![Cover illustration of a space battle with exploding starships against a purple and red nebula]

WARP RIFT
THE BATTLEFLEET GOTHIC NETZINE

COVER CREDITS:

Close Encounter-Point Blank by Jan Jasinski. Visit him on Deviant Art here:

http://devjohnson.deviantart.com/

THE WARP RIFT TEAM:

Aaron Dickey...Vaaish

Roy (Horizon) Amkreutz.....................Void Stalker II

Iain (Cybershadow).................Watcher in the Dark

Ray Bell..Admiralty

Reg Steiner.............................Tyranid War Veteran

Jack Watling...................................Magician

ADDITIONAL CREDITS:

Model Photos...........................Gothicomp Participants

Additional Artwork................................Xeones

Contributing Authors...................Dan Lee, Tom Moseley, Graham Wilson

Warp Rift Table of Contents

FROM THE NEXUS PUBLISHING HOUSE:

NAVIS NOBILITE

Welcome back everyone!

It's a new year and we are off to a new start with Warp Rift. I'd like to apologize for the lack of issues the last six months. We strive to put out an issue bimonthly, but sometimes it just doesn't happen for whatever the reason. Part of this was a lack of articles for the magazine. We really do rely on the community to provide the content for the magazine. If you've got some fan fiction, new ships, a cool scratch build or conversion you want to send in, we'd love to see it!

Going back to the last few months for a moment and looking back on 2011 there's been a lot happening and some pretty big changes for Warp Rift. This year has seen the first major update to Battlefleet Gothic in the last couple of years with the hard work the HA and community has put into the 2010 FAQ and compendium. There's some issues with the GW end of things posting it on the site, but in the mean time the changes and rulings seem to be fairly widely accepted by the community.

The 2010 FAQ was no small task with every race seeing additions or updates and some entirely new fleet lists for Tau, Chaos, Marines, and Imperial Navy. If you haven't had a chance to try things out, you're missing some welcome and useful updates to the game.

This year's Gothicomp was a huge success as well with the French increasing their presence from last year including one very awesome scratch built Tyranid hive ship. Maybe we'll see the rest of the fleet get built in time for the 2011 Gothicomp! There were many other models that were equally impressive in the attention to detail and paint that will be appearing in the Gothicomp 2010 recap in the Showcase section a bit later in the magazine. Thanks to Horizon for organizing the competition this year. It's a huge amount of work and something that is little appreciated.

Speaking of Horizon, he also handed off the reigns of editor of Warp Rift to me a this year. With thirty issues under his belt, he's a long time fixture of the Warp Rift and BFG community. A special thanks to him for all his work and continued contributions to the Battlefleet Gothic community.

I would be remiss if I didn't say a little something about this issue at some point. I think it's going to be a great start to the new year with an introductory article on converting an scratch building by Xeones as well as the addition of the Eldar Space Fleet rules. We've also got the Gothicomp winners and the runners up in the showcase. If you haven't seen them, it's a great showing of what can be done with Battlefleet Gothic and a huge inspiration. If you've never entered, we hope to see you in the coming year.

