+++ 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

+++ BFG: FAN SUPPLEMENTS +++

The last few months a couple of fan made additions have been released to support Battlefleet Gothic:

• Battlefleet Chronicles: Diasporex Nomads
a development upon the list as presented in a previous issue of Warp Rift with more!

• Starblade
a poem-art book plus narrative scenarios.

Word is that the first supplement to the Art of Command is also being on the brink of release. Soon to be expected an encyclopedia and more from the Chronicles team.

Horizon

+++ APOCALYPSE +++

Hello,

Through various issues this issue took a longer waiting then what I intended. But, alas, these things happen and most of all Warp Rift didn't crumble!

As official support might be non-existent the community is still going strong if looking at the fan made material: from full fleet books to poetry and from campaign software to fleet building applications it is all being done.

So a big thumbs up for all of you investing there time in this game called Battlefleet Gothic.

This issue of Warp Rift sees the second and last part of the story started in issue 26.

But before we get there we have an article on expanding the options for our admirals, a quite extensive and heavy rule modification regarding fighter and bonber rules, a review of the Fantasy Flight Games book Rogue Trader and its merits to Battlefleet Gothic.

In the showcase Harkon brings us once more some heavy conversion work for the Tau Empire, with some really large space stations...

After we have read the concluding end to 'The Ship' a neat campaign article is given us in the Void Stalker section.

enjoy,
Horizon

EDITORIAL