadsword Missile System**. Replace Str6 broadside weapon batteries with a str 4 torpedo salvo .. 20pts

Rogue Trader's in Battlefleet Gothic

Rogue Traders play a different role in Battlefleet Gothic. They aren't commanders of large fleets like an Imperial Admiral or Tau Kor'el.

Most of the time they command a single vessel with a few attendant escorts and cargo ships. This is their primarily method of living: to travel their regular trade routes or at times forge into unknown areas following rumours of great wealth. At times they may join there efforts with other trade partners like alien races or planetary governors.

Then at times the Imperial Navy may order them into their fleet to repel an urgent enemy uprising, or an Inquisitor goes aboard the Rogue Trader's vessel and pretty much all command goes to the Inquisitor.

At other times a Rogue Trader with good Imperial reputation may be ordered to command an expeditionary fleet into unknown regions to bring forward the Light of the Emperor.

The above background means Rogue Traders do not fit into a regular fleet list most of the time. Because of this we present you three different fleet lists.

Rogue Trader's Warrant

These fleets are fine up to a maximum of 1000 points in a regular game of Battlefleet Gothic. They can work at 1500 points but this will take the feeling away of playing with small Rogue Trader Fleets. At 750 points this is ideal.

Fleet List

Captain
Rogue Traders............................25pts
You must include a Rogue Trader in your fleet. Your Rogue Trader must be placed aboard a Trade Galleon, Merchantman or a Lorcha.

A Rogue Trader gives +1 to the rolled Leadership of his vessel and comes with 1 re-roll.

Additional Rerolls
A Rogue Trader may buy an additional re-roll at the following cost:

1 re-roll..25pts

Cruisers
You MUST include at least ONE of the ships below in your fleet

0-1 Trade Galleon *excl upgrades*..........140pts
0-2 Merchantmen *excl upgrades*..........85pts
0-2 Lorcha *excl upgrades*..................65pts

Small Merchants
1D3 Cargoships FREE for every 500 pts
0-1 Escort Carriers..............................60pts
Armed Cargo Transports....................20pts

Escorts
Sword Class Frigate.............................35pts
Iconoclast Destroyer...........................30pts
0-6 Recommissioned Escorts.............40pts
   per 1000 pts
0-6 Alien Escorts 50pts
   per 1000 pts

Trade Partners

0-1 Tau Merchant plus attendant Orca escorts
0-4 Tarellian Carrack

You may take one of the following trade allies to accompany your Rogue Trader:

Tau:
  You may field two Emissary class light cruiser.
Demiurg:
  You may field one Bastion class cruiser.
Imperial:
  You may field one Lunar class cruiser.
Planetary Forces:
  You may field one Murder class cruiser.
Adeptus Mechanicus:
 You may field one Adeptus Mechanicus light cruiser.

Under a Different Flag

The Rogue Trader's fleet is being part of a military fleet, while most likely this will be the Imperial Navy other races might just pay enough to persuade a Rogue Trader into joining their ranks. You may select a maximum of 750 points of the following Rogue Trader's fleet list which may be added to a fleet of the following races (thus if you play a 1500pts game you may take 750pts of Rogue Trader's in addition to 750pts of the selected fleet, if you take 400pts of Rogue Traders you can take 1100pts from the selected fleet):

Imperial Navy
Governor's Fleet (Renegade – Chaos models)
Space Marines
Adeptus Mechanicus
Demiurg
Tau
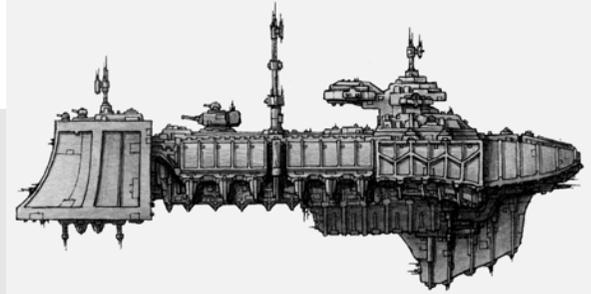
Goliath Class Super-Heavy Transport

Escort Carrier (Solitudo Pattern)

Fleet List

Captain

Rogue Traders	25pts

You must include a Rogue Trader in your fleet. Your Rogue Trader must be placed aboard a Trade Galleon or Merchantman.

A Rogue Trader gives +1 to the rolled Ld of his vessel and comes with 1 re-roll.

Additional Re-rolls
A Rogue Trader may buy an additional re-roll at the following cost:

1 re-roll	25pts

Cruisers

You MUST include at least ONE of the following in your fleet.

0-1 Trade Galleon *excl upgrades*	140pts
0-2 Merchantmen *excl upgrades*	85pts

Small Merchants

0-1 Escort Carriers	60pts
Armed Cargo Transports	20pts

Escorts

Sword Class Frigate	35pts
Iconoclast Destroyer	30pts
0-6 Recommissioned Escorts	40pts
0-6 Alien Escorts	50pts

(*may not be selected it the Rogue Trader is part of an Imperial or Space Marine fleet*)

The Rogue Trader acts as an independent force regarding re-rolls in such a fleet.

The Grand Expeditionary Fleet

Now and then a noteworthy Rogue Trader may be given the command of a large fleet to bring forward the Light of the Emperor. These fleets are often rag-tagged as it is being a collection of reserve cruisers or cruisers which are not immediate needed for standard Imperial Navy protocols.

Fleet List

Captain
Rogue Traders................................25pts
You must include a Rogue Trader in your fleet. Your Rogue Trader must be placed aboard a Trade Galleon or Merchantman.

A Rogue Trader has Leadership 9 of his vessel and comes with 1 re-roll.

Additional Re-rolls
A Rogue Trader may buy additional re-rolls at the following cost:

1 re-roll..25pts
2 re-rolls..75pts

Rogue Trader's Cruisers
You MUST include at least ONE of the following in your fleet.

0-1 Trade Galleon *excl upgrades*..........140pts
0-2 Merchantmen *excl upgrades*..........85pts
0-4 Lorcha *excl upgrades*...................65pts

Heavy and Grand cruisers
Hades class heavy cruiser...............200pts
   1 per 2 cruisers
Vengeance class grand cruiser...........230pts
   1 per 3 cruisers

Cruisers
Lunar class cruiser........................180pts
Gothic class cruiser.......................180pts
Dictator class cruiser.....................220pts
Murder class cruiser.......................170pts

Small Merchants
1D6 Cargoships FREE for every 500 pts
0-1   Escort Carriers.....................60pts
Armed Cargo Transports...................20pts

Escorts
Sword Class Frigate.......................35pts
Firestorm Class Frigate...................40pts
Falchion Class Frigate....................35pts
0-6 Recommissioned Escorts............40pts

Tactical Command

Tactics & Strategy

Different Fleet Operations
Patrol Fleet Rules
By MKG

Here we present the Patrol Fleet rules, which are BFG equivalent of WH40k in 40 minutes rules or WFB Border Patrol rules. They are designed as fast and competitive - ideal for persons, who do not have too much time for larger battles. They are also nice addition for campaign or may be used as the fast tournament rules. Or instead of chips to beer or two…

As the idea is based on small skirmishes between fast and light fleet patrols, there are a few limitations to avoid too much heavies or hardcore in the fleets.

Cypra Probatii
www.cypra.net

Patrol fleet rules

- Fleets are limited to 450 point

- Use small table (up to 120cm*120cm) and play fast scenarios, preferable 'sudden death' type.

- 2-4 Capital Ships or Escort squadrons.

- You cannot take ships larger/more powerful then a cruiser (so heavy cruisers/battle cruisers/grand cruiser etc. are forbidden).

- No capital ship or escort squadron may cost more when 230 points (260 in case of Hive ship - this is the only one exception allowed).

- Detail rules from fleet list, such like the fielding of Voss pattern light cruisers, are ignored.

- a maximum of 6 launch bays and 1 Nova Cannon in the fleet.

- you cannot use mines nor special torpedoes.

- you cannot compose capital ships in squadrons.

- rules of commanders are ignored. Instead one ship (larger/most expensive) is declared as flag ship, which gains 1 re-roll (may be used in whole fleet) and +1 to Ld. If the ship suffers the bridge smashed critical hit these bonuses are lost.

Patrol fleet sub-plots table

Because of uncommon nature of small fleet actions use the following sub-plot table.
Before the battle roll D6 secretly and check your secondary objective.

1. Psychological Warfare
Your received an order to break enemy morale at all cost. Inflict at least 1 damage point to all enemy capital ships/escort squadrons.

