



SHADOWS
OF CENTRALIS

WOMBAT WARGAMES ©

MONTHLY
MAGAZINE #14

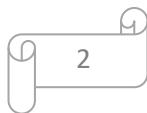
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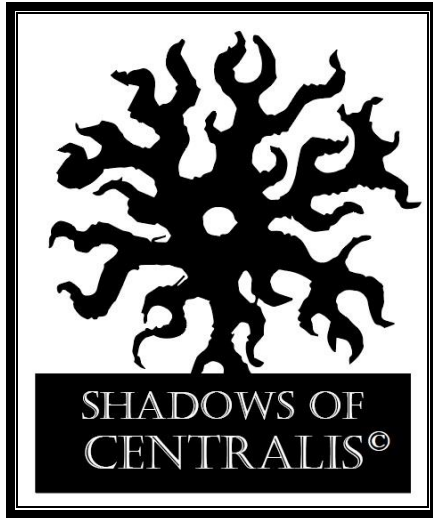
Issue #14 (May 2023)

By Wombat Wargames



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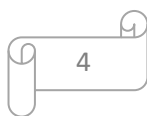
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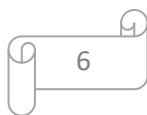


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“The seas of this cursed Orb are like the restless gods who taunt us, fickle and capricious, murderous and chiding. In the blink of an eye, calm and clear waters, cerulean blue, with reflective ripples suggesting blissful tranquillity, can become swirling and savage torrents, hungry for souls. Then there are the creatures from beneath the waves, heinous abominations with insatiable hungers for those who traverse their waters...”

Taken from ‘Liber Lucis’ by Arch Seeker, Magus.



WOMBAT WARGAMES

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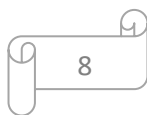
SHADOWS OF CENTRALIS MONTHLY MAGAZINE

Welcome to issue #14 of Shadows of Centralis Monthly Magazine, a monthly publication which provides regular Shadows of Centralis content, both gaming and background, along with interviews with different personalities from the general wargaming world, while also celebrating the golden age of pulp and horror.

Complete with an official range of miniatures from BobNaismith.Com, June 2023 sees the release of Shadows of Centralis: Seas of the Orb! This dynamic 6mm naval wargame is the first in a range of exciting expansions for the SoC game system. Offering players the opportunity to take their SoC armies to the seas, Shadows of Centralis: Seas of the Orb features everything from ocean-dominating warships to stealthy sailing ships, flying ornithopters to stalking submarines. Available for purchase via Amazon, as well as selected stockists, we take a closer look at this swashbuckling new wargame.

With sizable realms in both the Coeulm and Infernum regions of the Orb, the undead are an unhallowed force of reanimated warriors who are led by dark necromancers and blood-hungry vampires. Detailing their different units and discussing how they perform in battle, in this issue of Shadows of Centralis Monthly Magazine, we take a closer look at fielding an army of the Undead in games of SoC.

Founded in 2018 by sculptor Paul Smith, Creative Sculpt Studio Ltd are an independent model manufacturer that produce a multitude of magnificent fantasy miniatures, many



of which are ideal for using in games of SoC. Kindly sparing us some of his time, Paul spoke to Shadows of Centralis Monthly Magazine as he detailed his background in fantasy models, and described how Creative Sculpt Studio Ltd came into being.

Charming and soft-spoken, kind and generous, Vincent Price was a consummate gentleman. Villainous and menacing, fiendish and unhinged, through the film and television roles he played, Vincent Price was also one of classic horror's heroes. This month's Horror Fiends article features the wonderful Vincent Price.

Remember, as well as being available for purchase as A5 paperback magazines via Amazon, issues of Shadows of Centralis Monthly Magazine are available as free PDF downloads from the Shadows of Centralis website.



COVER STORY

"I starved my body. I let my blood. I chastised my flesh...

In paroxysms of agony, reduced to me knees, my hands shook but I gouged out my eyes for fear their faces, sickening, twisted parodies of man, leering and corrupted, were burned into my retinas. Still, relentless, without break, the pictures of them stalk my mind like a festering plague. These images do not cease, they run without end and sear my being.

As blood bleached my head, running down my face, as the metallic tones of the liquid seeped between my lips to trickle down my own throat, I destroyed my hearing for the echoes of their unholy and repugnant calls haunted my every moment. Still, their sounds abound. These blasphemous calls colour my mind, sounds without volume, yet more deafening a cacophony than my soul can bear.

With serrated blade, my gritted teeth breaking, unable to quell the continued nauseating aroma of fetid entrails writhing with bloated maggots which permeated my olfactory senses, I removed my nose. Yet, still, my stomach retches. I am forever tainted with the vile energy of decay, the nausea of undeath chokes me, it looks to consume me.

I hear the whispers of Barnabas, he seeks my soul. He eyes my death as a rebirth of darkness, but he shall not be the victor, I shall not live eternally as a rotting puppet of a vile soul stealer. There is but one path open to me, as Endovelicus teaches, "fire purifies the soul." I offer my cleansed soul to my god, Endovelicus..."

Taken from final writings of Edgar Bloch, Acolyte of the Church of Endovelicus.

SHADOWS OF CENTRALIS

Set in a unique world called the Orb, an esoteric planet which forms part of the immense and volatile Cattus Occuli galaxy, Shadows of Centralis is a tabletop wargame which sees players lead armies of fantastical troops.

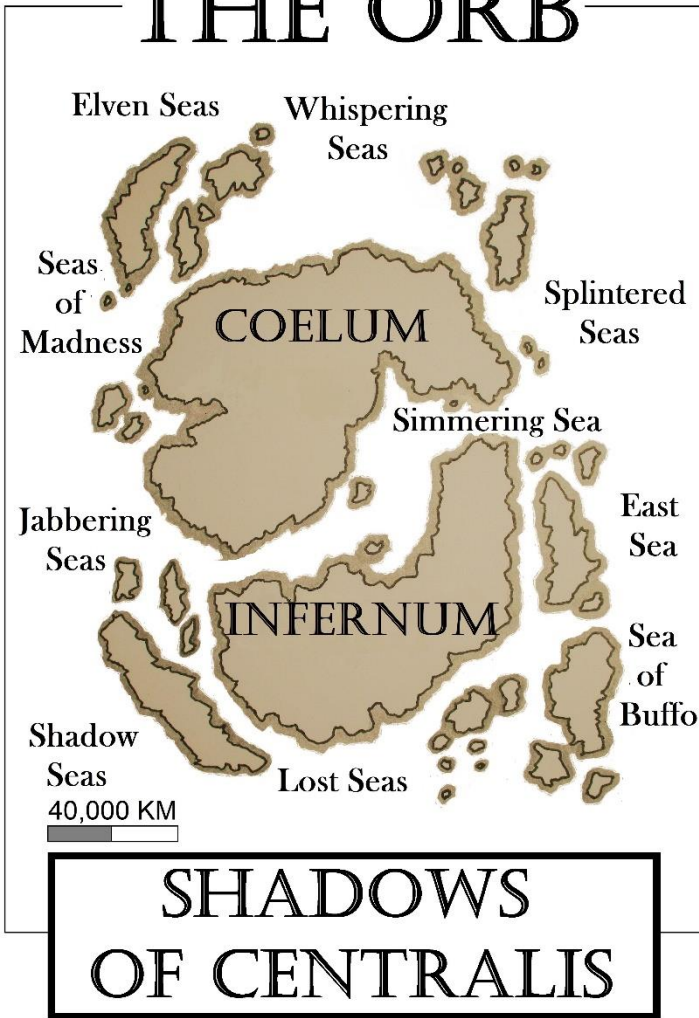
A strange, giant fist of a planet, the Orb holds many secrets, not least the key to life which the Orb-imprisoned Centralis Portas, spawner of gods, possesses deep within his corrupted soul. Descendants of Centralis Portas, using armies of worshippers, each of the gods vie for control of the Orb as they look to claim the ultimate secret of vitality.

Shadows of Centralis

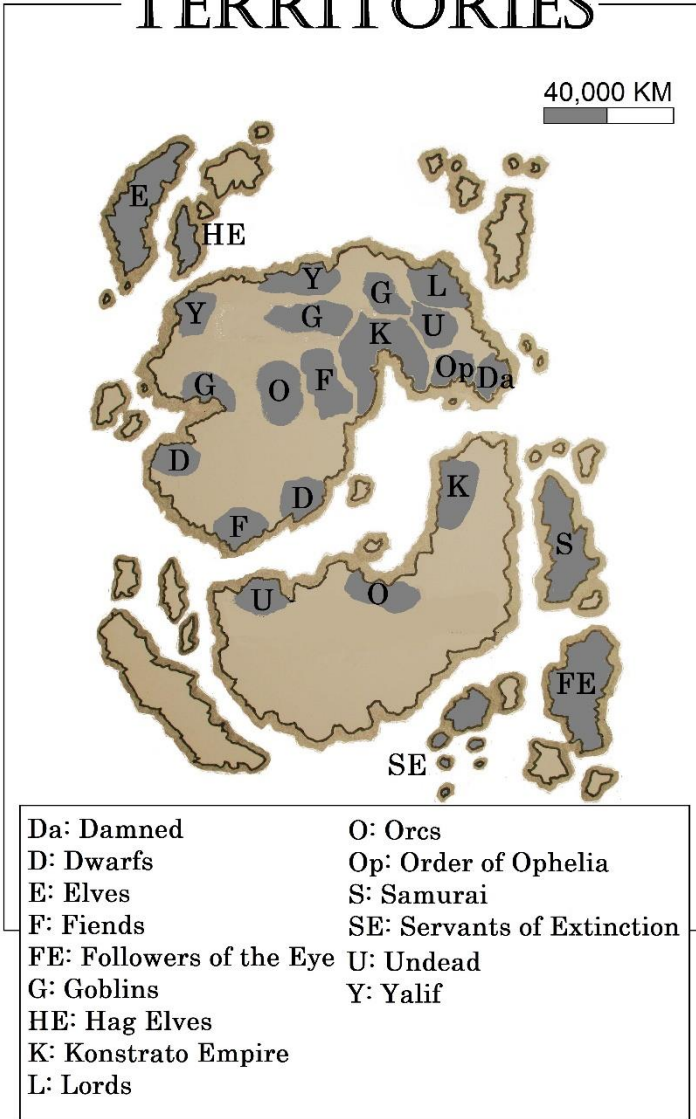
- 28mm tabletop wargame
- D10 and D6-based
- Measurements made in inches
- Rounds and Turns gameplay
- Flexible Army Lists

Designed to be flexible and to encourage greater inclusivity, Shadows of Centralis can be played with as few as 20 – 30 models per side, through to players taking part in largescale battles with hundreds of models involved. When it comes to the choice of models, miniatures from any manufacturer can be used. With innovative gaming features and numerous races to choose from, along with flexibility of model choices, Shadows of Centralis offers both experienced wargamers and newcomers to the hobby exciting and challenging tabletop conflicts.

THE ORB



TERRITORIES



From the nightmarish Undead, resurrected from peaceful slumber by foul necromancy, to the pious Konstrato Empire, from the barbarous Yalif hordes to the technologically advanced Lords, in total, there are fifteen different armies to choose from.

- Damned
- Dwarfs
- Elves
- Fiends
- Followers of the Eye
- Goblins
- Hag Elves
- Konstrato Empire
- Lords
- Orcs
- Order of Ophelia
- Samurai
- Servants of Extinction
- Undead
- Yalif

Units

Allowing for foot soldiers, cavalry, and a diverse selection of war machines and monsters, Shadows of Centralis armies are made up of a number of different unit types:

- Champions
- Foot Troops
- Generals
- Machines of War
- Magic Users
- Monsters
- Mounted Troops

A unit comprises of one or more models. Allowing for greater flexibility of movement, unrestricted by a 'rank and file' method, each model of the same unit is simply within 1" of a unit member.



Unit Profile

To represent their proficiency in battle, each model within Shadows of Centralis has a respective Unit Profile. This profile contains nine values: Standard Movement (M), Attacks (A), Hand-to-Hand Combat (H-t-H), Shooting (S), Magic (Mg), Confidence (C), Wounds (W), Durability (D), Victory Points (VP).

Listed within its Unit Profile is the equipment a unit has, such as weaponry. Should the unit wear any sort of armour or carry a shield, then this is listed as part of its equipment, too. A unit's Durability (D) value takes into account any armour or shield, whether or not the model is mounted upon a steed, monster, or chariot, as well as a creature's natural toughness and ability to withstand physical punishment.

