



MONTHLY MAGAZINE #15

SHADOWS
OF CENTRALIS

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SEAS OF THE ORB, OUT NOW!

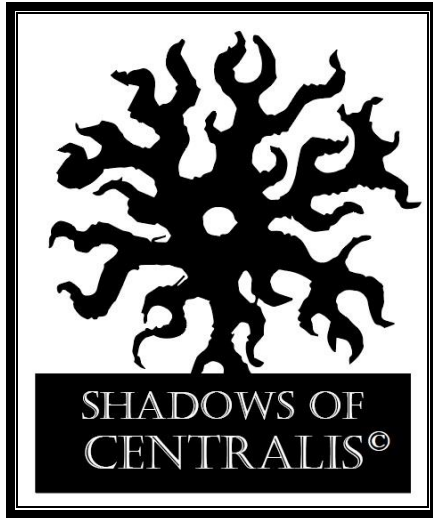
Shadows of Centralis Monthly Magazine:

Issue #15 (June 2023)

By Wombat Wargames



WOMBAT WARGAMES®



Shadows of Centralis Monthly Magazine: Issue #15 (June 2023)

Creative advisor: Chaz Elliott

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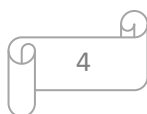
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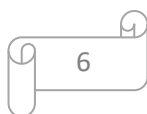
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“This cursed Orb writhes with the infection of greed and destruction as the Shadows, using the playthings of their sycophantic followers, incessantly claw for the key of life buried within the corrupted soul of Centralis Portas.”

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



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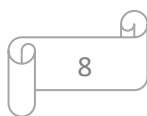
SHADOWS OF CENTRALIS MONTHLY MAGAZINE

Welcome to issue #15 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.

Shadows of Centralis is a 28mm tabletop wargame which can be played using miniatures from any model manufacturer, old or new. There are, though, times when particular models especially well represent certain Shadows of Centralis characters or units. Produced by RPE Miniatures & Games, we take a closer look at RPE models for R'Iyeh, Acolyte of Rooth, a special character for Servants of Extinction armies, and Keys of Damnation.

With the Madh'zi and Zow'd tribes both located in northern Coelum (though each tribe is independent of the other), the Orb plays host to two large Yalif kingdoms. In addition, preferring to roam the lands of the Orb, there are also a number of nomadic Yalif tribes, such as the Bani Khal. Settled or travelling, the Yalif people share the common bond of following the teachings of the brutal god Taranix. This month's Army Focus concentrates on fielding a force of the Yalif.

In special tribute to one of fantasy's most influential, though often overlooked, writers, we include an article focussing on the creator of characters such as Tarzan and John Carter, the



author of the Pellucidar, Venus and Caspak series of books, amongst many others, the prolific Edgar Rice Burroughs.

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 forces 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.

Via Pandaemonium Miniatures, with decades of experience and an inherent enthusiasm for the worlds of fantasy and science fiction, Bristol-based Paul Cooke is a professional painter of miniatures and scenery. Offering a range of services, from single models to whole armies, small terrain pieces to entire cities, Pandaemonium Miniatures provide high-quality, personalised painting commissions. As Paul kindly spared us some of his time, it is with great pleasure that we present Pandaemonium Miniatures.

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

“To his followers on the Orb, the Lords, a semi-human faction whose unhallowed domain of Futurm Terras rings with the amplified readings of his insane teachings, Berossus is a saviour eternal, a cosmic superbeing sent from the far future of tomorrow to lead them out of their torturous existence of today. Considered thusly, his sycophantic servants, shadows of humanity with bodies crudely butchered to incorporate technology, considering themselves blessed, are blind to the vagaries of madness in which Berossus is lost.

A supernatural force awash with the chaos of insanity, for Berossus, his spiritual realm is both his escape and encasement; an esoteric fusion which has strangled the god’s mind and form. As they desire to mirror their master, his followers are blind to their bodies and minds corrupting and weakening; instead of seeing their own derangement and physical failings, they frantically strive to perfect anatomical advancements as technology is considered sacred. For the Lords, to be at one with machine is to be closer to their god.

If filtered, if his madness was not such an inherent part of him, the amassed knowledge of Berossus would rival that of the Greater Beings. Instead, like the wretched abominations which make up his flock, astute observations and wisdom have given way to crazed ideas and unhinged delusions.

Much can be learned from Berossus, not through his teachings, though; lessons are to be taken from the dangers of mind expansion without caution. Knowledge can be illimitable, but one cleaves a double-edged sword. Advancements can force regression.”

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

SHADOWS OF CENTRALIS:

R'LYEH, ACOLYTE OF ROTH

Unflinching and determined in the implementing of their goddess Rooth's bloody and anarchic teachings, the Servants of Extinction are a tireless war machine seemingly without conscience. With the lives of others deemed insignificant, it is the



absolute eradication of order, religions, and all other cultures that the Servants of Extinction pursue as they look to serve Rooth. In the belief that a life of eternal peace and fulfilment awaits them should they follow the path laid out by their deity, the Servants of Extinction are widely considered by the Orb's other inhabitants as a psychopathic fringe of the human race.

Populating a series of bleak and austere islands off the southern coast of Infernum, the Servants of Extinction board fleets of slender and swift, clinker-built warships as they navigate the seas of the Orb. Much more than opportunistic marauders of the seas, the Servants of Extinction have a fearsome reputation for military doctrines centred around lightning-fast attacks and the razing of coastal regions.

Typically veteran warriors with vast experience of warfare and military campaigns, each Servants of Extinction force is led by an Extinction Warlord. With a fervent belief in Rooth, and fuelled with a desire for their place alongside her in her heavenly realm, the Palace of Solace, these ferocious fighters are prolific killers who have no hesitation in following the words of their goddess, no matter how extreme the destruction may be.

A highly astute military strategist, charismatic leader, and architect of the macabre, one of the most infamous Servants of Extinction warlords is R'lyeh, Acolyte of Rooth. Fearless, brutal, and an inspirer of great fear, R'lyeh is noted for nailing slain and captured enemy warriors to his ships' (often referred to as death ships) masts, resulting in their flaxen white sails coloured a gory, nightmarish bloodred.



Boasting several dozen imposing warships, the large Servants of Extinction fleet, having navigated the treacherous Lost Seas, now approached the warm Sea of Buffo. The vessels, known as his 'death ships', were led by the infamous R'lyeh, Acolyte of Rooth, one of the Orb's most feared and brutal Extinction warlords. Billowing in the morning's balmy breeze, the heavy, bloodred sails of R'lyeh's ships sounded foreboding death tones as R'lyeh whispered a prayer to Rooth. Upon the closing words of his communications with the Goddess of Extinction, which clung to the steaming air around him like a dispersing poison, R'lyeh took his gleaming dagger from his studded belt, and calmly slit the throat of the tied prisoner in front of him. As the tongueless, sacrificed captive fell lifelessly to the bloodstained deck, its thick torso making a dull thud against the wooden boards, R'lyeh whispered, "I gift this soul to you, one of many who will fall beneath my blade. Guide me, goddess, to the Palace of Solace."

Using the Unit Profile below, Servants of Extinction players can choose to field R'lyeh, Acolyte of Rooth as their army's General unit.

R'lyeh, Acolyte of Rooth

	M	A	H-t-H	S	Mg	C	W	D	VP
R'lyeh, Acolyte of Rooth	5	4/ 2	4+	5+	-	4+	2	7+	60

Equipment: Wearing light armour, and carrying a shield, R'lyeh, Acolyte of Rooth is armed with a crossbow and sword or axe. **Special Rules:** R'lyeh, Acolyte of Rooth has the *Inspiring* and *Fear* special rules.

Shadows of Centralis is a 28mm tabletop wargame which can be played using miniatures from any model manufacturer, old or new. There are, though, times when particular models especially well represent certain Shadows of Centralis characters or units; this is the case with R'lyeh, Acolyte of Rooth. Produced by RPE Miniatures & Games, the below metal model is the ideal miniature representation of the Servants of Extinction's R'lyeh, Acolyte of Rooth.







Casting a steely, unblinking eye across the foamy, white-laced waves, with salty sea air stinging like a swarm of hornets his bruised and lacerated face and hands, R'lyeh, Acolyte of Rooth considered the absolute destruction he and his warriors had left behind. It had been without mercy or hesitation that the Servants of Extinction had slain those before them, saving only a few dozen soldiers who were later nailed to his ships' masts; their deaths painfully drawn out, they were gruesome, crow-pecked decorations designed to instil a nauseating fear in the enemy.

Not content to simply defeat the defending force of the Konstrato Empire in combat, R'lyeh wanted to crush the enemy, to remove all traces of them, and had ordered the complete razing of the coastal outpost. Such was the intensity of the flames, fuelled as much by fanatical enthusiasm for the cause as the use of many barrels of oil, plumes of thick black smoke served as a message for miles around of R'lyeh's intentions to wreak havoc in neighbouring lands.

It had not been without costs of his own that R'lyeh had achieved victory, his Servants of Extinction troops had suffered casualties, too. Below deck, in chambers misted with incense and the murmuring of prayers, many warriors were being treated by apothecaries. Of those who had made the ultimate sacrifice, R'lyeh felt a strange sense of envy; his fallen warriors had now transcended the limitations of physical form and had ascended to Rooth's Palace of Solace. Now with their goddess, with soul purified and mind cleansed, and with their committed atrocities forming no part of their memories, the slain Servants of Extinction warriors now lived a supernatural life of eternal fulfilment.