2. Stealth attack
According to new doctrine, in this battle, your patrol have to reveal as few details about itself as long as possible.
To complete sub-plot you may not use Special Orders in first D6 turns.

3. Chain of command
During the war experienced commanders are always in price and should be protected at all cost.
Protect your command ship from being crippled or destroyed!

4. Numerical superiority
You received an order to gain local advantage in numbers. Minimalising own losses became one of the main strategic priorities.
Destroy/cripple more points of enemy ships that you lose.

5. Intelligence service
Intelligence wish to know as much as possible about the enemy command ship and need some detailed photos.
One of your ship have to close 10 cm or less to the enemy command ship in the any End phase.

6. Low supplies
Unfortunately your supplies are getting low. The best way of gaining them is to capture them from the enemy…
Perform at least one successful boarding action.

+ + +

Show case
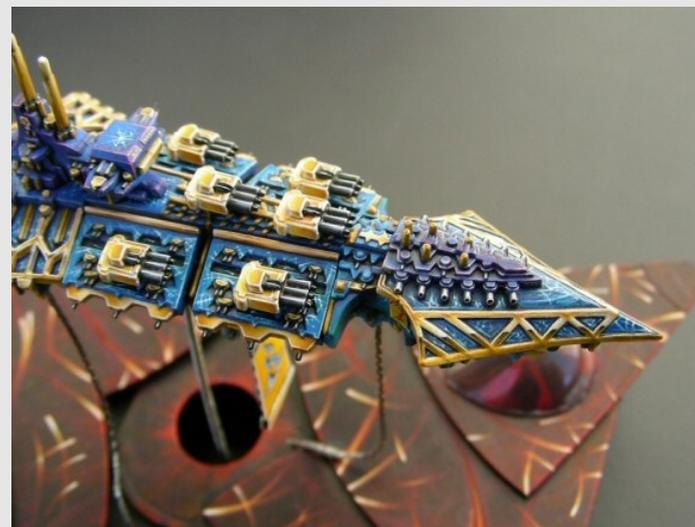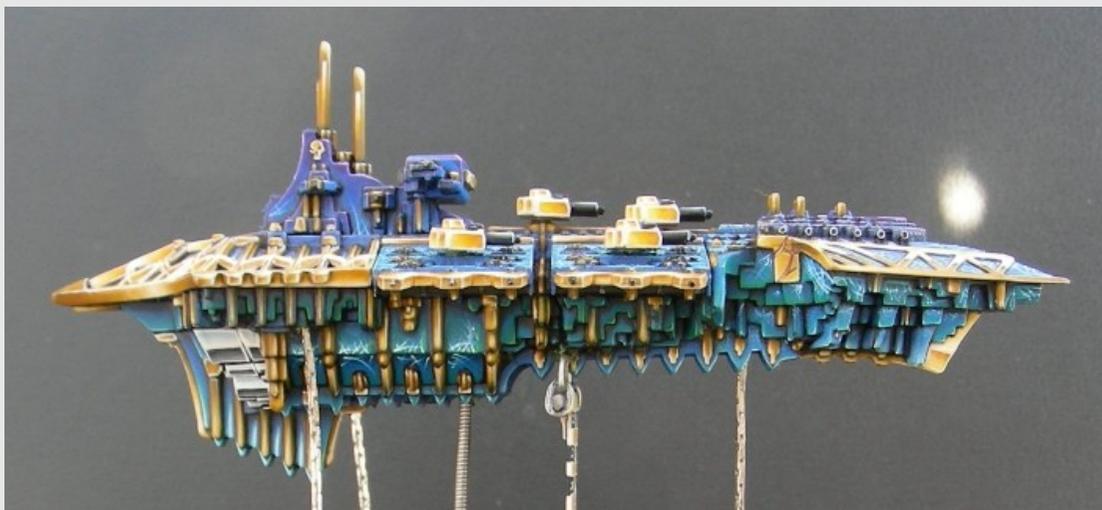
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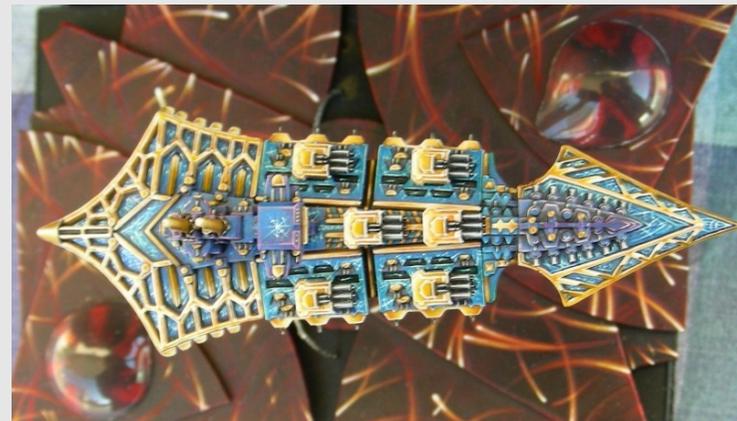
Short Story:

Battle of Kyshar
By Jack Watling

The bridge of the 'Emperors Maul' was silent. The crew typing away at their stations, without a word, the lights dim. All but Admiral Samuel Eden stayed put. For him, there was not an hour off duty. Every minute of his life he spent at the ready, his devotion to his duty suppressing all needs of a man.

The stars seemed dull through the bridge windows, though lighting entire star systems they made no difference to the gloom of the bridge.

"Admiral," whispered the chief observer, "Disturbance in the Kyshar system. Large warp blow out. Possible hostile, awaiting orders."

Within seconds Sam had jumped to, the silence shattered, "Get me visual, Signal to the rest of the fleet. Get them to encircle the ship. Send squadron DI92 out, I want a reading."

Frantic crewmen rushed around the bridge. The wall screen fired up and a set of images began revealing themselves. A picture of a pulsing light came on screen. It looked as though the fabric of space was being pushed apart. It looked like a distorted glass. Samuel knew what it was.

"Thank the Emperor that we got those long ranged sensors upgraded," he called to the chief observer. Sam wheeled around and began barking orders. "Keep me updated on what comes out of the warp. Maintain astropathic silence. Call all hands to deck."

Sam rushed to the captain's chair. Pulling the vox-set from the arm. "This is Admiral Eden, warp shift sighted. Expected hostile as no Imperial ships are beaming us. Call all hands to deck and bring to. I want us encircled. Call an open line." He cut the message and returned the set to its place.

"Admiral, this is Captain Hans. Order received. Open line connected, we picked up the warp shift as well. Moving to guard formation immediately." The vox reply was sent to the entire bridge. Sam felt safe knowing that Hans had his back.

A series of reply's came in one after another. On the tactical display it became obvious that the fleet was encircling the 'Emperors Maul.' Sam liked his fleet to be efficient. He constantly drilled both his crew and the other ships under his command. His vigorous training of his fleet was now evident as the ships slipped into the new formation within minutes.

Suddenly, the fabric of the universe shattered in a huge display of warped light. On the tactical display no more than twenty-seven craft sprung up all pulling themselves into the plain of reality.

"How the hell did they get so close unnoticed? I want a reason." Sam's eyes were wide with anger; he stood, marching to the sensory servitors and glaring at the tech-priest in charge. "Well, why did you fail?"

"Admiral, my apologies but I have no idea. If you can identify the ships I might be able to find a reason." The tech-priest fell silent, his eyes cast down to his boots.

"Fine, I'll identify the ships but 'might' isn't good enough." Sam ran to the chief observer. "Get me the identity of those ships and bring it to the wall. Battle stations."

"Certainly admiral, coming on screen now." The chief observer replied, furiously typing on a touch pad.

The bustle on the bridge ceased as the pictures of the ships came to the screen. "Chaos, how dare they come here." Sam shouted across the bridge. "Gunnery officers, keep me updated on range."

"Shall we flee admiral, remember, we are ordered to move to the aid of Admiral Lecton." First officer Karlile asked quietly, avoiding Sam's eyes.

"Change formation, wedge. Make evasive action. Come to new heading. Prepare to engage. We were ordered Karlile to move to the front. The front has come to us so we are obliged to make our stand." Sam moved to his chair, his dark green eyes darting too and fro.

"Admiral, I believe they have some form of sensory blocker as we still don't have them on our systems. They could be using a psychic block but it seems unlikely. I think they were attempting to jump the Imperial front but ran into us." The sensory tech-priest sounded worried as he reported.