Unit Profile example:

Konstrato Empire Swordsmen

	M	A	H-t-H	S	Mg	C	W	D	VP
Konstrato Empire Swordsmen – unit of 5	5	1/ - per model	6+	7+	-	6+	1 per model	7+	20

Equipment: Wearing light armour, and carrying a shield, each Konstrato Empire Swordman is armed with a sword.

Weather and the Gods

Looking to gain favour from the gods, before battle commences, each army *Prays*. Results of *Praying* are army specific, ensuring many varied effects. Fickle and temperamental, the gods are not mere spectators in games of Shadows of Centralis. Receptive to calls for assistance, the gods respond to prayers from their followers. In addition, a Magic User can sometimes find themselves blessed with gifts from the gods they serve, or treated with contempt by opposing deities.

Playing a significant role in the dynamic of games of Shadows of Centralis, Weather Conditions can range from *Muting Clouds* (-1 modifier to all D10 Magic rolls) to *Taunting Winds* (-1 modifier to all D10 *Confidence Test* rolls). Some armies are used to fighting under certain adverse weather situations or have natural characteristics which allow them to continue unhindered. In such cases, this information is listed within respective Army Lists.



Rounds and Turns

Games of Shadows of Centralis use Rounds and Turns, within each Round each player takes one full Turn.

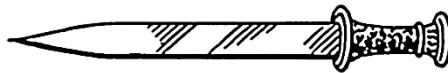
Each Turn has a sequence of events that the player works through in the following order:

- Movement
- Hand-to-Hand Combat
- Shooting
- Magic

Victory and Defeat

Each unit in Shadows of Centralis is assigned a Victory Points (VP) value, this allows for balanced games as players construct armies of matching values. When playing the scenario 'Standard Battle', victory goes to the player who ends the game with the most Claimed Victory Points (*destroyed* enemy units adding up to the highest number of Victory Points).

In addition to 'Standard Battle,' there are several other scenarios within the Shadows of Centralis book, each with its own specific Victory Conditions. Further to this, so long as how victory is achieved is clear and agreed upon, there is nothing to stop players developing their own scenarios, too.



Armies of the Orb

Each with their own unique aspects, allowing for varying gameplaying dynamics, there are a choice of fifteen different armies for players of Shadows of Centralis to consider.

The Damned: Worshipping the god T'Zor from their cavernous realm of Sanctuarium Ultionis, the Damned are a sickly and mutated horde of vengeful fighters. Led by a supernatural Harbinger of Damnation, and lavished with all manner of gifts from T'Zor, the Damned look to right the wrongs they have suffered.

Dwarfs: Though they are now a much-splintered people, with warring clans refusing to reconcile their differences and unite against the common enemies that surround their lands, a Dwarfs army can still be a formidable force.

Elves: Much like the dwarven race, the elves of the Orb are in a state of continual decline. Having lost many of their lands to the planet's other forces, it is from their mountain-strewn island homes to the north west of Coelum that elven lords set sail aboard their fleets of crystal ships, determined to serve their goddess Dagnr.

Fiends: An unholy fusion of human and animal, Fiends come in many oddly bodied forms. Some Fiends have a bovine appearance, others resemble rodents or goats, some are fishlike, others are feathered. Differing in countenance, all Fiends share evil and savage characteristics, and fight with extreme ferocity.

Followers of the Eye: Coldblooded worshippers of the Toad God, Buffo, the Followers of the Eye are a humanoid race whose physical appearance bear exaggerated reptilian and amphibian characteristics, as well as strange features which bring to mind a myriad of sea creatures and oversized crustaceans.

Goblins: Along with elves and dwarfs, goblins are one of the oldest races of the Orb. Unlike elves and dwarfs, whose realms have suffered greatly, and whose people are now much diminished, goblins remain widespread across the planet, with three established kingdoms within the Coelum region.

Hag Elves: The antithesis of their once virtuous roots, crazed, drug-fuelled hag elves are evil-hearted warriors who revel in the bloody carnage of war. Quick of pace and expert killers, an army of Hag Elves is a fearsome force. Evidence of their frequent drug use, many Hag Elves units come with special rules including *Chicoi Stimulants*, *Confidence Enhancers* or *Dutch Courage*.

Konstrato Empire: The pious and crusading Konstrato Empire stretches across dark waters as it encompasses sections of both the Coelum and Infernum regions. With the devout realm bestrewn with temples and shrines, worship of the god Endovelicus forms the structure of Konstrato society. With religion driven laws mingled with tones of indoctrination, citizens of the land range from the most faithful to the most fearful.

The Lords: Worshipers of the insane god Berossus, the Lords are a technology obsessed, breakaway faction of the human race. Technologically, mirroring their deranged god, the Lords are both highly advanced and highly regressive. Meanwhile, though an army of the Lords cannot boast the most capable of soldiers, it does have the greatest access to the Orb's most advanced weaponry. Also, be it through drugs or mental conditioning, most of the army's units are impervious to fear, too.

Orcs: Worshipers of the gluttonous Pig God, Sus, orcs are extremely violent and destructive creatures who hold territories in both the Coelum and Infernum regions of the Orb. With a natural tendency to become lost in a sea of their own rampage, a tactically astute orc general will control his warriors with the use of disciplined leaders.

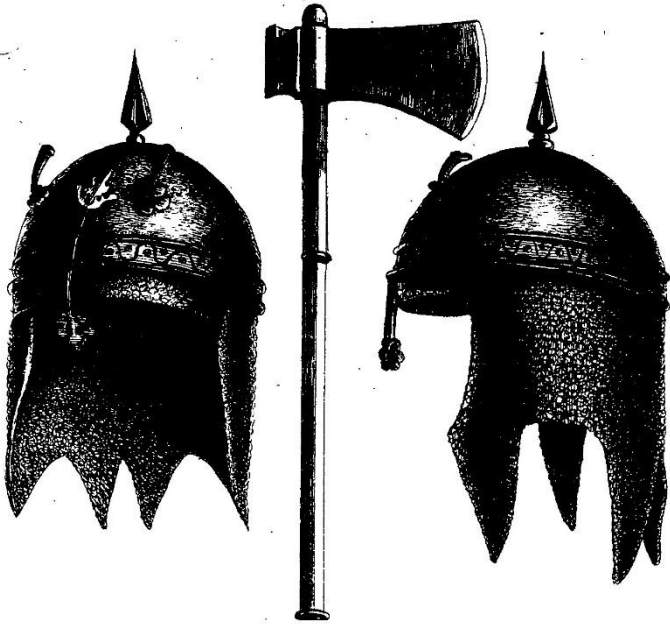
Order of Ophelia: Offering their dark praises to the witch goddess, Ophelia, the Order of Ophelia is a witch-led, matriarchal society in which magic is linked to the forces of nature and the power of the elements.

Samurai: With solid Foot Troops and Mounted Troops units, along with access to flying units and ranged war machines, as well as powerful wizards, a Samurai player can construct one of the most balanced armies of all the Orb's forces.

Servants of Extinction: Considered by many to be a lunatic fringe of the human race, setting sail aboard their clinker-built warships, the Rooth-worshipping Servants of Extinction are an uncompromising, anarchic force of brutal warriors.

Undead: With their ranks of reanimated skeleton fighters, rotting zombies, cannibalistic ghouls, ancient mummies, bloodthirsty vampires, and dark necromancers, an Undead army is the quintessential legion of horror.

Yalif: Fielding a Yalif army offers players the opportunity to construct a barbarous force centred around brutal warriors who excel in hand-to-hand combat. A highly mobile army, with steeds including horses and camels, a Yalif player also has different cavalry options, too. In addition, though most Yalif units are melee focused, the army's missile troops do offer some ranged fire power.



Magic Users

From wise wizards with their mastery of incantations to nefarious necromancers reading from macabre grimoires, from divining seers with their strange gift of second sight to mysterious, battle-hardened mages, in games of Shadows of Centralis, units capable of casting *Magic Spells* are called Magic Users.



With varying powers, every army has access to Magic User units, and each force has access to their own army-specific Magic Spells, in addition to the General Magic Spells which any army can use.

Damned Warlocks: With the option of being fielded on foot, mounted atop a savage, disease-ridden giant rat, or accompanied with a retinue of grotesque assistants, Damned warlocks are powerful users of magic. Though Damned players can take only one warlock into battle, with the practitioner of dark magic holding *the Time Travel*, *Time Travel Master* and *Familiar* special rules, the player is somewhat compensated.

Dwarf Wizards: While lacking the dramatic potency of other spellcasters, Dwarf wizards do have the unique ability to channel magical energies that further enhance an already stoic race. Possessing the *Time Manipulator* special rule, a Dwarf wizard can be taken on foot or mounted upon a pony or mountain goat.

Elven Mages: Of all the races of the Orb, it is the elves who hold the closest links to magic, and their magic users are widely regarded as the most powerful. On foot, horseback, or riding a unicorn, players of the Elves are able to take up to two Elven mages into battle. In line with the Elves army special rule, an Elven mage can attempt to cast 2 *Magic Spells* during the Magic phase of each of the Elves player's Turns.

Fiends Priests of Darkness: An unhallowed fusion of human and beast, known as Priests of Darkness, Fiends' shamans mirror their bestial brethren in savagery, whilst navigating the arcs of time and the worlds of spirit through foul sorcery. Considering it a great honour, cultists are regularly sacrificed by shamans in sickening, orgiastic ceremonies in praise of the Beast God, N'kish.

Followers of the Eye Tegu Shaman: With the *Telepathy* and *Time Travel* special rules (as well as holding the *Follow the Leader* and *Look Out* special rules, should the unit include bodyguards), Tegu shaman provide armies of the Followers of the Eye with a strong magical edge.

Goblin Shaman: On foot or atop a snarling hyena, crazed shaman fuelled by heavy doses of chicoi are the magic users of Goblin armies. Though difficult to be relied upon, when these shaman's spells are successful, they are, for the enemy, annoyingly effective.

Hag Elf Mages: Be it on foot, on horseback, or atop a majestic unicorn, armies of Hag Elves can include up to two Hag Elf mages. In addition to their spell-casting prowess, these dark-hearted practitioners of arcane powers take to the field of battle armed with a crossbow and sword.

Konstrato Empire Wizards: On foot or mounted upon a horse, wearing light armour, and armed with a pistol and sword, armies of the Konstrato Empire can field a maximum of one Magic User units.

Lords Seekers: Powerful manipulators of esoteric forces, and keen experimenters of time travel, magic users of the Lords are called seekers. On foot or upon a horse, a seeker is armed with a pistol and sword or axe, and possesses the *Time Travel*, *Time Travel Master*, and *Time Manipulator* special rules. Seekers tread a thin line between sanity and madness. In line with the Lords army special rule, each time a seeker attempts to cast a Magic Spell (successful or unsuccessful), a D6 roll against the Seekers Table is required.

Seekers Table

D6 Result	Effect
1 - 3	Keeping his grasp on reality, the seeker behaves normally.
4 - 6	For the remainder of the game, a -1 modifier is applied to all D10 Magic rolls and D10 <i>Confidence Tests</i> of the seeker.*

*Modifiers are cumulative.

Orc Shaman: On foot or mounted on a wild boar, a player of Orcs can include up to two shamans in his army.

Unrestrained in his drinking, as well as his eating, habits, an orc shaman has the *Drunk* special rule.

Order of Ophelia Witches and High Priestesses: Possessing a deep mastery of spells, poisons, and magical incantations, the Order of Ophelia hold deep ties with witchcraft. In addition to being able to field up to two witches (on foot or mounted on a horse) as his army's Magic User units, an Order of Ophelia player also has choices over which General unit he fields; with options including a high priestess on foot, upon a horse or lamassu, or riding a chariot. This General unit can also cast *Magic Spells*.

Samurai Wizards: Though the race hold close bonds to the worlds of the supernatural, armies of the Samurai tend not to field many wizards. A Samurai player can include a maximum of one wizard in his army. Armed with a shuriken and katana, a Samurai wizard has the *Time Travel* and *Telepathy* special rules.

Servants of Extinction Visionaries: Those who are capable of harnessing the powers of magic within the Servants of Extinction are called visionaries. Armed with a crossbow and

sword, visionaries have the *Time Manipulator* special rule. On foot or upon a horse, a Servants of Extinction army can include up to two visionaries.

Undead Necromancers and Vampires: An Undead army is a deeply magical force. Magic Users units for the Undead, of which up to two can be taken, include a necromancer on foot or horseback. Meanwhile, the Undead's General unit options, which can also cast *Magic Spells*, include a vampire on foot or horseback, or a master necromancer on foot or riding a horse.

Yalif Seers: Yalif users of magic are called seers. Though a Yalif army can include a maximum of just one seer, there are various ways in which he can enter battle: on foot, on horseback or camel, or riding upon a chariot.



