



SHADOWS OF CENTRALIS

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MONTHLY MAGAZINE #16

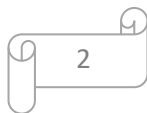
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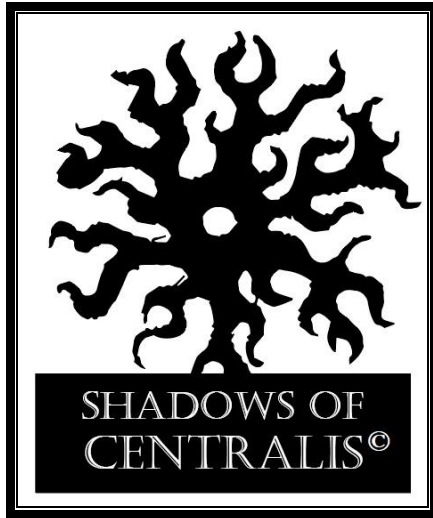
Issue #16 (July 2023)

By Wombat Wargames



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Creative advisor: Chaz Elliott

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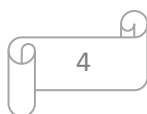
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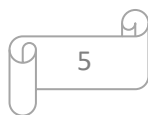
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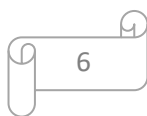
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“Through hoof and paw, through tooth and claw, the Fiends shall inherit the Orb!”

War cry of the Fiends.



WOMBAT WARGAMES

Long live the Wombat!

Fusing old-school rules mechanics with innovative new features, while drawing on literary and aesthetical inspiration from the classic age of weird fiction and pulp publications, Wombat Wargames in an independent publisher of wargaming rules, books, and magazines.

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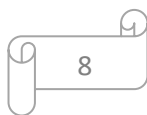
SHADOWS OF CENTRALIS MONTHLY MAGAZINE

Welcome, observers of the Orb, to issue #16 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.

Outcast sections of various human factions, along with an assorted menagerie of other much maligned creatures, the Damned are a legion of the diseased and disfigured, the persecuted and plagued. From their underground, labyrinthine domain of Sanctuarium Ultionis, under the guidance of their god, T'Zor, the Damned possess an unquenchable vengeance on those who have wronged them. In this issue, we take a closer look at the Damned's Diseased's units.

Creator of the wonderful Fafhrd and the Gray Mouser series of stories, along with a swathe of other sublime fantasy, science fiction, and horror tales, the subject of this month's Fantasy Fiends article is the legend of pulp publications that is Fritz Leiber.

Complete with an official range of miniatures from BobNaismith.Com, Shadows of Centralis: Seas of the Orb is out now! 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



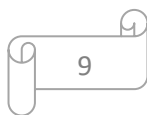
sailing ships, flying ornithopters to stalking submarines. Available for purchase via Amazon, as well as selected stockists, we take a closer look at this swashbuckling new wargame.

Fiends are not natural seafarers, nor are they great users of technology, though their sycophantic, dark-hearted cultists are. Fusing the crazed ferocity of monstrous creatures with the unhinged, more dexterous Cultists, a Fiends' fleet can make for a terrifying and surprisingly effective naval foe. Having featured the Damned, Dwarfs and Elves in last month's issue, this month we focus on the Fiends.

With both burgeoning companies offering a growing range of exciting and characterful 'oldschool' metal miniatures, this month's Shadows of Centralis Monthly Magazine has two special Company Focus features as we cover both Paimon Miniatures and BeQuest Miniatures, respectively.

Complete with forewords by Chaz Elliott and Bob Naismith, along with a special note from Bryan and Diane Ansell, as well as featuring a plethora of other contributors, Kevin Adams: Goblin Master is the authorised biography of legendary miniatures sculptor, master of mischief, Kevin Adams. Available for purchase now, the first of its kind, we take a closer look at this wonderful publication.

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

Raising heavy eyelids to reveal gleaming and concentrated eyes, casting his dark stare into the ominous, pregnant clouds which filled the leaden sky, Cha let out a guttural, bloodcurdling roar which reverberated in the ears of the surrounding, entranced cultists. Their sycophantic minds flooded with the kaleidoscopic intoxication which resulted from consuming ceremonial blood broths laced with chicoi, the dozen cultists, the 'chosen ones', grinned insanely as they rocked to the hypnotic sound of beating tom-toms.

In an unknown, mystical tongue, whispering unholy prayers to N'kish, the Jackal God, Cha considered the cultists around him as he drank deeply from the Cup of Choice, an ancient relic believed to have once belonged to Vorik the Tainted of the Konstrato Empire, widely considered the first Fiend and the original prophet of N'kish. Eagerly, each hoping to be chosen as the gift to N'kish, the wild cultists, wearing thick furs over bodies adorned with esoteric tattoos, with leathered, shrunken heads hanging from their belts, jostled for recognition.

Pointing a sharp finger to a tall, lean cultist with shaven head and teeth filed to resemble those of a canine, Cha made his choice. The chosen cultist jabbered frantically as he raced to position himself in the sacrificial seat, a low-positioned apparatus with wrist and ankle fastenings to hold its guest in place. As Cha's attendants secured the crazed cultist to the sacred seat, the shaman let out a howl of praise to N'kish, then sank a hooked blade deep into the chest of the sacrificial cultist. As the cultist, N'kish's gift, yelled in a fusion of agony and intense joy, Cha carved out the man's still beating heart, whispered skywards, then sank his teeth into the warm flesh of the sacrifice's life force...

SHADOWS OF CENTRALIS: THE DAMNED'S DISEASED

Outcast sections of various human factions, along with an assorted menagerie of other much maligned creatures, the Damned are a legion of the diseased and disfigured, the persecuted and plagued. From their underground, labyrinthine domain of Sanctuarium Ultionis, under the guidance of their god, T'Zor, the Damned possess an unquenchable vengeance on those who have wronged them.



Available in blocks of 5, 10 and 15, armed with axes and swords, units of the Diseased are close combat fighters. With a single Attack (A) in Hand-to-Hand Combat, the Diseased's woeful Hand-to-Hand (H-t-H) value of 8+ is compensated for by the unit's *Poison* special rule. The unit's light armour and shields afford the Diseased a Durability (D) value of 7+, while the unit's Confidence (C) value of 6+ can see them perform stoically in the face of danger and fear.

The Diseased

	M	A	H-t-H	S	Mg	C	W	D	VP
The Diseased – unit of 5	5	1/ -	8+	8+	-	6+	1 per model	7+	5

Equipment: Wearing light armour, and carrying a shield, each Diseased is armed with an axe or sword. **Special Rules:** The Diseased have the *Poison* special rule.



Old or new, regardless of model manufacturer, Shadows of Centralis allows players to use 28mm miniatures from their existing collections. In addition to this, there is also a growing number of official Shadows of Centralis miniatures available exclusively from RPE Miniatures & Games.



The Damned's Diseased, model by RPE Miniatures & Games.