"Admiral, you're being hailed." The comms operator yelled from across the room.

"Bring it to screen. Give me bridge wide." Sam stood before the screen and waited.

Before him was an image of a tall, dark figure. The armor that this thing wore clearly defining him as a chaos space marine. A wolf-fur cloak hung from the monsters shoulders. Sam shuddered. "Admiral, how strange that you should await my fleet leaving the warp. Do you come here to fight?" The figures voice sounded like thousands of lost souls, being dragged through their darkest nightmares. So ominous was the sound of his voice that Sam felt like a bird, flying ahead a storm.

"Don't waste my time asking questions that you already know the answer to." Sam curled his lip in disgust.

"If I am to stop wasting your time could you do the same for me? It is such a nuisance that you should even attempt to stand in my way. You and your corpse worshiping fleet will crumble under the fist of chaos" Sarcasm ran through the marine's voice.

"Back your threats with action fool." Sam signaled the first mate.

"Take command on deck," Sam ordered quietly before returning his gaze to the marine before him.

"Fool, you know nothing of me, you cannot simply presume me a fool. To judge without evidence would make you the 'fool,' would it not?" The marine began to laugh, raising his nose to Sam as though he were nothing more than a slave.

"I have all the evidence that I need. You made a mistake when you turned from the Emperors light. And now you'll pay for it with your life." Sam smiled. "You must understand that every path in chaos leads to torture. You have such power and freedom now but once the Dark Gods are finished with you, you will be cast to eternal suffering."

"You seem to have great knowledge of chaos for an Imperial, I'd be careful if I were you, you wouldn't want to be accused of Heresy." Again the marine laughed. "Chaos gives me power Admiral, the power to wipe you from the face of the universe. Enjoy the last hour of your life."

"Come then, fight us and stop your mindless boasting. The emperor keeps us as one, he unites mankind. Individuals like you can achieve nothing. Chaos is not united and so will never defeat the Imperium. However strong you are, Chaos is weak. Its strength is the failure of others not its own power." Sam cut the link before the reply could come back. Turning slowly he began giving orders once more.

"Admiral, squadron DI92 is under fire. They're sustaining heavy losses. They've scanned the enemy fleet but are almost broken." The comms officer yelled over the noise of the rest of the crew.

"They've done their duty, get them to feed their data to us and immediately disengage. I repeat, disengage. I don't want a ship lost." Sam shouted back, "Order the whole fleet, All Ahead Full." Sam sat back in his chair. Cutting out the background noise he entered his mind, thinking of what was to come.

There was a jolt as the ship began to accelerate. The enemy suddenly began to get closer. "Gunnery officer, I want a range check." Sam called as the ship returned to normal speed.

"We should have made contact within quarter of an hour. Nova cannon are already in range." The reply was warmly felt by Sam who smiled and pulled the vox from the chair arm.

"Alpharis Squadron, prepare nova cannon. They're in range. Turon Squadron, launch torpedo spread. Empty all tubes and reload." Sam put down the vox and pressed the ship wide com link. "All fighter crews to launch bays, all bomber crews at the ready. Prepare to launch. Expected launch time, ten minutes."

"With pleasure admiral, torpedoes away." Came the reply form the four lunar class cruisers that made up Turon Squadron.

On the tactical display many small dots appeared on screen, labeled, Imperial torpedoes. Sam liked those dots, he counted, twenty-four. The chaos fleet would either scatter or suffer a lot of damage. Either way, the enemy was the one who would get hurt.

"Nova cannon loaded Admiral, locking on. Firing on order." Commander Barka, squadron leader of Alpharis squadron came over the radio.

"Fire at will commander." Sam closed his eyes as the three huge beams of light flashed towards the enemy fleet, massive frosted blossoms impacting on four of the enemy ships. One the ships was even blown off course by the huge amount of energy, its engines failing as it became crippled. Cheers flooded the bridge. All three dominators reported hits and significant damage to the targets. Sam congratulated each crew at a time before ordering them to reload.

"Admiral, you're being hailed again." The comms officer called back.

"Shut it down, I am not interested in speaking with that deluded traitor. How a marine of the emperor could bring him self so low I have no idea." Sam swiveled around and began looking at the tactical display, calming his nerve for the carnage that was to come.

"Admiral, seven minutes and counting for contact." The gunnery reported. Sam pulled out the ship wide comm and dialed in the com-code for the launch bays.

"All fighter crew to stations. Launch when ready. Keep us safe from enemy attack craft. Remember, the emperor is with you." Sam put down the mouthpiece and turned back to the tactical display.

"Admiral, incoming. Enemy bomber wave. Small spread of Torpedoes coming up the right flank." The chief observer eagerly awaited the reply.

"The enemy will be in range in approximately two minutes." The gunnery officer called out.

Relay my orders, all fighters wings are to engage bombers as a first priority, torpedoes as a second. Don't let anything through. As to you," Sam pointed to the gunnery officer. "Hit the open line to the whole fleet. We may need to brace. Make sure all weapons are ready to fire once we come into range."

"Comms up admiral." The reply came quick and sharp.

"Admiral, nova cannon are reloaded." Command Barka's voice came over the open comm Link.

"Fire when ready." Sam replied quickly his mind was racing. He had been an Admiral for seven years but every time he entered battle the rush of questions and updates always threatened to sweep him off his feet. To be an Admiral one must have very proficient self-control.

"The enemy is in range admiral, sensors indicate that we are being targeted and we believe six enemy vessels are increasing in speed." The gunnery officer blurted out, his eyes wide as he repeatedly scanned the screens.

"Admiral, bomber wave neutralized, enemy torpedoes are destroyed, returning to launch bays." The wing commander spoke slowly, his voice shaking slightly. Obviously the bombers had put up a fight, Sam thought to himself.

The thunder of the nova cannon washed over the bridge once more as the huge torrent of light jetted from the prows of Alpharis squadron. One of the shots scattered wide but the other two went true, both striking an enemy cruiser. Huge fires could be seen and the ship began venting smoke. The bridge of the ships had been caved in and the prow was horribly twisted.

"Admiral, two successful hits, enemy ship almost crippled but braced. Her bridge is down and her launch bays have caught fire, target identified as devastations." The report led to yet more cheering. Through the open comms Sam could hear the entire fleet giving their thanks to Alpharis squadron. Sam simply said, "cheer when we've won, keep on task." The bridges fell quiet again.

"Incoming!" Shouted the ships tracker, "enemy lance fire."

"We will weather the storm, all crews, All Ahead Full." Sam buckled himself into his seat. This was where it all began.

The entire ship rocked as lance beams impacted on its shields. Then a single lance beam pushed through and struck the Emperors Maul on her prow! The ship jolted from the impact but otherwise kept going.

"Admiral, we've been hit, no serious damage, our shields are down. Captain Hoph fared less well, he has been hit seven times and is requesting to disengage." Samuel nodded as the report was relayed to him.

"Permission granted, Captain Hoph, disengage. But before you do, empty prow torpedoes tubes." As the fleet accelerated, Sam watched as another six torpedoes sped out of the lunar class cruiser, before the lights on boards blinked out. Sam took a deep breath and returned his attention to the task in hand.

"Give me a reading on the first torpedo salvo." Sam was eager to know how they had fared.

"Seven hits, the rest either failed to harm the enemy or were destroyed." The report was warmly received among the crew.

"Launch a bomber wave, I want to test their defenses." Sam didn't fancy the bombers chance of survival but he needed to know how much fighter cover the enemy had.

"Sir, the enemy has us in battery range, their firing." The shield operator looked up from a bank of screens. "Sir, our shields are up."

Sam replied shortly and sharply. "Good, order the fleet, were our of range so it doesn't hamper us in any way, All ships Brace for Impact."

The enemy fire seemed endless as shot after shot impacted all around. After the first five hits the Emperors Mauls shields were collapsed and smoke began seeping through the ventilation system. Many of the hits were glancing but two broke through causing havoc amongst the launch crews.

"Status report, I want a status report." Samuel jumped form his chair as soon as the fire had ceased.

"Admiral, fleet wide damage but its all minor we can handle it."

Sam nodded and began pacing the deck.

"How long until we are in bloody range." Sam didn't like the long guns on the chaos fleet. They were incredibly destructive.

"Fifty six seconds and were in range admiral" The gunnery officer was smiling under the peak of his cap.

"Prepare to bring all guns to bare, I want to be locked on the second were in range am I clear?" Sam wouldn't let a single chaos ship escape; he would crush them to the ground.