Gods of the Orb

“They are everyone and nowhere. They are all colours and no colours. They are before time and beyond time. They exist within spaces to us unseen, and breathe a life eternal that is beyond our imaginings.” Taken from ‘Observations of the Gods’ by Arch Acolyte of the Church of Endovelicus, Sigmund Rufus.

With each of the Orb’s forces following the teachings of different deities, the gods play an important role in games of Shadows of Centralis. Detailed within respective Army Lists, each army *Prays* to their god before battle, and receives special blessings. Meanwhile, a Magic User runs a constant risk of being rebuked by opposing gods, suffering punishment which can sometimes result in the wizard’s death, as the supernatural entities mock and toy with him.

Each looking to claim for themselves the prized key of life from the Orb-encased Centralis Portas, spawner of the gods, watching over the Orb from their otherworldly realms, there are fourteen especially powerful deities, the Shadows of Centralis; T’Zor, Ystrad, Dagnr, N’kish, Rooth, Buffo, Puck, Endovelicus, Berossus, Sus, Ophelia, Loochaan, Barnabas and Taranix.

Cruel, merciless, and intensely violent, there are some gods, such as N’kish and Taranix, who seem inherently evil. Meanwhile, on the surface, seemingly driven by virtue, a deity such as Dagnr or Loochaan could be considered wholly honourable and good. There are other gods, such as T’Zor, for whom the question of good or evil appears more nuanced. In truth, when tracing back the origins of the gods, looking to the original coalescing of the Greater Beings’ star

craft with the essence of Centralis Portas, and the creatures that Centralis Portas constructed over the countless millennia which followed, it becomes evident that each of the gods are much more multifaceted creatures than they initially appear. Though levels vary greatly, at their core, each god is essentially both good and evil.

T'Zor (God of the Damned): From a supernatural plane which blends realities and time as it bounces between dimensions, it is with an unquenchable thirst for vengeance that the embittered T'Zor guides his followers on the Orb, his 'children', the Damned. A champion of misfortune and a saviour of the shunned, T'Zor teaches that to be diseased is to be blessed. Such is the number of the Orb's inhabitants for whom persecution is all too common, T'Zor's sickly flock is growing legion.

Ystrad (God of the Dwarfs): Ystrad, God of the Dwarfs, is a stubborn, irascible, and avaricious deity with a difficult and tempestuous character. Fiery-tempered and prone to rash decisions, Ystrad is well-known for holding longstanding grudges. For all his challenging aspects, though, Ystrad is also a determined and loyal god, one who is dedicated in his efforts to reunite his fractured people on the Orb.

Dagnr (Goddess of the Elves): Much like Ystrad, Dagnr, Goddess of the Elves, has observed her once numerous and flourishing people on the Orb suffer greatly through infighting and the rise of other empires. Unlike Ystrad, Dagnr is patient and perceptive, a graceful and judicious goddess. Holding deep spiritual bonds with the elements of the Orb, Dagnr is considered the master of the winds and seas.

N'kish (God of the Fiends): Sometimes referred to as the Beast God or Jackal God, savage and violent, N'kish is the supreme God of the Fiends. Reigning over his grotesque spiritual realm with a ferocious temper, N'kish is a bloodthirsty monster whose cruelty knows no bounds. With numerous enemy souls encased within a demonic prison, N'kish leads his bestial minions in frenzied hunts, resulting in a repeated death cycle for the unfortunate prisoners.

Rooth (Goddess of Extinction): Fuelled with nihilistic and anarchic desires, Rooth resides within a spiritual sanctuary called the Palace of Solace. With turquoise seas and the sky a permanent shade of deep orange, for those who share Rooth's heavenly paradise, their eternal souls experience ultimate fulfilment. In order to achieve their place alongside their goddess, Rooth's followers, the Servants of Extinction, must eradicate all before them.

Buffo (God of the Followers of the Eye): Often called the Toad God, Bloated God, Sleeping God, or the Eye, to his worshippers on the Orb, the Followers of the Eye, Buffo is considered the master of all knowledge. A behemoth of a god, Buffo bears the exaggerated, swelling form of a toxin-secreting toad. His slow and cumbersome movements, coupled with his cyclopean mass, betray Buffo's dynamic thinking and awareness of time travel secrets.

Puck (God of the Goblins): Frolicsome, mischievous, and a lover of explosions, Puck is the God of the Goblins. Flowing with frantic laughter, frenetic music, and unbridled merriment, Puck's celestial masquerade balls are an outward project of the god's excitable character. Considered with

contempt by the other gods, deemed no more than a puppet to his own psilocybin-fuelled fantasies, Puck is often underestimated. Undisturbed, it is with intense craftiness and sleight of hand that Puck is foxily putting into place his plans for domination of the Orb.

Endovelicus (God of the Konstrato Empire): To his followers, the pious people of the Konstrato Empire, the god Endovelicus is a most just and virtuous supreme being. His worshippers see the god as a beacon of purity who is intent to clear the Orb of the abomination of evil. To others, Endovelicus is viewed as an arrogant, conceited, greedy and intolerant god. Following the teachings of Endovelicus, the Konstrato Empire is a crusading force of zealous believers.

Berossus (God of the Lords): Fused with his interplanetary eldritch craft, Berossus is a crazed god whose being has become ravaged through aeons of incessant nomadic travelling. Obsessed with technology and the blending of mechanical aspects with physiology, Berossus has dedicated hundreds of decks on his star craft to experimental surgeries carried out by tethered, stimulant-addicted surgeons.

Sus (God of the Orcs): Sus, sometimes known as the Swine God or God of Gluttony, is the God of the Orcs. A hulking fusion of swine and orc, Sus watches over the Orb from his disturbing spiritual plane of Zhu, which he shares with a multitude of subservient porcine beasts. To his followers on the Orb, Sus' teachings are centred around destruction and brutality.

Ophelia (Goddess of the Order of Ophelia): Ophelia, a supernatural being with the ability to shapeshift into a myriad of strange creatures, is the powerful Goddess of the Order of Ophelia. Leading her ethereal coven of thirteen, praised as a supreme witch, to the Order of Ophelia this goddess is the true ruler of the Orb. To Ophelia, the Orb is a diseased garden of which only her disciples can bloom.

Loochaan (God of the Samurai): Sometimes called the Warrior God or God of Balance, Loochaan, God of the Samurai, observes the activities of the Orb from his floating fortress which exists deep within a multidimensional fiery kechibi. Loochaan's Samurai followers take from their god the importance of loyalty, bravery, and honour, all of which they believe should be applied to the art of war.

Barnabas (God of the Undead): A powerful, dark-hearted champion of the undead, Barnabas' origins are shrouded in mystery and legend, but most believe him to have once walked the Orb as a great warrior before achieving astral ascendancy following pacts made with a multitude of foul demigods.

Taranix (God of the Yalif): Bearing two equine-looking heads, and with his body decorated with a multitude of evil symbols and bloody trophies of war, Taranix is a cruel and brutal supernatural warlord whose hulking physique and bestial appearance threaten extreme violence. With a hatred of technology, and often looking to disturb the natural elements of the Orb, Taranix holds a particular contempt for the deities Berossus and Dagnr.

Models

With models old or new, or a mix of both, Shadows of Centralis is a tabletop wargame which can be played with miniatures from any manufacturer. In addition to the versatility of model choices, with a number of original races and armies, Shadows of Centralis also offers hobbyists countless conversion opportunities as they fashion completely unique forces.



'Bishop' model by Gripping Beast Ltd, converted into a Damned Warlock.

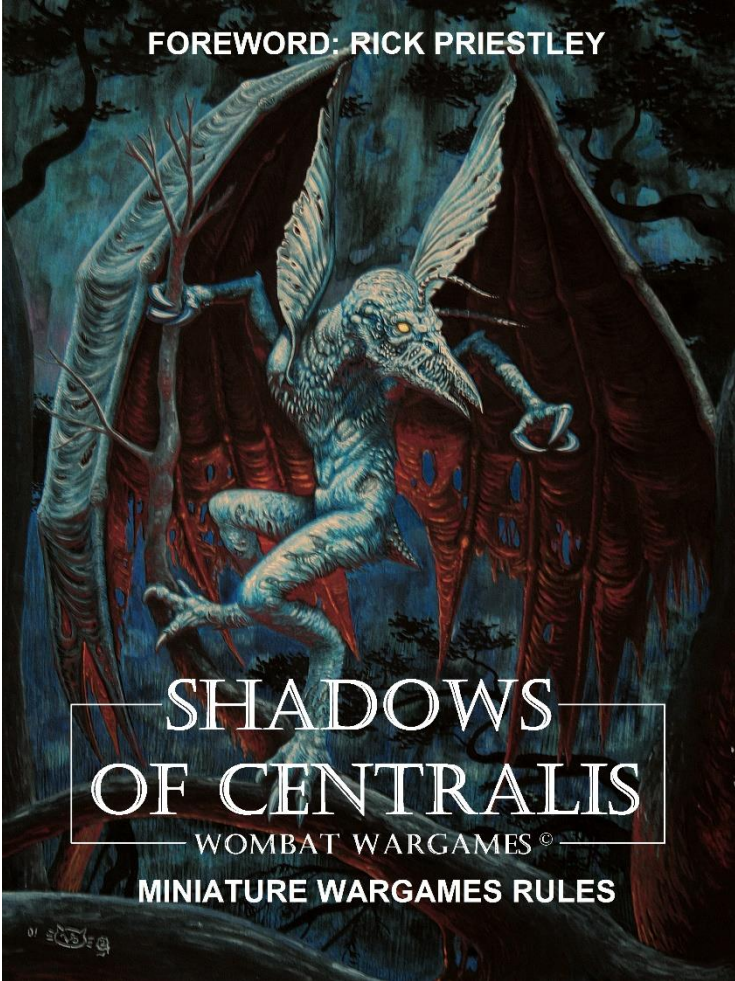
Adorned with cover artwork by renowned fantasy illustrator Tony Hough, complete with several different scenarios, background lore, full rules, and fifteen comprehensive army lists, the 464-page, A5 Shadows of Centralis book contains all the information needed to play a game of Shadows of Centralis.

Book contains

- Foreword by Rick Priestley
- Introduction to Shadows of Centralis
- Details of Centralis Portas and the gods
- Map and history of the Orb
- Full rules
- 6 different scenarios
- 15 army lists; Damned, Dwarfs, Elves, Fiends, Followers of the Eye, Goblins, Hag Elves, Konstrato Empire, Lords, Orcs, Order of Ophelia, Samurai, Servants of Extinction, Undead, Yalif
- Featured model manufacturers; Diehard Miniatures, Gripping Beast Ltd, Warlord Games, Foundry Miniatures Ltd, Warmonger Miniatures, Goblinmaster Limited, The Little Soldier Company, RPE Miniatures & Games, Nightmare Games, Old School Miniatures, Creative Sculpt Studio, BobNaismith.Com

www.shadowsofcentralis.com

FOREWORD: RICK PRIESTLEY



www.shadowsofcentralis.com

SHADOWS OF CENTRALIS STOCKISTS

Available worldwide via Amazon, Shadows of Centralis is also available via a number of selected stockists.

- Diehard Miniatures
- Gripping Beast Ltd
- Goblinmaster Limited
- The Little Soldier Company
- RPE Miniatures & Games
- Nightmare Games
- Old School Miniatures
- Creative Sculpt Studio
- BobNaismith.Com



SHADOWS OF CENTRALIS: BATTLE REPORTS

Available via YouTube, enthusiasts of Shadows of Centralis can watch full games of the tabletop wargame being played out. Upon a tabletop richly embellished with terrain, representative of the mysterious world of the Orb, playing out one of the game's several scenarios, each month a new battle report will be added to the Shadows of Centralis YouTube channel.

Shadows of Centralis on YouTube:

www.youtube.com/@shadowsofcentralis



With exciting new battle reports added each month, viewers of the Shadows of Centralis YouTube channel can access videos which show different Shadows of Centralis scenarios being played out.

Shadows of Centralis scenarios

- Scenario 1: Standard Battle
- Scenario 2: Break on Through
- Scenario 3: Hold the Hill
- Scenario 4: Raise the Alarm
- Scenario 5: Treasure Hunt
- Scenario 6: Bar the Doors!

In addition to the scenarios detailed within the Shadows of Centralis book, there will also be new scenarios being demonstrated, too, along with rules demonstrations and explanations.