Returning to his sleeping quarters, R'lyeh drank deeply from an ornate green glass bottle which had been resting on the floor of his bedside. As the vinegary tones of the papaver somniferum-based wine washed down his throat, R'lyeh lay back on his bed, closed his eyes and entered into strange, euphoric dreams. Until he himself entered through the gates of the Palace of Solace, such dreams would be his consolation.

SHADOWS OF CENTRALIS: KEYS OF DAMNATION



Directly beneath a Harbinger of Damnation in the hierarchical structure of leadership within armies of the Damned, Keys of Damnation are revered as ‘chosen ones’ of T’Zor. These hulking, hideously formed humanoids possess an otherworldly strength as they cleave through enemy troops with violent vengeance. Adorned in rusted, filth-encrusted armour, their bodies ravaged with sores, in service to their god and with minds awash with images of riotous retribution, Keys of Damnation are formidable opponents.

“He is us. We are Him. Our vengeance is boundless.”

Taken from ‘The Book of T’Zor’ by Master Scribe and Chief Advisor to the Court of the Damned, Rupert the Repulsive.

Key of Damnation

	M	A	H-t-H	S	Mg	C	W	D	VP
Key of Damnation	5	2/-	4+	4+	-	4+	2	6+	40/45*

Equipment: Wearing heavy armour, and carrying a shield, a Key of Damnation is armed with an axe, hammer, or sword. **Special Rules:** A Key of Damnation has the *Poison* special rule. *A Key of Damnation can be granted the *Battle Standard* special rule at a cost of an additional +5 VP.

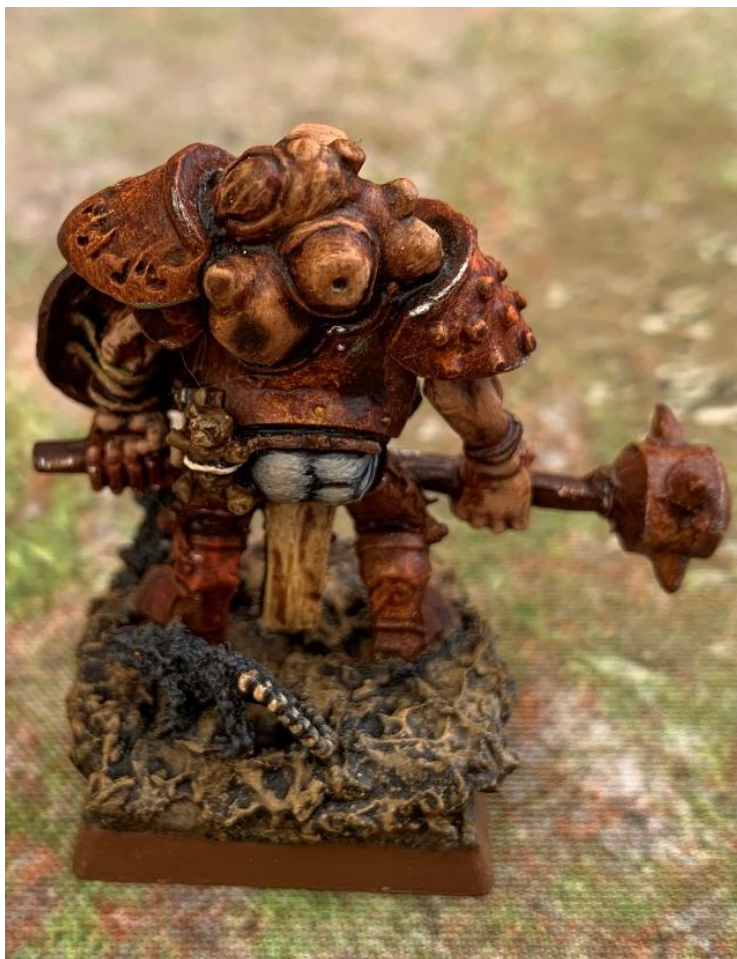


Much like the 28mm metal model for the infamous Servants of Extinction character, R'Iyeh, Acolyte of Rooth, RPE Miniatures & Games also have many other miniatures which are especially well-suited for using in games of Shadows of Centralis. Resplendent in their rotting condition, their forms fused with an unnerving strength, sculpted by hobby veteran Chaz Elliott, the miniatures below are ideal for using as Keys of Damnation.





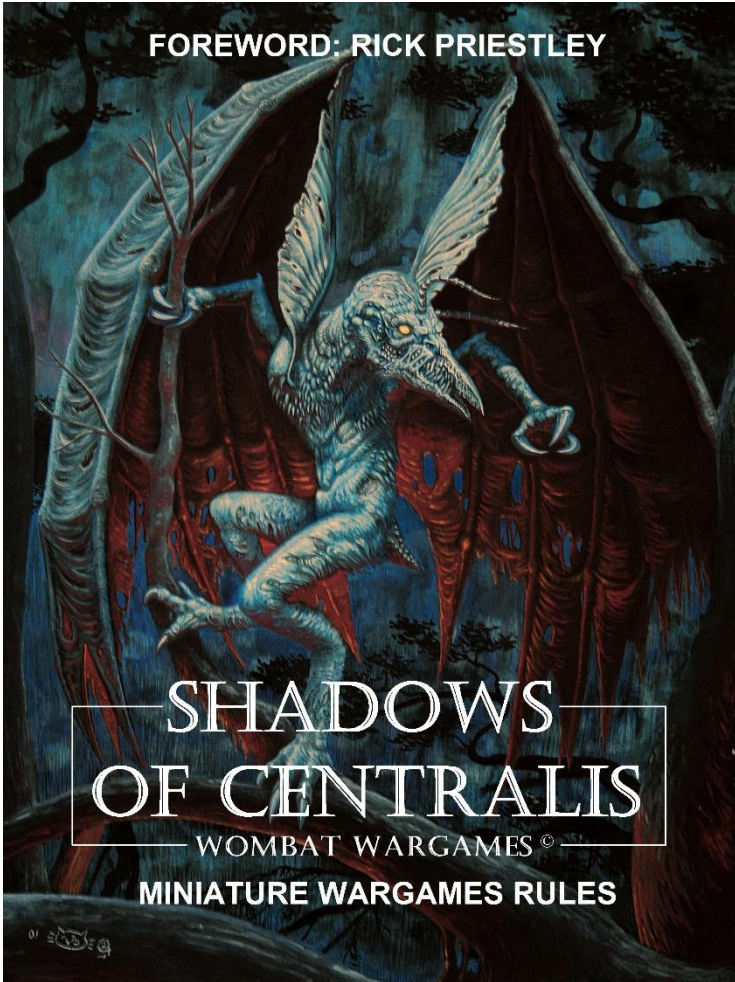
Lavishing his 'children' of the Orb with all manner of gifts, from army-leading supernatural beings and disease-imbued demons to plagues of ravaging infection, T'Zor is a most generous and nurturing deity; as T'Zor teaches, "To be diseased is to be blessed, a body contorted is one of strength." His soul an amalgamation of the experiences of torments his followers have endured, a soul ever growing, T'Zor is also an embittered and unforgiving god.



Part of an exciting and growing range of official Shadows of Centralis models, Keys of Damnation are available exclusively from RPE Miniatures & Games.

www.ralparthaeurope.co.uk/shop

FOREWORD: RICK PRIESTLEY



“Beware the Shadows and their corrupt genesis. Consumers of souls and usurpers of hope, Centralis’ Shadows are the spawn of darkness. Instead, know of the Others, know them by their many names, the Maidens of Light, the World of Light, the First Creation, the Greater Beings...”

SHADOWS OF CENTRALIS STOCKISTS

Out now, Shadows of Centralis is available for purchase worldwide via Amazon, as well as several specially 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: YALIF

With the Madh'zi and Zow'd tribes both located in northern Coelum (though each tribe is independent of the other), the Orb plays host to two large Yalif kingdoms. In addition, preferring to roam the lands of the Orb, there are also a number of nomadic Yalif tribes, such as the Bani Khal. Settled or travelling, the Yalif people share the common bond of following the teachings of the brutal god Taranix.



Unlike the rest of their tribesmen, Yalif seers are often much more open to progressive technology, placing them at odds with their own people, as well as Taranix. Some rogue seers have even created secret cults, linking to other gods, such as the 'God of Advancement', Berossus, while other seers lead followings who seek knowledge of the lost serpent god, Chot.

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.



'African Basketwork Azande Shields'. Copyright: Foundry Miniatures Ltd, all rights reserved.

Excelling in close combat, a Yalif Warlord (General unit) can enter battle on foot, mounted upon a horse or camel, or riding a chariot. With a Hand-to-Hand Combat (H-t-H) value of 4+, armed with an axe, hammer, or sword, a Yalif Warlord

comes with the *Inspiring* special rule as standard. If fielded upon a camel, the unit comes with the additional special rules of *Camel Kick* and *Stubborn Beast*. Meanwhile, if the Yalif Warlord unit is taken with the horse chariot option, special rules include *Large Target* and *Crash*, in addition to *Inspiring*.



'Ben Yusef & Iman'. Copyright: Gripping Beast Ltd.

Like the General unit of a Yalif army, Champion units (of which up to two can be taken) can be fielded in a variety of ways; on foot, horseback, upon a camel, or riding a chariot. A solid fighter with a Hand-to-Hand Combat value of 5+, however a Champion unit is taken, it can be granted the

Battle Standard special rule for an addition +5 Victory Points (VP).

Limited to just one Magic User unit, Yalif seers are powerful users of magic; their Magic (Mg) value is 5+. A reflection of their willingness to embrace technology, in addition to wielding an axe, hammer, or sword, a seer also bears a ray gun. Frenzied fighters, fuelled with chicoi, this unit possesses the *Chicoi Stimulants* special rule. Like the General and Champion units, Magic Users of the Yalif can be on foot, horseback, riding on a camel, or mounted upon a chariot.



