

Hi, and welcome to issue six of Warp Rift. I hope that everyone had an enjoyable Christmas holiday period. It has been an eventful few months, with the news that Fanatic will be 'downsizing' considerably, leaving only three staff members, and that Fanatic magazine will shortly cease as a printed magazine and will go online only after issue ten.

The start of 2005 saw a fresh start for me as I start a new project. In a repeat of the 'Tale of Four Gamers' articles that grace White Dwarf and various web sites, I am participating in a similar version. Four months, £25 each month, and the end result must be an Epic force of at least 1000 points and a Gothic fleet of at least 750 points. So, the start of the month saw me frantically putting together two Marine Strike Cruisers as the start of a new fleet for me, along with a horde of Epic Orks.

Issue six of Warp Rift also sees the announcement of the first Battlefleet Gothic painting competition. I have wanted to do something like this for a while now, and I have been waiting for the completion of the Epic competition that I have been running on my web site. Hopefully, this is an opportunity to showcase the best of the hobby, and I am looking forward to seeing what everyone comes up with. So, get painting, and please do consider submitting, no matter how good your painting ability is. Also this issue, the second part of the Alliances article, rules for the fleets of the World Eater chaos Marines and a new campaign idea and the first part of new fiction.

Good hunting,
CyberShadow

Issue Six - Contents:

Warp Rift

Raising the Colours 03

Lock On

The Imperial Modular Cruiser Concept (Chris French) 05

Encyclopaedia Gothica

BFG Alliances - Part Two (Ray Bell) 08

World Eaters (Ray Bell) 12

Officers Mess

The Bait - Part One (Space Cadet) 16

Void Stalker

The Ilithrium Campaign (Ray Bell) 25