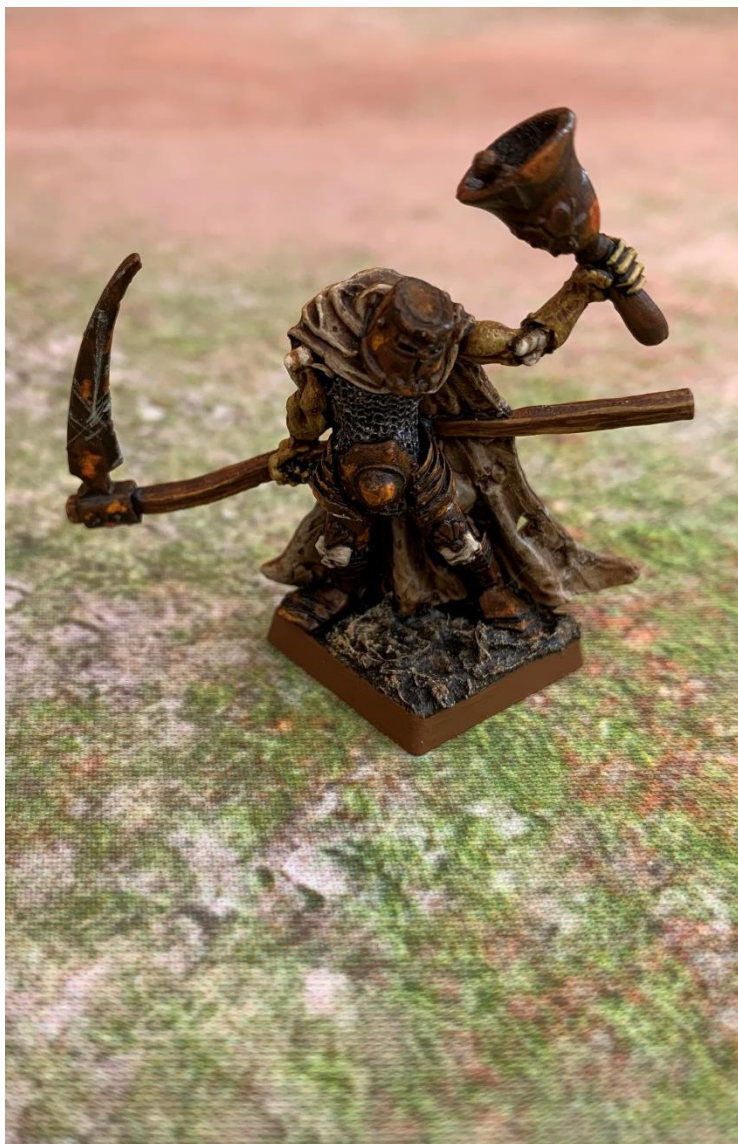
The Damned's Diseased, model by RPE Miniatures & Games.



The Damned's Diseased, model by RPE Miniatures & Games.



The Damned's Diseased, model by RPE Miniatures & Games.

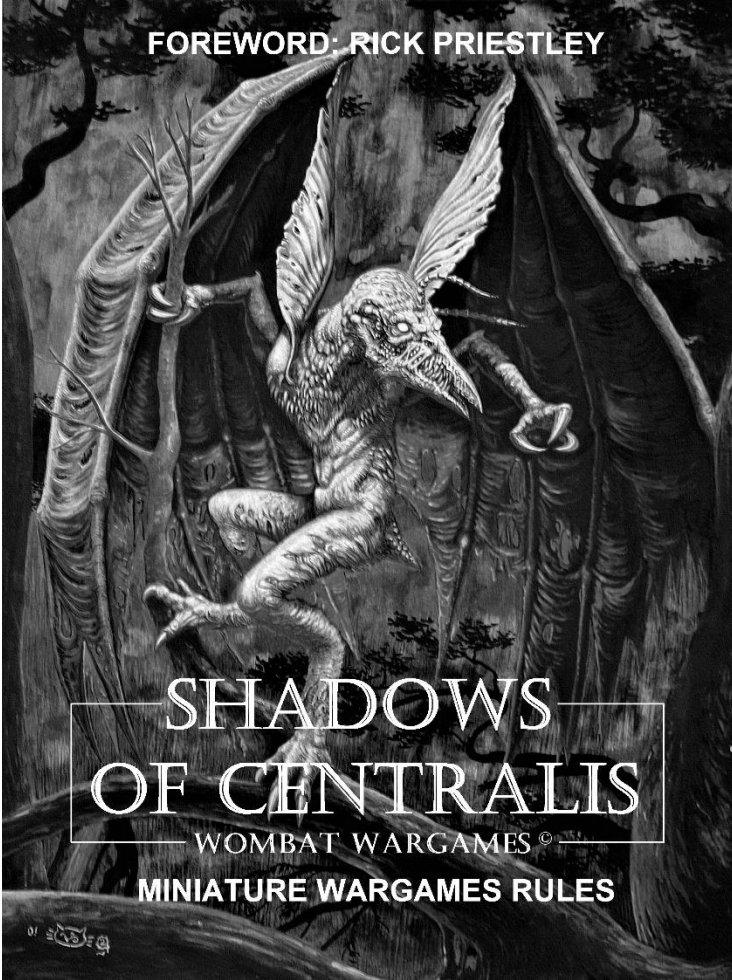


The Damned's Diseased, model by RPE Miniatures & Games.



www.ralparthaeurope.co.uk/shop/

FOREWORD: RICK PRIESTLEY



SHADOWS OF CENTRALIS

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MINIATURE WARGAMES RULES

“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.





www.shadowsofcentralis.com

OFFICIAL SHADOWS OF CENTRALIS MINIATURES

One of the joys of playing Shadows of Centralis is the ability to use models from your existing collection, allowing players to dust off previously retired figures or mix their different collections. Given the unique aspects of many of the armies within Shadows of Centralis, the game is also a converter's paradise. Such points allow for some truly dynamic and exciting looking forces on the tabletop.

In addition to Shadows of Centralis allowing the use of any models, available exclusively from RPE Miniatures & Games, added to each month, there is also a growing range of official Shadows of Centralis Miniatures.

Currently available

- The Damned: Keys of Damnation
- The Damned: The Diseased
- Servants of Extinction: R'lyeh, Acolyte of Rooth





R'lyeh, Acolyte of Rooth, model by RPE Miniatures & Games.



The Damned's Diseased, model by RPE Miniatures & Games.



Key of Damnation, model by RPE Miniatures & Games.

Coming next month, must be the season of the witch, models for the Order of Ophelia...

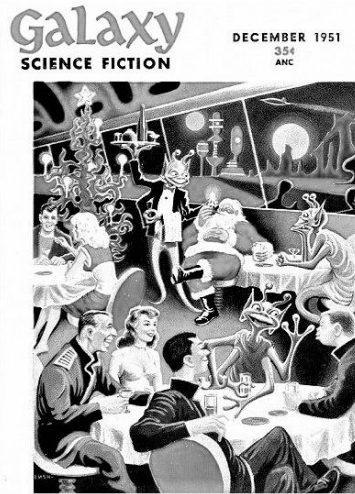
www.ralparthaeurope.co.uk/shop/

FANTASY FIENDS: FRITZ LEIBER

Son of touring actors Fritz Leiber and Virginia Bronson Leiber, Fritz Leiber was born on December 24, 1910, in Chicago, Illinois. Growing up in Chicago, typically within bohemian home settings, living with relatives when his parents were working, Leiber was encouraged to follow creative paths from an early age. As he grew older, for a time in 1928, Leiber spent some time touring with his parents' Shakespeare company, Fritz Leiber & Co. He then began attending the University of Chicago, where he focussed on science and psychology.

Before he embarked on his literary career, for a period of time in the mid-1930's, Leiber again worked with his parents' Shakespeare company. Though he enjoyed this time and was a great admirer of Shakespeare, rather than looking to emulate his parents, Leiber set about focussing his attention on another of his passions, that of writing.

Beginning an enthusiastic correspondence with H.P. Lovecraft in 1936, an author for whom Leiber held a deep appreciation, a year before Lovecraft's premature death, Leiber wrote stories which became part of the Cthulhu Mythos as Lovecraft looked to support and nurture Leiber's writing skills. Amongst others, an example of Lovecraft's influence on Leiber can be found with the latter's short story, *The Terror from the Depths*, a story which, though started in 1937, was not completed until 1975, then published the following year in DAW Books' *The Disciples of Cthulhu*.



Galaxy Science Fiction magazine, November 1950 and December 1951 issues.

Marrying his fiancé Jonquil Stephens in 1936, Leiber continued to direct his efforts towards establishing a career in writing, while in 1938 he and his wife's son, Justin Leiber, was born. Unable to sustain a living solely from the penning of his own stories, Leiber briefly wrote for the Standard American Encyclopaedia, followed by a short time working as a teacher at California's Occidental College.

