

+++ THE MAELSTROM +++

Welcome to a new edition of Warp Rift.

Since last issue there hasn't been any major development regarding the official status of Specialist Games and/or Battlefleet Gothic. The announced forum move is bound to happen on August the 18th.

At the moment this issue of Warp Rift goes online there are only a few days left to get your entry in for Gothicom 2008. We are happy to see that the number of entries has grown a lot since last year. The voting rounds will start at the beginning of August, keep your eyes out on Tactical Command or any of the other Battlefleet Gothic related forums.

This issue Warp Rift features three articles coming from the Anargo Sector Project. All dealing with the Navis Mercantilis of the Imperium. First we start off with the introduction article which is followed later on by a conversion and scenario about the Merchant fleets. *(Note: thus very different from the Rogue Trader list we presented you in Warp Rift 17).*

In the Tactical Command section Reg Steiner gives another approach towards the core mechanic of Battlefleet Gothic, making movement, action and reaction more 'realistic'.

The Showcase shows the Marine fleet of our own Reg Steiner and the story, High Anchor, is the start of a three part story.

Happy Gaming,
Horizon

+++ WARP RIFT BLOG +++

You can check out our blog at the following location:

http://www.players.tacticalwargames.net/tiki-view_blog.php?blogId=10

+++ WARP RIFT FORUM +++

Hosted at www.tacticalwargames.net Warp Rift features a separate forum.

This forum is mainly intended to discuss the featured articles in Warp Rift. But it also gives you the opportunity to comment on Warp Rift itself and gives ideas, tips or otherwise to improve this Ezine.

Direct Links

If you are reading Warp Rift in Adobe Acrobat Warp Rift enables you to click on the header of an article and take you directly to the relevant thread in the Warp Rift forum.

Some articles have threads of their own, while others fall into the general discussion area.

For people who are reading Warp Rift in another program or are reading it from paper I will give the internet link to the forum below:

<http://www.tacticalwargames.net/forums/index.cgi?act=SF:f=89>

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