'Sassanid Warlord'. Copyright: Gripping Beast Ltd.



'El Cid Ben Yusef's Black Guard'. Copyright: Warlord Games.

Each with their own strengths and weaknesses, covering melee and missile warfare, Yalif players have access to a number of Foot Troops units, including Yalif Warriors, Yalif Spearmen, Yalif Archers, Yalif Shock Warriors, Yalif Slingers, Yalif Shield-Maidens, and Yalif Pack Masters and Packs.

With a Hand-to-Hand Combat value of 7+, armed with an axe or sword, and available in blocks of 5, 10 and 15, Yalif Warriors can be considered the standard foot soldier of a Yalif army. These fighters, protected only by the shields they carry, have a Durability (D) value of just 8+, so players of the Yalif may find it best to use them quickly in games, or risk losing the opportunity to do so.

Like Yalif Warriors, Yalif Spearmen come in blocks of 5, 10 and 15. More defensively focussed, while armed with spears, Yalif Spearmen are protected with shields and suits of light armour; providing the unit with a Durability (D) value of 7+.

Yalif Archers and Yalif Slingers provide a Yalif army with the force's main missile troops; with their bows, Yalif Archers have a longer range (30"), while Yalif Slingers sacrifice range (slings have a maximum range of 20") for greater impact (slings cause a -1 modifier to D10 *Durability Test* rolls). Without shields or armour, both of these units have a Durability (D) value of just 9+.

Best used with shock and awe tactics, complete with the *Psychotic* special rule, Yalif Shock Warriors are armed with great axes or great swords. Just like Yalif Archers and Yalif Slingers, Yalif Shock Warriors' lack of defensive considerations sees them hold a Durability (D) value of 9+.

Complete with the *Fast* special rule, Yalif Shield-Maidens can be fielded in units of 5 or 10. Lightly armoured and carrying shields, Yalif Shield-Maidens are armed with axes or swords, as well as grenades.



'Sassanid Elephant'. Copyright: Gripping Beast Ltd.

Yalif Pack Masters and Packs round out the Foot Troops options for armies of the Yalif; each unit comprises one pack

master and five dogs. Special rules for these units include *Animal Handler*, *Follow the Leader* and *Look Out*.

When it comes to Mounted Troops, a player of the Yalif has access to Yalif Horse Riders and Yalif Camel Riders; the former have a quicker pace (Standard Movement (M) value of 10), while the latter are slower (Standard Movement (M) value of 8) but have the *Camel Kick*, as well as *Stubborn Beast*, special rules.



'Pack Camels'. Copyright: Foundry Miniatures Ltd, all rights reserved.

Placing much value on brute force, the Yalif people tend to utilise monsters which are strong and dependable; with options including Ogres, Giants, Yalif War Elephants and Elephant Birds, a Yalif army can include up to two Monster units.

Available in units of 3, with each Ogre holding 2 Hand-to-Hand Combat Attacks (A), Ogres are reliable and robust fighters with a Hand-to-Hand Combat (H-t-H) value of 6+, 2 Wounds (W) per Ogre and Durability (D) value of 6+. Going

against their hulking size, Ogres possess the *Large Target* special rule, making them more susceptible to missile attacks.

With their tendency to hit hard or not at all, taking Giants into the fray can be a risky business. Given a Giant unit's 4 Wounds (W) and Durability (D) value of 6+, a Yalif player does have access to a unit which has staying power, though. Much like Ogres, a Giant's size goes against it; Giants have the *Extra-Large Target* special rule.



'African Elephant'. Copyright: Foundry Miniatures Ltd, all rights reserved.

Another all or nothing unit, Elephant Birds share some similarities with Giants; if a successful D10 Hand-to-Hand Combat roll can be made for the unit, then the offensive

carnage can be considerable. Factors going against Elephant Bird units include their *Stupid* and *Large Target* special rules.

Controlled by a crew of Yalif Warriors (armed with bows and axes or swords), possessing the *Fear* special rule, and automatically inflicting 4 *Hits* when successfully *Charging* into an enemy unit, a Yalif War Elephant unit can cause wreak havoc.

When it comes to Machines of War, horse-drawn chariots are common within Yalif armies (there is no maximum limit to the number of Yalif Horse Chariot units which can be fielded), otherwise Yalif forces steer away from the use of war machines.

Shadows of Centralis can be played with miniatures from any manufacturer, old or new, particular model companies players of the Yalif may look to consider include Gripping Beast Ltd, Warlord Games, and Wargames Foundry, amongst others.

Further information on the Yalif, including the force's complete Army List, can be found in Shadows of Centralis 2nd edition, which is available via Amazon, as well as selected stockists. Meanwhile, example Army Lists and free to download (PDF) Yalif Magic Cards can be found on the Shadows of Centralis website.

www.shadowsofcentralis.com

TARANIX (God of the Yalif)

“Through crushed bone and spilled blood, we will conquer the lands in the name of Taranix.” Prayer of the Yalif.

Powerful, arrogant, and quick tempered, Taranix possesses the exaggerated muscular physique of a man, whilst bearing heavy hoofed feet and two snorting, equine-looking heads. His chest daubed with bloody arcane symbols, grisly trophies of war hanging from his huge wooden shield, and a mighty axe in hand, Taranix is the epitome of violence.

Perched on top of the countless cyclopean towers that pierce the dark and lugubrious landscape, with eager eyes, and mouths salivating, savage winged horrors are the unhallowed sentries of Taranix’s multidimensional spiritual realm.

Seated upon the huge marble throne of his dimly lit cavernous chambers, its floor decorated with carved malevolent sigils and dark seals, Taranix craves rampage and pillage. Attended by his chittering bestial familiars, Taranix’s brutal magical powers lack subtlety as he manipulates the weather of the Orb to create raging storms and destructive earthquakes.

Eyeing advanced technologies with bitter contempt, Taranix favours brute force over diplomacy, and is prone to impetuous outbursts. Taking great delight from seeing his followers maraud and harass enemy lands, Taranix gifts his believers with heightened levels of ferocity and added strength.

FANTASY FIENDS: EDGAR RICE BURROUGHS

In special tribute to one of fantasy's most influential, though often overlooked, writers, this article focusses on the creator of characters such as Tarzan and John Carter, the author of the Pellucidar, Venus, and Caspak series of books, amongst many others, the prolific advocate of adventure, Edgar Rice Burroughs.



Son of Major George Tyler Burroughs, a Civil War veteran and astute businessman, and his wife Mary Evaline Zieger, Edgar Rice Burroughs was born in Chicago on September 1, 1875. Born into a comfortable household, rambunctious and adventurous, a lover of the outdoors from an early age, Burroughs was an inherently creative and high-spirited youngster.

Often finding himself at odds with the structure of school life, including time in Chicago and Massachusetts, Burroughs attended several different private schools growing up. Before entering into the Michigan Military Academy, Burroughs attended the university-preparatory school Phillips Academy of Massachusetts. Though he failed the entrance exam for the United States Military Academy, Burroughs enlisted as a private with the 7th U.S. Cavalry; he was posted to Fort Grant, located in the inhospitable, scorching Arizona desert. Growing tired with his position, Burroughs soon left the 7th U.S. Cavalry via a medical discharge.

Following his aborted military career, Burroughs entered into a period of employment instability, spending some of his time as a cowboy on his brother's ranch in Idaho, as well as working at his father's battery factory in Chicago. Meanwhile, in 1900, Burroughs wed his fiancé, Emma Hulbert; the couple later had three children. Struggling to make ends meet, life for Burroughs, his wife, and their young family, was difficult. Then, securing himself regular but uninspiring employment, Burroughs worked as a pencil-sharpener wholesaler before his literary career took off. It was during this time that Burroughs penned his first story, *Under the Moons of Mars*.

With no previous experience in submitting stories for publication, driven more through a need to provide for his wife and children than any deep-rooted literary leanings, Burroughs found a supportive ally in Thomas Newell Metcalf, then editor of *All-Story Magazine*. Metcalf was an enthusiastic support of Burroughs and his work, which led to the writer's first publications (at the time, Burroughs used the penname of Norman Bean). For the serialisation of *Under the Moons of Mars*, published in the February – July 1912 issues of *All-Story Magazine*, Burroughs was awarded \$400. The story was later published as a novel (*A Princess of Mars*) in 1917.

Again beginning life as a serialised piece, before being released as a novel in 1914, Burroughs' *Tarzan of the Apes* first appeared in the October 1912 issue of *All-Story Magazine*. So began a prolific literary career for Burroughs as he penned many stories across a number of fantastical settings over the decades that followed. Following the successes of *Under the Moons of Mars* and *Tarzan of the*

Apes, Burroughs set about creating many new stories; in so doing, he created various series of stories, these series being Barsoom, Tarzan, Pellucidar, Venus, Caspak, Moon, and Mucker. Further to this, Burroughs also wrote a number of standalone stories within the spheres of general science fiction, westerns, and historical genres.

Barsoom series: Centred around his character John Carter, esoterically lifted from Earth, and placed on Mars (Barsoom), these series of books are Burroughs' fictional take on the planet Mars; a planet of Martians, feuding city-states, political subplots, monstrous creatures, and failing civilisations. Typically, these stories first appeared in various pulp magazines of the day, before later being released as novels.

