

+ OPENING A TOMB +

Welcome,

And finally I can announce the new location of Specialist Games:

<http://www.sg.tacticalwargames.net/>

And the forum:

<http://www.sg.tacticalwargames.net/forum/>

Hopefully we will see an access to the old data very soon but that seems to be a real problem.

With Warp Rift I can bring you another host of great articles. The High Admiralty gives us a view on torpedoes while Reg Steiner tries to clarify some points on his simultaneous movement and combat system.

Warp Rift staff members Reg and Ray are responsible for the Encyclopedia section, talking about Necrons, WoT and escorts.

In the Void Stalker section we have the hidden scenario from the Project Distant Darkness - revival - ruleset. I felt it a good time to publish as the first supplement to the Project, called 'The Art of Command' is being geared towards a late summer release.

And a special thanks to Rodrigo Barbera (GothiComp 2005 conversion winner) for making the wonderful markers in the Forge available. Next issue even more markers!

at your service,
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 +++

Check out the Warp Rift forum at:

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

+++ GOTHICOMP 2009 +++

GothiComp 2009 is up an running. You have untill july 31 to enter your submissions to this online painting competition.

Here is the email adress for your submissions:

comps@tacticalwargames.net

Looking forward to see all the glorious entries! For a full article on GothiComp check out Warp Rift 23.

Horizon

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