Thanks for reading,
Aaron (Vaaish)
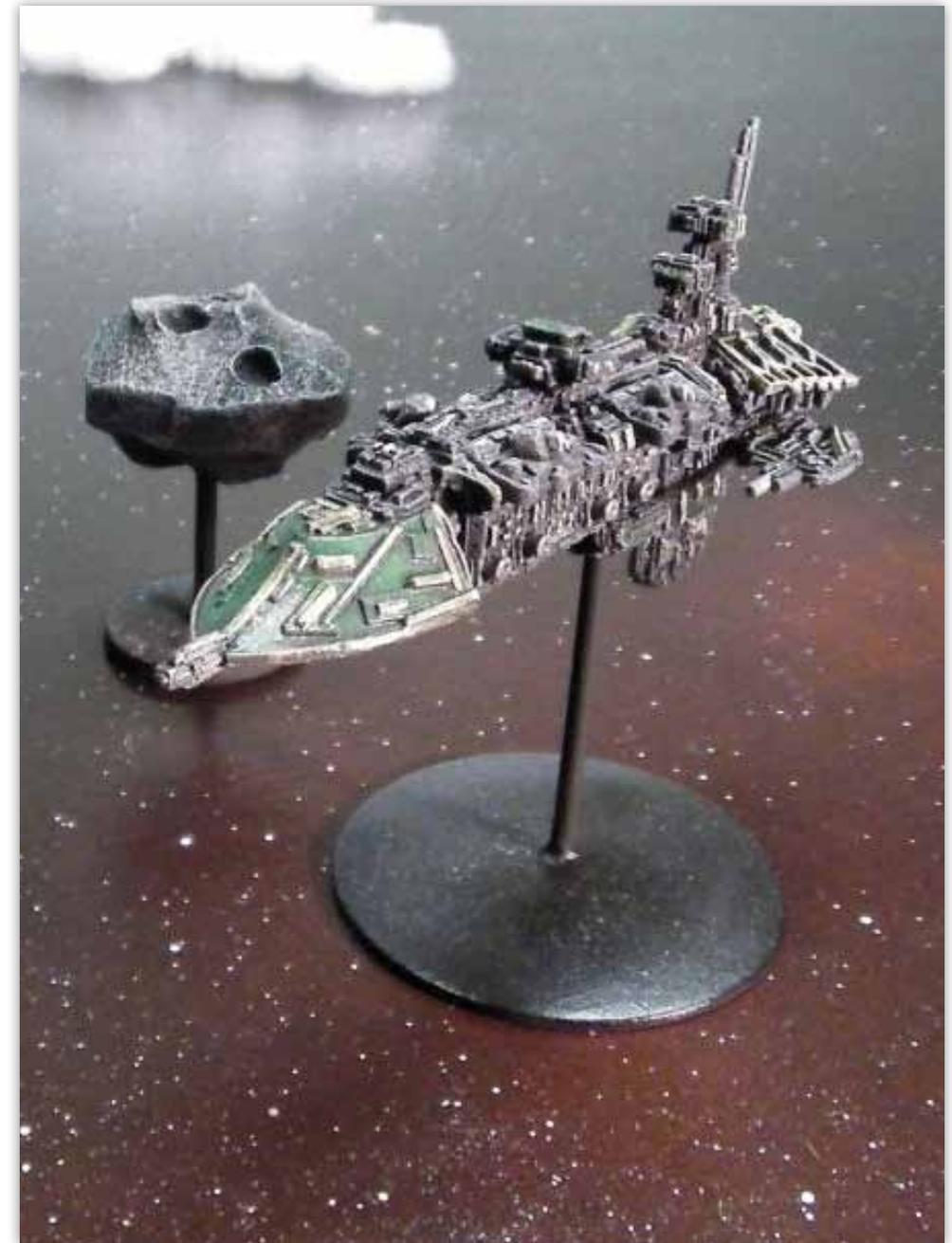
High Admiralty

Hello and welcome to another of my off the cuff rants. This time I'll be ranting about 'dice psycology', or rather how players expect their dice to behave. I'm not refering to crazy methods of rolling dice, or 'lucky' dice but what you expect the dice to do and how it feels when they 'betray' you.

There are four core types of dice rolls I want to focus on: 'Elite' dice(a few 2+'s), 'Horde' dice(numerous 6+'s), 'Power' dice(dice that have dramatic effects), and 'Reliable' dice (multiple 3+, 4+ and 5+'s).

Elite dice in BFG are quite rare, only Hit & Run attacks, Necron Brace saves and if you roll to 'hit' instead of using the gunnery table. Most players will rely on the outcome of these dice because it feels as though it's nearly impossible to fail. When you do roll the odd 1 or more 1's than average you'll feel unlucky but won't feel lucky but if ALL of your dice came up good you wouldn't really feel lucky at all.

Horde dice are the exact opposite, you'll have handfulls of dice which individually are unlikely to do anything. When applying the laws of probability the more dice you roll the more likely you'll hit an 'average' result, so the more dice the more predictable they are. Rolling 5 D6 and getting one 6 is more 'reliable' than rolling a single D6 and getting a 2+ even though the averages are the same! The really great aspect of Horde dice is that because your expectations are so low for each individual dice you won't 'feel' unlucky even when you are! Horde dice with rerolls exagerate the feeling of reliability and good luck as you'll end up rolling so many dice, almost doubling your chances for 6's! Only when facing armour 6+ targets with few turrets will you ever have horde dice assuming your fleet isn't tailored with armour ignoring weaponary and ordnance.

