

Well, it has been a long time since issue nine! This is due to a number of factors, chiefly a change in my own circumstances resulting in a busy period of life, and a lack of material from you guys. Firstly, an apology. Issue nines fiction piece was wrongly credited. It was actually crafted by Admiral Lord Michael, and I apologise for not including his name last issue.

There seems to be a lot of confusion in the Battlefleet Gothic community right now. There is a steady stream of reports about various BFG Escort vessels becoming unavailable on the Games Workshop Online Store. I would encourage people to get out there and check for themselves. Also, please feel free to drop me an email here at the Warp Rift bridge and let me know what is and is no longer available in your home country. I can then compile the list and ensure that people know what is available and where. I dont think that this is the 'armageddon' for BFG. Sure, many ranges are shrinking or being cut, but as long as the BFG community rallies round and stays focused around sites and forums like GothiComms and Port Maw, the game will continue. Trust me, I have been playing Epic since the first edition, so I know what the dry spells can be like, and I know that the support will keep the game alive.

This issue we have new rules for the Eldar Corsairs, in an attempt to address some of the perceived issues with the list in the main rule book. Argh.. Got to type fast... I am running out of room - we also have a display of some vessels produced by some life savers from GothiComms who sent in their pictures at the last minute. Also this issue, part three of the Bait and a new scenario for your games. As always, feel free to drop me an email with your comments.

Good hunting, CyberShadow

Issue Ten - Contents:

Encyclopaedia Gothica

The Eldar (blackhorizon & Sigoroth) 03

The Dry Dock

Parade Colours 20

Officers Mess

The Bait - Part Three (Space Cadet) 23

Void Stalker

Assassination (Ray Bell) 35