- A Princess of Mars (first appeared in All-Story Magazine, 1912)
- The Gods of Mars (first appeared in All-Story Magazine, 1913)
- The Warlord of Mars (first appeared in All-Story Magazine, 1913)
- Thuvia, Maid of Mars (first appeared in All-Story Weekly, 1916)
- The Chessmen of Mars (first appeared in Argosy All-Story Magazine, 1922)
- The Master Mind of Mars (first appeared in Amazing Stories Annual, 1927)
- A Fighting Man of Mars (first appeared in Blue Book Magazine, 1930)
- Swords of Mars (first appeared in Blue Book Magazine, 1934)

- Synthetic Men of Mars (first appeared in Argosy Weekly, 1939)
- Llana of Gathol (first appeared in Amazing Stories, 1941)
- John Carter of Mars (1964 book release, comprising two stories; John Carter of Mars (which first appeared in Better Little Book, 1940), Skeleton Men of Jupiter (which first appeared in Amazing Stories, 1943))

Tarzan series: Following the serialisation of Tarzan of the Apes in All-Story Magazine (the first section of the story appeared in the October 1912 issue), with a receptive reading audience, over the years, Burroughs penned more than twenty Tarzan novels.

- Tarzan of the Apes (first appeared in All-Story Magazine, 1912)
- The Return of Tarzan (first appeared in New Story Magazine, 1913)
- The Beasts of Tarzan (first appeared in All-Story Cavalier, 1914)
- The Son of Tarzan (first appeared in All-Story Weekly, 1915)
- Tarzan and the Jewels of Opar (first appeared in All-Story Cavalier, 1916)
- Jungle Tales of Tarzan (1919 book release, collection of twelve short stories which first appeared in Blue Book Magazine, 1916 and 1917)
- Tarzan the Untamed (first appeared in Redbook Magazine, 1919 and All-Story Weekly, 1920)

- Tarzan the Terrible (first appeared in Argosy All-Story Weekly, 1921)
- Tarzan and the Golden Lion (first appeared in Argosy All-Story Weekly, 1922)
- Tarzan and the Ant Men (first appeared in Argosy All-Story Weekly, 1924)
- Tarzan, Lord of the Jungle (first appeared in Blue Book Magazine, 1927)
- Tarzan and the Lost Empire (first appeared in Blue Book Magazine, 1928)
- Tarzan at the Earth's Core (first appeared in Blue Book Magazine, 1929)
- Tarzan the Invincible (first appeared in Blue Book Magazine, 1930)
- Tarzan Triumphant (first appeared in Blue Book Magazine, 1931)
- Tarzan and the City of Gold (first appeared in Argosy, 1932)
- Tarzan and the Lion Man (first appeared in Liberty, 1933)
- Tarzan and the Leopard Men (first appeared in Blue Book Magazine, 1932)
- Tarzan's Quest (first appeared in Blue Book Magazine, 1935)
- Tarzan the Magnificent (first appeared in Argosy, 1936)
- Tarzan and the Forbidden City (published in 1938)
- Tarzan and the Foreign Legion (published in 1947)
- Tarzan and the Tarzan Twins (intended for younger readers, published in 1963, comprises The Tarzan

Twins (1927) and Tarzan and the Tarzan Twins, with Jad-bal-ja, the Golden Lion (1936))

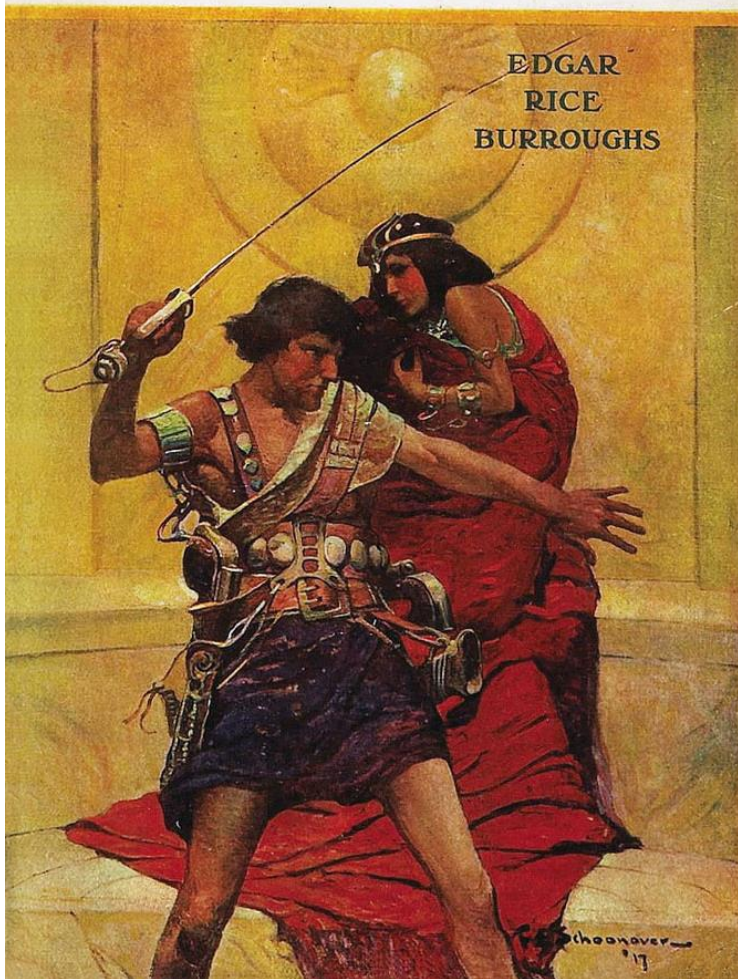
- Tarzan and the Madman (published in 1964, though written in 1940)
- Tarzan and the Castaways (first appeared in pulp magazines, 1940 and 1941)
- Tarzan: The Lost Adventure (first appeared in Dark Horse Comics, 1995, based on an incomplete 1946 piece by Burroughs, added to by Joe R. Lansdale)

Pellucidar series: Burroughs offers tales centred around a fictional hollow earth, populated with a number of different races, some humanoid, others more monstrous.

- At the Earth's Core (first appeared in All-Story Weekly, 1914)
- Pellucidar (first appeared in All-Story Weekly, 1915)
- Tanar of Pellucidar (first appeared in Blue Book Magazine, 1929)
- Tarzan at the Earth's Core (first appeared in Blue Book Magazine, 1929)
- Back to the Stone Age (first appeared in Argosy Weekly, 1937)
- Land of Terror (published in 1944, though written in 1939)
- Savage Pellucidar (1963, collection of short stories, three of which (The Return to Pellucidar, Men of the Bronze Age, Tiger Girl) first appeared in Amazing Stories, 1942, while the Savage Pellucidar story was published for the first time with this book)

A Princess of Mars

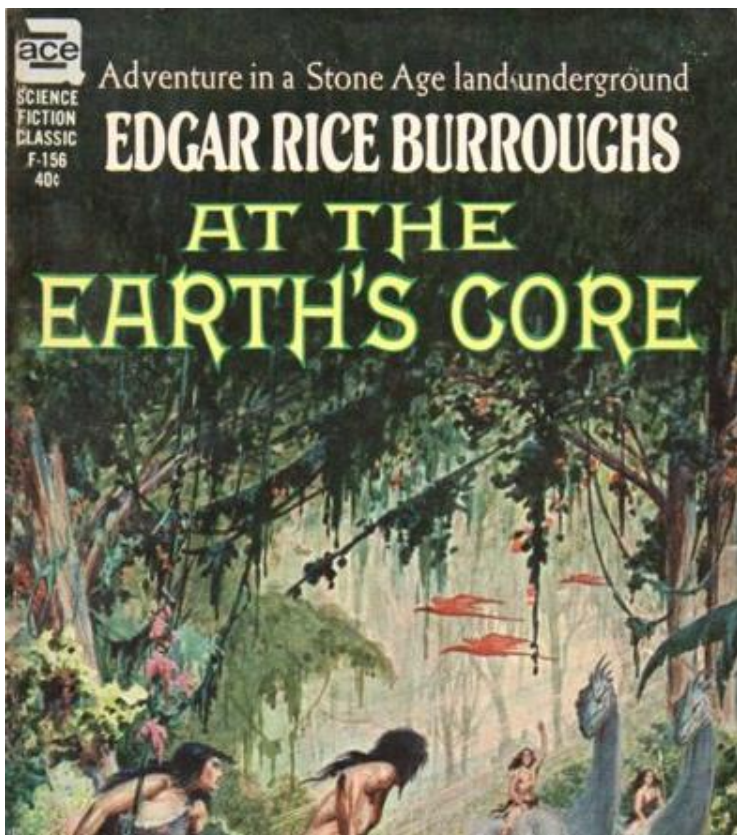
EDGAR
RICE
BURROUGHS



A Princess of Mars by Edgar Rice Burroughs, published by McClurg, 1917.
Cover artwork by Frank E. Schoonover.



*The God of Mars by Edgar Rice Burroughs, published by McClurg, 1918.
Cover artwork by Frank E. Schoonover.*



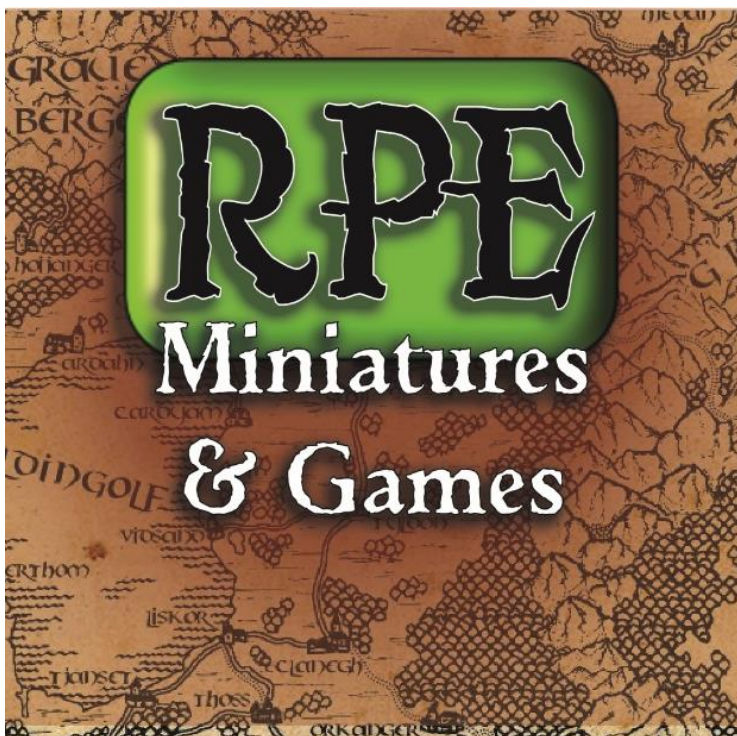
At the Earth's Core by Edgar Rice Burroughs, published by Ace Books, 1962.
Cover artwork by Roy Krenkel.

