

Apologies: Issue two featured two excellent fiction pieces from Norman. However, due to human error (namely, mine) a few of the initial downloads of this issue contained the first story credited to Space Cadet. I would like to take this opportunity to apologise to Norman.

Welcome to this, the third packed issue of Warp Rift. By some divine will, this issue actually arrives on target (the first Thursday of the month), for the first time in its short history!

Unfortunately, again this issue I have had to drop the Ships Log section from this issue. This is due to a lack of battle reports, making me start to believe that, while we are all talking about the game, no-one is actually playing it! Please, if you do play a game in the next six weeks (or anytime), please send in a report of your game for inclusion in this tome.

Issue three of Warp Rift really is packed. We have the third part of the Captain Sinn series from Norman, along with an article on the best use of the Eldar fleet in the game. Also, this issue sees a whole raft of new rules, examining Tau refits and skills, as well as rules for new Orky Gubbinz!

While looking for a cover picture I examined Khyrons vessels in more details, and the pictures that almost made the cover have been compiled into a showcase article.

I hope you enjoy this issue, and all I have left is the usual plead for articles and anything that we can use in issue four and beyond. Until next time...

Good hunting, CyberShadow

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