Power dice are the most 'random' dice you'll meet. The best example is the D6 damage from a Nova Cannon: It's just as likely you'll roll a 1 as a 6, that's a downed shield or a crippled cruiser! The psycological effect of this only really hits the victim. It is hard to estimate what will happen, how much damage will be caused. The charcater of the victim will show through: how lucky do they feel? How lucky do they need to be to win if they brace?

Reliable dice are just that, they are not an extreme, are often fairly numerous and usually will keep close to the average result. BFG has most of its dice rolls in the reliable catagory and even when you roll on the critical table, an otherwise 'power' roll, you roll 2D6 grounding the average at 6, 7 and 8 leaving everything else at the extreme.

The lack of the use of 3+'s coupled with the inclusion of 6+'s is a little puzzling given the application of the gunnery table removing dice rolls alltogether. Perhaps the game would be more competetive if the armour values were 3+, 4+ and 5+. But I suppose there is something to be said for the excitement of beating the odds!

Cheers,
RayB, HA

TACTICAL MANOEUVERS by DAN LEE

The optional rules given below are intended to represent desperate or rare tactical manoeuvres that a ship's captain might want to attempt when they feel the advantages outweigh the risks. They take the form of extra special orders with all their associated rules (i.e. a ship can only be on one special order at a time, etc.).

The leadership check to perform these special order are made at a -1 penalty, and if the test is failed the ship suffers one point of hull damage (with no saves of any kind allowed) as the ship's hull buckles under the strain of the failed manoeuvre, power couplings overload, or something else goes horribly wrong. This point of damage can go critical as normal for the ship involved.

These rules can be used with squadrons. Simply apply the rules to all ships involved replacing the word "ship" with "squadron". If an escort squadron fails the leadership check one point of damage is applied to the squadron. If any other form of squadron fails the check each ship takes one point of damage.

Power Down: The ship deliberately cuts power to all system rendering it both defenceless but also virtually undetectable. The ship halves its speed and may not fire weapons, launch ordnance, make hit and run attacks, or perform any action other than moving and turning. The ship also looses the benefits of any shields it may have (including anything else that is broadly equivalent, such as Necron armour saves, Tyranid spores, Eldar holofields, etc.) and halves its turret value. If any enemy ship or marker attempts to attack or interact with the ship in any way roll a d6 for each ship or marker. On a 2+ the ship or marker fails to notice the powered down ship and therefore cannot attack or interact with it. Ships are free to target something else instead, and markers may move to engage another target. The result of these rolls stand for the rest of the current game (not player) turn (so markers cannot turn around and make another roll, or attack another ship in a powered down squadron). Once a ship is powered down it may remain powered down until it chooses to power up at the start of any of its turns. A ship that is powered down cannot use brace for impact.

Immerman Manoeuvre: The ship turns hard to port or starboard while venting plasma into space, hopefully disrupting the weapons lock of any enemies trying to target it. The ship may make an extra turn this movement phase, to which the usual restrictions for the ship apply. In addition, once the ship has completed its movement place a blast marker 1 cm away from the ships base. This cannot be placed so that it touches any base or marker (including the ship performing the Immerman Manoeuvre). All weapons are reduced to half effectiveness (ordnance remains unaffected).

About Turn: The ship powers down its engines to minimum thrust then fires its manoeuvring thrusters in sequence to perform a 180 degree (or less) turn. The ship does not move during the movement phase (meaning it counts as a stationary target and will not restore any shields if in contact with blast markers) but turns to face any direction it chooses. All weapons are reduced to half effectiveness (ordnance remains unaffected).

Barrel Roll: The ship spins on its central axis, allowing both its port and starboard weapons to fire on one target. Combine the strength of all port/starboard weapons of the same type into a single weapon system and then fire as normal. The ship may not make any turns except the free turns from gravity wells. *E.g. if a lunar class cruiser was to perform this manoeuvre it would count as having a single lance battery with a strength of 4 that could fire either to the port or starboard and a strength 12 weapons battery that could also fire either to the port or starboard.*

Fast Burn Ordnance: The ship ignores all normal safety protocols and rigs all of its ordnance to burn through its fuel at an accelerated rate. The ship reloads ordnance and any ordnance launched this turn travels at double speed. However, the ordnance will use up its fuel reserves very rapidly and so will be removed from the game at the end of the ordnance phase.