"You are clear sir, I'm just checking our targeting array now." The gunnery officer began furiously typing on a miniscule touchpad.

"Were in range captain, locking on now." The time was set to do some real harm to the enemy.

"Bring the whole fleet to bare," Sam took a long, deep breathe before half whispering the order he had been dying to give for the last twenty minutes. "Fire."

As one the entire Imperial fleet opened up, unleashing a torrent of torpedoes, lances and battery fire on the traitors before them. Three chaos escorts were destroyed instantly and five chaos ships were severely damaged by the huge volume of fire that erupted from the previously silent Imperial Navy.

As the servitors began relaying damage reports, Sam climbed the set of steps that led to the podium of command aboard the Emperors Maul. Pressing the ship wide comm grid he began to speak.

"Servants of the Emperor. Know now that we fight a foe that undermines everything we fight for. A foe that is fueled by hatred, a foe that tries to drive terror into our hearts, but hear me now. We need not fear them, have faith in your duty, have faith in your ability. For if they feel they are loosing they will squabble and flee. Act together, act as one and as one we will crush these worms. Long live the Imperium." Shouts and cheers erupted through the ship. Sam stepped off the podium and began to make it back to his command chair.

"Admiral, enemy is firing." The crew immediately dropped back to their stations, as they realized they were in a battle again.

Sam began to laugh. "Order each ship to fight in their squadrons, the squadron leader is now in charge of each ship under his command.

They need not follow me now, let each captain decide whether to brace or not. For us, we shall not brace, for every hit the enemy deals us, deal ten back. Release all Ordnance." Sam buckled his seat again as the chaos fleet opened fire. The ship rocked and swayed as shot after shot impacted on its hull, most bouncing off but some finding their mark and leaving carnage behind them.

"Ride the storm, Fire." The Emperors Maul spewed forth a near endless stream of fire. An enemy carnage class cruiser was smashed apart as the emperor class battleship unloaded a total of eight squadrons of bomber wings on the ship along with a full broadside.

Ahead of the Emperors Maul loomed a large chaos vessel. The enemy vessel was exchanging broadsides with a dominator.

"Admiral, were sustaining heavy damages. Two ships are requesting to disengage. The Archilon and the Tahlris." Through the comms, Sam could hear pleas from the crews of the ships.

"Very well. Allow them to disengage. I don't want to lose any ships today." Sam turned to watch the display board.

"Too late admiral, we've lost escort squadron DI35." Sam disliked the news that he had lost three ships. That didn't bode well.

"Helmsman, come to new heading, line us up, prow first with the flagship." Sam pointed to the large chaos ship that was now to their port. "I want her ahead of us."

"Yes sir." The ship began to spin at a greatly increased rate.

"Release a fighter wave, enemy ordnance on its way." The flight commander gave thumbs up as another wave of fighters left the launch bays.

Suddenly, there was a huge explosion that rocked the ship like a rag doll. Sam was cast to the ground as smoke began pouring from the vents in the ceiling. Maintenance crews sprang into action, repairing any damage that the interior of the ship might have sustained.

"Helmsman, stop this turn you've missed our heading, ... Helmsman." Sam rushed to the wheel, shaking the helmsman from the controls. Blood, dripped from the mans forehead. He flopped dead to the floor. Sam grabbed the controls, forcing the ship to stop its spiral and brought her back onto course. The controls seemed to be pushing against his will, trying ceaselessly to break free but he forced them to obey his will as the ship rocked and swayed he kept his knees bent and brought the ship to his will. "Get a new helmsman up here." Sam shouted back at the crew who were watching him struggle with the controls.

A short, thin man cam forward, grabbing the controls before saluting and greeting the admiral.

"Line us up with the flag ship. I believe she is a repulsive grand cruiser. Keep us steady" Sam ordered and returned to the centre of the bridge.

"Sir our shields have failed for good." The defense operative spoke, his voice unsteady and broken.

"Intensify forward batteries, I don't want anything getting through." Sam weighed the situation. A wrong decision here could cost him the battle. He had little choice in his mind but to do the unthinkable. "Helmsman, All Ahead Full." Sam spoke softly before sitting and strapping himself in.

"Admiral are you sure, that would bring us directly into the enemy vessel, you don't mean to ram her do you?" The helmsman's voice quavered as he spoke of the unthinkable.

"Don't question orders, divert power to the engines." Sam snarled as the helmsman's glaring eyes widened into horror.

"Sir, yes sir." He said, appearing confident but inside he felt rotten.

Sam threw himself to the wall as the huge battleship accelerated to a phenomenal speed. The ship seemed to push through the void of space with ease; rapidly the chaos ship came closer and closer. Its weapon batteries firing manically as the prow of the Emperors Maul impacted with her side. Sam was thrown right against the wall, his nose banging painfully on the metal. He winced as the whole ship shuddered and groaned. Through the bridge windows could see a huge gaping hole in the chaos ship. Men and machine alike being sucked into the vacuum of space! Sam pulled himself from the floor as the ship stabilized. The shock of the impact still reverberating through the bridge floor.

"Admiral, we got off lightly. We weren't half as damaged as I expected but we've lost 79% of our prow sensors and most of the prow armaments are unable to fire." The sensory officer trembled as he spoke. "Admiral, we're almost crippled. The enemy however is almost destroyed. She's lost 92% of her batteries on this side! Her engines have cut entirely and her shields are down."

"Good work men, fire dorsal battery into her, I want her destroyed. Launch a bomber wing." Sam began to laugh as laser bursts fired right into the centre of the ship.

Huge compartments being blown to shreds. Fires erupted all over the ship and as the bombers flew in for the killing blow it all seemed to be over. The lights on the chaos ship began to blink out, one part at a time the ship became invisible until all that could be seen was its

bridge. But it was too late and the bombers had already locked on. Explosions ripped through the armored plates of the upper deck, the bridge of the ship imploding as a bomber unloaded its full payload on the administration tower. The ship became a hulk, nothing lived on board, its guns fell quiet and it slowly began to drift away.

"Admiral, we have intruders." The master of the watched yelled as images flashed on the wall screen of a whole unit of ship guard being blasted from their posts. "It seems some of the crew of the enemy ship beamed aboard us. But it gets worse, they're coming this way!"

"What do you mean this way?" Sam asked, already running to a keypad, set into the floor of the deck.

"They'll be here in approximately three minutes, here as in right here." All over the bridge, eyes widened.

"Who will be here in three minutes, what are we dealing with? I want numbers." Sam finished dialing in a set of digits and pressed his thumb onto a small circular touch screen.

"You don't want to know admiral, terminators!" The bridge immediately fell silent. Sam stared at the man, his hand lifting from the touch pad he simply raised and eyebrow.

"Then we'll have a nice little surprise for them!" Sam pulled back a floor panel, electro magnets coming apart as he revealed a dark box. "I want every able man here, we'll enforce on them the emperors justice and greet them with hell."

Sam ripped the top off the box, revealing no less than twenty melta class rifles. "Fire straight boys, give them something they'll remember for the next five minutes of they're lives."

From a small holster he pulled out a sleek looking pistol, the letters on its barrel simply reading, 'classification, inferno.' Pulling the slide Sam climbed onto the extended doorframe above the command deck entrance, pulling from a sheath a long curved saber. As he pressed a small button under its hilt blue energy began to pulse around its blade, he smiled, stood and waited.

The first mate scowled at his captain, "You play a dangerous game

Admiral, I'm not so sure you should have those here, you know full well that they're against regulations." He seemed upset, almost mortified that his captain would break the rules.

"To be honest I think that us using these weapons is a minor offense compared to loosing an emperor class battleship. I did what was necessary. Whether these are against regulations or not I would rather use them than see chaos prevail." Sam fixed his position and began to send his officers behind control banks and pillars.

The chaos terminators would have a surprise when they realized that their special armour would not help them at all. Sam felt a touch of anxiety in the back of his mind. He felt like something was wrong, he pushed the feeling to the back of his mind and began steadying his nerve as through the surveillance camera that overlooked the corridor out side the bridge entrance he first glimpsed his enemy. Nine hulking forms pushed their way towards the door, they're fists adorned with uncountable spikes and blades. All of them were easily three times the size of a man and each one had a pelt spread over their shoulders. The pelt of a wolf! Sam knew that was a bad omen as his mind spun back to the hail of the chaos marine before the battle. The marine then had been wearing a wolf skin cloak. Slowly but surely, Sam's heart sunk into a dark and ominous feeling of despair.