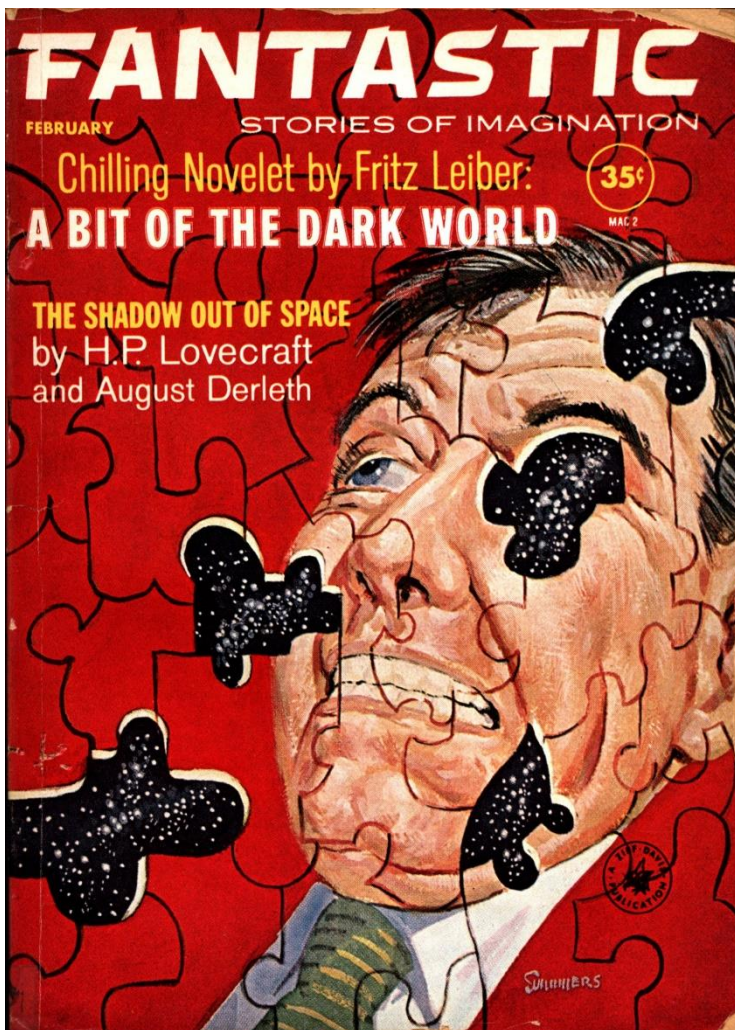
Tenacious and prolific, Leiber achieved the first commercial sale of one of his stories in 1939 as *The Two Sought Adventure* was published in *Unknown* magazine. This story featured two of Leiber's most notable characters, Fafhrd and the Gray Mouser. Several years later, Leiber's first book, *Night's Black Agents*, was published via Arkham House; this

composed of a number of the writer's short stories, while the title of the book is taken from a Macbeth reference.

Having created the fantasy characters Fafhrd and the Gray Mouser, it was Fritz Leiber who coined the term 'sword and sorcery'. Flawed, multifaceted individuals, both Fafhrd and the Gray Mouser can be considered anti-heroes; Leiber's response to fantasy characters such as Robert E. Howard's Conan and Edgar Rice Burrough's Tarzan, both writers whom Leiber held a great appreciation for.

Creating a unique setting for Fafhrd and the Gray Mouser, Leiber developed the fictional world of Nehwon; it is Nehwon's city of Lankhmar in which most of the roguish twosome's adventures are set. Colouring the societal texture of Lankhmar with deeply evocative aspects, the city can be considered a busy mix of poverty, corruption, riches and treachery.

Though a staunch pacifist, during World War II, Leiber worked as an aeroplane quality inspector, while he also continued to write his fantasy and science fiction tales. Following the conclusion of World War II, Leiber became an associate editor of the monthly magazine Science Digest; a position he held until the mid-1950's. It was during the 1950's that Leiber began to gain sustained appreciation for his literary efforts; his 1958 novel, The Big Time, earned him the Hugo Award for Best Novel. Along with several further Hugo Awards, Leiber was honoured with a number of other awards over the course of his long career.



Fantastic magazine, February 1962. Ziff Davis publishing.



A selection of Fritz Leiber's 'Fafhrd and the Gray Mouser' books.

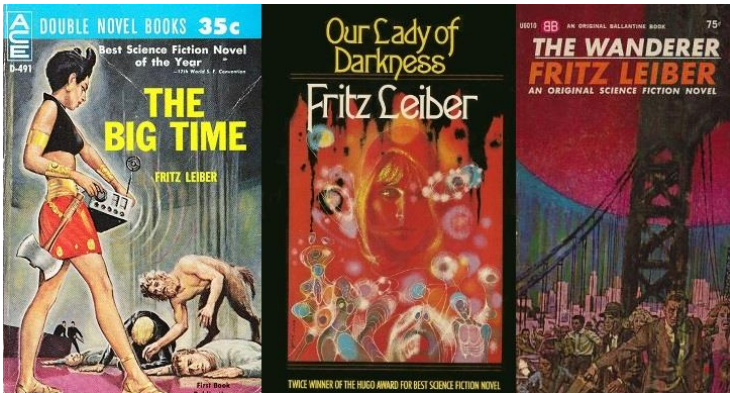
A longtime enthusiast for the stories penned by Edgar Rice Burroughs, Leiber was the first writer to be given permission from Burroughs' estate to write a Tarzan novel. Published by Ballantine Books, Tarzan and the Valley of Gold was Leiber's take on the was a 1966 Tarzan film of the same name.

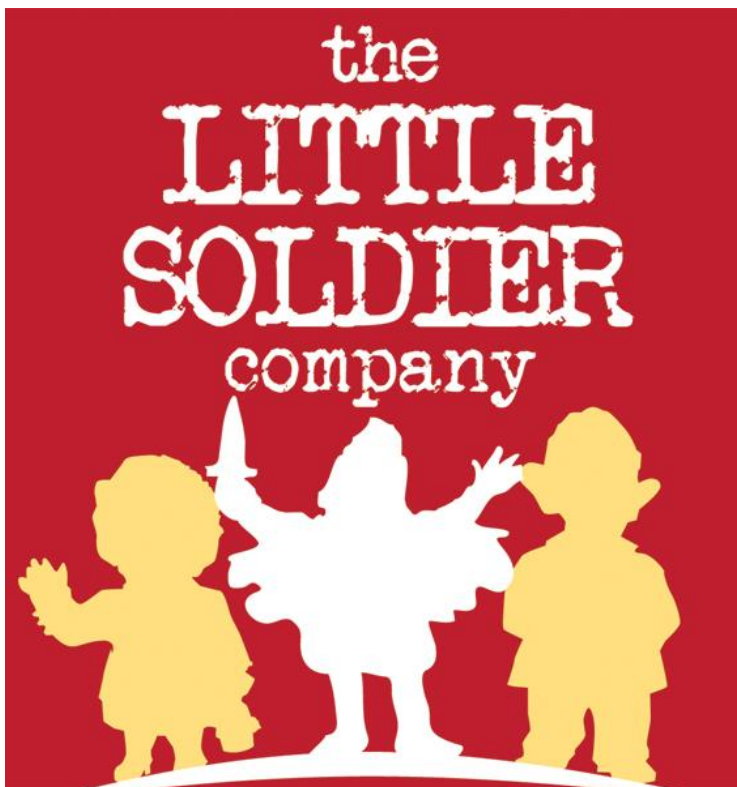
In 1969, Leiber's wife Jonquil died, an event which greatly contributed to Leiber's longstanding struggles with

alcoholism and substance abuse. The passing of Jonquil served as significant inspiration to Leiber's 1977 novel, *Our Lady of Darkness*.