Boost the Shields!: The ship diverts all available power to shields in the hope of repelling an incoming attack. The ship gains an extra shield and an extra turret, but halves its movement and all weapons and ordnance are reduced to half effectiveness. This manoeuvre cannot be performed by a ship that cannot brace for impact!. A ship can boost the shields instead of bracing for impact if it wishes. A ship with no turrets cannot gain an extra turret from boosting the shields, and a ship with no shields cannot gain an extra shield. *E.g. a Tyranid vessel would gain an extra spore cloud, while a Necron vessel would gain an extra turret but no extra shield.*

Designer's Notes: I know that some of these special orders allow a player to get around the normal BFG movement restrictions, which some players are very fond of. But I know some people also believe those same movement restrictions are a bit arbitrary and too severe. If you prefer that some or all of these special orders were harder to perform you can increase the leadership penalty to -2 or -3 (so that only the best ships can pull it off), and if you wanted them to be riskier you could increase the damage inflicted if you fail to 2 or maybe d3 (so that only in the direst situations would a captain risk it). These special orders don't have to be taken as a single package – feel free to allow the ones you like and ignore the rest as your playing style dictates. Hopefully they can introduce some new tactics into your games.

ELDAR SHIPS IN BATTLEFLEET GOTHIC by TOM MOSELEY

Despite being one of the races represented at release the Eldar only ever got 2 ships in Space fleet, which was a shame because they were really nice designs. Fortunately for me they were quite similar to the way Eldar ships are in BFG so converting shouldn't be too much work.

Wraithship:

This was the primary Eldar Battleship, the equivalent of the Imperial Gothic battleship, in fact in the original boxed set they shared the same stats and the differences were purely cosmetic (although straight out of the box the game was so simple as to be basically incomplete and all the rules you needed to play were published in WD).

It had 2/3 the hits of a Gothic, which fits in nicely with the Gothic battleship changing to a light cruiser for BFG with 6 hits and the Eldar light cruisers having 4 hits. They moved in a very similar way to the current Eldar ships so giving it the same characteristics as a current Eldar light cruiser makes sense. Holo fields work a bit differently but there's no point trying to change that so they will just use the new holo shield rules.

Weapons wise they had a plasma torpedo which can simply be replaced with a standard torpedo attack as special torpedos are handled differently now. It also had laser batteries in a forward arc, a bit less powerful that the Gothic

WRAITHSHIP   165 points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/4	15/20/30cm	Special	Holo	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Torpedos	30cm	4	Front
Prow Weapons Battery	45cm	5	Front

equivalent but with a similar range. SF didn't make the distinction between lance and standard weapons batteries so I'll go for a weapons battery in line with the Gothic armament, it makes things easier for me working than working out a Lance armed equaivalent and also the model looks like it has weapons batteries rather than single pulse lane armament. I will also give it 5+ armour rather than the standard 4+, in a similar way to the BFG Wraithship.

Shadowhunter:

This one was an inbetweeny ship that doesn't really have an equivalent in BFG, it was a pocket battleship in SF, bigger than a cruiser but smaller than a battleship. Trying to fit it into a similar position in BFG is difficult, it's definitely bigger than an escort ship, but smaller than a light cruiser, whether to make it a heavy escort with 2 hits or a super light cruiser with 3 is the main question.

The thing was massively fast and otherwise a slightly scaled down version of the wraith ship, giving it speed equivalent to its SF move would have it move about 60cm, so I'll do what I did with the Cobra and give it a move of 35, faster than any other Eldar ship. Weapons wise it had a very similar armament to the Wraith ship, just slightly less powerful and as the model looks like it has weapons batteries I will give the Shadow hunter battery armament. Again being a wraith bone ship I will give it 5+ armour.