SHADOWS OF CENTRALIS ARMY FOCUS: UNDEAD

The dank and dark domain of the infamous Mordecai Petofi, the 'butcher of innocence', Sandor is an unhallowed land of intense bleakness, a land where the acrid, chilled air writhes with malevolent spirits of bygone ages. Once part of the devout Konstrato Empire, Sandor's former splendour and pious decorations have been desecrated through years of foul worship to the God of the Undead, Barnabas. Adorned in tattered robes and rusted armour, with corroded swords resting in worm-holed scabbards, it is here where the largest army of the Undead reside; a legion of reanimated soldiers whose breathless forms need neither nourishment nor rest.

With their ranks of reanimated skeleton fighters, rotting and shambling zombies, cannibalistic ghouls, ancient mummies, beguiling and bloodthirsty vampires, and dark necromancers, a Shadows of Centralis Undead army is the quintessential legion of horror. Detailing this loathsome legion, this month's Shadows of Centralis Army Focus takes a closer look at the Undead.

Unlike most armies within SoC, the Undead force is one in which the General unit, as well as their Magic User units, have the ability to cast *Magic Spells*; so, if playing to maximum unit possibilities (one General and two Magic User units), an Undead player can take three units into battle which are capable of casting *Magic Spells* from both the General Magic Spells List and Undead Magic Spells List.

Given the Undead army's special rule, of all the Undead units, the General is the most important, as should this unit be *destroyed*, then the army as a whole tends to quickly

crumble. General unit options for an Undead army include a Vampire, Vampire on Horse, Master Necromancer, and Master Necromancer on Horse. One of the main differences between Vampire and Master Necromancer units is their respective fighting abilities; Vampire units have superior values for Attacks (A), as well as better Hand-to-Hand Combat (H-t-H) and Shooting (S) values. With a leaning towards greater magical abilities, Master Necromancer units have a better Magic (Mg) value, and can cast up to two *Magic Spells* in each Magic phase of the Undead player's Turn, whereas a Vampire unit is limited to one. Meanwhile, both Vampire and Master Necromancer units come with the *Immune to Fear* and *Inspiring* special rules. Evidence of their hypnotic powers, Vampire units also have the *Beguiling* special rule.

Players of the Undead can field up to two Champion units, and can choose from a selection of three; Skeleton Fighter Champion, Skeleton Fighter Champion on Horse, and Skeleton Musician. On foot or mounted upon a horse, a Skeleton Fighter Champion tends to fare better in fighting situations than a Skeleton Musician. As standard, all Undead Champion units possess the *Immune to Fear* special rule, while for an additional +5 Victory Points (VP) a Skeleton Fighter (however it is fielded) can be granted the *Battle Standard* special rule. It is only the Skeleton Musician, however, which comes with the *Encouraging* special rule.

When it comes to Foot Troops, an Undead player has many options to consider, with units available to him including Skeleton Fighters, Skeleton Archers, Zombies, Ghouls, Mummies, and Ghosts. Each of these units have their own strengths and weakness, but generally an Undead army

should be considered a horde army; units tend to perform best when fielded in large numbers.



'The Ghost King – Undead Sorcerer'. Copyright: Gripping Beast Ltd.

Generally, Skeleton Fighters and Skeleton Archers can be considered the 'standard' foot soldiers of the Undead; these units hold respectable Hand-to-Hand Combat (H-t-H) and Shooting (S) values (both at 7+), and are relatively cheap in terms of Victory Points (VP).

Armed with clubs and knives, with woeful Hand-to-Hand Combat (H-t-H) and Durability (D) values (both at 9+), and

low Victory Points (VP) cost, units of Zombies can be considered inexpensive cannon fodder; troops often best employed with hampering enemy advancement or shielding other, more valuable, Undead units. However, with a little luck with the dice, as Zombies have the *Poison* special rule (in addition to *Immune to Fear*), they can sometimes punch above their weight.



'Undead' models. Copyright: Creative Sculpt Studio Ltd.

With only a slightly better Unit Profile than Zombies, Ghouls have a Hand-to-Hand Combat value of 8+, however as they fight with a deranged energy, Ghouls possess the *Chicoi Stimulants* special rule, though, unlike Zombies, they do not have the *Immune to Fear* special rule.



'Undead' model. Copyright: Creative Sculpt Studio Ltd.

With a generally poor Unit Profile, performing no better than Ghouls in Hand-to-Hand Combat, where units of Ghosts excel is with their *Fly* special rule; Ghost units are especially well

employed when tasked with holding objectives or frustrating enemy movement. An Undead army can include a maximum of two Ghost units.



'Undead Legion Warlord'. Copyright: Gripping Beast Ltd.

With 2 Hand-to-Hand Combat Attacks (A) and 2 Wounds (W) per model, Confidence (C) value of 5+, and Durability (D) value of 6+, of all the different Foot Troop options within an Undead army, Mummies can be considered the force's elite fighters. Though typically fielded in small numbers, cleaving great axes or great swords, Mummies can powerfully tear holes in enemy units. Such powerful troops, however, do not come cheap; a unit of 5 Mummies costs 45 Victory Points (VP), while a unit of 10 Mummies costs 90 Victory Points (VP). Mummies are not without their weaknesses, though, as whilst these troops benefit from the *Immune to Fear* special

rule, as a result of their tinder-dry bandages, Mummies also have the *Flammable* special rule, and so are especially susceptible to flame attacks.



'Necromancer' model. Copyright: Diehard Miniatures.

Effectively mounted versions of Skeleton Fighters, available in units of 5 or 10, Skeleton Lancers are the Mounted Troops option for an Undead player. As these fighters are armed with line-shattering lances, they are most effective when charging into enemy units. Meanwhile, the Monster unit options available to a player of the Undead, of which a maximum of one can be taken, come in the shape of the powerful Corpse Dragon; a unit which holds with the *Breathe Fire*, *Terrifying*, *Extra-Large Target*, *Poison* and *Fly* special rules, all for a very reasonable 60 Victory Points (VP).



'Skeletal Anti-Heroes'. Copyright: Diehard Miniatures.

Including missile and mobile war machines, Machines of War units for the Undead include Undead Horse Chariots and Undead Ballistae. In addition to holding the *Large Target* special rule, such is the ill-condition and unreliability of their wheeled war machines, an Undead Horse Chariot unit also holds the *Crash* special rule. Though not carrying any special rules, with a maximum range of 60" and using the 3"

template, the Undead Ballista offers players of the Undead reliable long-range firepower.

Sculpted by Bob Naismith, Gripping Beast offer a superb selection of gloriously grisly undead models, many of which lend themselves wonderfully well to games of Shadows of Centralis. The company's Undead Legion figures are perfect for using as units of Skeleton Fighters and Skeleton Archers, while their Mindless miniatures are ideal for representing units of Zombies. Other Gripping Beast undead models worth considering include the company's Ghost King and Undead Legion Warlord miniatures, amongst others.

Creative Sculpt Studio Ltd, Diehard Miniatures, RPE Miniatures & Games and Warmonger Miniatures, amongst others, are all model manufacturers players of the Undead may also look to consider when constructing their Shadows of Centralis armies.



'Undead Champions'. Copyright: Diehard Miniatures.



Copyright: Diehard Miniatures.

BARNABAS (God of the Undead)

“Through the corridors of undeath we serve you. Bound through undeath, we are legion.” Prayer of the Undead.

With a sombre, brooding landscape illuminated by a single, ominous, bloodred mood, Barnabas’ gloomy kingdom is in a state of continuous night. As dark spirits whistle through thick forests, and packs of hungry wolves stealthily stalk their desperate prey, a colony of giant bats swarm noisily above the trees.

Barnabas’ origins are shrouded in mystery and legend, but most believe him to have once walked the Orb as a great warrior before achieving astral ascendency following pacts made with a multitude of foul demigods. Wearing the tattered and torn remnants of what were once the finest of silken robes, his head covered with a heavy hood, Barnabas conceals his mysterious features, while huge black feathered wings protrude menacingly from his back. With a mighty two-handed sword gripped tightly in his withered hands, Barnabas rests upon his skull adorned throne. With rusted swords and corroded armour, standing before him are rank upon rank of skeletal fighters.

On the Orb, clandestine Undead cults exist within pockets of the Konstrato Empire as evil necromancers look to create forces of unholy creatures. Elsewhere, blood-hungry vampires lead swelling armies of Undead troops as they expand their abominable kingdoms with unnatural beings that lumber and groan with renewed vigour.

HORROR FIENDS: VINCENT PRICE

Son of Vincent Leonard Price and his wife Marguerite Cobb Price, one of the couple's four children, Vincent Price (Vincent Leonard Price Jr.) was born in St. Louis, Missouri on May 27, 1911. With his grandfather, Vincent Clarence Price, having invented Dr. Price's Baking Powder, and his father serving as president of the National Candy Company, Price was born into comfortable surroundings.

A studious individual, Price enjoyed his education as he attended St. Louis Country Day School, Milford Academy, and Yale University. Looking to study Fine Arts, Price then entered into London's Courtauld Institute of Art. Expanding his realm of creativity, drawn into the performing arts, it was around this time that Price began to pursue a career in acting.

In 1938, Price married actress Edith Barrett, whom he had first met the previous year, during the stage production of Thomas Dekker's *The Shoemaker's Holiday*. The couple had a son, Vincent Barrett Price, in 1940, and divorced in 1948. In 1938, with *Service de Luxe*, that Price made his film debut. The following year, alongside horror film icon Boris Karloff, Price performed his first horror role as Duke of Clarence in the 1939 film *Tower of London*.

In 1940, in the role of Geoffrey Radcliffe, Price starred in Universal Pictures' *The Invisible Man Returns*. Such were the innovative special effects incorporated into the film, an Oscar nomination followed for the category of Best Special Effects, though, in the end, the film lost out to *The Thief of Bagdad*.

The sequel to the 1933 film *The Invisible Man*, *The Invisible Man Returns* was the second in Universal's series of *The Invisible Man* films, which drew inspirations from H.G. Well's 1897 novel, *The Invisible Man*.



'House on Haunted Hill' promotional material, 1959. Production company: William Castle Productions. Distributed by Allied Artists.

An actor in demand, appearing in westerns, film noirs, comedies, adventure films, and more, Price performed in a variety of roles during the 1940's. Meanwhile, in 1949, Price married for the second time as he wed costume designer Mary Grant; the two had a daughter, Victoria Price, in 1962.

Released in 1953, Warner Bros.' House of Wax features Price in the film's lead role; Price plays the part of Professor Henry Jarrod, a deranged and disfigured sculptor who murders people and then wax-coats them to serve as displays in his museum. It was this role which sparked a series of follow up, typically lead, parts for Price which centred around characters of a fiendish, villainous and unhinged temperament; and so was created the quintessential 'horror mode' Price.

Having studied art at Yale, Price was an enthusiastic and highly knowledgeable art lover and collector, as well as being a talented artist himself; he was also a commissioner of the Indian Arts and Crafts Board. Donating art pieces from their own personal collections, as well as gifting funds, Price and his wife established the Vincent Price Art Museum at East Los Angeles College in Monterey Park, California in 1957.

In the 1959 film The Tingler, Price played the role of eccentric pathologist Dr. Warren Chapin. Going on to earn a cult following, The Tingler is partially inspired by the film's writer's, Robb White's, encounter with a centipede in the British Virgin Islands, fused with an LSD angle. Also released in 1959, again written by Robb White, the film House on Haunted Hill sees Price play the role of an eccentric millionaire who invites unknown guests to his haunted home,

with the promise of \$10,000 for each who can endure an entire night in the terrifying property.

The following year, produced by Alta Vista Productions, and distributed by American International Pictures, based on Edgar Allan Poe's *The Fall of the House of Usher*, *House of Usher* is the first in a series of Poe film adaptations, and features Price in the lead role of Roderick Usher. Headed primarily by producer Roger Corman, American International Pictures released several Poe-inspired films, often featuring Price as the main protagonist.

In addition to his busy acting schedule, Price continued to pursue his interest in art; seeing it as an opportunity to make art more accessible to the general American public, he spent a long time working as an art consultant for Sears, and championed the works of artists such as Pablo Picasso and Salvador Dali. Pieces chosen by Price went on to form Sears' Vincent Price Collection of Fine Art.

In line with his mild-mannered temperament and gentle character, the soft-spoken Price was a dedicated lover of animals. Such was his enthusiasm for four-legged creatures, and his dog Joe, in particular, Price penned a book of heart-warming tales entitled *The Book of Joe: About a Dog and His Man*, the book was published by Doubleday in 1961. Further books by Price followed over the years, as he found an outlet for his enthusiasm for cookery, as well as art.

