

# SHADOWS OF CENTRALIS

MONTHLY MAGAZINE #19



FACTION FOCUS

**DIAMOND 4**

**MURKINSTE**

**UNDEAD ZOMBIES**

**FIENDS PRIEST OF DARKNESS**

**SEAS OF THE ORB**

**HAG ELVES**

**HORROR FIENDS**

**M.R. JAMES**

**Sci-Fi FIENDS**

**FRANK HERBERT**

**OGRES**



**WOMBAT WARGAMES**



# SHADOWS OF CENTRALIS

MONTHLY MAGAZINE #19

Children of the Orb, welcome!

For players of Shadows of Centralis, this month's issue includes three Faction Focus articles as we take a closer look at units of Mutants for the Damned, Priests of Darkness for the Fiends, and Zombies for the Undead. Meanwhile, for players of Seas of the Orb, we have a Hag Elves Fleet Focus, as well as taking a sneak peek at the next selection of upcoming official model releases.

This month's Sci-Fi Fiends article concentrates on the visionary master that is Frank Herbert, while our Horror Fiends article features the original architect of ghost stories, M.R. James. For those who enjoy our regular Horror Fiend articles, a special compilation book of these pieces, Horror Fiends:

Volume I, is out now!

Other treasures within this month's issue include Vaults of the Goblin Master (more models from sculptor Kevin Adams' personal collection to enjoy) and Fragments: The Fantasy Art of Tony Hough (a superb book of illustrations from the renowned fantasy and horror artist).

Enjoy, my pretties!



Chief Wombat

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## UNDEAD

### ZOMBIES





# SHADOWS OF CENTRALIS

MONTHLY MAGAZINE #19

Shadows of Centralis

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Book front cover artwork: © Tony Hough





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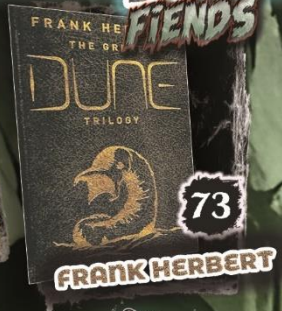


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M.R. JAMES







# **WOMBAT WARGAMES**

**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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**LONG LIVE THE WOMBAT!**



*“Blessed is the future of which our Lord leads us.”*

Prayer of the Lords.





Located on the east coast of Coelum, with the dark Splintered Seas lapping at the eroding, sulphurous shoreline, Futurm Terras is the realm of the technology obsessed Lords. Stripped of nature, there are no grasslands or forestry within the lands of the Lords, instead the whole territory is an encased, cramped metropolis with high reaching spires and vast underground networks. Having long ago chosen a path which shuns organic life, though the Lords are descendants of the human race, be it be through mental, emotional, or in many cases physical, conditioning, the Lords are terrestrial aliens. Worshipping the god Berossus, the Lords are fixated on technology and experimentation. Such is the mania of their beliefs, and their blind, unquestioning following of the teachings of Berossus, the Lords have created a society which in many ways is far advanced of other races, and in many ways far behind.

Powerful manipulators of esoteric forces, and keen experimenters of time travel, magic users of the Lords are called seekers. Time travel is dangerous and often results in extreme physical and mental trauma. Every time a seeker traverses the corridors of time, he gambles with death and insanity. To stave off considerations of the dangers involved in time travel, seekers consume copious quantities of papaver somniferum-based tonics laced with chicoi. Such is the addictive and kaleidoscopic qualities of these medicinal potions, as powerful a magic user a seeker is, without question, he also has one foot inside the realm of lunacy. It is under the supervision of these seekers that several of the Lords' factories are manufacturing and testing a variety of flying crafts which are intended to carry entire units of troops through the corridors of time.



