

Another month, and issue seven of Warp Rift arrives with us. Issue seven marks a bit of a milestone for this intrepid publication, as even my poor maths ability can work out that six full issues of a bi-monthly magazine means a completed year. Yes, twelve months ago saw the first issue of this very publication launched on an unsuspecting Battlefleet Gothic community.

It seems a long time ago, small children would push hoops down the street with sticks, everything was black and white, and Gothic miniatures were all made of wood. Ahh, good days. Actually, it is surprising just how many changes have occurred in the last year. When issue one was released, the official Gothic magazine from Fanatic was in the process of being replaced, by a rumoured 'super-mag' called Fanatic Magazine, which was 'White Dwarf for Specialist Games'.

All in all, it has been a good year on the bridge of Warp Rift. Everyone has settled down into their respective roles and we have generally had some fun putting this together. This issue sees the final part of the BFG Alliances, rules for the fleets of the Emperors Children, an article on the commonality of wargames, specific rules for Ork Clans, part two of 'The Bait' and a selection of submissions for the GothComp competition. While on the subject, there is around one month left to get your entries in to this competition, and I am holding out for a last minute deluge of entries. I am relying on you guys. Dont let me down. If all goes well, issue eight will see the winners displayed for all to see and appreciate. Until then, safe passage through the void.

Good hunting,
CyberShadow

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