

+++ Forgotten Mirrors+++

There we go: another issue of Warp Rift. And this one feels like a fast and furious one.

Best thing of the last two months regarding Warp Rift is the fact I had to reschedule various articles for future issues of this fanzine.

The 'downside' is that some great things aren't published right away. But I hope to do them justification next year. This sounds worse than it actually is. Warp Rift 16 is to be released at the end of January 2008,

But back to this issue. As a central focusing point we have an impressive work on the Diasporex fleet list. Mitch adapted them from the novel *Fulgrim* written by Graham McNeill. As a nice bonus Mitch also written two scenarios plus extra campaign additions to go along with the Diasporex.

Zhai Morenn submitted his view on how the Dark Eldar refits should look like. I think a lot of people will be happy to see this list. In a coming issue of Warp Rift there will be more Dark Eldar goodies.

Lumbering in one of my Battlefleet Gothic directories I had an article on the Styx, ready to be 'unleashed'. I hope you will like it a bit and refind some use for this vessel of Chaos.

The showcase is, once again, filled with some gorgeous pictures of finely painted Battlefleet Gothic ships.

The story is a familiar one to most of us sci-fi budding people but this time placed in 'our' Battlefleet Gothic universe.

And on a last note but a very important one: keep a good eye on the Specialist Games homepage. Towards the end of November there will be a very cool fan made Battlefleet Gothic supplemental (huge!) available for download.

**Happy Gaming, Painting & Converting,
Roy**

Issue Fifteen – Contents:

Encyclopedia Gothica

Diasporex.....	4
Dark Eldar refits.....	15

Tactical Command

What about the Styx?.....	18
---------------------------	----

Showcase

Nurgle Chaos & Forgeworld Tau.....	21
------------------------------------	----

Officers Mess

Shadow of the Harvest.....	23
----------------------------	----

Void Stalker

Diasporex scenarios.....	31
Diasporex campaign additions.....	33