**ABSCONDITUS**

**XVC: V001**

**XI: XXVCM011**

*Construction note (00.1252)*

*Vessel version 02.1: Liquid variant design to implement improved fuel system (as constructed in factory 2.00.1 of Q2). Increase oxidiser levels as agreed in session 4.02 of Combustion Protocol. Reinforce pump protection and fault tracking chip, along with secondary fault monitoring. Test thrust interruption levels, along with weight manipulation of tank capacities (as per Liquid 1.102 Design Instruction).*

*Point 321.22: Quantum teleportation methods to be re-tested. As part of re-testing, filtration of compressed time dilation to be recalibrated to ratio 1:2:4 via conductors Xy and Xq.*

*Ti x4: This has been confirmed as a transition metal. Properties see the metal corrosion-resistant to water, hydrochloric acid, and chlorine. The metal remains vulnerable to contact with concentrated acids, tests to counter this are underway.*

**ABSCONDITUS**

**XCO: VI**

**XXI: DXICOVII**

*Test subjects*

*1C: To be fitted with time transition chips, these should be inserted into the temporal lobe, a nerve chamber should then run to the spinal cord.*

*Fix time dilation chips to retinas. Replace pupils with second sight chips.*

*2Y: Circuitry of telepathic chip to include a re-direction from cerebellum to occipital lobe.*

*Quantum teleportation override control to be re-wired through spinal cord. Upon completion of previous procedures, 2Y to be re-tested with vehicle X1.14. Biomechanical direction to be fully integrated before next surgical steps.*

**DESCRIPTION: FRAGMENTS OF INTERCEPTED COMMUNICATIONS OF THE LORDS.**

**SOURCE: PLANTED INFILTRATOR.**

**NOTES: SUSPECTED CONSTRUCTION AND TEST NOTES FOR UNIDENTIFIED CRAFT AND SUBJECTS.**

**ACTION: ORIGINAL DOCUMENTS TO BE CATALOGUED. COPIES TO BE MADE AND SHARED AMONGST THE SELECTED VIA THE ABSCONDITUS PROTOCOL.**

*“ENDOVELICUS EST VERITAS”*

**ABSCONDITUS**





## DAMNED - MUTANTS

With unnerving rapidity more than compensating for a lack of bowmanship, units of Mutants blanketed the advancing soldiers with ceaseless volleys of arrows. It was the continual raining down of projectiles that was taking the biggest toll on the Konstrato Empire Swordsmen, weakening their spirit, as well as depleting their numbers. Well-trained soldiers with superior weaponry and armour, these swordsmen knew that the Damned's units of Mutants would offer little resistance in close combat, the problem was actually engaging them in this. Meanwhile, growing continually weakened, the block of swordsmen knew they were becoming increasingly vulnerable to being overwhelmed by the Damned's horde units of Diseased. Cursing their general's orders and naivety which had led to them into this trap, the under-fire Konstrato soldiers whispered prayers to their god Endovelicus...

Deemed abominations of nature, carriers of sin, labelled as corruption incarnate, manifestations of malevolence, hounded mercilessly by the torch-carrying Cleansing Squads of the Konstrato Empire, many mutants have found sanctuary within the Damned's domain of Sanctuarium Ultionis. While harassed figures of persecution within the wider world, within Sanctuarium Ultionis, mutants are welcomed, considered on equal terms.

Taken into Damned society, where each inhabitant is an individual who feeds in to the Damned machine of life, working within deep, cavernous mines, alongside hulking trolls and enormous chattering rats, many mutants contribute to the Damned's Block of Labour. Meanwhile, in times of war, mutants form solid units of dependable fighters.

Much like the rest of the Damned, mutants are not the most proficient fighters, though, of late, the Damned's Block of War have introduced new military training programmes, of which mutants are considered fighters of much potential. Often multi-armed, their hides

covered in a coarse, thick, protective skin, each mutant is capable of fighting with the force of two.

Boasting 2 Attacks (A) in both Hand-to-Hand Combat and Shooting, armed for close combat with axes and swords, as well as carrying bows for fighting at a distance, units of Mutants offer players of the Damned flexibility in fighting options. Be it in melee or through missile warfare, with their multiple Attacks (A) and decent Confidence (C) value, Mutants are capable of packing quite a punch; indeed, Mutants could well be considered the Damned's 'elite' Foot Troops units.