Burroughs' Tarzan character and associated stories proved to be extremely popular at the time of their respective releases, generating a slew of interested readers. Such was the enthusiasm for Tarzan stories, mediums promoting the tales grew to include radio and television, as well as comic strips, in addition to magazine serialisations and novels.

Such was the success of his Tarzan series, Burroughs secured a ranch in California, which he labelled Tarzana. The area, once part of Mexico, later surrendered to the United States, served as the new home for Burroughs and his family as they relocated from Illinois. Burroughs also sold parts of the acquired land to residential developers, as did owners of neighbouring lands, thus beginning a growing Tarzana community. Meanwhile, in addition to enjoying his new surroundings, Burroughs signed up for flying lessons, later securing his private pilot's license, and purchasing a Security Airster S-1 aeroplane.

Largely setting aside his fictional stories, upon the Japanese military attack on Pearl Harbour, Honolulu in 1941, which prompted the formal entry of the United States into World War II, Burroughs became an accredited United Press war correspondent. During this time, in addition to his military reports, Burroughs created his Laugh It Off! column, a feature intended to boost civilian morale, and which ran in the Honolulu newspapers The Advertiser and Star Bulletin.

World War II-inspired, written in 1944, while living in Honolulu, Burroughs penned Tarzan and the Foreign Legion, which was published as a novel in 1947, it was one of the writer's final works. Returning to California following the conclusion of World War II, with his health in decline, Burroughs died of a heart attack on March 19, 1950, leaving behind a vast literary legacy which inspired innumerable films and television shows, as well as influencing generations of new authors of high adventure.



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. Over the coming months and beyond, official Shadows of Centralis miniatures will be available exclusively from RPE Miniatures & Games.





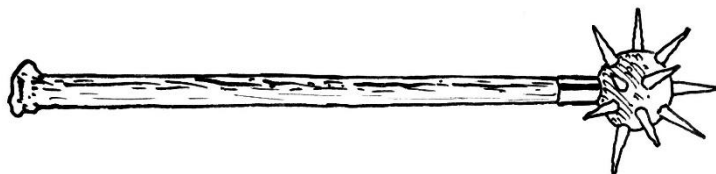


For those yet to visit the RPE Miniatures & Games website, you won't be disappointed. Headed by Paul Reid, the Liverpool-based model manufacturer boasts thousands of superbly detailed metal miniatures which, in addition to being wonderfully crisp castings (white metal, tin-rich, with a small trace of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

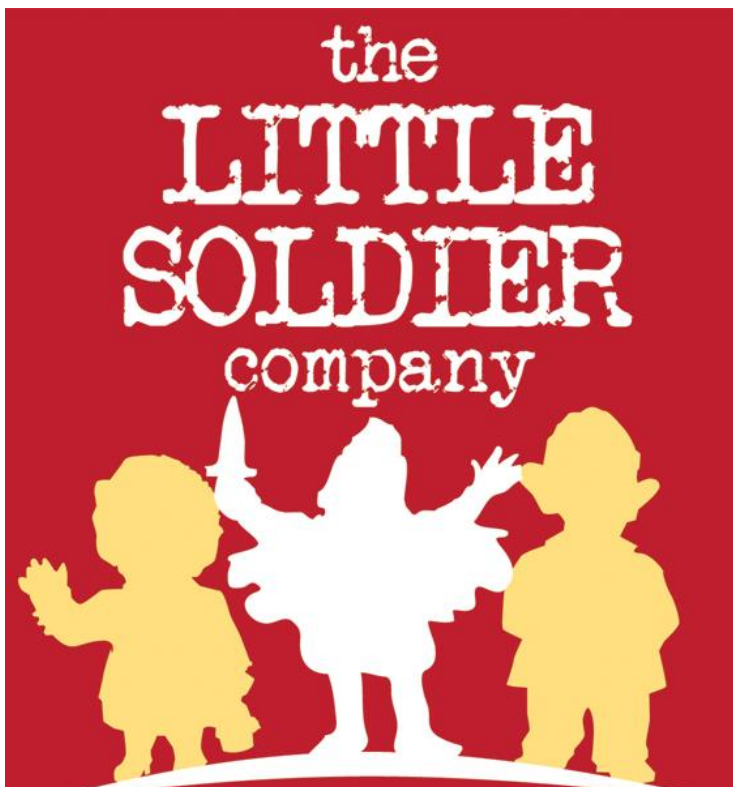
A prolific company which utilises the skills of the finest fantasy miniature sculptors, adding to their already heaving shelves of goodies, RPE Miniatures & Games have just released an exciting new range of halfling and goblin models. The doughty and determined halflings are especially well-suited to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

The Little Soldier Company

Website: thelittlesoldiercompany.co.uk

Facebook: www.facebook.com/TheLittleSoldierCompany



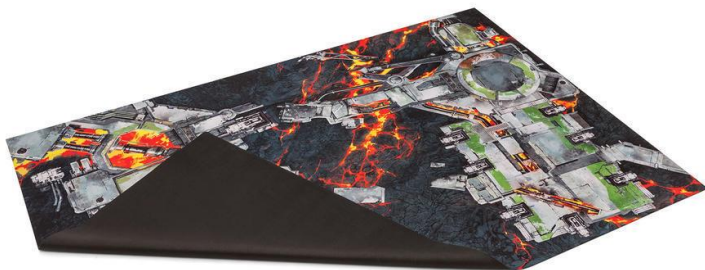
GEMAT.EU

Prodejna a herna: Hradešínská 47, Praha

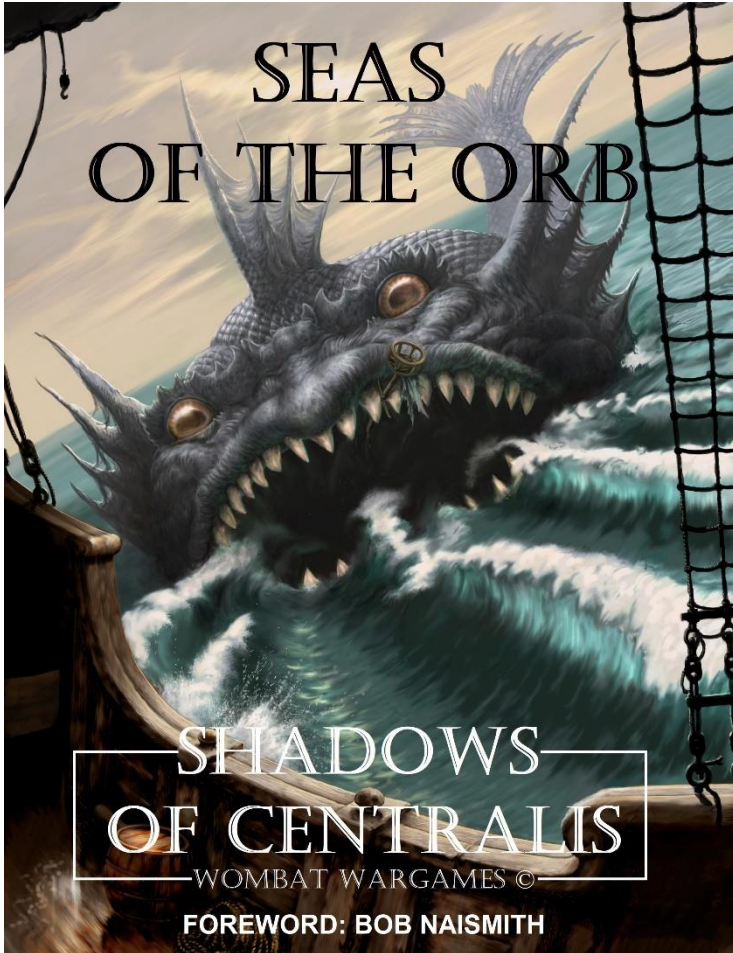
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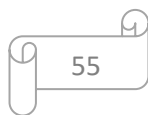


SHADOWS OF CENTRALIS: SEAS OF THE ORB



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, several 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.



Seeking their vengeance across the waves of the Orb, a Damned fleet.

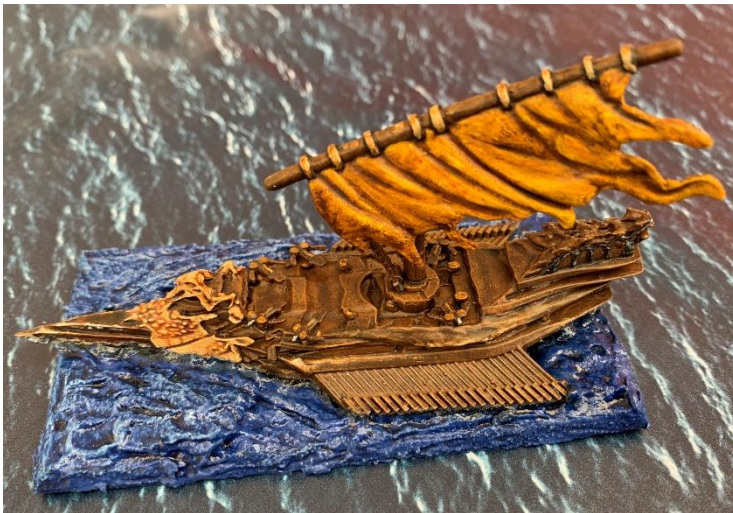
Damned Warships

Suggested base size: 2" x 4".