Centred around the character of Scully Christopher Crockett La Cruz (an actor and general adventurer), first serialised in 1968 issues of *Galaxy Science Fiction*, then published by Walker & Co the following year, *A Specter is Haunting Texas* sees Leiber blend science fiction, nuclear war, and satire. In addition to his numerous fantasy stories, Leiber also wrote many science fiction tales, including, in addition to *A Specter is Haunting Texas*, *Destiny Times Three*, *The Big Time*, and *The Wanderer*, amongst others.

Having remarried earlier in the year, wedding poet and journalist Margo Skinner, Leiber struggled with failing health for some time before dying of a stroke in 1992. With his career having spanned six decades, his works covering fantasy, science fiction, and horror, the legacy which Leiber left behind is vast.





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

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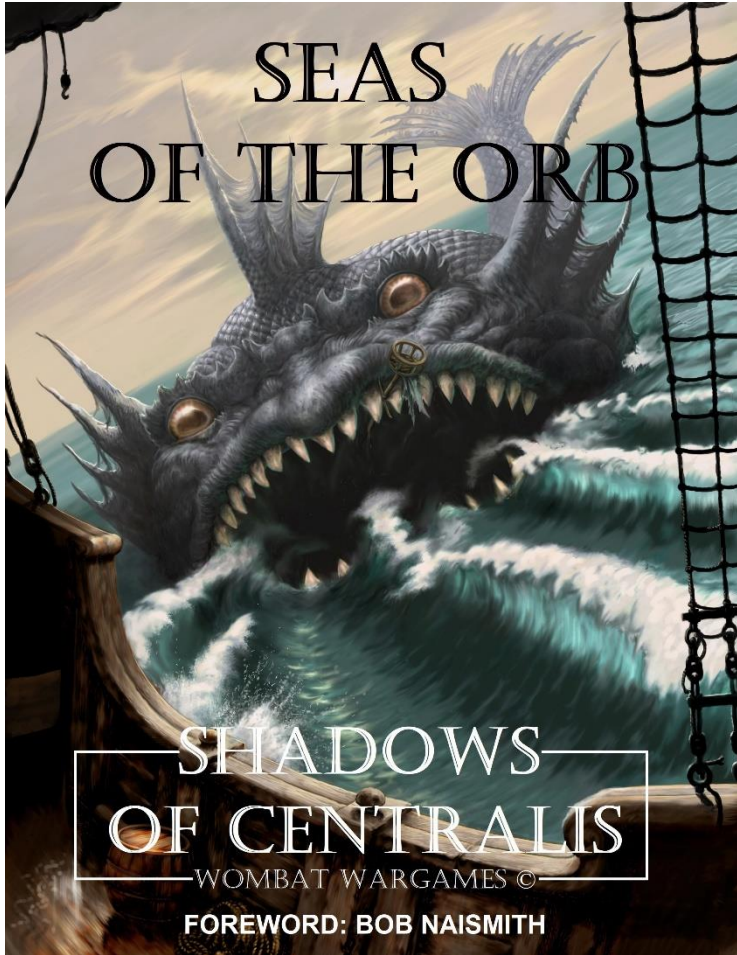




The brainchild of sculptor Paul Smith, founded in 2018, Creative Sculpt Studio Ltd provide model collectors and wargamers with a wide range of high quality fantasy and science fiction miniatures. Such is the variety of models offered, many of the company's figures make ideal playing pieces for games of Shadows of Centralis.

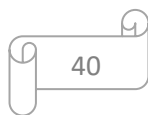


SHADOWS OF CENTRALIS: SEAS OF THE ORB



OUT NOW!

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.

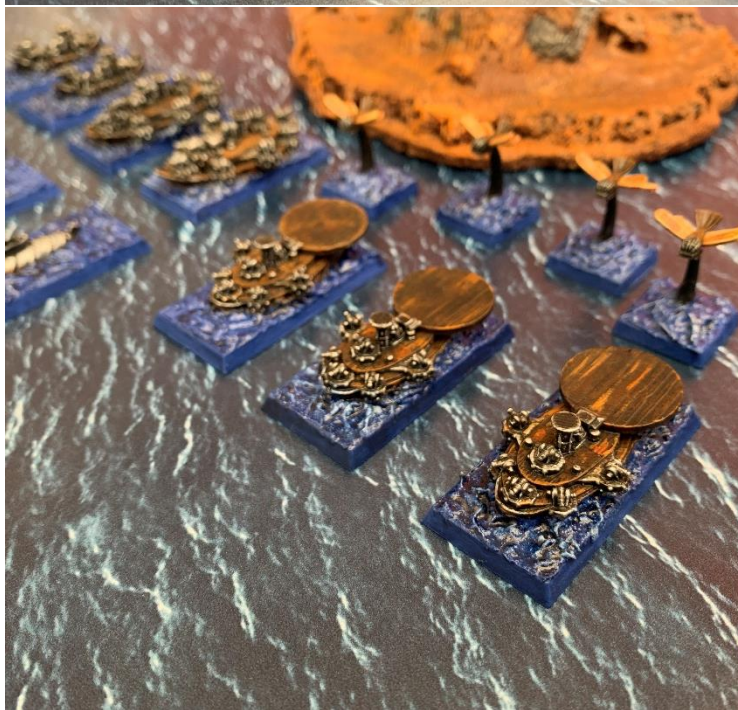
General: From mighty Yalif Warlords through to cunning Goblin Chieftains, the General Unit Addon represents the player on the tabletop, leading their navy.

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.

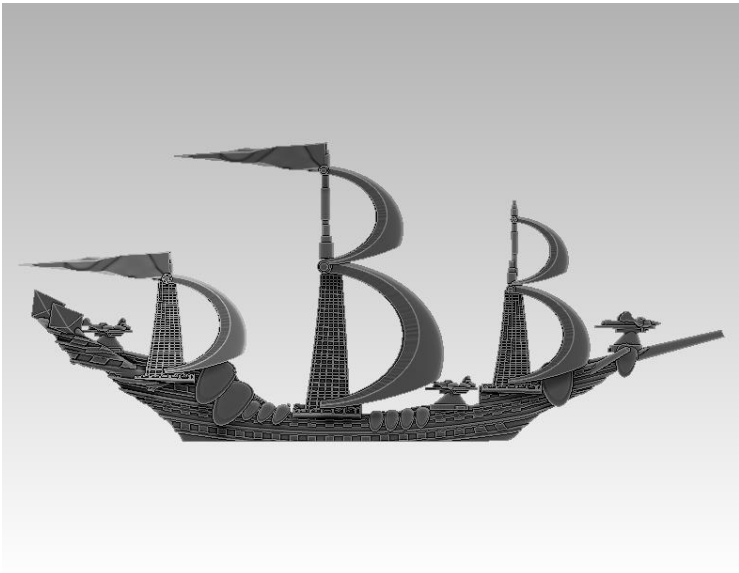


Purchasing STL files from www.bobnaismith.com and turning them into physical models is easy.

- Visit www.bobnaismith.com
- Browse available STL files
- Purchase desired STL file/ s
- Download STL file/ s
- Print file via a 3D printer

For those without a 3D printer, there are a number of companies, such as Peer Creations, offering a range of printing services.

For more information, visit www.bobnaismith.com.