Through the doors, the footsteps could be heard of the approaching foe. A voice echoed through the bridge, a harsh and evil voice. "Admiral, I said your life would end, and I was right. You destroyed my ship admiral, but are you as good a swordsman as you are a captain." Laughter pushed through the door just as a huge fist brought the Adamantium blast doors to the ground. Bolter shots sprayed form the breach, the explosions, shaking the control panels and shattering screens all over the bridge. Sam waited.

"For the emperor!" The first mate yelled from his hiding place, bringing his melta rifle to bare and firing into the first hulking monstrosity. The chaos marines fell to the ground, his leg separated from his body. Blood sprayed form the wound as the whole bridge crew rose, firing with such intensity that the loathsome beast clasped, his amour melted away by the fury of the emperors light.

Despite the casualty the rest of the terminators pushed forwards, they're shells killing bridge crew like flies under foot. The marines pushed on, firing with the fury of their race. But the melta weaponry was taking its toll on the traitors. Two more terminators dropped to the ground and the rest were only just holding on as more and more shots poured into the gap.

As three of the traitors began to advance, wading through the las and melta fire. Sam saw that they had passed his position and so seeing an opportunity, he leapt from above the door. Landing on a terminators back he plunged his saber straight through the marine, blood spraying from the open wound he jumped ahead of the dead marine, avoiding the marines fire. A second swung at same head, a deadly power maul wiring through the air as sparks crackled along its length. Sam ducked the blow and raised his pistol, shooting the chaos marine under the chin, the melta shot bursting through the top of the marine's head, boring a hole in the roof of the bridge. Sam leapt aside again as the terminators dead form began to fall on him. There was a heavy thud as the monster connected with the deck.

As Sam pulled himself up a bolter shell clipped his left shoulder, pain ran through his body like electricity and he was sent sprawling over the ops desk.

Despite dealing a huge blow to the bridge crew, one by one the terminators dropped, they're life being extinguished as the officers on deck fired shot after shot into the hated enemy.

Sam limped to wards the doorway as the fire began to cease. The smoking corpses of many of his crew lying on the cold steel of the deck. On the other side of the door, something stirred. "An impressive display admiral, why not test your skill on me." Stepping back Sam felt fear rip through him as through the door walked the warmaster. His hulking body easily was three times the size of Sam. His dark curved sword, dripping with blood he slowly began to advance. Sam realized with horror that he was between his men and the marine, his men couldn't fire as he was in the way.

Sam launched himself at the lord. He faked a strike to the marine's head and then spun his sword down, trying to catch him on the knees. The traitor blocked with ease but made no attempt to attack.

trying to attack he stopped and advanced again. This time he lunged, but only with a proportion of his strength. The chaos lord simply pushed it aside and turned Sam's blade. Sam was ready for this and drew all his strength to attack from an opposite angle, his sword passed through the marines guard and came straight for the traitors head but he simply stepped back, allowing Sam's sword to pass without laying a scratch on him.

It was now that he chose to attack. Grabbing Sam's wrist in a sharp action he brought Sam into his knee, knocking Sam back onto the floor. The marine pulled his sword up for the killing blow shouting "Enjoy death admiral."

Sam jumped forwards, the blade swept an inch from his back but had missed. Sam now attacked from under the chaos lords guard, the traitor only just managed to block but with a simple action of his wrist, he flicked Sam's sword from his hands. Sam spun around, drawing a dagger from his belt. The marine grabbed him, lifting him into the air, Sam knew it was all over but he had to try. He drove the dagger into the marines forearm, forcing the dark servant of chaos to drop him. The chaos lord yelled in pain but leveled his fist and struck Sam such a blow to the chest that he was flung across the floor.

If it had not been for his armored chest plate he would have had a set of broken ribs but as the traitor approached Sam, Sam drew his pistol knowing that it was his last hope. He squeezed the trigger, the melta shell boring a hole in his foes leg. The marine dropped to the ground, dragging Sam to him and punching him square in the forehead. Sam tried to break free but the grip of the chaos lord was like an iron clasp.

"You will know pain fool." The chaos lords voice blew warm on Sam's cheek, harsh and threatening, it fell on his ringing ears.

"You are still the fool traitor, you failed to disarm me." Sam pushed out the words, one at a time before raising the melta pistol to the marine's forehead and firing. He couldn't see whether he had succeeded but as he wasn't dead he assumed his shot had found its mark. Sam kept his eyes closed, his head spun, pain covered his body but he held on.

"Admiral," the first mate was touching his forehead. "Admiral?"

"What?" Sam pushed forward the word, his lips felt like they were made of lead.

"The chaos fleet, or what is left of it is fleeing. We have won. We were victorious sir." Sam pushed out a smile, it was all he could do."

"Well done, you fought well." Sam breathed his last words before falling unconscious. They had won, they had won, and the phrase repeated itself in his head for some time. Until eventually it stopped and he was laid in his cabin, to sleep.

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Dry Dock

Vessels of the Galaxy

Imperial Navy
How to Magnetize your Cruisers
By Chang

Hi!. Having only just installed magnets in my own cruisers, I decided that people should know how to do this as well, without all the guesswork. So here is my step by step guide, following exactly what i did in creating a module swappable cruiser. Have fun!

NOTE: This guide is ONLY for the Imperial Cruisers. Do not attempt to drill holes into the die-cast battleships, because you will A) Shatter them b) Bend them.

You Will Need: Your cruisers and Modules (This is optional, you can always just air-drill), Super Glue, Two RARE EARTH MAGNETS for each cruiser (I got mine out of my brothers Magnetix set. The size magnet you use will determine what drill head you use; mine were 6mm in Diameter, 4mm deep), Staples, Wire Cutters, A Modelling Razor, A drill and Drill Heads (Mine were sizes 5.5 and 6), and that's about as much as I can think of.

Note

You can buy Rare Earth Magnets at the following website in case your brother has no Magnetix set:

http://www.kjmagnetics.com/

Step 1: Cut out the two body halves of your cruiser, and trim off the excess plastic. Glue them together as per normal. Cut out the other body parts ready to glue onto the body, but don't glue them on yet. Wait for the body to dry before moving onto step 2.
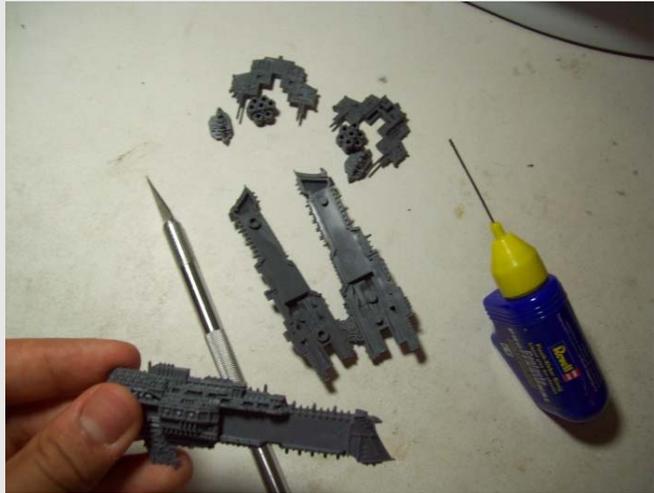
Step 2: Take your naked cruiser to your shed, and find your drill. (Your bedroom will suffice, but make sure you do the drilling on the expensive furniture). To begin with, use a razor, a pin or a pen to make two small holes where you want the drill to…well drill. NOTE: the magnets do not have to be in the exact centre of the cruiser; the modules will still hold on, they are VERY strong magnets. Just try your best to drill out a hole as close the centre of each module slot as possible. This will make it look neater.
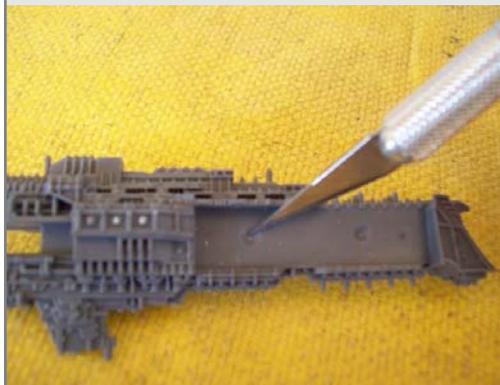
Step 3: Using a 5.5 drill head to begin with, drill slowly through the first Slot. Do not make the mistake I made and HOLD ONTO YOUR CRUISER VERY TIGHTLY if you do not want it to turn it into a propeller. LOL! Keep drilling until you make it out the other side. Cut off the curly excess plastic and repeat for the second Slot.
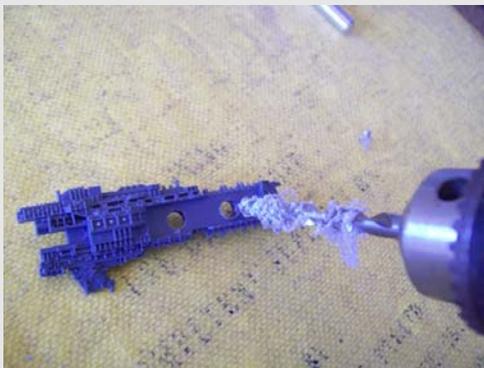
Step 4: Now, depending on what magnets you used (or how badly you drilled the holes) the 5.5 hole may be big enough. If so, skip to Step 5. If not, then pull out the size 6 drill head and widen the two existing holes. The reason I used the 5.5 first was because I did not want to put pressure on the hulls of my ships, and break them. If you are lazy, you can just use the 6 to begin with, but because I did not do that, I don't know how it will end up. Be my guest if you want to risk it, lol.
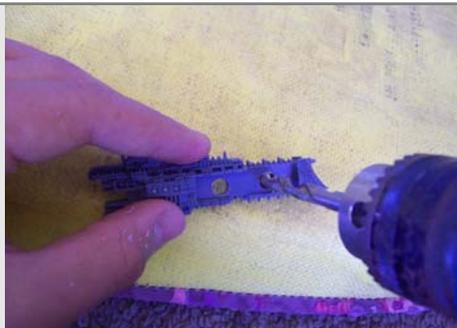
Step 5: Stick your magnets into the two holes, and wedge them all the way in, so that they are not sticking out on either side. I don't know about you, but my magnets stuck really well, so I did not need to use any glue, but if your magnets are loose, then a little super glue wouldn't hurt. Once you have done this, you can assemble your cruisers as per normal. The next step is how to 'Metalize' your Modules.
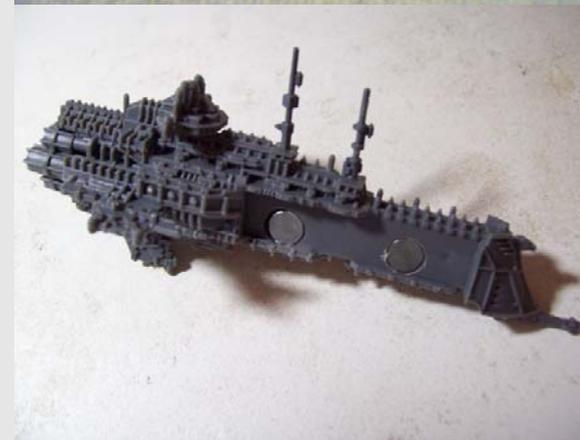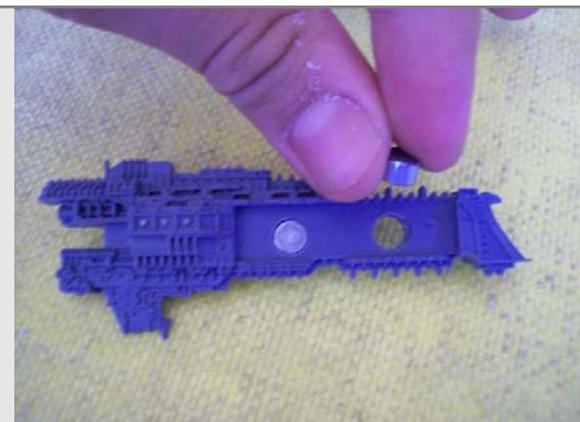
Step 6: Now comes the easy part. I'll start with the Weapons Batteries, because they were the easiest.

-**Weapons Batteries**: Grab a single staple, and cut off the ends with wire cutters (I used scissors, which was a bad idea, as they are now blunt…) and turn your WB over, so you can place the strip of metal onto the back of it. Try and centre it as much as possible, then bury it in a puddle of super glue. lol.

Once dry, this should be strong enough to hold the metal onto the WB, and the magnets will be strong enough to hold the Staple. Repeat for all of your WB's.

-**Lance Batteries**: This is slightly harder, as this time there is no where to glue your staple without making it stick out. When I cut out my LB, i found that they all had a slight indent in the middle. upon closer inspection, I found that these were not deep enough for the staples, but they were in the right place.

So I whipped out my trusty razor, cutting myself in the process, but ignored the pain and cut out a ditch for the staple to lie in. I also added a drop or two of plastic modelling glue, to soften up the plastic. This made it a lot easier, and all I had to do was scrape away the melted plastic. Once you have done this, place the cut-down staple in the ditch and super glue it in. Repeat for all of your Lances.

-**Launch Bays**: This proved more problematic than the last two modules. If you take a look at your LB now, you will see that there is nowhere to glue the staple too. Not willing to give up, I tried methods of sticking a staple there, with sticky tape, so I could always undo them. In the end, the most effective method was this: Pick up your cruiser body sprue (it should now be empty, and just scrap) and cut off LB length sized strips. put super glue on one side, and stick it to the inside of your launch bay long-ways. Bingo, now you have a platform to glue your staple too. Its almost like the cruiser set WANTED to be magnetised. lol. Once the strip has dried, glue your cut-down staple to it. Repeat for all of your Launch Bays.

And that's it. once this has all dried, you can now mix and match modules, changing variants or even creating your own variants. From here on, you can paint your cruiser just like normal, but I suggest painting the Cruiser and Modules separately. Once undercoated, the magnets will be hard to notice, which is a good thing.
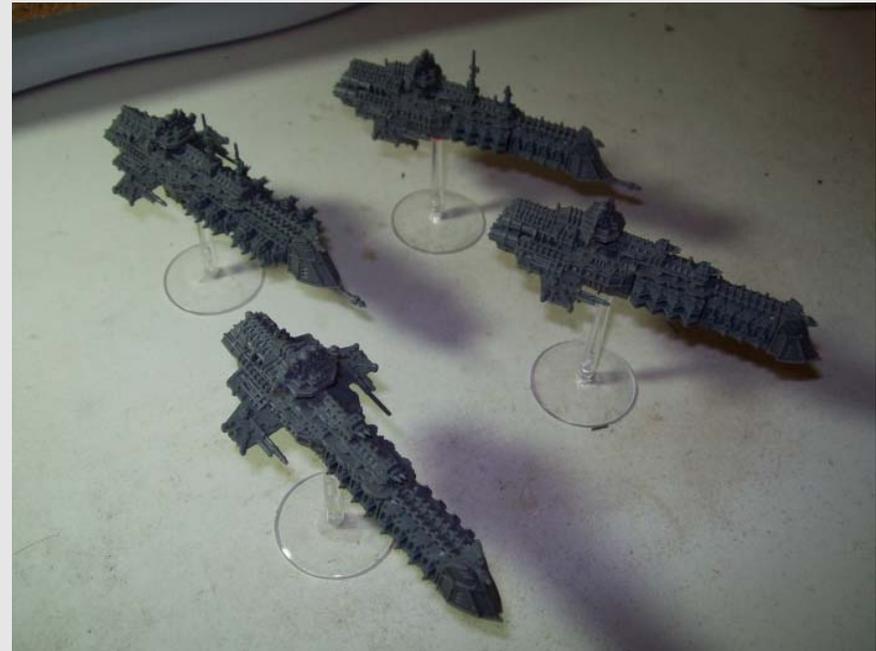
I Hope This guide was helpful, and I hope to hear of other peoples success in magnetising their cruisers. HAVE FUN!

Tyranids
Tyranid Painting Guide
By Giulio Taverna

1 – Getting Ready

Hi everybody, and welcome to this painting tutorial. In this article I'll cover all the techniques I used on my Imenoth Hivefleet, using as example a newly converted clawed cruiser. If you wonder how it was built, you'll find useful my converting article in Warp Rift 16. Like the ones in that article, every technique explained here will fit very well not only for BFG hivefleets, but also WH40K swarms. In fact, I used this colour scheme also for my 40k army, as you'll see in some pics, and the result is pretty pleasing.

Most of the painting techniques showed in this article can be easily achieved by every painter, however some of the advanced ones assume some confidence with paint thinning, and some practice with precision painting. Anyway, they can be a good way to train these skills, so you could try them out, whatever level you are.