With banks of tireless rowers, coupled with large, flax fibre sails, warships of the Damned comprise of imposing, corvus-equipped, trireme type vessels. These lightweight, highly manoeuvrable ships are armed with a total of six ballistae, with three positioned port side and three on the starboard, while to the warship's bow there is a ship-sinking naval ram.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Damned Warship	6	6/6	8+	8+	-	6+	6	6+	100	6

Equipment: Carrying troops of Mutants and Diseased, a Damned Warship is armed with 6 ballistae. **Special Rules:** A Damned Warship has the *Poison*, *Corvus* and *Ram* special rules.



The most powerful of all the Damned vessels, a Damned Warship.

SMALLER SHIPS

Bubonic Barges

Suggested base size: 1" x 2".

Bubonic barges are small, single-sailed vessels loaded with cannisters of disease. Held within large, rusted tanks, infectious contagions are sprayed onto enemy ships through a fixed funnel called a disease diffuser, which is positioned to the bow.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Bubonic Barge	5	1/1	8+	8+	-	6+	2	7+	50	1

Equipment: Carrying troops of Mutants and Diseased, a Bubonic Barge is armed with 1 disease diffuser. **Special Rules:** A Bubonic Barge has the *Poison* special rule.



Impregnating the air with a plethora of contagions, a Bubonic Barge is armed with a disease diffuser.

Troll Barges

Suggested base size: 1" x 2".

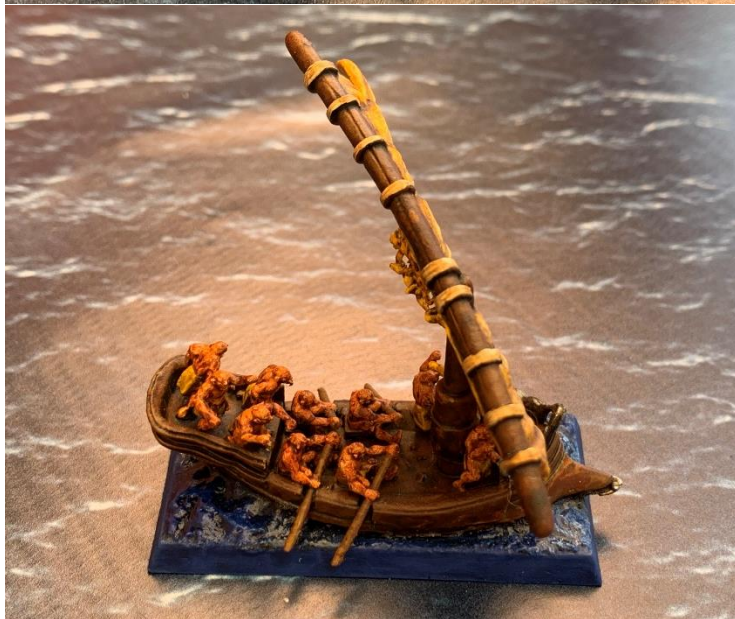
Similar in style to Bubonic Barges, Troll Barges carry a single tattered sail, while the creaking vessel's pace is supported further by a handful of tireless oarsmen. Meanwhile, ensuring greater close combat efficiency, each barge is fitted with a corvus. Ill-tempered and impatient, filthy, hulking humanoids, trolls are brutal creatures, sometimes coaxed into battle with promise of a share in the spoils of war. Many trolls have also fled the murderous persecution of the Konstrato Empire; with vengeance in their hearts, these units of Trolls eagerly serve the navies of the Damned.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Troll Barge	5	2/-	7+	8+	-	6+	2	7+	50	2

Equipment: A Troll Barge carries troops of Trolls. **Special Rules:** A Troll Barge has the *Poison*, *Stench* and *Regenerate* special rules.



Serving their Damned brethren, trolls take to the waves on Troll Barges.





Ballista Boats

Suggested base size: 1" x 2".

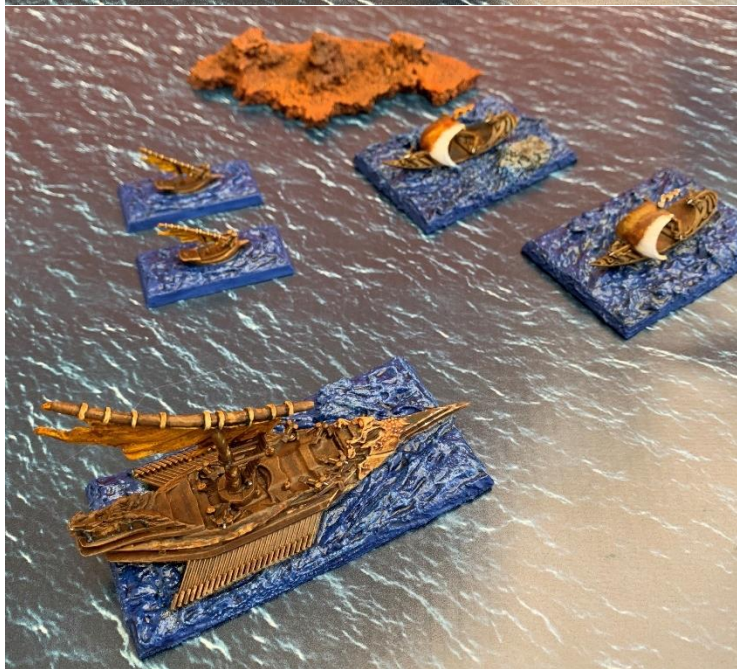
Much like Bubonic Barges and Troll Barges, Ballista Boats are single-sailed vessels. Small but swift, Ballista Boats are often best tasked with lightning strike, hit-and-run missions. Manned by a minimal crew of Mutants, each Ballista Boat is armed with a single ballista, which is positioned to the bow of the vessel. Adding further to the vessel's sense of menace, the bolts and blades of a Ballista Boat unit are coated with all manner of infection and disease.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Ballista Boats	6	1/ 1	8+	8+	-	6+	2	7+	50	1

Equipment: Carrying a crew of Mutants, each Ballista Boat is armed with 1 ballista. **Special Rules:** A Ballista Boat has the *Poison* special rule.



Armed with a single ballista, Ballista Boats are manned by Mutants.





Designed by official Seas of the Orb modelmaker Bob Naismith, June 2023 sees the release of four different Damned models in the form of the navy's Warships, Bubonic Barges, Troll Barges and Ballista Boats.

<https://www.bobnaismith.com/product/seas-of-the-orb-the-damned-fleet/>

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.



The Dwarfs take to the seas in a variety of steam-powered vessels.



Steam-powered Dreadnoughts and Ornithopters of the Dwarfs.

WARSHIPS

Steam-powered Dreadnoughts

Suggested base size: 1" x 2".

These multi-levelled behemoths are loaded with a total of ten cannons; three positioned port side, three positioned starboard, two positioned to the stern, and two are positioned to the bow. Such is the reenforced construction of their design, coupled with tall sides, Steam-powered Dreadnoughts are highly durable naval war machines.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Steam-powered Dreadnought	5	10/10	6+	6+	-	5+	10	5+	300	10

Equipment: Carrying troops of Dwarf Warriors, a Steam-powered Dreadnought is armed with 10 cannons. **Special Rules:** A Steam-powered Dreadnought has the *Floating Fortress* and *Tall Sides* special rules.



With a total of ten cannons, Steam-powered Dreadnoughts are awesome war machines of the sea.

Cannon Crafts

Suggested base size: 1" x 2".

Dwarfs are pioneers of steam technology, as well as enthusiasts of black powder weaponry. Essentially smaller versions of Steam-powered Dreadnoughts, operating at greater speeds, Cannon Crafts, with two cannons port side, and two starboard, carry a total of four cannons. Though not carrying as many as Steam-powered Dreadnoughts, Cannon Crafts do boast a number of Dwarf Warrior troops also, ensuring these vessels can pack a punch in close combat as well as in missile warfare.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Cannon Craft	6	6/4	6+	6+	-	5+	6	6+	150	6

Equipment: Carrying troops of Dwarf Warriors, a Cannon Craft is armed with 4 cannons. **Special Rules:** A Cannon Craft has the *Tall Sided* special rule.



Armed with four cannons and holding the Tall Sided special rule, Cannon Crafts are punchy and dependable sea crafts.

Ornithopter Carrier

Suggested base size: 1" x 2".