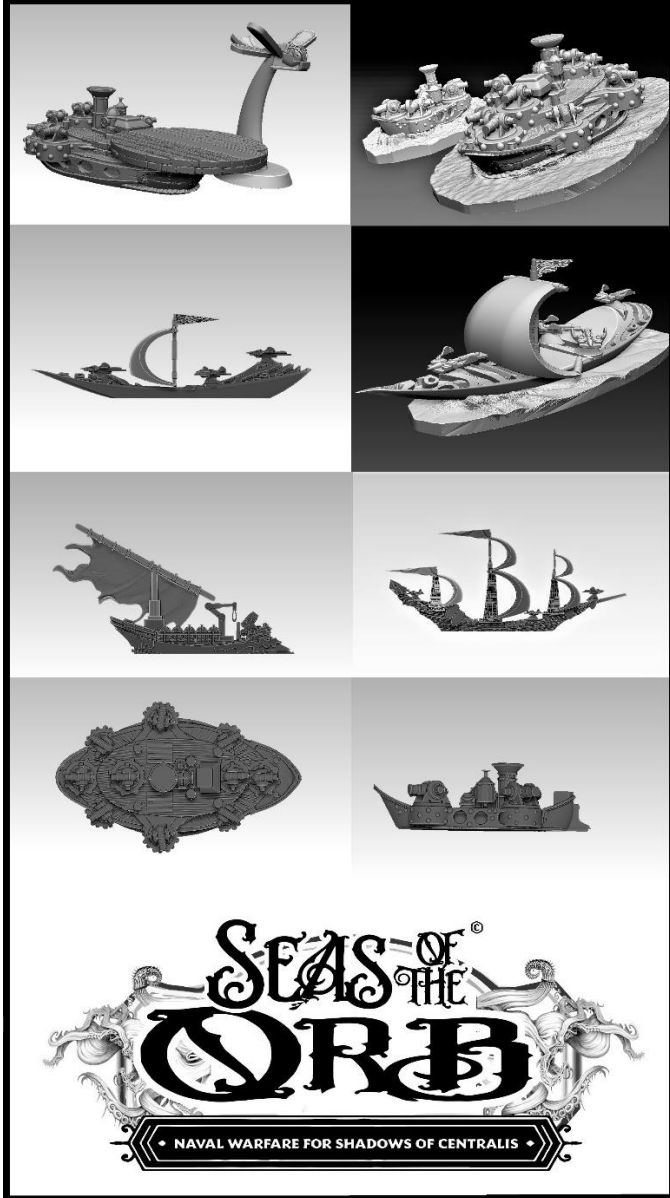






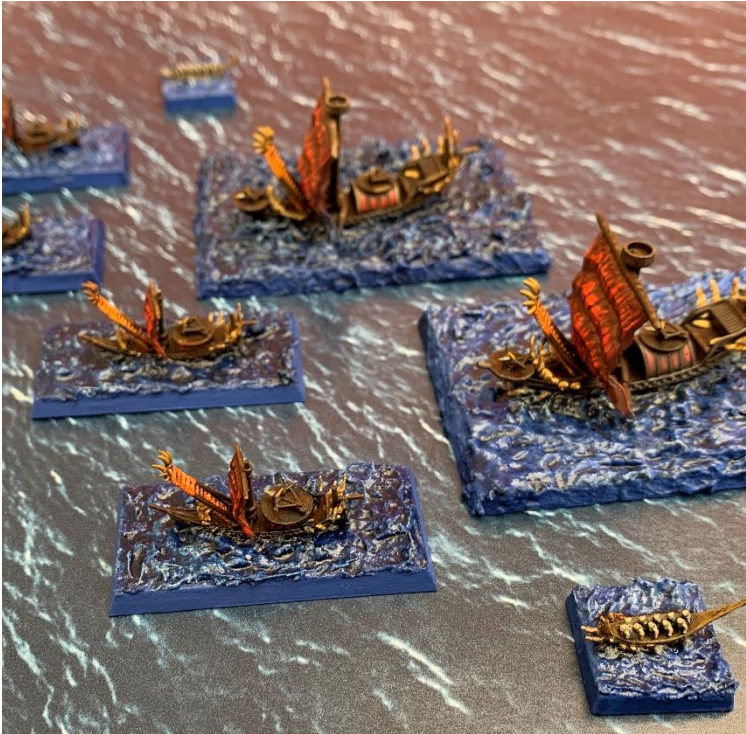


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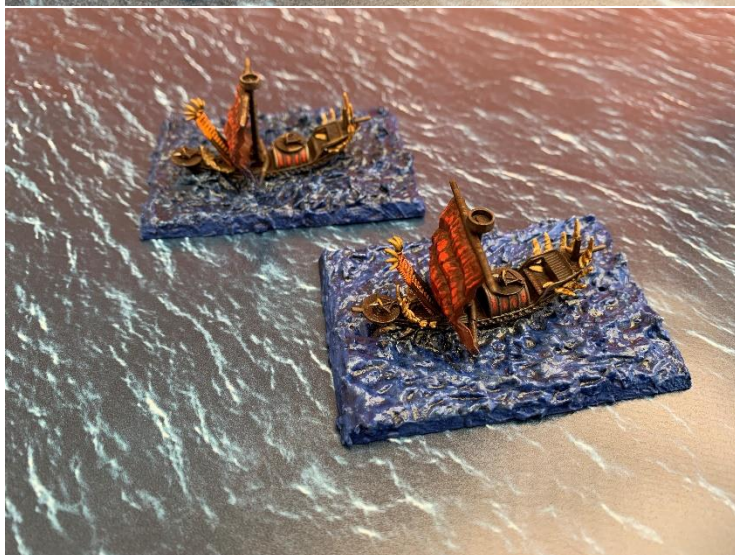


SEAS OF THE ORB: FIENDS

Fiends are not natural seafarers, nor are they great users of technology, though their sycophantic, dark-hearted cultists are. Fusing the crazed ferocity of monstrous creatures with the uninged, more dexterous Cultists, a Fiends' fleet can make for a terrifying and surprisingly effective naval foe.



Comprising Khainags, Aurochs and War Canoes, a fleet of Fiends navigates the Jabbering Seas.



Khainags.



The Fiends take to the waves.



Khainags

Suggested base size: 2" x 3".

Vessels of the Fiends tend to be filthy and fetid, their creaking decks layered with excrement and dismembered corpses, while the surrounding air is thick with disease-carrying flies. The Fiends' Khainags are widely considered floating cesspools by the Orb's other races. More than simply being stench-filled ships, Khainags are mobile melee machines which carry troops of frenzied Fiendish Warriors and bloodthirsty, muscle-strewn Minotaurs across the waves.

Crudely constructed warships which drip with savage menace, Khainags are highly manoeuvrable vessels which are designed to enable the troops of fighters onboard to quickly engage in close combat. These vessels are also fitted with two ballistae; one to the bow, and one to the centre of the ship.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Khainag	6	8/2	7+	7+	-	7+	8	7+	150	8

Equipment: Crewed by Cultists, carrying troops of Fiendish Warriors and Minotaurs, a Khainag is armed with 2 ballistae.

Special Rules: A Khainag has the *Corvus*, *Fear* and *Immune to Fear* special rules.

A Khainag is armed with two ballistae; one to the bow, and one positioned in the centre of the vessel. Such is the design of this ship, the ballista in the centre can fire both port side and starboard; ignoring the forward firing only rule typically associated with ballistae.

Aurochs

Suggested base size: 1" x 2".

Effectively smaller versions of Khainags, Aurochs also carry troops of Fiendish Warriors and Minotaurs. Though designed for quickly bringing onboard troops into close combat upon the waves, these vessels are also fitted with a single ballista to the centre of the ship.

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

Equipment: Crewed by Cultists, carrying troops of Fiendish Warriors and Minotaurs, an Auroch is armed with 1 ballista.

Special Rules: An Auroch has the *Corvus*, *Fear* and *Immune to Fear* special rules.

An Auroch is armed with one ballista positioned in the centre of the vessel. Such is the design of this ship, this ballista can fire both port side and starboard; ignoring the forward firing only rule typically associated with ballistae.



Aurochs and War Canoes of the Fiends.