SHADOWHUNTER

145 points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/3	15/25/35cm	Special	Holo	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Torpedos	30cm	3	Front

ADVANCED ORDNANCE RULES by GRAHAM WILSON

INTRODUCTION

To begin with, my inspirtation for this article has been the Battle of Britain and the aerial combat of the Pacific War, both in World War Two. Combat was a more chancy affair and not a simple mechanic of putting an equal number of aircraft up to face the enemy. Sometimes no matter what you threw at the enemy, some bombers got through, or a few heroic pilots took down more than their fair share. Sometimes the fighters did well but there simply wasn't enough of them to take out all the bombers even if they were unescorted. Others simply missed with all their ammo and then got took down by the bomber defending itself. I wanted to bring this desperation to Battlefleet Gothic with as simple a set of extra rules as possible. At various stages, I created some really complex combat systems but found they detracted from the fleet engagement itself, and I didn't want to make this into a carrier warfare version of rules as some other ordnance alterations have. I also envisaged fighters engaging torpedoes as being a barely manageable interception akin to Typhoons and Spitfires engaging V1 Flying Bombs. Whilst I hope I've added some extra flavour, I hope I haven't changed the balance too much, but rather made ordnance launched earlier in the game hang around longer rather than constantly launching fresh waves that are being interecepted over and over. It also allows for ordnance to be launched from afar with more success rather than the carriers moving within the move range of their ordnance.

HOW TO APPLY THE RULES.

The changes are limited to how Ordnance interacts with other Ordnance, and not at all with how they intereact with ships in attacking or defence - ship turrets being more powerful than bomber defence turrets. Ordnance is also not held in place after being intercepted and may move off as normal in their own turn. This should encourage interception further from your fleet if possible but still make CAP fighters on ships bases useful. Also note that ordnance can still only make one interaction per phase, and that they must attack the first ship or ordnance they meet depending upon their type per the normal rules.

Ordnance is still launched as normal, and is limited in quantity to the number of launch bays available as per the most recent rules. The option to remove exisiting ordnance in play to launch fresh ones is I prefer, one you would be best to ignore if using these rules, to allow you to redeploy your forces where they are needed rather than them simply disappearing from the combat. Whether you do this is not is up to you, but it always frustrates me to send a wave of fighters to one side of the board to intercept some bombers simply to have them disappear and launch from point blank range from a different carrier. When engaging a mixed wave, fighters must be engaged first as per the normal rules - this restriction is not removed. With fighters being harder to take down than bombers, this makes mixed waves far more useful again too!

The use of existing terms should hopefully allow you to adopt these rules with little difficulty. They are applied slightly differently however, and remember that they only work against other ordnace! Those fighters can't start shooting up battleships on their own!

All ordnance has been their type, speed, and then three new values —Firepower, Armour Value and Turrets.

FIREPOWER

Only Fighters havea Firepower value and they can use this to engage another Ordnance Marker. The two markers engage each other and both sides roll a number of dice equal to their firepower if they have a value. Any which equal or beat the armour value will remove the squadron. In this way both sides may be destroyed or both sides survive. The firepower chart is not used in this method. Markers with a firepower value may also be used to strafe larger ships and so count as Fighters when using the Turret Suppression Rules with mixed waves.

TURRETS

Ordnance that has no firepower value cannot engage other ordnance deliberately in the same manner as the BFG Rulebook dictates. However, the turrets value is provided so that they may defend themselves against fighters. When angaged against fighters, they use their turrets value in the same manner as a Firepower Value to shoot down enemy fighters. Because you must have a firepower value to engage another marker, Bomber squadrons may not engage each other using their turrets.

ARMOUR VALUE

This is used to distinguish how hard a target is to hit to balance the effectiveness of fighters and bombers when engaged by each other. In general a bomber is easier for a fighter to shoot down. Eldar and Thunderhawks have a much higher value to replace the mechanic of their 4+ save from being removed. You will also notice that lumbering torpedo bombers are far easier to intercept, and that bombers will suffer more from fighters than other fighters will.

TORPEDOES

Torpedoes have been modified very little, but really the only interaction they have with these rules is when being intercepted by Fighters. Although a torpedo wouldn't have defensive turrets they have been assigned a value to represent the fact that attacking fighters could run out of ammunition before destroying the entire

salvo. A fighter that attacks a torpedo salvo, makes his attacks as normal and reduces the strength of the salvo by one for each hit, meaning that large salvoes of torpedoes aren't so easy to destroy instantly by a few fighters and even harder by slower fighters that only get a few snap shots off, but the fighters can engage smaller salvoes easier and still survive the enagement to intercept other salvoes or different ordnance.