### Mutants

	M	A	H-t-H	S	Mg	C	W	D	VP
Mutants – unit of 5	5	2/2 per model	8+	8+	-	6+	1 per model	7+	10

**Equipment:** Wearing light armour, and carrying a shield, each Mutant is armed with a bow and an axe or sword.

Such is the uniqueness of Shadows of Centralis and the game's many varied factions, the game lends itself especially well to players who like to convert models. Such is the case for units of Mutants. The models converted for this article have been constructed using components from various plastic sprues (Gripping Beast and Warlord Games), plus an RPE metal shield, along with the use of greenstuff.



*Damned Mutants.*





*Damned Mutant.*



*Damned Mutant.*





*Damned Mutant.*





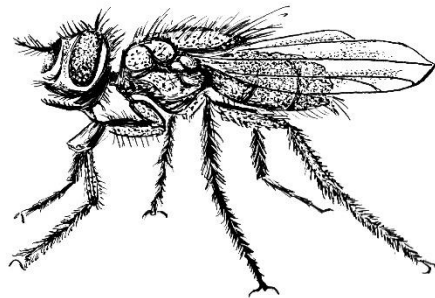
*Damned Mutant.*



Under the gleaming, gibbous moon of a lugubrious sky strangely devoid of starlight, like a raging epidemic ravaging the jolting corpse of its choking host, headed by units of multi-armed, misshapen Mutants, the massed Damned force relentlessly pressed forward against the beleaguered army of Dwarfs. Amidst a cloud of black powder and sound of echoing thunder, as Dwarf Gunners discharged their firearms into the ranks of the Damned's troops, with musket balls tearing through their coarse hides, unwavering in their focus, the units of Mutants continued to surge onwards. Swearing vengeance for their fallen brethren, calling out loudly their praise to their god T'Zor, the Mutants further quickened their pace as they powered towards the gun-toting enemy.

Like a pack of rabid dogs, snarling with rage and spitting hatred, the Mutants launched themselves into the line of defending dwarfs. Using their muskets as makeshift clubs, now forced into close combat, the outnumbered unit of Dwarf Gunners battled tenaciously to hold back the frenzied Damned fighters. Though noted for their determined spirit, the doughty dwarfs were no match for the swarming, crazed Mutants. Hacking at the Dwarf Gunners with their ill-kempt but effective swords and axes, while absorbing blows with their solid shields, the Mutants made short work of their foe.

Having ripped a hole in the Dwarfs' first line of defence, bloodied and panting but fuelled with driving vengeance, as they eyed the large block of Dwarf Warriors ahead of them, knowing their fate against such a unit likely to be defeat, the Mutants again called their praises to T'Zor and charged forward. As the Mutants pounded towards the steely-eyed Dwarf Warriors, aware of their own impending deaths, the Mutants felt euphorically victorious. With the dwarven outpost now breached, the teeming horde of the Damned would overwhelm the dispossessed Dwarfs. The Mutants knew that their lives would be avenged, while their place in T'Zor's heavenly realm awaited them. Running towards death, weapons raised, throwing themselves into the fray for the final time, the Mutants would at least take some Dwarf Warriors with them.