War Canoes

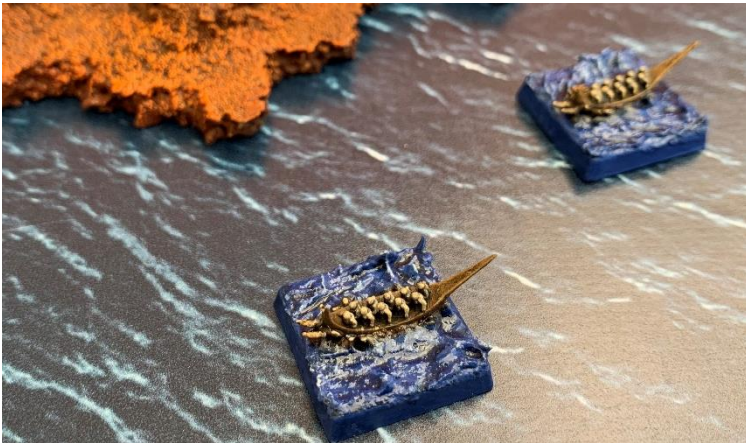
Suggested base size: 1" x 1".

Driven by dark hearts and an unhallowed hunger for human flesh, settlements of Fiends draw many human cultists. Living on the outskirts of the Fiends' different kingdoms, and surviving as cannibals, consuming vast quantities of intoxicating blood-based broths, these cultists soon adopt the mindset of a beast. Manned by Order of the Fiend Cultists, War Canoes carry fighters armed with a variety of firearms.

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

Equipment: Carrying Order of the Fiend Cultists, a War Canoe is armed with firearms.

Special Rules: A War Canoe has the *Dutch Courage* special rule.



War Canoes.

Jabberwock

Suggested base size: 1" x 2".

Like dragons, jabberwocks are ancient and solitary creatures, often dwelling high amongst mountain peaks or deep within dense forests, but, whereas dragons are majestic beasts, revered as creatures of sublime intelligence, jabberwocks are foul smelling, dark-hearted monsters, fuelled by a savage cruelty. Drawn to the cacophony of braying, barking, squawking, and countless other animalistic calls, jabberwocks often serve in navies of Fiends, typically as a mount for the navy's leader.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Jabberwock	5	3/ -	7+	7+	-	7+	4	6+	100	3

Special Rules: A Jabberwock has the *Inspiring*, *Bestial Roar*, *Fly*, *Terrifying*, *Large Target* and *Stench* special rules.



Harpies

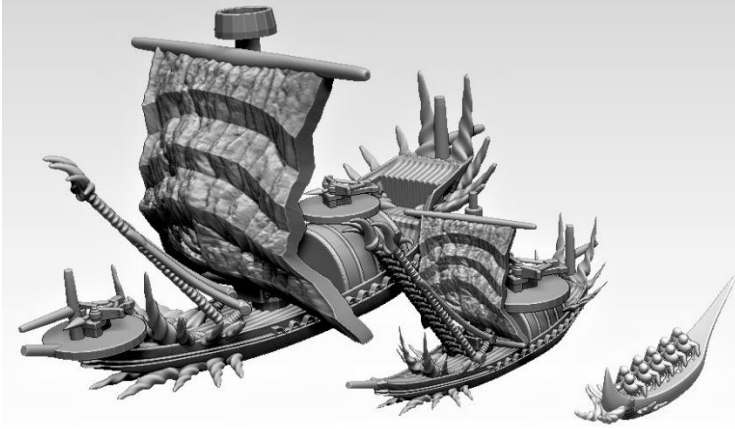
Suggested base size: 1" x 1".

Dark hearted and bloodthirsty, savage and merciless, harpies share many traits with Fiends. Revelling in the thrill of the hunt, operating in vicious packs, harpies terrorise enemy troops as they dive upon them from the skies.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Harpies	5	3/-	7+	7+	-	7+	1	7+	100	3

Special Rules: Harpies have the *Fly* special rule.





Designed by official Seas of the Orb modelmaker Bob Naismith, July 2023 sees the release of three different Fiends models in the form of the navy's Khainags, Aurochs, and War Canoes.

www.bobnaismith.com/product-category/seas-of-the-orb-3d-printable-fantasy-ship-filesets/



With their fetid, lice-infested hides caked in filth and crusted blood, each bearing aspects of a menagerie of corrupted beasts, Fiends are an unhallowed fusion of human and animal. Brutal and savage in temperament and nature, these dark creatures vary greatly in countenance; some have a bovine appearance, others resemble rodents or goats, some are fishlike, others are feathered. These grotesque parodies of man are the vile servants of the Jackal God N'kish.

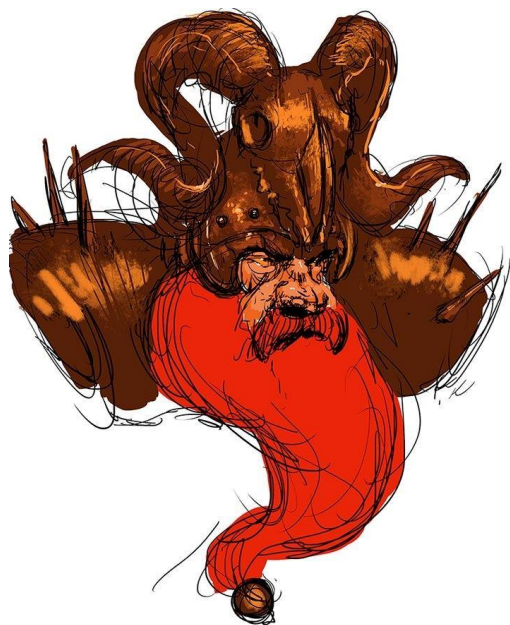
COMPANY FOCUS: PAIMON MINIATURES



'Dwarf' model. Copyright: Paimon Miniatures.

Headed by Matt Broughton, utilising the sublime sculpting skills of renowned modelmaker Kevin Adams, Paimon Miniatures are set to release their first set of all-metal, fantasy models, some delightfully diabolical, evil dwarfs. Kindly sparing us some of his time, Paimon Miniatures' head honcho, Matt Broughton himself, told us a little more about his company and its latest models.

Matt Broughton: I was born in Melton Mowbray, Leicestershire in 1971. Home to the pork pie and the late Graham Chapman (of Monty Python). Though, we're usually known more for the former than the latter.



Artwork by Jamie Sims. Copyright: Paimon Miniatures.



Artwork by Jamie Sims. Copyright: Paimon Miniatures.

I saw the film *Young Winston* (1972) when I was probably about seven or eight years old. There was a scene where an adolescent Winston Churchill (Simon Ward) is playing with a beautiful set of model soldiers on the living room floor, his father (played by Robert Shaw) enters and says words to the effect of "I think you need more cavalry..." I remember looking at these ranks of fantastic figures and saying to myself, "I want that!" Some years later, in late-1982, my uncle took me to Plymouth for a tour of the Navy ships that had taken part in the Falklands war. Nearby, there was a model shop which sold a range of the Peter Guilder figures, so I bought a handful with my pocket money and painted them up with some Airfix paints. Later, I found the Skytrex shop in Loughborough and would drag my grandmother there every few weeks. At this point, I'll add that I never knew how to game with them, but simply enjoyed the idea of collecting and painting.

The biggest influence, however, was when myself and a friend found that our local toy shop had begun stocking Citadel Miniatures. Growing up, through the 1980's, we were huge fans of fantasy films, such as *Hawk the Slayer*, *Krull*, *Conan the Barbarian*, and the original Ralph Bakshi animated *Lord of the Rings*. Seeing these models really struck a chord with us and we became totally hooked.

Soon, the historical miniatures were making way for orcs, dwarves, and goblins! It was on one such trip to the toy shop when we noticed the first edition Warhammer ruleset in stock. We bought a copy each and tried to make sense of it all. What we finally came up with was a sort of tweaked skirmish version of Warhammer (that strangely resembles

the current Age of Sigmar rules!) We then discovered the Games Workshop store nearby, in Nottingham's Broadmarsh shopping centre. By that time, we'd started to influence other school friends who became intrigued by this strange and wonderful hobby. Some of my fondest memories are of several of us playing our 'everything on the table' games, where we'd literally take our whole figure collections and battle it out over the school holidays in one massive brawl. Wargaming has stayed with me ever since, to one degree or another.



'Dwarf' model. Copyright: Paimon Miniatures.