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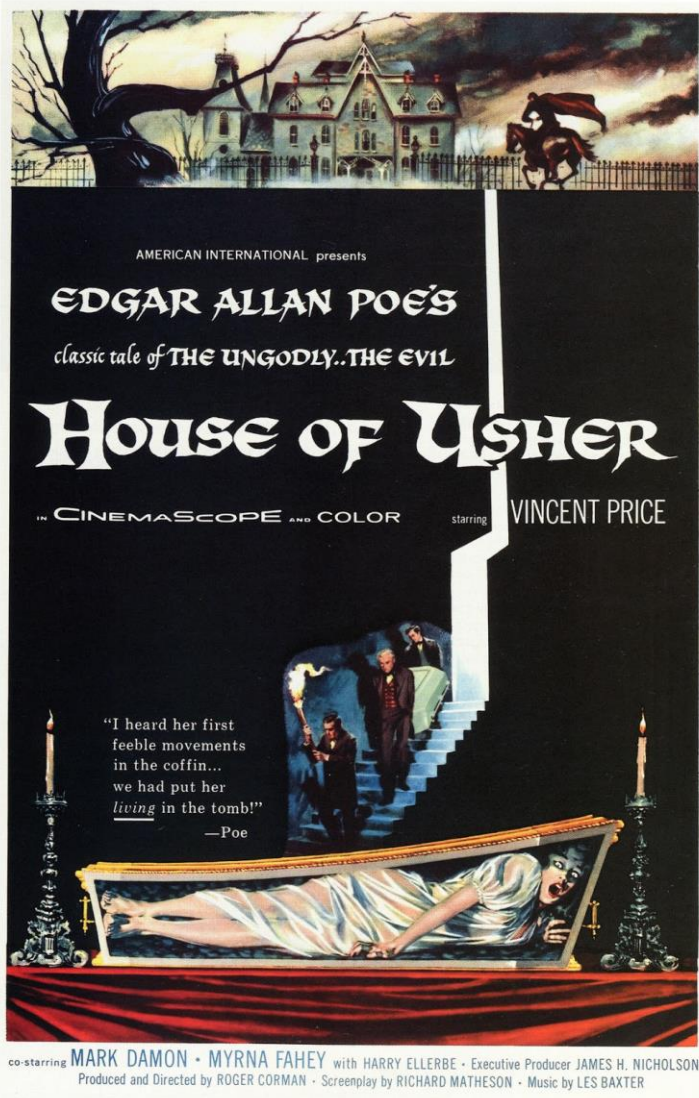
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'House of Wax' promotional material, 1953. Produced by Bryan Foy.
Distributed by Warner Bros.

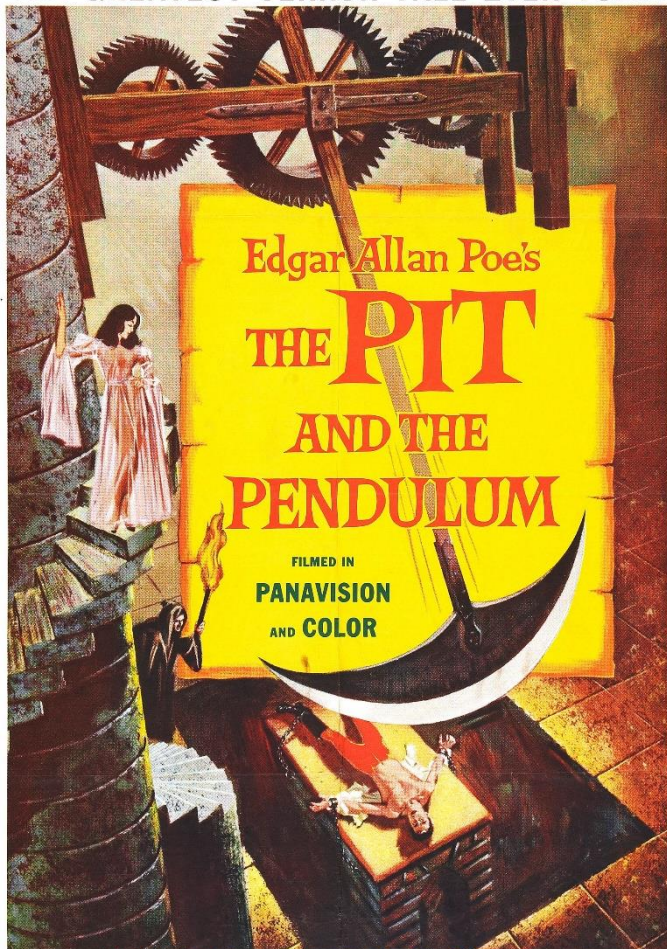


'House on Haunted Hill' promotional material, 1959. Production company: William Castle Productions. Distributed by Allied Artists.



'House of Usher' promotional material, 1960. Production company: Alta Vista Productions. Distributed by American International Pictures.

THE GREATEST TERROR TALE EVER TOLD!



STARRING VINCENT PRICE • JOHN KERR • BARBARA STEELE • LUANA ANDERS

'The Pit and the Pendulum' promotional material, 1961. Production company: Alta Vista Productions. Distributed by American International Pictures.

Released in 1964, with inspiration drawn from Richard Matheson's 1954 novel *I Am Legend*, *The Last Man on Earth* is an atmospheric, post-apocalyptic horror film which stars Price in the role of Dr. Robert Morgan. Seemingly the sole survivor of an undead pandemic, Morgan survives a lonely, dangerous existence as he endures a daily routine of hunting zombies and disposing of their corrupted corpses. After a time, Morgan discovers another survivor, Ruth Collins, an association which, ultimately, leads to his demise. With its ground-breaking themes and accents of dystopic horror, triggering the creation of movies such as *The Omega Man* and *Night of the Living Dead*, *The Last Man on Earth* and *I Am Legend* can be considered the precursors to the zombie-apocalypse films and tales which became so popular over the following decades.

Now a horror film fixture, Price was also becoming increasingly associated with the works of Edgar Allan Poe. Released in 1969, taking its title from Poe's 1844 short story of the same name, *The Oblong Box* is a horror film which stars Price alongside fellow horror hero Christopher Lee. In 1970, Price appeared in a film entitled *An Evening of Edgar Allan Poe*; the actor recited four of the writer's works, *The Tell-Tale Heart*, *The Sphinx*, *The Cask of Amontillado*, and *The Pit and the Pendulum*. That same year, Price played a merciless, witch-hating magistrate called Lord Edward Whitman in *Cry of the Banshee*, a British horror film directed by Gordon Hessler.

Price's marriage with his wife Mary Grant ended in 1973; the following year Price remarried as he wed Australian actress Coral Browne. Spanning a ten-year period, beginning in 1973,

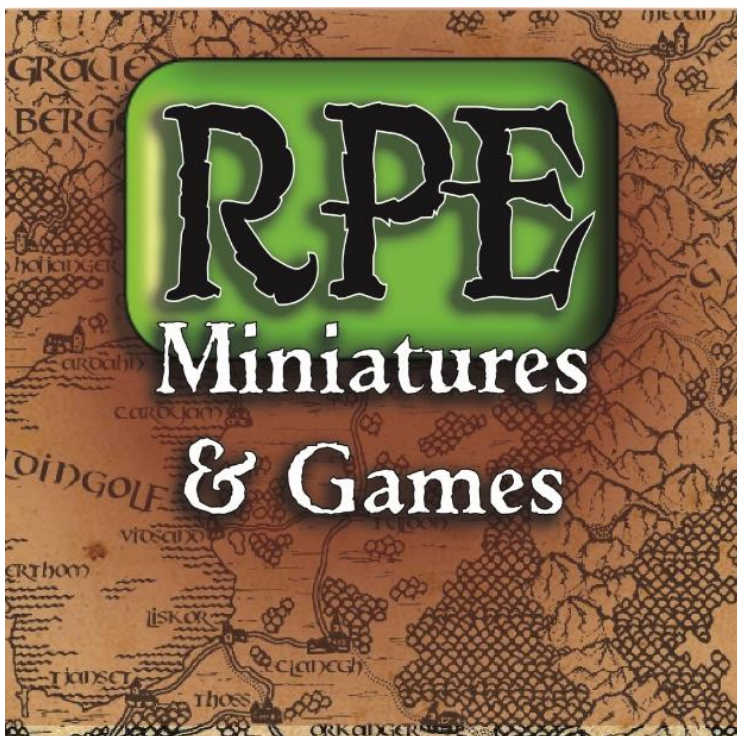
broadcast via BBC Radio, *The Price of Fear* was a radio show which featured various tales of terror. Meanwhile, Price continued to appear in horror films of the day, such as *Madhouse*, a 1974 film which sees Price starring alongside renowned horror actor Peter Cushing. Over the years that followed, Price appeared in several films, often outside of the horror genre, though he did appear in the 1987 horror film anthology *From Whisper to a Scream*.



'Tales of Terror' promotional material, 1962. Production company: Alta Vista Productions. Distributed by American International Pictures.

Released in 1990, directed by Tim Burton, Edward Scissorhands is a fantasy romance which stars Winona Ryder and Johnny Depp. Telling the tale of an incomplete humanoid, Edward, left without human hands due to the sudden death of his inventor, Edward Scissorhands fuses gothic aspects with themes of isolation and personal discovery, punctuated by moments of comedy. Edward's creator, The Inventor, is played by Price, and it was a role specifically written for him. Having grown up with a love for Price's films, Burton had previously collaborated with the actor during the director's early-1980's short, stop motion horror film Vincent; Price served as narrator. Due to Price's ailing health, as he struggled with lung complaints and Parkinson's disease, the actor's filming time for the movie was reduced; Edward Scissorhands turned out to be the last major film of Price's career. In 1993, in Los Angeles, California, aged eighty-two years old, Price died of lung cancer.

Price's legacy is considerable. Encompassing the stage, film, television and radio, his acting career boasted more than five decades, while he also featured in several audiobooks. Drawing on his interest in animals, cookery and art, Price also penned a several books. And so it is that, across a swathe of creative platforms, Price lives on; a multi-faceted individual, consummate gentleman, and one of the original icons of the classic age of horror.



Regular readers of Shadows of Centralis Monthly Magazine will know how much we value RPE Miniatures & Games; as well as providing fantastic figures, ranging from dwarfs to elves, orcs to trolls, and with so much in between, the company also offer wonderful and highly knowledgeable customer service. In addition to selling models, the guys behind the scenes at RPE Miniatures & Games are all avid collectors and gamers themselves.



'Scorpion Warrior' and 'Mutated Knight with Axe' by RPE Miniatures & Games, these models are ideal for using in Shadows of Centralis as units of the Damned.



'Troll' model by RPE Miniatures & Games, another model well-suited to being used in games of Shadows of Centralis.



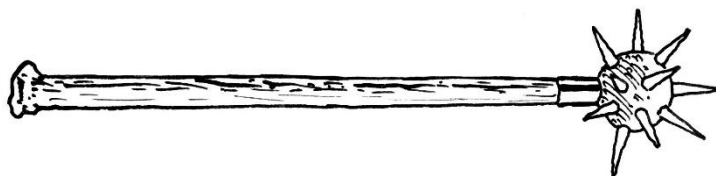
'Serpent Summoner' by RPE Miniatures & Games, this model is especially well suited to serving as a Damned Warlock in games of Shadows of Centralis.

For those yet to visit the RPE Miniatures & Games website, you won't be disappointed. Headed by Paul Reid, the Liverpool-based model manufacturer boasts thousands of superbly detailed metal miniatures which, in addition to being wonderfully crisp castings (white metal, tin-rich, with a small trace of lead, ensuring a superior casting finish), are also highly competitively priced.

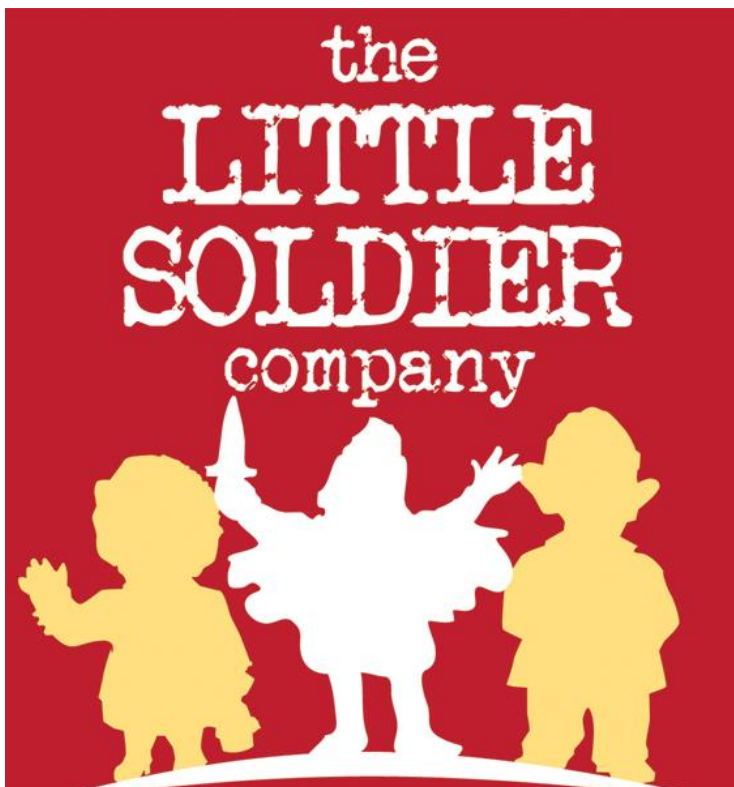
A prolific company which utilises the skills of the finest fantasy miniature sculptors, adding to their already heaving shelves of goodies, RPE Miniatures & Games have just released an exciting new range of halfling and goblin models.