Notes

With the extra vulnerability of Torpedo Bombers and the slightly reduced effectiveness of Fighter Bombers as Fighters, it is reasonable to allow these options for no extra points cost. Some craft should be limited to certain types of ship however - Eg Fighter Bombers to Cruisers and Torpdeo Bombers to Battleships. This is up to you however. I have included a few extra craft in this list for Imperial and Eldar forces as standard availablity as these would be deployed from the same ships as those used in blockades and supporting invasions so it makes sense to have them available in battlefleet gothic too. Where a fighter previously had a save against being removed, they now instead have a 6+ armour value to make them more resilient to being intercepted. They can still be shot down however. Where Eldar Bombers were harder to hit from ship turrets only, this has not been changed, as I didn't want to change the balance of things too much.

On the whole, I have tried to introduce an extra layer without changing the way the craft interacted with each other originally. If there have been any ommisions then I apologise profusely, and you will have to use these rules as guidelines and make your own additions.

Any feedback is always greatly recieved:

wilsongrahams@hotmail.co.uk
Voyage the stars for they will show you eternity.

The Ordnance

Common

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Torpedo	Torpedo	30cm	0	4+	1

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Boarding Torpedo	Boarding Torpedo	30cm	0	4+	1

Imperial Navy Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Fury Interceptor	Fighter	30cm	3	5+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Starhawk Bomber	Bomber	20cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Starhawk Torpedo Bomber	Torpedo Bomber	20cm	0	3+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Shark Assault Boat	Assault Boat	30cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Thunderbolt Fighter-Bomber	Fighter Bomber	25cm	2	4+	0

Space Marine Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Stormraven Gunship	Fighter-Bomber	25cm	2	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Thunderhawk Gunship	Assault Boat/ Fighter	20cm	3	6+	0

Chaos Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Swiftdeath Fighter	Fighter	30cm	3	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Doomfire Bomber	Bomber	20cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Doomfire Torpedo Bomber	Torpedo Bomber	20cm	0	3+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Dreadfire Assault Boat	Assault Boat	30cm	0	4+	0

Eldar Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Darkstar Fighter	Fighter	30cm	3	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Eagle Bomber	Bomber	20cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Eagle Torpedo Bomber	Torpedo Bomber	20cm	0	3+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Phoenix Fighter-Bomber	Fighter-Bomber	25cm	2	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Vampire Raider	Assault Boat	30cm	0	4+	2

Notes: Eldar Eagle Bombers, Torpedo Bombers, and Assault Boats can only be hit on a roll of 6+ by ships turrets.

Ork Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Fighta-Bommas	Fighter-Bomber	25cm	3	4+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Ork Assault Boats	Assault Boat	30cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Ork Torpedo Bommas	Torpedo Bomber	20cm	0	3+	2

Tyranid Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Tyranid Fighters	Fighter	20cm	3	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Tyranid Assault Boats	Assault Boat	15cm	0	4+	3

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Tyranid Boarding Torpedo	Boarding Torpedo	15cm	0	4+	3

Dark Eldar Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Raptor Fighters	Fighter	30cm	3	6+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Razorwing Bombers	Bomber	20cm	0	4+	2

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Slavebringer Assault Boats	Assault Boat	30cm	0	4+	2

Notes: Eldar Eagle Bombers, Torpedo Bombers, and Assault Boats can only be hit on a roll of 6+ by ships turrets.

Tau Forces

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Barracuda Fighter	Fighter	25cm	3	5+	0

Name	Type	Range/Speed	Firepower/Str	Armour	Turrets
Manta Missile Destroyer	Bomber	20cm	0	6+	3

Gothicomp 2011 Finalists

ABOUT THE ARTIST:

Unlike the usual format of the showcase section, there isn't a single artist's works being displayed. Instead we are using this pace to show a preview gallery of the 2011 Gothicomp winner and the runner up in the Ship and Fleet categories. We hope that in future issues we can focus on each of these submissions. Congratulations to the winners and we hope to see everyone later this year for the 2012 Gothicomp!