I was lucky because both my parents and grandparents encouraged reading. I read Tolkien's *The Hobbit*, and then *The Lord of the Rings*, fairly early on. We also had a great

second-hand book stall on Melton market that always had ample stock of fantasy and sci-fi. In 1979, the film *Alien*, by Ridley Scott, was released in the cinemas, but being too young I couldn't see it. I did the next best thing, though, and bought the book by Dan O'Bannon - which was probably even more terrifying because it allowed my imagination to run riot and I had to sleep with the light on for weeks afterwards. My friend's dad had probably one of the biggest sci-fi collections I've ever seen (even their bathroom was floor-to-ceiling bookshelves). He suggested that we read Frank Herbert's *Dune*, and I'd say the sheer scope and depth of that book has had a profound impact upon me. Recently, I read Adrian Tchaikovsky's *Children of Time*, which I absolutely loved, too.



Paimon Miniatures

Expertly Crafted Metal Figurines
Inspired by the Golden Age of Fantasy Gaming

I'd worked parttime briefly for Warlord Games in Nottingham, and many of my colleagues had experiences working inside Games Workshop and Warhammer over the years. It gave me an invaluable insight into most aspects of model manufacturing (and also what problems can be encountered). I quite liked John Stallard and Paul Sawyer's

story about how Warlord Games began as an idea in John's kitchen. Whilst I don't envisage myself being as commercially successful as either of the aforementioned companies, it made me realize that these things often start with small steps. The model dwarfs I've produced are simply that first step. But everything has to be manageable and realistic. I've seen too many small companies overstretch themselves or make promises on things they can't actually deliver.



'Dwarf' model. Copyright: Paimon Miniatures.

I would say, without question, my biggest inspiration was the old Chaos Dwarf Renegade boxed set from Citadel. The whole thing, from the artwork on the box to the detail on the figures was (and still is) out of this world. I did proceed cautiously, and asked Jamie (Sims) to approach his friend John Blanche at Warhammer by asking him if there might be any copyright issues and he said it was all fine (thankfully).



'Dwarf' model. Copyright: Paimon Miniatures.

Kev Adams' work for GW over the years, in my opinion, has created some of the most unique and definitive models. For example, you simply wouldn't have Warhammer orcs (Uruks? Orks?) and goblins in their current manifestation without him. It goes without saying that as a young boy, buying those classic, early Citadel models, and now working with the person who created them, is a dream come true. When I've talked to Kev, I'm blown away with his imagination and skill, that can keep producing these kinds of things so many years later. I'm indebted to both him and Jamie Sims (who is also ex-Asgard Miniatures and ex-Citadel). Whenever I had an idea for the concept art, Jamie

could skilfully conjure the whole thing onto paper, whilst inserting his own suggestions and style.

As for the future, there are several concepts that are waiting to be turned into castings right now. A couple of big creatures, and some more chaos models, certainly. Things are looking really positive, and I'm stunned by the response I've received from people so far.



'Dwarf' model. Copyright: Paimon Miniatures.



'Dwarf' model. Copyright: Paimon Miniatures.

Each uniquely designed, resplendent with characterful details, including pouches, spiked armour, decorative skulls, wonderfully expressive faces, and more, Paimon Miniatures' set of twelve all-metal dwarf models, with contrasting textures (such as sharp-edged armour and bushy beards), are a delight to paint.



'Dwarf' model. Copyright: Paimon Miniatures.



'Dwarf' models. Copyright: Paimon Miniatures.



'Dwarf' model. Copyright: Paimon Miniatures.



'Dwarf' model. Copyright: Paimon Miniatures.

Paimon Miniatures

Facebook: www.facebook.com/paimonminiaturesuk

COMPANY FOCUS: BEQUEST MINIATURES



Jonas Marquardt: I was born in the mid-1980's and grew up in a small town in western Germany, near Hannover. I have two older brothers, who introduced me to this wonderful hobby. I think I was very lucky to get early contact with miniatures and wargaming; my brothers got Heroquest and Battlemasters as presents for Christmas or birthday gifts. Heroquest was the first miniatures game, or even fantasy game, we got, this was around the beginning of the 1990's.

I had never seen such beautiful miniatures before and it was truly amazing gameplay. Shortly afterwards, my eldest brother had a school friend who collected Warhammer miniatures. We drove to Hannover, to the first GW store; my father allowed us three boys to buy one set of miniatures each. They were very pricey back then. My first set was the first plastic skeleton kit and my big brother painted them for me (at this point, my parents thought I

was too young for that). Shortly after this event, we got our first boxed set of Warhammer, the 4th edition (goblins vs. elves). This time, I got the opportunity to paint my very first miniatures (goblins with big eyes, and lots of spilled paint!) We played and collected, more or less, until GW dropped Warhammer Fantasy and changed it to Age of Sigmar.



'Undead' models by BeQuest Miniatures. Copyright: BeQuest Miniatures.

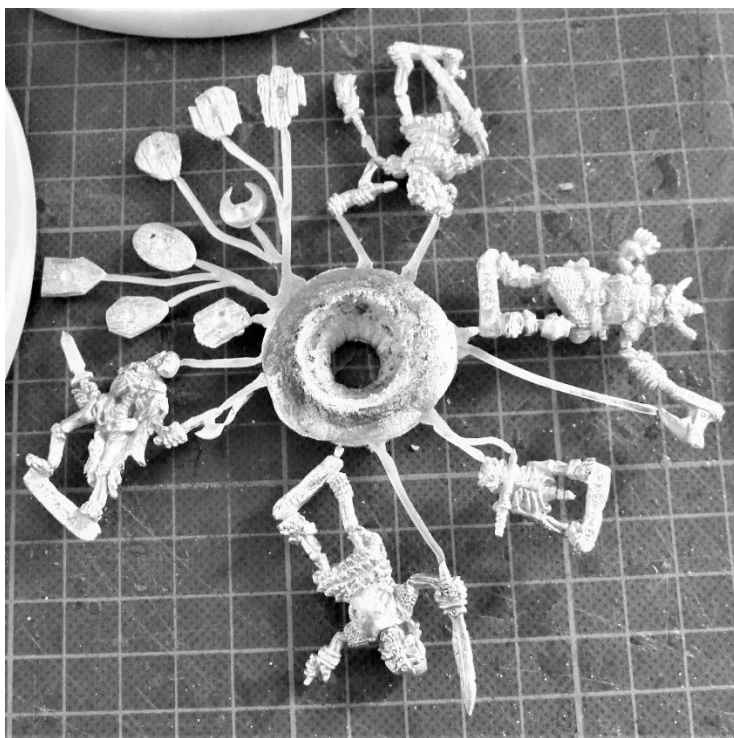


'Undead' models by BeQuest Miniatures. Copyright: BeQuest Miniatures.



beques
MINIS 

I think, in the case of painting, my biggest influences are the famous painters of the 1990's, people like Mike McVey. For sculpting, it's definitely Drew Day Williams. I watched his sculpting videos and they are the reasons why I sculpt myself these days. Also, I'm influenced by the great artists of the golden age, people like Bob Olley, Jes Goodwin, Kev Adams, Aly and Trish Morrison, the Perry twins, and so on.



'Undead' models by BeQuest Miniatures. Copyright: BeQuest Miniatures.

BeQuest Miniatures was established by myself in the summer of 2022. So, it's a very fresh enterprise. I was

collecting 'oldhammer' miniatures for quite a while (since I had a longer break from the hobby) and repaired them with Milliput and greenstuff, when something was broken or missing. In the winter of 2021, I had watched some sculpting videos of Drew Day Williams and I thought to myself, "Maybe I can do this, too." Also, I wanted to try to sculpt something for my five year old son as a birthday present.