The doughty and determined halflings are especially well-suited to being fielded within a Shadows of Centralis army of Dwarfs. Meanwhile, complete with their sense of mischief and menace, the new goblin models are perfect for a Goblins army.

Such is the breadth of their extensive collection of figures, we look forward to featuring lots of RPE Miniatures & Games' miniatures in future issues of this magazine, as well as within our regular Shadows of Centralis battle reports via YouTube.



www.ralparthaeurope.co.uk



Utilising the sculpting talents of the likes of Bob Olley, Martin Buck, John Pickford and Kevin Adams, headed by David Wood, The Little Soldier Company are one of the specially selected stockists of Shadows of Centralis. Meanwhile, the company's superbly detailed and characterful Tenoch and Enhanced Warrior models, sculpted by Kevin Adams, are ideal for using in games of Shadows of Centralis as Followers of the Eye.

The Little Soldier Company's model ranges

- Noggin the Nog
- The Tenoch
- Enhanced Warriors
- The Khamai
- Politicos
- Alice in Gerunderland
- Bar Room Brawl
- The Emporium of Miscellany



'Palanquins'. Copyright: The Little Soldier Company.

Sculpted by John Pickford, the most recent addition to the catalogue of The Little Soldier Company is an impressive dragon. Cast in resin, comprising three pieces, and sat upon a treasure strewn base, this model will appeal to collectors and gamers alike.



The Little Soldier Company

Website: thelittlesoldiercompany.co.uk

Facebook: www.facebook.com/TheLittleSoldierCompany



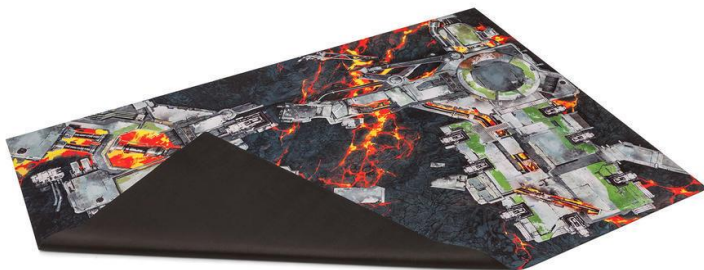
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Prodejna a herna: Hradešínská 47, Praha

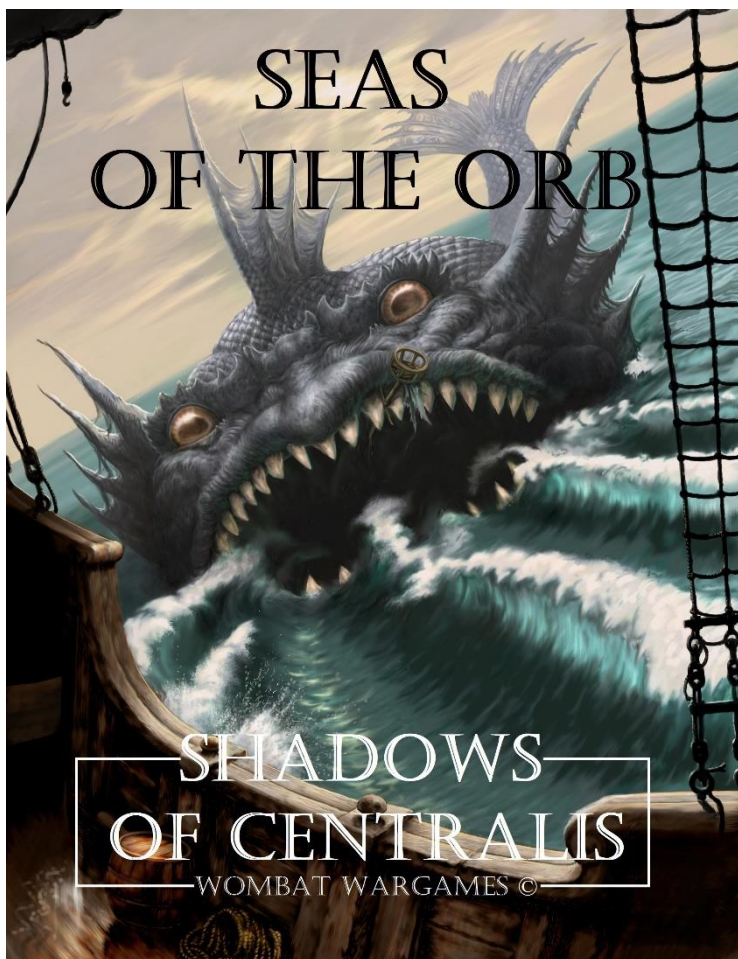
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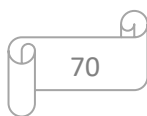


SHADOWS OF CENTRALIS: SEAS OF THE ORB



RELEASE DATE: JUNE 2023

Available via Amazon and selected stockists



Shadows of Centralis: Seas of the Orb

- 6mm tabletop naval wargame
- D10 and D6-based
- Measurements made in inches
- Rounds and Turns gameplay
- Flexible Naval Lists

Set in the violent and perplexing Cattus Occuli galaxy, upon the waves of the dark and mysterious world of the Orb, Shadows of Centralis: Seas of the Orb is the first in a series of exciting expansions for the Shadows of Centralis tabletop wargame.

While Shadows of Centralis uses 28mm miniatures to reflect everything from small-scale skirmishes through to massed battles which involve hundreds of models, Shadows of Centralis: Seas of the Orb, allowing players to command fleets of ships, underwater vessels, terrifying monsters, and flying machines, uses models of a 6mm (1:300) scale.

Sharing the same world and lore as Shadows of Centralis, Shadows of Centralis: Seas of the Orb can be incorporated into campaigns involving the Shadows of Centralis game. Working equally well, Shadows of Centralis: Seas of the Orb can also be played as a standalone game.

"The seas of this cursed Orb are like the restless gods who taunt us, fickle and capricious, murderous and chiding. In the blink of an eye, calm and clear waters, cerulean blue, with reflective ripples suggesting blissful tranquillity, can become swirling and savage torrents, hungry for souls. Then there are the creatures from beneath the waves, heinous abominations with insatiable hungers for those who traverse their waters..." Taken from 'Liber Lucis' by Arch Seeker, Magus.

Designed to be flexible and to encourage greater inclusivity, *Shadows of Centralis: Seas of the Orb* can be played with just a handful of models per side, through to players taking part in largescale battles with dozens of models involved. Expanding on the innovative gaming features of *Shadows of Centralis*, and with numerous races to choose from, *Shadows of Centralis: Seas of the Orb* offers both experienced wargamers and newcomers to the hobby exciting and challenging tabletop conflicts.



In games of *Shadows of Centralis: Seas of the Orb*, taking on the role of a marauding chieftain, piratical warlord, or savvy military commander, opposing players control model navies of fantastical ships, terrifying monsters, vessel-destroying, flying engines of war, and powerful users of magic. In addition to the violent destruction of naval warfare, there is the capricious and vengeful interference from countless warring gods to consider, too.

Sharing the Shadows of Centralis background, with a unique slant on fantasy and science fiction tropes, fused with a unique blend of horror, and providing richly detailed background stories, Shadows of Centralis: Seas of the Orb is an immersive strategy naval wargame which offers players the opportunity to field a range of different seafaring navies.



From the disease-imbued vessels of the Damned, fused with a supernatural strength of structure, to steam-powered engines of the Dwarfs, from the reed ships of the Followers of the Eye to the creaking and rotting nightmarish seacrafts of the Undead, Shadows of Centralis: Seas of the Orb offers players a plethora of units to consider from a total of fifteen different navies.

Though most races have their own particular god whom they worship, some races follow polytheism, and offer their prayers and praise to multiple deities. Meanwhile, playing host to strange transcendental time pockets that allow for instantaneous teleportation across the field of battle, the world in which the game is set, the Orb, is one of continual change.



Complete with several different scenarios, full rules, and fifteen comprehensive naval lists, this book contains all the information needed to play a game of *Shadows of Centralis: Seas of the Orb*. So, choose your god, steady your ships, and set sail upon the seas of the Orb!

Sharing the same background and lore as Shadows of Centralis, in Shadows of Centralis: Seas of the Orb there are fifteen different navies to choose from.

- Damned
- Dwarfs
- Elves
- Fiends
- Followers of the Eye
- Goblins
- Hag Elves
- Konstrato Empire
- Lords
- Orcs
- Order of Ophelia
- Samurai
- Servants of Extinction
- Undead
- Yalif

Units

From ornithopters to warships, battle barges to dragons, there are many different machines and creatures in Shadows of Centralis: Seas of the Orb, each falls into one of five different unit types. Adding to the different strategic considerations for each force, though some do, not every navy includes all unit types.

- Flying Machines
- Monsters
- Smaller Vessels
- Submarines
- Warships

Flying Machines: Including contraptions such as deadly Dwarf Ornithopters, and Monocopters of the Lords, Flying Machine units allow navies to bombard enemy ships with aerial assaults.

Monsters: From lobopodian and tentacled gigantic hallucigenia to powerful, soaring dragons, the Orb is home to many monstrous creatures, many of which serve on the waves of war.

Smaller Vessels: From Troll Barges of the Damned, carrying troops of ferocious Trolls, through to Raucous Rafts of the Goblins, Smaller Vessel units can vary greatly.

Submarines: Typically firing vessel-sinking rockets at the underside of ships and boats, stealthily stalking the enemy

from beneath the waves, units of Submarines are silent nautical menaces.

Warships: Armed with cannons, ballistae, grenade launchers, sound guns, and more, Warships form the largest and deadliest units of a navy's fleet.

Unit Addons

Detailed in respective Naval Lists, a navy's units can be supplemented with optional Unit Addons. Containing the navy's general, one, and only one, unit must have a General Unit Addon.

Any *Special Rules* or *Magic Ability* (Mg) held by the Unit Addon benefits the entire associated unit. A Unit Addon cannot leave its associated unit to join a different unit. A Unit Addon only leaves the table as a casualty when its unit is reduced to 0 Crew Counters (CC).

There are three different Unit Addon types in *Shadows of Centralis: Seas of the Orb*:

- Champion
- General
- Magic User

Champion: Having proven themselves through acts of unparalleled bravery or heroic events, Champions are powerful and well-respected warriors. Inspiring bravery and serving to motivate discouraged troops, these elite fighters often carry a navy's battle standard.

Administering replenishing tonics, injecting top-up doses of amphetamine, and performing quick fix surgeries, also falling into the category of Champions are battlefield apothecaries and surgeons. Playing key roles while war rages around them, other Champions can come in the form of ammo runners, messengers, and musicians.

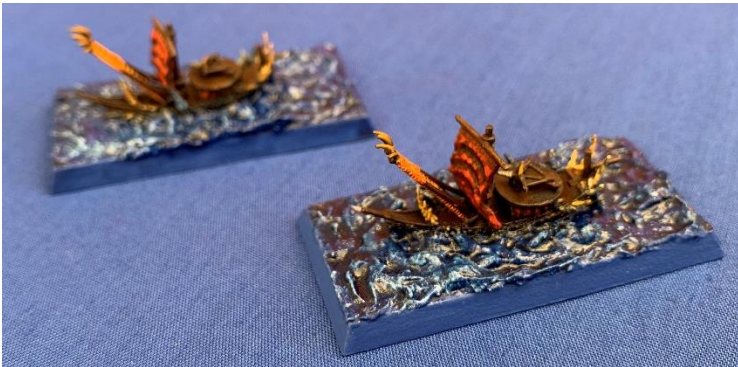
Champions often have *Special Rules*, these are detailed within respective Naval Lists.

General: From mighty Yalif Warlords through to cunning Goblin Chieftains, the General Unit Addon represents the player on the tabletop, leading their navy.

Generals often have *Special Rules*, these are detailed within respective Naval Lists.