Well-armed and imposing, carrying troops of solid and dependable Dwarf Warriors, steam-powered Ornithopter Carriers provide mobile landing pads and repair services for rocket-firing Ornithopters units. Formidable fighting machines, capitalising on the dwarven enthusiasm for gunpowder, and the keen aim of their crew members, in addition to servicing Ornithopter units, Ornithopter Carriers carry a total of six cannons; two to the bow, two port side, and two starboard.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Ornithopter Carrier	5	6/6	6+	6+	-	5+	6	6+	200	6

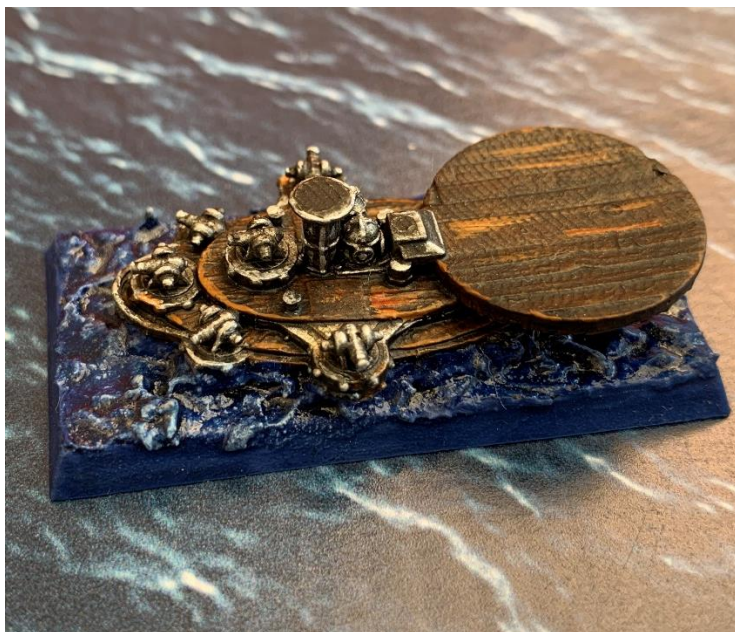
Equipment: Carrying Dwarf Warriors, an Ornithopter Carrier is armed with 6 cannons. An Ornithopter Carrier can carry a single Ornithopter unit.

Special Rules: Operating in a similar way to a Unit Addon (with the difference of being able to leave the associated unit), should the Dwarfs navy include Ornithopter units, a single Ornithopter unit can start the game on the Ornithopter Carrier.

When in base-to-base contact, an Ornithopter unit can land and be carried by an Ornithopter Carrier.

For each Turn an Ornithopter unit is carried by an Ornithopter Carrier unit, 1 lost Wound (W) of the Ornithopter unit is restored. An Ornithopter unit's restored Wounds cannot exceed its original Unit Profile value.

While carried by an Ornithopter Carrier, an Ornithopter unit cannot *Shoot* (or be *Shot* at) or take part in Hand-to-Hand Combat. Should the Ornithopter Carrier unit be *destroyed* while carrying an Ornithopter unit, the Ornithopter unit is also *destroyed*.



Unique to navies of the Dwarfs, an Ornithopter Carrier and Ornithopter.

SUBMARINES

A Dwarfs navy can include a maximum of four Dwarf Submarine units.

Dwarf Submarines

Suggested base size: 1" x 2".

Manned by crews of underwater experts, steam-powered Dwarf Submarines are stealthy seacrafts armed with 2 steam rocket launchers; one port side, one starboard.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Dwarf Submarine	5	2/2	6+	6+	-	5+	2	7+	100	2

Equipment: Carrying a crew of Dwarfs, a Dwarf Submarine is armed with 2 steam rocket launchers. **Special Rules:** A Dwarf Submarine has the *Tracker* and *Underwater* special rules.



Dwarf submarines are armed with powerful steam rocket launchers.



FLYING MACHINES

Ornithopters

Suggested base size: 1" x 1".

Resembling huge mechanical birds, with their streamlined, flapping wings powered by gunpowder charges and steam technology, Ornithopter units are operated by a two-man crew; a pilot and gunner. Taking to the skies, where they can rain fire from above, Ornithopters are armed a single steam-powered rocket launcher.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Ornithopter	6	1/1	6+	6+	-	5+	2	7+	100	1

Equipment: Carrying a crew of Dwarfs, an Ornithopter is armed with 1 steam rocket launcher. **Special Rules:** An Ornithopter has the *Fly* special rule.





Designed by official Seas of the Orb modelmaker Bob Naismith, June 2023 sees the release of five different Dwarfs models in the form of the navy's Warships, Cannon Crafts, Ornithopter Carriers, Ornithopters and Submarines.

<https://www.bobnaismith.com/product/seas-of-the-orb-dwarven-fleet/>

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.





Leviathans

Suggested base size: 2" x 3".

With one positioned port side, one on the starboard, as well as one to the bow, and one to the stern, a Leviathan carries a total of four ballistae.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Leviathan	7	6/4	5+	5+	-	4+	6	7+	150	6

Equipment: Carrying troops of Elven Warriors, a Leviathan is armed with 4 ballistae.



A Leviathan takes to the waves, manned by the finest seamen, and armed with four ballistae.

Lotans

Suggested base size: 2" x 3".

While Leviathans carry more troops, Lotans have a sleeker design which allows for pacier movement through the waves. Also, with two positioned port side, and two on the starboard, as well as one to the bow, a Lotan carries a total of five powerful ballistae, making these vessels highly effective at quickly devastating enemy lines.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Lotan	8	4/5	5+	5+	-	4+	6	7+	150	5

Equipment: Carrying troops of Elven Warriors, a Lotan is armed with 5 ballistae.



Elven Lotans are quick-paced warships armed with five ballistae.

Tiamats

Suggested base size: 2" x 3".

With one positioned port side, one on the starboard, as well as one to the bow, and one to the stern, a Tiamat carries a total of four ballistae.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Tiamat	7	5/4	5+	5+	-	4+	6	7+	100	4

Equipment: Carrying troops of Elven Warriors, a Tiamat is armed with 4 ballistae.



A Tiamat of the Elves navigates the Splintered Seas.



Designed by official Seas of the Orb modelmaker Bob Naismith, June 2023 sees the release of three different Elves models in the form of the navy's Leviathans, Lotans, and Tiamats.

<https://www.bobnaismith.com/product/seas-of-the-orb-elvish-fleet/>

COMPANY FOCUS: PANDAEMONIUM MINIATURES

Via Pandaemonium Miniatures, with decades of experience and an inherent enthusiasm for the worlds of fantasy and science fiction, Bristol-based Paul Cooke is a professional painter of miniatures and scenery. Offering a range of services, from single models to whole armies, small terrain pieces to entire cities, Pandaemonium Miniatures provide high-quality, personalised painting commissions. As Paul kindly spared us some of his time, it is with great pleasure that we present Pandaemonium Miniatures.



Fantasy terrain. Photo copyright: Pandaemonium Miniatures.

Paul: I was born and brought up in Bristol, England. I've since lived in Bradford, Leeds, and London, with some dalliances in Manchester, and some months of European travel. I returned to Bristol nineteen years ago.

From around the age of nine or ten through to my twenties, I read a lot of science fiction and fantasy, as well as various mythologies, and I was probably influenced by my dad in that regard, as he had a collection of novels by Burroughs, Heinlein, Asimov, Clarke, Howard, Le Guin, and more. I also loved the Fighting Fantasy gamebooks and tried to write my own. I got really into Terry Pratchett when I was at Sixth Form College. I still read these genres, though I've widened out a fair bit. The influence is still definitely there for sure, as I used *The Alliterative Morte Arthure* as my main text for my M.A. dissertation a few years ago.

In common with a lot of kids growing up in the 1980's, my entry into miniatures and wargaming came through HeroQuest and Space Crusade. I think I got HeroQuest as a birthday present when I was twelve or thirteen, and I was totally absorbed. I played through the quests multiple times, got three of the expansions, and created several of my own campaigns. Space Crusade came a little later, and some friends and I then created our own wargame with foam packaging for terrain and the Space Crusade combat rules, before eventually we bought the Warhammer 40,000 Rogue Trader rules. Somewhere in between I was gifted with a stack of White Dwarf magazines and a metal Wood Elf army by another friend, and I pored over the pictures of painted figures with total fascination.

With regards to the painting and hobbying side of things, initially this came through trying to paint my HeroQuest and Space Crusade sets – I really made a hash of it, but I enjoyed myself. I've painted miniatures ever since then, but with several breaks. I totally stopped during my A Levels and sold my Blood Angels army to a friend's brother, but then returned to it for 2nd edition 40K and kept playing, collecting and painting up to around 5th edition. After that point, I had brief dips back into miniature painting with my Zombicide and Massive Darkness figures during the summer breaks in my English degree (I retrained to be an English Teacher). I then bought Darklight: Memento Mori about six years ago, painted that set, and decided to get back into wargaming through Frostgrave, and really got back into the swing of painting.

When it comes to sculptors, as impressive as 3D digital sculpting can be, I'm still most into sculptors who work by hand, sculpting with putty. I think far and above, it's Boris Wołoszyn who is my favourite because of his amazing grasp of anatomy and dynamism. I also love Bobby Jackson and Sandra Garrity's styles, and Joe Brumby's (Snuurg) animal figures for Fenris Games and Bad Squiddo Games are amazing. Phil Hynes' creatures are also brilliant. I've probably missed a few out. In terms of miniature painters I admire, there are almost too many to mention and I'm worried about leaving people out! Richard Gray is definitely up there, along with Darcy Bono and several others.



'Owl Bear' (Westfalia Miniatures, sculpted by Boris Woloszyn). Photo copyright: Pandaemonium Miniatures.

When it comes to artists, I think ever since Art A Level I have had some favourites. Francis Bacon, Lucien Freud, Gustave Doré, Goya, Hogarth and Munch are definitely up there. I also really love Dave McKean, Ian Miller, Iain McCaig, Bryan Talbot, Colleen Doran, and others. I don't really make a distinction between 'fine art' and 'popular art' – nor between 'classic literature' and 'popular fiction'; I love it all really.



Troll model (Fenris Ganes). Photo copyright: Pandaemonium Miniatures.