So, I started sculpting lots of stuff. My wife said, "You must show them to somebody else, they look great!" So, I wrote to some different people and found someone who was willing to produce and sell them here in Germany (as white metal spincasts). I learned a lot from him (he has been producing traditionally sculpted miniatures since the 1990's) and opened up my own business. He also encouraged me to carry on with sculpting because he saw and believed in my talent. And that was the beginning of everything. From there on, I went to different conventions (sculpted live there), met a lot of nice people, produced more miniatures and launched my first very successful Kickstarter, 'Shambling Bones', in early-2023.

I'm a very keen reader, mostly of fantasy stuff but also some sci-fi books. My favourite authors are J.R.R. Tolkien, Michael Moorcock, Terry Pratchett, William King, Joe Abercrombie, Scott Lynch, George R. R. Martin, Dan Abnett, Mike Lee, Robert Jordan, Tad Williams and Bernard Cornwell (not really fantasy, but awesome history-inspired books).

As I explained before, skeletons were my first tabletop miniatures, so they will always have a certain place in my heart. Also, I wanted to sculpt something thinner and with some kind of human anatomy. Sculpting skeletons seemed to be perfect for that and I always try to challenge myself with a new project, with the goal in mind to further improve my sculpting skills. In case of the 'Shambling Bones', I was inspired by the old metal skeletons from the 1980's/ 1990's, models with some kind of expression in their skulls. I pushed it even a little further and it was fun to give every single one of them their own personality.



'Star Rogue' model by BeQuest Miniatures. Copyright: BeQuest Miniatures.

The next Kickstarter will start very soon (15.06.23) and will be called 'Star Rogues'. It's a collaboration with the 'oldhammer' artist Mustafa Bekir, who did the concept art, and we made ten individual retro marines who could be straight out of the Rogue Trader era. So, the next project will be sci-fi themed. I'm also working on a new series of fantasy miniatures, which will be the good or lawful counterpart of the 'Shambling Bones'. It will be a range of different 'oldschool'/ fantasy art inspired fighters based on different artwork, which inspired my personal view of fantasy. And the 'Shambling Bones' will also get a little more support in this fight between good and evil. The background story will be enhanced and maybe there will even be a little scenario to play with them on the table. But it will still take some time to finish sculpting everything and it will be a Kickstarter campaign in the end, like the other projects. Afterwards, everything will be available at www.hagen-miniatures.de.

I'm sculpting my miniatures traditionally, by hand. I'm using greenstuff and Milliput (in different mixtures) over soldered copper wire armatures. If you mix both, you get 'milligreen', which has the best properties of both. On my YouTube channel, I regularly post the sculpting process of my miniatures; I show the different layers of my work. To begin with, I bend the wire with some pliers to the preferred posture. Afterwards, I sculpt the feet and the head. The feet gives a certain stability to the armature and the posture, and face is the most important part of a good looking mini. In the end, I make the arms and weapons, often straight to the wire, without any under-construction. As for sculpting

tools, I use wax carvers from the dentist, LED magnifying goggles, silicone tools, xacto blades, and many other hobby and sculpting tools. I prefer working with some background music, like soundtracks from Jeremy Soule or others, or with the radio turned on. Mostly, I'm sculpting in the evening, when the kids are in bed.



Model by BeQuest Miniatures. Copyright: BeQuest Miniatures.

STAR ROGUES



Trooper
Gene



Trooper
Slash



Trooper
Schenker



Special Weapon
Trooper Wylde



Sergeant
Ozzy



Trooper
Hendrix



Trooper
Moon



Heavy Weapon
Trooper Vedder



Trooper
Mercury

COMING SOON TO KICKSTARTER:
HEROIC SUPPRESSION TEAM
10 DIFFERENT
STAR ROGUE TROOPERS.



Trooper
Page

'Star Rogue' models by BeQuest Miniatures. Copyright: BeQuest Miniatures.

I'm motivated by the people who support me (my family, friends, and many others). In addition, it's motivating to be part of this great 'oldhammer' and tabletop community and the sculpting groups I'm in. Also, I'm motivated by learning

new techniques, trying out new tools or watching other artists/ sculptors. Creating your own miniatures is simply awesome and it takes some time and experience to get better at it. I've always liked the process of making pieces of art, then seeing the finished piece. But making miniatures is just motivating by itself. Seeing them moulded, casted and painted by others brings things to a new level.



'Star Rogue' model by BeQuest Miniatures. Copyright: BeQuest Miniatures.



Star Rogue' model by BeQuest Miniatures. Copyright: BeQuest Miniatures.



Star Rogue' model by BeQuest Miniatures. Copyright: BeQuest Miniatures.

The future plan is to keep going and to sculpt more miniatures. I want to create different fantasy and sci-fi ranges, and I want to see them painted up and on the table. Doing more Kickstarters will allow me to keep on and to raise some funds for the production costs and new projects. I dream of being a fulltime sculptor some day in the future, when everything works out.



'Star Rogue' model by BeQuest Miniatures. Copyright: BeQuest Miniatures.

BeQuest Miniatures

Website: www.hagen-miniatures.de

Instagram: www.instagram.com/bequestminiatures

YouTube: www.youtube.com/@bequestminiatures

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, along with a special note from Bryan and Diane Ansell, 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.



The first 'Goblin' models Kevin sculpted for Citadel Miniatures/ Games Workshop. Photo copyright: Kevin Adams.



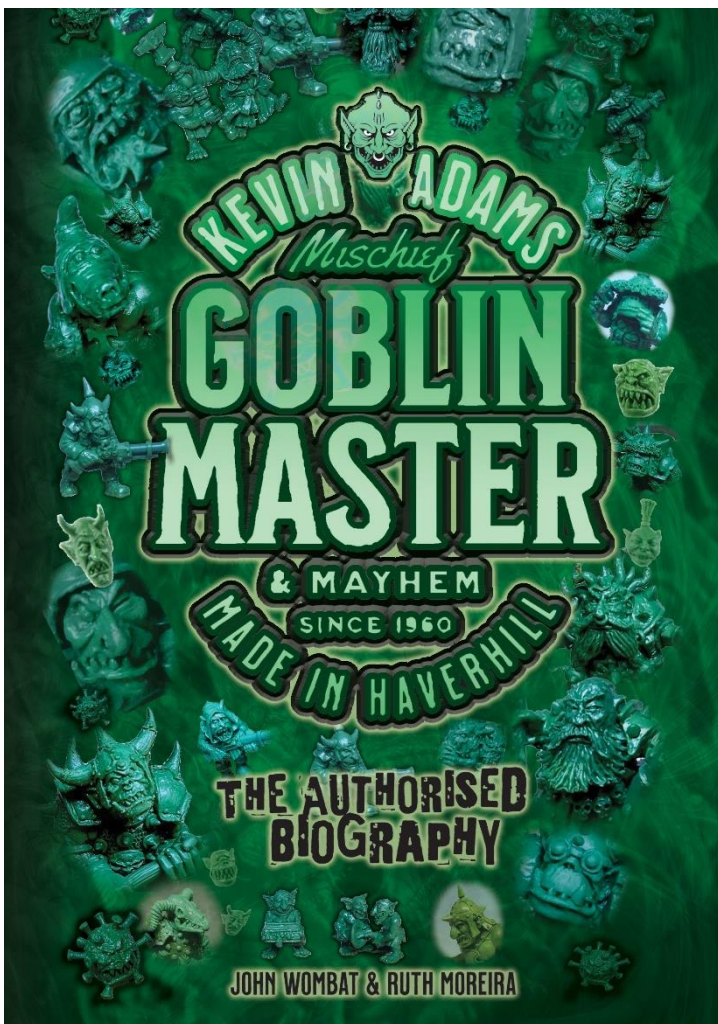
'Trouble Maker' models, sculpted by Kevin Adams for Foundry Miniatures Ltd. Copyright: Foundry Miniatures Ltd, all rights reserved.



'Dwarf' models, sculpted by Kevin Adams for Paimon Miniatures. Copyright: Paimon Miniatures.



'Giant Cave Ogre', sculpted by Kevin Adams. Copyright: Knightmare Games.



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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

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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