Magic User: Magic User is a term used to describe any Unit Addon which is capable of casting *Magic Spells*, such as Wizards, Shamans, or Necromancers.

Magic Users often have *Special Rules*, these are detailed within respective Naval Lists.



Unit Profile

Those familiar with the Shadows of Centralis game will find a number of similarities with Shadows of Centralis: Seas of the Orb. One of the obvious similarities between the games is the use of Unit Profiles.

From Warships and Submarines to Flying Machines and Monsters, to represent their proficiency in battle, each unit within Shadows of Centralis: Seas of the Orb has a respective Unit Profile. This profile contains ten values: Standard Movement (M), Attacks (A), Hand-to-Hand Combat (H-t-H), Shooting (S), Magic (Mg), Confidence (C), Wounds (W), Durability (D), Victory Points (VP), Crew Counters (CC).

Listed within its Unit Profile is the weaponry and equipment a unit has. When a unit has more than one weapon, and the weapon profiles differ, its player chooses which weapon is used. Meanwhile, should a unit have any *Special Rules*, these are listed within the unit's Unit Profile also.



Centred around the game playing mechanics and unique features of *Shadows of Centralis*, rules for *Shadows of Centralis: Seas of the Orb* also cover *Conditions at Sea* and *Praying*.

Weather and the Gods

Looking to gain favour from the gods, before battle commences, each navy *Prays*. Results of *Praying* are navy specific, ensuring many varied effects. Fickle and temperamental, the gods are not mere spectators in games of *Shadows of Centralis: Seas of the Orb*. Receptive to calls for assistance, the gods respond to prayers from their followers. In addition, a Magic User Unit Addon can sometimes find itself blessed with gifts from the gods they serve, or treated with contempt by opposing deities.

Playing a significant role in the dynamic of games of *Shadows of Centralis: Seas of the Orb*, *Conditions at Sea* can range from *Magic Muting Clouds* (-1 modifier to all D10 Magic rolls) to *Taunting Winds* (-1 modifier to all D10 *Confidence Test* rolls). Some navies are used to fighting under certain adverse weather situations or have natural characteristics which allow them to continue unhindered. In such cases, this information is listed within respective Naval Lists.



OFFICIAL SHADOWS OF CENTRALIS: SEAS OF THE ORB MODEL RANGE BY BOB NAISMITH

Designed by renowned modelmaker Bob Naismith, available exclusively via www.bobnaismith.com, there is a growing range of exciting, official Shadows of Centralis: Seas of the Orb miniatures and playing pieces. Ranging from huge warships to ornithopter carriers, sea monsters to magic spells effects, with much in between, these dynamic models and components form part of a continually expanding range of official Shadows of Centralis: Seas of the Orb miniatures and gaming pieces.



Wombat Wargames are delighted to have Bob Naismith involved and look forward to further collaborations. Bob is a veteran wargames miniatures sculptor and designer whose

career stretches back to 1976 and his time with Wargames Publications Scotland. Following his two year stint with the Scottish wargames company, Bob moved onto Naismith Design and Navwar, before embarking on close to a decade-long association with Citadel Miniatures/ Games Workshop. He then briefly worked for Grenadier Models, switching to a fully freelance role in 1990; a position he has worked in for the past thirty years.



As a figure designer who is highly sought after, Bob's clients over the years have included Games Workshop, Milton Bradley, Hasbro, Waddingtons, Bluebird Toys, Corgi, Grenadier Models, ICI, White Wolf, Ares, Fireforge, Gripping Beast, Old Glory, North Star Military Figures, Victrix, Shmidtspieler, PECO, Battlefront, Wargames Atlantic and

many other model figure companies. In addition to producing the official range of Shadows of Centralis: Seas of the Orb miniatures, such is his prolific creativity, Bob also operates an independent venture called Overrunners, full details of which can be found at www.bobnaismith.com.



www.bobnaismith.com

SEAS OF THE ORB: THE DAMNED

Unlikely seafarers, given their subterranean existence, having carved their own world of refuge from the Orb's very bedrock, the sickly and diseased Damned do still command a significant presence on the planet's many seas. With their expansive, underground realm, Sanctuarium Ultionis, positioned on the south east coast of Coelum, the Damned have direct access to both the Splintered Seas and Simmering



Seas, though they have no traditional harbours or ports. Instead, the Damned house their sailing vessels beneath the earth, within dedicated sections of their dark and dank labyrinthine domain. When called upon, these seacrafts are hauled out of the ground by huge packs of giant, chittering rats and lumbering, muscle strewn trolls, with felled trees serving as assisting rollers.

Along with the Dwarfs and the Elves, the Damned are one of the three initial factions of Shadows of Centralis: Seas of the Orb to have their first models released. Designed by official Seas of the Orb modelmaker Bob Naismith, June 2023 sees the release of three different Damned models in the form of the navy's Warships, Bubonic Barges, Troll Barges and Ballista Boats.



SEAS OF THE ORB: DWARFS

With their displaced and fractured, mountainous kingdoms of western Coelum offering the merest glimpse of the powerhouse they once were, the Ystrad-worshipping dwarfs are one of the oldest of the Orb's many races. Widely considered quick-tempered and cantankerous, grudge holding and difficult, dwarfs are stoical warriors and fearsome fighters, a reputation they bring to the seas of the Orb.

With an emphasis on steam-powered propulsion, the first models released for the Dwarfs include Steam-powered Dreadnoughts, Cannon Crafts, Submarines, Ornithopter Carriers, and Ornithopters.





SEAS OF THE ORB: ELVES

To the north west of Coelum, surrounded by the shimmering Elven Seas, which wash into the mysterious Whispering Seas and the tumultuous Seas of Madness, the snow-capped Taklamakan Highlands are home to the elves. Natural seafarers with an affinity with the waves, the elves are considered some of the finest sailors of the Orb. Sailing magnificent crafts known as crystal ships, though their armada is a shadow of its former self, much like the elven race as a whole, the elves do still command a dominant presence on the seas.

With their fleets dominated by a range of ornately decorated warships, initial model releases for the Elves include Leviathans, Lotans, and Tiamats.





COMPANY FOCUS: CREATIVE SCULPT STUDIO LTD

The brainchild of sculptor Paul Smith, founded in 2018, Creative Sculpt Studio Ltd provide model collectors and wargamers with a wide range of high quality fantasy and science fiction miniatures. Such is the variety of models offered, many of the company's figures make ideal playing pieces for games of Shadows of Centralis. Kindly sparing us some of his time, Paul detailed his background history in models and wargaming, and described how Creative Sculpt Studio Ltd came into being.

Paul Smith: I was born in south west London, Balham - Endalsham Rd, right next to Nightingale Square, in 1973. I lived there until we had a council house transfer to a block of flats in Townsend Estate in Bournemouth. We were there for two years, before moving to a small village in Hampshire called Hatherden. I spent the next four years there, then I moved back to Bournemouth, when I was seventeen, and lived in bedsits in Boscombe. Eventually, I moved back to Andover (nearest town to Hatherden) and stayed living there until buying my first house eight years ago. More recently, I relocated to Redruth in Cornwall.

I first became interested in the wonderful world of models at about six or seven years old - being part of the Star Wars and Indiana Jones generation - I absolutely loved the idea of there being whole worlds of monsters and aliens, and that these were brought to life in the movies. Ray Harryhausen was also a huge favourite of mine with the Sinbad movies, too; absolutely loved the skeletons and cyclops in those!



Fantasy model. Copyright: Creative Sculpt Studio Ltd.

Around this time, I also started collecting comics - The Mighty Thor, The Savage Sword of Conan/ Conan the Barbarian, and Eagle comics. These absolutely influenced my young creative urges to make things, and I remember getting an Airfix F16 fighter jet and some sort of tank. I

subsequently decided that it could be an awesome spaceship if I glued the tank turret to the main body of the jet and, using bits of the unused sprue, glued bits on to make it more 'sci-fi', like the Millennium Falcon. What topped it off, though, was painting the entire thing in gold and silver enamels - then it was proper sci-fi! I also had a habit of converting and painting my Star Wars toys; for realistic space laser blasts, I would heat up the tip of a screwdriver or compass (or anything with a hard metal point that wouldn't melt) and plunge it into the plastic to make blaster/ bullet pockmarks! I would also scratch a surface to make it look more realistic as most of the early Star Wars ships seemed to be very much 'used' and not shiny.

When I was a kid, I used to stay with my Nan for two weeks during the summer holidays. She lived just up the road, literally around the corner from Balham High Street and Balham Market. I remember going to the video rental shop round the corner and renting Alien eight times (this was back in the day when everyone knew everyone else, locally, and kids could go and pop to the newsagent to buy cigarettes for their parents). I was totally transfixed by the realism of the Alien character in that movie. I think it was then that I really wanted to have the job of someone who makes the creatures from these movies! What better job could anybody have?

On one of these stays, my Nan took me out for the day - I think we went to Trafalgar Square to feed the pigeons, do a bus tour, and we popped into a shop in (I think) Hammersmith. That was my first experience of fantasy

miniatures; wall to wall miniature monsters and fantasy characters. I bought my first miniature in there, a dwarf with his axe planted in the ground, wearing chainmail and a Viking-looking helmet. I painted him in enamels and thought it was the best thing ever!



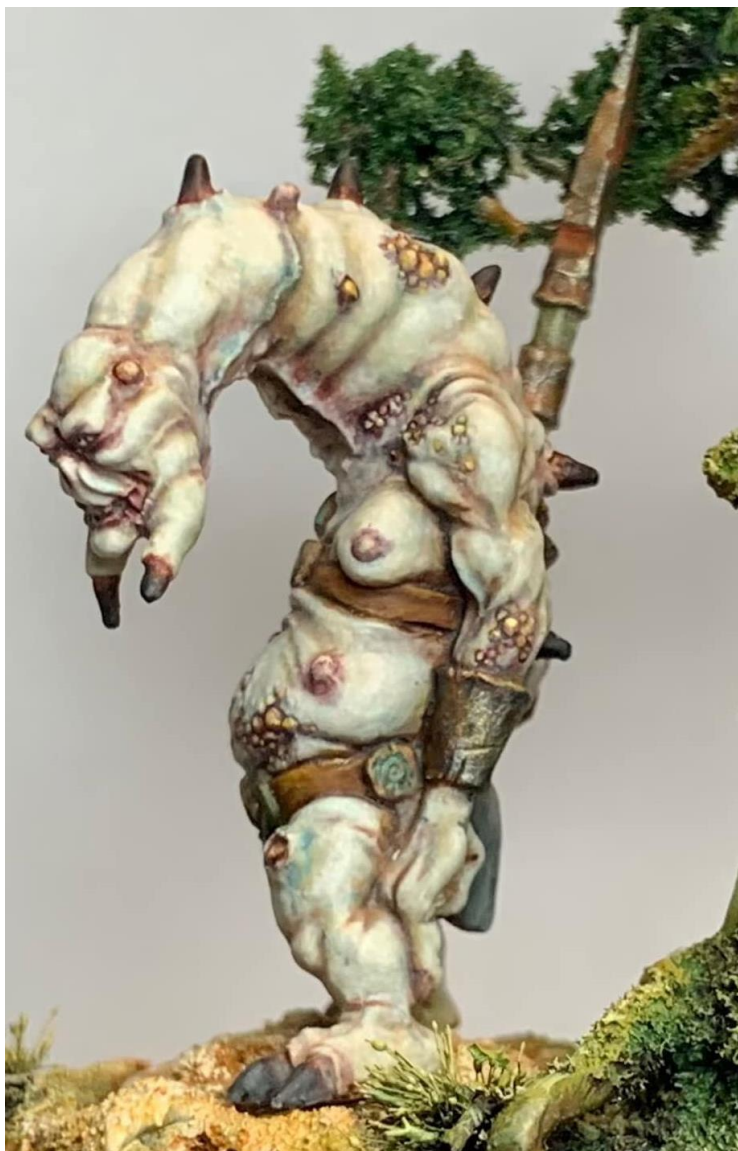
Fantasy model. Copyright: Creative Sculpt Studio Ltd.

I also started reading fantasy and sci-fi novels around this time. For years to come, *The Hobbit* was my favourite book to read... Back then, if you went to the doctor's they'd have a small pile of paperbacks that you could buy for five pence

each! I also picked up some Michael Moorcock Elric and Corum books, usually at jumble sales or second-hand bookshops. One of my earliest sci-fi novels was probably *The Stainless Steel Rat* - a rogue with a ridiculous amount of sci-fi gadgets that could get him out of pretty much any kind of scrape! Very Han Solo!