The palette required for this colour scheme is very little and simple : the only colours used are Black, White, Golden Yellow, Sunburst Yellow and Liche Purple. Also, you'll need 'ardcoat (Gloss Varnish) to achieve some effects. As for the brushes, you could use just a 0, and add a 00 for the thin wasp patterns, if you need it.

I found that adding some dish soap to the water I use to thin down colours helps a lot painting, and I suggest to do it every time you can. Preparing it is very easy : add 10-15 drops of soap to a 50cc bottle of tap water. That's it. If you're not sure about the quantity of soap to add, just make sure that thinned paints don't create bubbles when you mix them or apply them to the model.

As you'll notice from the first pictures, some of the bits used in the conversion of the model used for the tutorial don't come directly out of the box, but are used and have some remnants of older paint on them. They were old models i bought on ebay, and I used them on purpose, to show that you can have very nice results even from old, "flawed" bits.

Finally, this article is no master class, this colour scheme is thought as a good compromise between quality and speed.

2 – Tyranid Models Anatomy

When I painted the first of my Tyranid models, I spent some time analysing the anatomy of these miniatures, so that my colour scheme would be coherent. After some study, I found out that there were 5 kinds of anatomical parts that required different paintings techniques. The first I like to paint are the soft parts, like arm joints, tongues, and anything "interior", like exposed wounds or the inside of guns. I decided these to be purple. Next comes the exoskeleton, which includes arms, legs, tails, and everything that looks like the skin of the creature. Being inspired by wasps for my colour scheme, i choose to render it in black.

As third category to paint I usually select the armour plates and scythes, however I preferred to postpone their treatment in this article, because they will surely be the longest part of the project to paint. They'll be bright yellow, anyway.

The fourth category are what i call "hard points", like knuckles and chest ribs. I chose for these a bright yellow pattern, applied in small, sprayed dots.

Last but not least, come the eyes, which need specifically treatment, but are usually not much time consuming (unless you plan to convert a creature with many eyes). They are treated like purple gems.

Keeping this in mind, you'll find that it's easy and fun to experiment, if you don't like some of the colours i used, and still be able to have some coherently painted models on the battlefield.

3 – Starting Painting : Black base coat

So here we are! The first thing you may notice looking at the pictures is that the base coat is not applied to the whole model. While not very common, I find this trick very useful on this kind of models, as you'll need a black base for the exoskeleton and the purple parts, but a white one for the yellow armour plates. Of course, you'll have to lay down this black coat through a brush – no spray this time!
 I Suggest to avoid the black spray even if you're really lazy, as it will be harder later to paint the white coat if you give the whole model a black foundation.

4 – Soft Parts : Liche Purple

Once the black base coat is dry, you can start painting any soft part present on your model. Soft parts tend to be more organic-looking than the harder plates or exoskeleton parts, so decided to achieve the final result through a wash. This will give some easy randomness. First of all, mix some liche purple to white. Liche purple is a strong colour, so you'll have to mix something like 2 or 3 parts of white for every part of purple, obtaining a kind of light violet. Refer to the pics to get something similar. Apply this colour to soft parts.

At this stage you'll have a model similar to the first pic of this chapter.

Now you're going to apply a purple wash, not only on the soft, violet parts, but also to the back-coated exoskeleton. Doing this you'll achieve to results : you'll give a very nice shading to the violet organs, and you'll give some shiny, purple deepness to the whole exoskeleton. It won't be very noticeable, but it's presence will enhance the final result a lot, not only making the skin of your creature shine a bit (alien, anyone?), but also giving a basic homogeneity to the whole model.

To prepare your purple wash, place some liche purple on your palette, and then thin it down a lot with your thinning water. If you added soap to it, you'll see how the colour reacts when drops fall on it, spreading out towards the edges. Thin down the colour a lot, letting fall 4 to 7 drops of water from your brush for every drop of paint. You should have something like purple water on your palette. Now, take some gloss varnish and add it to the mixture. You'll need 2 or 3 drops of it. As you mix all ingredients with your brush, you'll notice that gloss varnish thickens and aggregates the coloured water. This way, when you apply the wash over the model, it will slip in the folds and holes way better. Also, this will give it the shiny finish we're looking for. If you don't like any shininess on your miniatures, i suggest you to use gloss varnish in

washes the same, and then apply a coat of matt varnish once the model is complete. Anyway, once you apply the wash over your vessels, the result should look like pictures 2 and 3 in this chapter. It's better to apply 2 thin washes than just a heavy one, it will give you more control on what you're doing.

   Once everything is dry, prepare a mixture of white and liche purple slightly lighter than the first one you used, and apply it as highlight colour on the most prominent edges of the purple organs. They will look like pictures 4 and 5, and they can be considered finished just as they are. If you like to spend some extra time on these parts, just add more white to your mixture, and continue highlighting. Reduce the area you apply paint on every time you prepare a lighter mixture of paints, so that the darker colour below will show off.

5 - Chitinous Exoskeleton

5.1 - A Purple Wash

The first technique applied to the exoskeleton is already done, as it was the purple glossy water you just washed over the model. What you have to do now is to highlight those black parts to make them stand out.

5.2 – Black to White Strokes

Usually, highlighting black parts is somewhat difficult, however the bare material the Tyranids are made of will help us this time. An easy and reasonably quick way to simulate black chitin is to highlight the edges of the exoskeleton with orthogonal strokes, going from dark grey to pure white. This way you'll avoid many problems about thinning and blending greys in such tiny areas, as highlighting in strokes doesn't require much precision. The eye won't catch errors about many strokes drew near, as it would about a single, wide area. Moreover this method helps simulating some three-dimensionality, creating a simple texturing effect.

So start mixing black and white to obtain a very dark grey, and apply it like in the first 2 pictures of this chapter. Don't worry if you can't clearly see the difference from the bare black underneath. Try painting these fine lines very close to each other, and enough long to be highlighted.

Now all you have to do is to add more and more white, till you reach pure white, and draw a shorter line over every line you painted earlier. I achieve the result in about 4 passages : dark grey, grey, light grey, white. It's important to notice that you'll need to be increasingly precise as the colour you apply is lighter, as it will stand out a lot over the black base coat. So you can take it easy with the first two passages, and care more about the final two, especially when applying white.

5.3 - Grey Drybrush

Sometimes there are anatomical parts about Tyranids where you simply can't apply the "strokes" technique. The most typical are tails. As they are a part of the exoskeleton like the others, I had to find a way to easily and quickly paint them with the same colours as the rest of the model. The answer to this problem was dry brush. Dry brush is a very straightforward technique, and I don't think anyone needs explanations about it. I use 4 to 6 passages of dry brush to obtain a good looking effect, each time reducing the area I paint, going towards the edges.

6 – Hardpoints : Sunburst Yellow

It's now time to paint hardpoints. When I figured out how to paint the various parts of Tyranid organisms, I found these a challenge. They are a lot, especially among chest ribs and the knuckles of the big scythes from the monstrous creatures sprue, and while part of the exoskeleton, I found that highlighting them just as normal, through greys to white, didn't make them stand out enough. Moreover, it was too long to do compared to the effect achieved. The "dots" method proved very useful, as once you get used to it, it's quite quick and very effective.

As showed in the pictures of this chapter, first of all you'll have to paint some big dots in Sunburst yellow over every "node", or hard dot, you see. Yellows are weak colours, especially over a black base, so you'll have to apply paint thinning it just very little, and you'll require 2 or 3 hands to have a full, beautiful colour. Once this is done, start painting many small dots with the same colour, starting from the edge of the yellow nodes, to blur their edges. The concept behind this is that when Tyranid chitin gets hard and thick enough, it starts getting yellow. So The armour plates, harder and thicker than the rest, are bright yellow, and this nodes are yellow the same, just in a more "sprayed" manner, as they are not primary protection.

Dots will be very thick nest to the edges of the nodes, and get more sparse as you paint further from them, just like in the pics.

The last passage is to highlight nodes. Mix some white to Sunburst Yellow, thin it down with water and apply this paint to the centre of the nodes.

7 – Armour Plates
7.1 – White base Coat

Now comes the hard part. As you'll notice from what you painted so far, and the pictures of the fully painted creatures, the yellow, wasp-like plates are the most important parts of this colour schemes, and they require patience to paint. When you get used to the procedure, however, you'll cut on time and have a bright, clean yellow to stand out on the battlefield.

The first step to paint plates is to give a white base coat to the involved armour parts. This is the only way to have a bright and full yellow. As always, it's better to apply two passages of thinned paint rather than a single thick one. This way you'll preserve the details of the miniature, you'll have a thinner and more homogeneous layer, and you'll have better control over the brush.