In October 2018, I started up as a commission painter, and I've been pretty much fulltime ever since, supplemented with a bit of English tutoring. I paint single miniatures and full armies, and I build and paint scenery pieces. In many ways I've come full circle to my initial influences, because I have been gradually stripping, repairing and repainting my

original HeroQuest and Space Crusade minis as a side project, and a couple of years ago I was lucky enough to be approached by Sir Ian Livingstone to paint a set of the Blue Giant Studios Fighting Fantasy Legends miniatures for him, which then led to me doing a live painting demonstration at Fighting Fantasy Fest 4 in September 2022, painting the special 40th Anniversary figure of Zagor, the Warlock of Firetop Mountain.



Zagor model (Atlantis Miniatures/ Blue Giant Studios). Photo copyright: Pandaemonium Miniatures.

Fighting Fantasy Fest 4 was absolutely brilliant, and I was thrilled to be invited to paint the commemorative Warlock figure for Ian during the course of the event. I really enjoyed meeting and chatting with the attendees who often made several return visits to my table to see how I was progressing.

The set of Atlantis/Blue Giant Studios figures I had been painting for him that year were also on display, and it was lovely to finally meet Ian after about a year of corresponding via Twitter and email. Like many people, I count him and Steve Jackson as one of my main influences in getting into gaming and miniatures, and I still have my Fighting Fantasy book collection from my childhood, so I was star-struck while trying to appear cool, calm and collected! The event also led to a few commissions from people who had either backed the Kickstarter for the figures, or had bought some at the event that day, and there are a few more upcoming too.

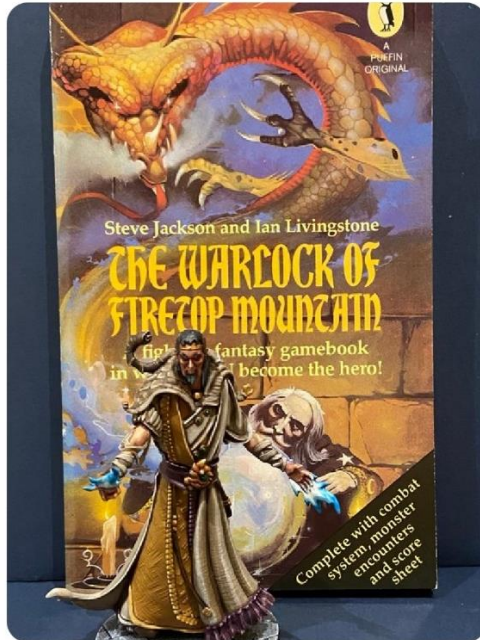
I think it's really important to enjoy this hobby for its own sake and not to compare yourself to others - just mark your progress by looking how you yourself have improved compared to your own earlier work. This is often easier said than done; with painters sharing their (often staggeringly good/competition winning) work to social media, it can be daunting to put your work out there if you've a mind to, and certainly too easy to fall into the trap of comparing your work to them, or succumbing to the dreaded imposter syndrome. That said, the online community can be a great source of help and encouragement (just ignore 'That Guy'!)

and I really love the fact I've made so many friends through gaming, painting and modelmaking.



Ian Livingstone @ian_livingst... · 2m

What great time we had at Fighting Fantasy Fest yesterday celebrating the 40th anniversary of The Warlock of Firetop Mountain. Really pleased to have my 75mm Zagor figurine produced by @AtlantisMinis so superbly painted by @PandaemoniumM



Ian Livingstone offering his praise to Pandaemonium Miniatures.

With regards to tips and advice for anyone setting out in painting miniatures, I would say initially focus on building a

solid foundation of skills, such as thinning your paints to a good consistency, undercoating without clogging details, smooth, neat basecoats built up in two or three thin layers, and developing a knowledge of colour theory, because use of complimentary colours with a well-chosen 'spot' colour is often the secret to a model standing out - and then building in shading and highlighting.



'Zombie Snowmen' (Bad Squiddo Games). Photo copyright: Pandaemonium Miniatures

The more frequently you paint, your muscle memory will kick in and your control with your brush will improve so that the paint goes exactly where you want it. Don't stress over mistakes as they can be painted over, or if you really aren't happy then Biostrip will allow you to start again!

Honestly, when I began painting, I had no idea what I was doing, and in the late-1980's/early-1990's there wasn't a lot of information around, just a few printed painting guide

pamphlets and articles in White Dwarf. I daubed my poor HeroQuest minis in white satin Humbrol to undercoat, and tried poster paints in my first go at them! But I really enjoyed it, and gradually improved a bit! I'm having great fun stripping and repainting them now, and it won't be too long before the full set is painted. So have a go, make mistakes, enjoy it!

When it comes to brushes, I really love Rosemary and Co Series 33 brushes, and I almost exclusively use sizes 2 and 3 - you can paint a lot of fine detail even with a larger brush if it has a good, reliable tip. I'm planning on getting some Series 323 soon, because I think they will prove better for freehand designs due to the different bristle shape. I also use a Harder & Steenbeck Infinity airbrush. Paints-wise, I use a few different brands, including Citadel, Vallejo, Instar, and also Liquitex inks. I'm quite keen to try out Pro Acryl and the new formula Vallejo Game Colour as I've heard good things. I varnish with Vallejo Mecha Matte Varnish, and will sometimes retouch details like gemstones or power blades with gloss or satin varnish. Mainly this is for protection, but a good matte varnish will even out any shine from glossier paints or ink washes.

What's next for Pandaemonium Miniatures? Interesting question! A week or so ago I would have found that very difficult to answer. At the time of this interview, I am in recovery after six months of Long Covid, which had me acutely fatigued and with impaired mobility, and I'd had a lot of my plans on hold with no real idea of an endpoint. I could still just about do a couple of hours of painting work each morning, but would need to rest/sleep most of the day

and evening, so my usual routines and social life went out the window - so I am utterly relieved to be out of that situation, as you may imagine! Luckily, all my clients have been very understanding and in no rush for their miniatures.



Fantasy terrain. Photo copyright: Pandaemonium Miniatures

I'm still taking things steady and getting my strength back, but I'm definitely more productive now, and effectively

giving myself a 'phased return' so I can build back up to fulltime again. Not to mention get back into my social activities, as I've really missed wargaming, playing at open mics, swimming, etc.

Having recently finished a Blood Angels commission, I am currently working on a set of Aeldari (Eldar) for a regular client in New York; a mixture of Craftworld and Harlequins models, which I'm really enjoying. The next few commissions include a Forge World resin Warhound Titan and some additions to a Black Legion Chaos Marine army that I've been painting in several sets over the last few years for my most regular local client (the Blood Angels are his too!). As you may gather, most of my commission work is Warhammer 40K, though I have a bit more diversity of IP further down the queue, and I'm now in a better position to resume taking commission work from games companies.

Now that I am well again, I can revisit some of my planned personal projects too. Among those are painting my own copy of the Warlock of Firetop Mountain, for which I want to create a diorama of his study for him to stand in. I have also been in communication with Nick Eyre at North Star Figures, and my local rep for the Alzheimer's Society, because I want to create a Frostgrave diorama to give as a prize or auction off to raise money in memory of my dad. I did a similar fundraising project last year for Dementia UK. And then I have my 'pile of possibilities' to work through! All my personal hobby painting is for indie skirmish games such as Frostgrave, plus restoring old minis. I can think about attending events again now as well - UK Games Expo

is not realistic because I'm still recuperating, but I'm looking at Dragonmeet and a couple of other possibilities.



The main himself, Paul Cooke. Photo copyright: Pandaemonium Miniatures.

Should anyone be interested in commissioning me, it's just a case of getting in touch - my most common point of contact is my Facebook page, but any of my social media

pages are fine, as is email. If you're local to Bristol you might find my business cards at some of the independent local games stores too. If you can give me as much detail as possible about the miniatures you'd like me to build and paint, the colour scheme you'd like, and any reference material, it will help me in working out a quote. I charge by the hour, so I assess each project, determine how long I think it would take and quote accordingly. I take an advance deposit to make a solid booking. If a job takes a bit less time, then I factor that in and reduce the final invoice accordingly. I tend to be booked a couple of months in advance, typically, but I can sometimes fit in a single character commission alongside a larger set. I'm happy to paint single characters for gaming or display, through to full armies. I also love making bespoke scenery pieces, and I enjoy a challenge!



PANDAEMONIUM MINIATURES

Commission Miniature Painting
and Tabletop Scenery.

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 @pandaemoniumm

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: Knightmare Games.



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

RELEASE DATE: JULY 2023

Available via Amazon and selected stockists

FRAGMENTS: THE FANTASY ART OF TONY HOUGH

Such is the wonderfully expressive nature of his work, awash with inherently intense character and detail the viewer is transported to other worlds and dimensions, we at Wombat Wargames are delighted and honoured to have Tony Hough as the cover artist for our publications. In addition to providing the artwork for *Shadows of Centralis* and *Shadows of Centralis: Seas of the Orb*, Tony's iconic images also grace the cover of each issue of *Shadows of Centralis Monthly Magazine*.



Available now via Blurb, Fragments: The Fantasy Art of Tony Hough.
Copyright: Tony Hough.

With such an extensive body of work behind him, and being an artist still very much in demand, it is perhaps not surprising that Tony should have his own book of artwork out. Available via Blurb, *Fragments: The Fantasy Art of Tony Hough* is a 54-page book which offers stunning examples of the artist's fantasy illustrations. Drawn from various years of his illustrious career, this book boasts many of Tony's evocative illustrations of dragons, faeries, robots, and more.

Fragments: The Fantasy Art of Tony Hough is available in a choice of three formats; softcover, hardcover with dust jacket, and hardcover with imagewrap:

<https://www.blurb.co.uk/b/1413789-fragments>



www.tonyhough.co.uk

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

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