School reading books were pretty dull and I managed to exhaust the required reading by the time I was ten - which meant I was allowed to bring in my own books to read during the 'reading period' at school - which usually were some sort of second-hand fantasy novel. I'm a very avid reader and I find most of my ideas come visually from reading. *Fighting Fantasy* books were a real pleasure to discover - I still have my original *Deathtrap Dungeon* on my bookshelf today, and it's still used as inspiration for my miniatures. I was pretty much hooked from that time onwards with fantasy and sci-fi miniatures, although the interest in all things fantasy and sci-fi started several years earlier, so I went on to collect all manner of miniatures after that.

I then started collecting *White Dwarf* magazine - most of the artwork and miniatures were painted superbly - I really loved John Blanche's miniature conversions (the Chaos Minotaur standard bearer always comes to mind), as well as his unique colour schemes on the armours, skin tones and painted banners - they were the epitome of Chaos and a wonderful world of fantasy that I could only dream of being remotely as good - but this led to my first foray into 'sculpting'.



Fantasy model. Copyright: Creative Sculpt Studio Ltd.

My first ever, completely handmade model was a slime monster with a spear, made out of blutak and a cocktail stick, and painted in enamels. I was *amazingly* proud of it, until two weeks later, when the enamels started to peel off... But I read in WD about 'stippling', using milliput, and how it was also used to make the mushrooms and flora on the Kev Adams Lead Belcher diorama, so I got some and started doing conversions and dioramas. It's one of my favourite smells still, the smell of putty. I remember my first pack, after going into the miniature's shop in London to buy some and excitedly opening it up in my Nan's living room, ready to add stipple grass and mushrooms to the bases of my Chaos Dwarf Bazooka crew.



Fantasy models. Copyright: Creative Sculpt Studio Ltd.

A lot of my inspiration came from just seeing these models in issues of WD - there were some absolutely amazing conversions featured in them from competitions of the readers too, as well as the GW creatives. To pin down any particular influence that stood out overall for me, it would

have to be John Blanche – that combination of his incredibly raw and energetic artwork in so many things, from box art to Fighting Fantasy books – his style had the most impact. I didn't tend to choose one particular sculptor over another as I usually liked what I liked for the sake of the miniature at that point.



Work in-progress shot. Copyright: Creative Sculpt Studio Ltd.

I do, however, have some sculptor influences that most people probably never heard of. The Reverend Spencer Van Gullick and Shepard Paine. Both featured in a magazine called 'Fantasy Modelling' (1980 Winter edition). I can't remember where I got this, but it was about 1988 when I found it somewhere.



Fantasy model. Copyright: Creative Sculpt Studio Ltd.

The sculptors in question were featured, and it was the first time that I saw hand sculpted miniatures that were 'realistic' to the point of being art in itself, very much like

the special effects and creatures/ characters in the Star Wars movies and fantasy movies I'd seen as a kid. These predated by decades the modern day 'perfectionist' miniature painters, like Roman Lapatt and so many others. One of the things I loved about their dioramas was the inexpensive use of natural materials to make realistic, dynamic, and amazing scenes depicting a story. Many of the sculpted minis were painted in oils and took on the semblance of Frazetta art and sci-fi and fantasy film genres to a degree I had never seen before, but would love to achieve!



Fantasy model. Copyright: Creative Sculpt Studio Ltd.



Fantasy model. Copyright: Creative Sculpt Studio Ltd.

I would probably say that fantasy and sci-fi art, especially in the old *Fighting Fantasy* books and issues of *WD*, along with numerous other magazines, from the golden age of miniatures (let's just call it the 1980's in general) are still to date my biggest influences for creative ideas.



Horror model. Copyright: Creative Sculpt Studio Ltd.

When I was seventeen, I got an offer from a couple of friends from Bournemouth that had started up a small business making Froud-esque type creatures, like the

goblins and elves largely featured in the Froud/ Lee book 'Faeries'. There was four of us, three sculptors and one person doing admin - the business mainly consisting of us casting and finishing resin minis, five days a week, and creating new minis at the weekends. I didn't get paid as such, but I did get help paying my rent in the bedsit I was in - it was my first proper foray into sculpting and casting, and to help earn a small amount as a wage, I would clean up and fix any miscasts and then take a trip back to Andover once a fortnight to sell them.

The process was using vacuum tanks for the resin casting, but we paid a professional mould maker for the moulds once we'd have a new mini available.



Work in-progress shot. Copyright: Creative Sculpt Studio Ltd.

Sadly, a few years later the business was shut down and we all went our separate ways. I ended up moving back to Andover, and a while later ended up being married with a

couple of kids. So, my hobby and creative aspirations were shelved for the next twenty-five/ twenty-six odd years, in favour of working fulltime and paying bills. Although I still did the occasional creative project, I didn't really get right back into the hobby until my kids had grown up and left home.



Fantasy model. Copyright: Creative Sculpt Studio Ltd.

For thirteen years, I'd run my own garden maintenance business - an endeavour that I started after getting (very suddenly, I might add) custody of my two children (prior to that, I was a civil engineering fabricator). The gardening job enabled me to look after my kids if they were ill, drop them off at school, etc. So, when they eventually grew up and flew the coop, I started looking into changing my job.

I ended up doing a counselling and therapy course at Southampton university for a few years - it's a very emotionally demanding course, and that's when I started getting back into my old hobbies again; it's healthy for aspiring therapists to have interests outside of their 'vocation' and not have a constant influx of other people's lives! Then, sadly, my mother passed away and I re-evaluated my direction in life and decided that I really was a creative person and, in all honesty, would rather be doing something along those lines.

And so began a yearlong study of getting back into sculpting - I felt that a lot had changed since the days of Citadel Miniatures and Grenadier models, and there were a lot of very talented people out there, all creating. Needless to say, I did not think of myself as a great sculptor, and didn't even post anything on Facebook for about a year - I wanted to up my game a bit before that!

So, I loosely studied basic anatomy and that kind of thing so that my attempts didn't look completely half-arsed. About five years ago, I started my first commissioned piece, a 6mm scale beast-man! For the next year and half, I mainly did 6mm historical/ Greek myth and military miniatures,

and some 28mm fantasy ranges, as well as a bunch of one-off commission sculpts. Eventually, though, I realised that if I wanted to sculpt the things I was more interested in and have more creative licence I'd have to start my own company! And that's how Creative Sculpt Studio Ltd was born.

Doing this was probably one of the best decisions I ever made, as it enabled me to continue doing commissions and also have the freedom to do what I wanted, which is important if you don't want to 'burn out' and run your passion into the ground.



www.creativesculptstudio.com

Coming soon...

KEVIN ADAMS: GOBLIN MASTER

Born in Chiswick, London in 1960, Kevin Adams is someone whose name has become synonymous with model orcs and goblins, hence, during his time with Games Workshop, the nickname 'Goblin Master' was given to him.

Detailing his birth in Chiswick and his early adoption, this book describes Kevin's time growing up in Haverhill, Suffolk. Listing his involvement with the punk movement of the mid to late-1970's, this biography sees Kevin talk candidly about some of his experiences, recalling both the joyful and tragic times.

Actively encouraged to leave Castle Manor Secondary Modern School by the school's headmaster, Kevin entered the world of employment aged fifteen as he began working at a small holding near Abingdon in the summer of 1976. His mischievous nature resulted in Kevin being sacked, though he soon regrouped and promptly secured a position with Winmau, manufacturing the company's dartboards. Kevin greatly enjoyed his time at Winmau, but his impish nature and lack of self-discipline again prompted his dismissal from employment. This frustrating cycle of events continued as Kevin worked his way through a series of positions as he spent time with Wire Designs Cambridge, Hutchings and Hardens Tannery Sawston Cambs, and EH Price Cambridge.

Then came a period of unemployment for Kevin, a time which he typically filled with gardening, and collecting and painting models. Since childhood, Kevin had been interested

in models, his early focus had been around Airfix sets and World War II models. Through friends, Kevin discovered fantasy models. Soon after discovering the likes of Citadel Miniatures and Minifigs, Kevin was hooked, and he became an avid model collector and painter.

In 1983, Kevin entered a Citadel painting competition. His work attracted the attention of Games Workshop's Bryan Ansell, and Kevin was soon receiving packages of the latest Games Workshop releases so he could paint them for Bryan Ansell's company. Over time, around 1984, Kevin was welcomed into the Citadel design team. Initially working from his home in Cambridge, Kevin began sculpting models for a living, a craft which was to become a life-long passion and career.

Feeling it was a time for change, Kevin worked for Games Workshop until 1993. With his sculpting skills much sought-after, Kevin began working with many different model manufacturers, including the likes of Heartbreaker Miniatures, Grendel, and FASA Corporation. Then, in 2013, Kevin was brutally attacked in his own home. Suffering severe facial injuries, Kevin was unable to work for several months. Such was their support and appreciation for Kevin, friends and fellow sculptors rallied around to create Goblinaid, allowing Kevin to concentrate on his recovery without the additional stress of financial uncertainty.

A sculptor in much demand, in addition to his extensive freelance work, under the banner of Goblinmaster Limited, Kevin launched his own brand of fantasy miniatures in 2020. An outlet for his own creative designs, Goblinmaster Limited

has seen Kevin make a variety of unique models, such as Bogzilleries, Orrible Oddities, and Baleful Boglet Bounders.

Complete with forewords by Chaz Elliott and Bob Naismith, this official, authorised biography of Kevin Adams details the life and career of a self-confessed and unashamed non-conformist, a man whose life has seen trials and tribulations, but who continues to remain a true original.



'Bugbears', sculpted by Kevin Adams. Copyright: Knightmare Games.



'Iron Orc Chieftain', sculpted by Kevin Adams. Copyright: Nightmare Games.



'Legendary Bulbus Peppernose', sculpted by Kevin Adams. Copyright: Nightmare Games.

SHADOWS OF CENTRALIS: WEBSITE

From sample Army Lists to downloadable Magic Cards and counters, the official Shadows of Centralis website is regularly updated with special features which can be used to further enhance your games of Shadows of Centralis and Shadows of Centralis: Seas of the Orb. Here you will also find further background information on each of the games' armies, as well as the other inhabitants of the Orb. Visitors will also find reviews, hobby workshops, and exclusive interviews with a number of personalities from the wargaming world. Bringing together likeminded enthusiasts, and offering a platform for their Shadows of Centralis projects, the website provides links to the game's online community.



www.shadowsofcentralis.com

MODEL MANUFACTURERS

Shadows of Centralis can be played with models from any manufacturer, below is a list of some of our favourites.

Diehard Miniatures

Website: www.diehardminiatures.com

Facebook: www.facebook.com/DiehardMiniatures

Gripping Beast Ltd

Website: www.grippingbeast.co.uk

Facebook: www.facebook.com/Gripping-Beast-196181460427546

Warlord Games

Website: www.warlordgames.com

Facebook: www.facebook.com/warlordgames

Wargames Foundry

Website: www.wargamesfoundry.com

Facebook: www.facebook.com/WargamesFoundry

Warmonger Miniatures

Website: www.warmongerminiatures.com

Facebook: www.facebook.com/warmongerminiatures

Goblinmaster Limited

Website: www.goblinmaster.online

Facebook: www.facebook.com/goblinmasterlimited

Wargames Atlantic

Website: www.wargamesatlantic.com

Facebook: www.facebook.com/wargamesatlantic

North Star Military Figures

Website: www.northstarfigures.com

Facebook: www.facebook.com/northstarmilitaryfigures

Satyr Art Studio

Website: www.satyrartstudio.ecwid.com

Facebook: www.facebook.com/satyrartstudio

The Little Soldier Company

Website: thelittlesoldiercompany.co.uk

Facebook: www.facebook.com/TheLittleSoldierCompany

RPE Miniatures and Games

Website: www.ralparthaeurope.co.uk

Facebook: www.facebook.com/RPEMiniaturesAndGames

Footsore Miniatures & Games

Website: www.footsoreminiatures.co.uk

Facebook: www.facebook.com/FootsoreMiniatures

Knightmare Games

Website: www.knightmareminiatures.com

Facebook: www.facebook.com/KnightmareMiniatures

Old School Miniatures

Website: www.oldschoolminiatures.co.uk

Facebook: www.facebook.com/OldSchoolMinis1985

Creative Sculpt Studio

Website: www.creativesculptstudio.com

Facebook: www.facebook.com/madsculptor

BobNaismith.Com

Website: www.bobnaismith.com

Hobby craft suppliers

SylCreate

SylCreate, the online home of Sylmasta's model making, resin casting, craft, art and restoration products.

Website: www.sylcreate.com

Facebook: www.facebook.com/SylCreate

Game mats, tables, wargaming accessories and 3D printing

GameMat

"Turn your tabletop into a real battlefield!"

Website: www.gamemat.eu

Facebook: www.facebook.com/Gamemat.eu



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