

Hi, and welcome to the very first issue of Warp Rift. This publication is the first of many, dedicated to the game of Battlefleet Gothic. You hold in your hands (or in your computer screen) a publication put together by dedicated fans of the game, for fans of the game, and printed on high quality paper (you did print this on quality paper, right?).

I wont go on too much about this publication, as I have already done that on the next page. Instead, I will say a few words about the cover picture for this issue. This vessel is from the collection of kr00za, and I have been asked to mention that this, and others like it, are available for sale. For more of his work, check out pictures at <http://briefcase.yahoo.com/bc/kr00zza>, email him at kr00za@blueyonder.co.uk, or simple head over to the EpiComms Forum at the site hosting this publication where he is often found.

I also want to use this space to personally thank the fine team here at Warp Rift, who have worked very hard to bring this together, and done a fantastic job, and to appologise for the lack of a Battle Report this time around. It will be here next issue. Well, I am already running out of space, with no room to talk about the Rogue Trader fleet on the way from Fanatic. There is just enough to ask for any kind of feedback or comments on this issue and to request submissions. This publication needs them to keep going, so please send your articles in as soon as you can. Good Hunting,
CyberShadow

Issue One - Contents:

Warp Rift

Incoming Publication (CyberShadow) 03

Lock On

Is Mars the God of War? (Chris French) 06

Encyclopaedia Gothica

Alternate Critical Charts (Nathan Montes) 09

Tyranid Evolution, Mutation (Raymond Bell) 11

The Dry Dock

At the Dry Dock (John Webber) 15

Officers Mess

Battle of Peluciar (Space Cadet) 18

Void Stalker

Astronomicon 30

Docking Claws 31

Incoming 31