7.2 - Golden to Sunburst

Once the white coat is dry, apply thinned Golden Yellow to the whole armour. Golden Yellow is a quite hard colour to manage, and you'll need at least 3 layers of thinned paint to obtain an homogeneous colour. Don't' rush things, thin down the paint properly (that's to say, liquid enough to avoid covering details and to have a homogeneous layer, and thick enough to achieve a good colour after 3 – 6 layers) and wait every layer to dry before applying the next. It could be boring (it will for sure), but if you mess up with the base colour you'll never manage to fix things with the next layers.

Once golden yellow is properly applied (like in the first picture of this sub-chapter), you can start highlighting. The wide, flat areas of armour plates are just perfect for the blending technique. Start adding more and more sunburst yellow to golden yellow, and apply it through very thinned layers. The colour you paint on the model should have the consistency of milk. For every colour step (i.e., the first one after golden yellow could be 33% Sunburst 66% Golden), apply 2 or 3 layers. You'll probably see nothing when you apply the first layer, don't rush things because it's the right way things should go. Start applying these very thinned layers so that you cover about ¾ of a plate with the first, a little more with the second, and slightly more with the third layer, then add some more sunburst yellow to your mixture, thin it down properly, and apply the new milky colour right under the point where you started applying the previous layer.
I use to apply a total of 5-9 layers, and 3 different colour tones. Do not reach pure sunburst yellow, as it's too bright and artificial-looking. A good ending mixture should be 66% sunburst 33% golden.
I have to excuse now, for the pics i took don't show well enough these colour passages. I used a fluorescent "cool white" lamp, which seems to kill yellows in photos. Refer to the pics of the finished model to get a hint of the real tones, as they were taken under natural light. Anyway, by now you should have something similar to the last pic of this subchapter.

7.3 – Strokes to White

It's now time to start adding white to the paint mixture you have on your palette. Add more and more white, thin the mixture as usual (milk-like substance, too thick of a paint and your brush strokes will be too visible, too thinned and you won't be able to control the paint as you apply it), and apply it in a "strokes" manner, in a way similar to what you did earlier with the exoskeleton highlighting. You'll have to be way more precise and gentle, however. The strokes should be very thin and close to each other, like in the pictures above. Also, this will be more similar to blending than the job you did on the exoskeleton, and you'll probably need 2 thinned layers of every colour passage to keep things smooth.

There's not much else to say about this, it's just about practice and experience with brushes. Note that if you're a beginner, or just not very trained with blending, you can avoid all this precision madness, and just go ahead the same way you did earlier with greys over the exoskeleton. The final result, while not smooth as it could have been with painful hours of patience, will most certainly be very pleasing the same.
Once you have worked your way up to pure skull white, you should have something similar to the latter pics of this subchapter. The latter 3 were taken under sunlight, and therefore show the colours like what they are when you look at them live, more or less.
Looking at the last pic, you'll notice that I don't use the "strokes" method for scythes. As the are made of long,

smooth surfaces, I prefer to keep blending up to skull white. This can be long; just be patient, thin down paints properly and prepare to apply many "wet" layers. A very important thing is to avoid rushing things up, and wait for every layer to be perfectly dry, or else you'll screw the surface bad, and you could not be able to fix it (it happened many times to me, and I finally learnt patience hehe).
At this stage your model should already look very good, and you could just avoid the next passage, if you want. The wasp pattern is the most difficult part of my colour scheme to paint, as it requires a lot of precision and concentration for long periods of time (and a firm hand, too).
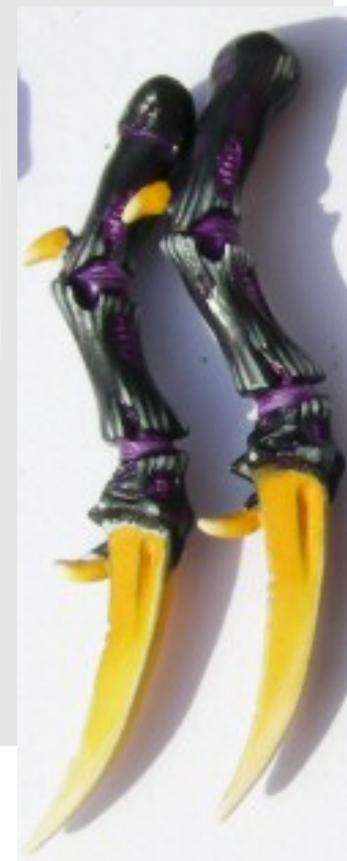
7.4 - The Wasp Pattern

While the hardest, this is my favourite section of my colour scheme. I have a morbid passion for wasps, and I invented the whole yellow/black scheme just to have a swarm of repulsive alien wasps.

There's not much to explain about it that can't be seen in the pics. Use pure chaos black, and thin it down enough to have it run smoothly over the mini as you paint it, but don't over thin it, as there's no need to do it. You should be able to have a full black with just one layer.

As you can see from the series of pics, I'm comfortable starting with the horizontal line at the bottom of the plates, then paint a vertical line as a guide. This line will be the axis of the central "crest" of the pattern. Leave a lot of space towards the point of the plate (where it gets whiter), as you'll probably need this space to correct errors. The only way to correct and error made by fresh black over bright yellow is to paint another line black line over the previous one, hoping to be more precise. This is why it's better to leave a lot of space.

Once you're satisfied with the central axis, paint the two curves to join everything. You can start these placing the tip of the brush vertically over the axis, and then going down, or horizontally on the first line, and then going up. You'll probably end up using both methods, as different areas require different approaches. Always be very careful not to paint black errors on the plates you're not painting : it's easy to concentrate only on the tip of the brush, on the plate you're currently painting, and forget about the base of the hair of the brush, full of black paint and touching the white area of another plate. When this happens (and it will happen for sure), lick one of your fingers and try to remove the paint while it's still fresh. Do this once, then lick again to wipe the paint from the finger, and repeat the operation till no trace of black remains. If you're quick enough you'll find no permanent error is done.

Once the central crest is done, paint the oblique axis for the lateral crests, and then finish the job with the curves as above. It's very hard to have a perfectly even pattern, and most of the times you'll find small differences between one side and another.. it's up to you to decide what tolerance to use about these imperfections.

Finally, you can decide to add small dots, to have a better looking pattern, like the Tyranid warrior in the picture. Just be sure to place them evenly.
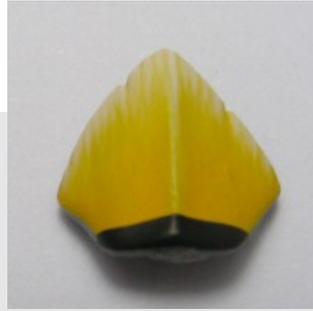
8 – Eyes

To complete this painting tutorial we need just one more detail : eyes. I paint the eyes of my vessels treating them as they were gems, and using the standard GW method for them. Start painting them black, then decide upon where the light will hit them. In example, if you want light to come from the upper-left direction, we'll leave that portion of the gem black, and then highlight with lighter and lighter colours the gem going towards the opposite direction (that's to say, down and right). The colours I normally use are black, liche purple and white, however for these eyes i wanted to give some more deepness, and added a little Blood Red in the 3rd layer. Once this was applied, I went back to liche purple + white (that's to say, no more blood red!), as keeping red in the mixture would generate a tone i disliked. As you may notice, i didn't care too much about precision and smooth blending. This is for three reasons : first of all, these are game models, and the effort to paint perfect gems is too much compared to the final result. Secondly, on a tabletop none will notice the difference, as these details are too small to care. But most importantly, the last passage of these procedure consist in painting a final coat of gloss varnish, that will somehow adjust errors and will give an "alive" look to them.

9 – That's It!

Yeah! Another foul creature is about to swim through the void. The whole project should take between 4 and 8 painting evenings, and people will surely notice your fleet… it's impossible to miss something bright yellow over a black tabletop hehe! . I hope you find this article useful, I enjoyed writing it and had the occasion to expand my fleet with a brand new cruiser. If something isn't clear or you have some question, don't hesitate to write me at giulio.taverna@alice.it , I'll be happy to answer anyone.
Cheers!

Giulio
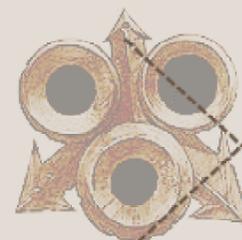
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