And so, issue two of Warp Rift hits us all. Firstly, I feel that I owe an apology for a few things. This issue is (again) a week later than I had planned. This is due to my 'real life' job getting in the way of what is important. I tried to tell them that this was all for a good cause, but work refuse to pay to do this. Highly unreasonable! I want to extend my thanks to the sub-editors, for bearing with me and waiting patiently.

This lack of time also results in a few changes to this issue. Unfortunately, the article that I had planned to introduce the various editorial team of this fine publication will have to wait for a future issue. I would like to say that it will be next issue, but I've made that mistake before. Also, the Astronomicon questions and answers make a temporary departure, but will return next issue.

Issue Two sees a compilation of signs of a serious Gothic addict, gathered by Norman. Norman also makes an appearance in the Officers Mess this issue, with a story written in collaboration with Khyron. Ray continues in his own particular style with an expanded gunary table and alternate rules for Daemon Ships.

After the success of the vessel displayed on the cover of our first issue, John has persuaded kr00za to part with a few secrets of how his Despoiler was made. Add to this a second work of fiction and a brief battle report, and we have a fairly packed issue for you again. We all hope that you enjoy this issue. If you have any comments, please dont hesitate to let us know. We want this to work, and we want you to tell us how. Until next issue...

Good hunting, CyberShadow

Issue Two - Contents: Lock On You Know You Have Been Playing Too Much Battlefleet Gothic If... (Norman) 03 **Encyclopaedia Gothica** Alternate Gunary Table (Raymond Bell) 07 Daemon Ships (Raymond Bell) 80 The Dry Dock Kr00zin' (kr00za) 11 **Officers Mess** Not All Is As It Seems (Norman) 16 Memories (Norman) 18 **Ships Log** Recon Engagement (Chris French) 20 **Void Stalker Docking Claws** 21 21 Incoming