## OFFICIAL SHADOWS OF CENTRALIS MINIATURES

### VIA RPE MINIATURES & GAMES

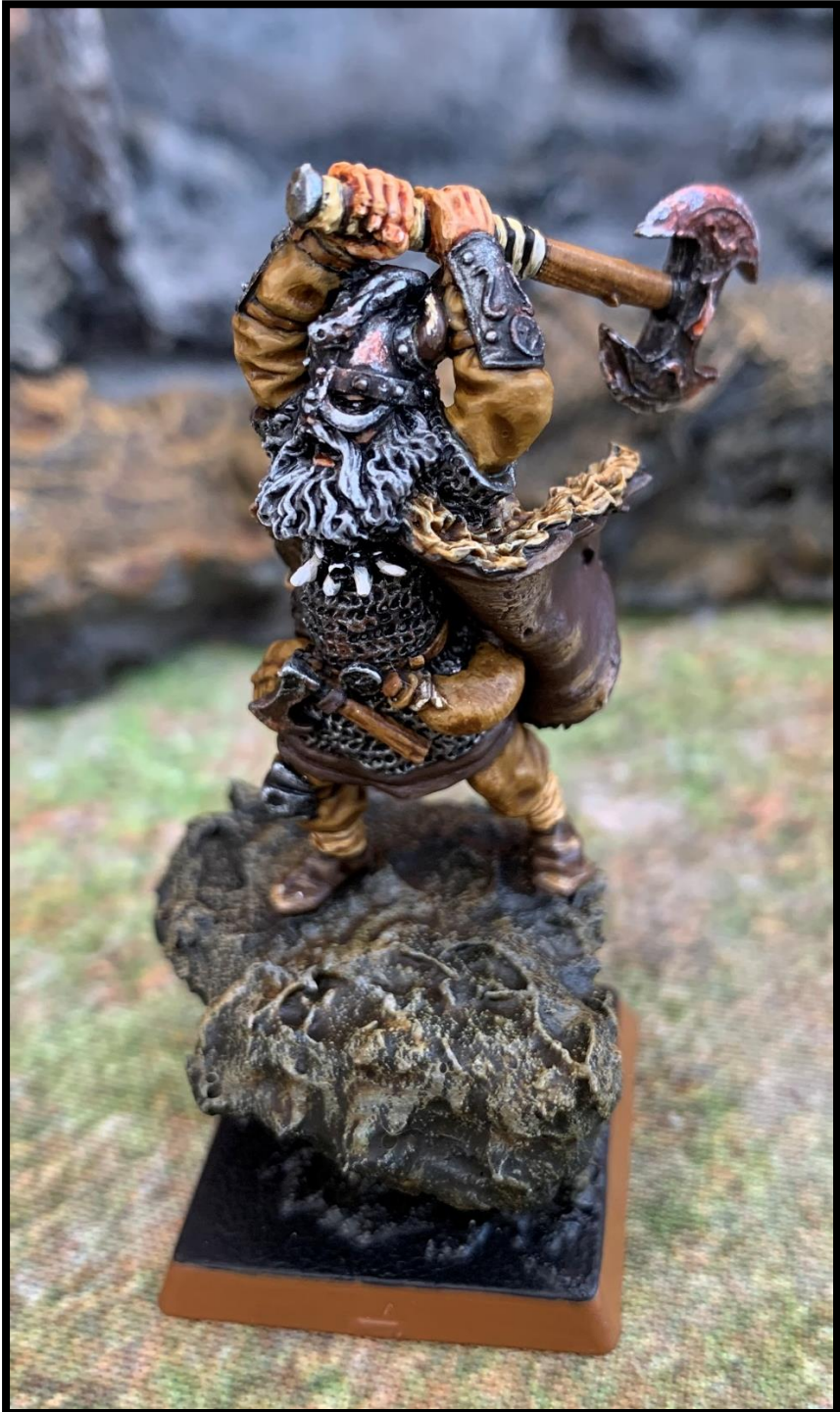
Regular readers of Shadows of Centralis Monthly Magazine will know how much we value RPE Miniatures & Games; as well as providing fantastic figures, ranging from dwarfs to elves, orcs to trolls, and with so much in between, the company also offer wonderful and highly knowledgeable customer service. In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

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.



[www.ralparthaeurope.co.uk/shop/](http://www.ralparthaeurope.co.uk/shop/)





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



*Troll, model by RPE Miniatures & Games.*





*Troll, model by RPE Miniatures & Games.*



*Order of Ophelia Witches, models by RPE Miniatures & Games.*





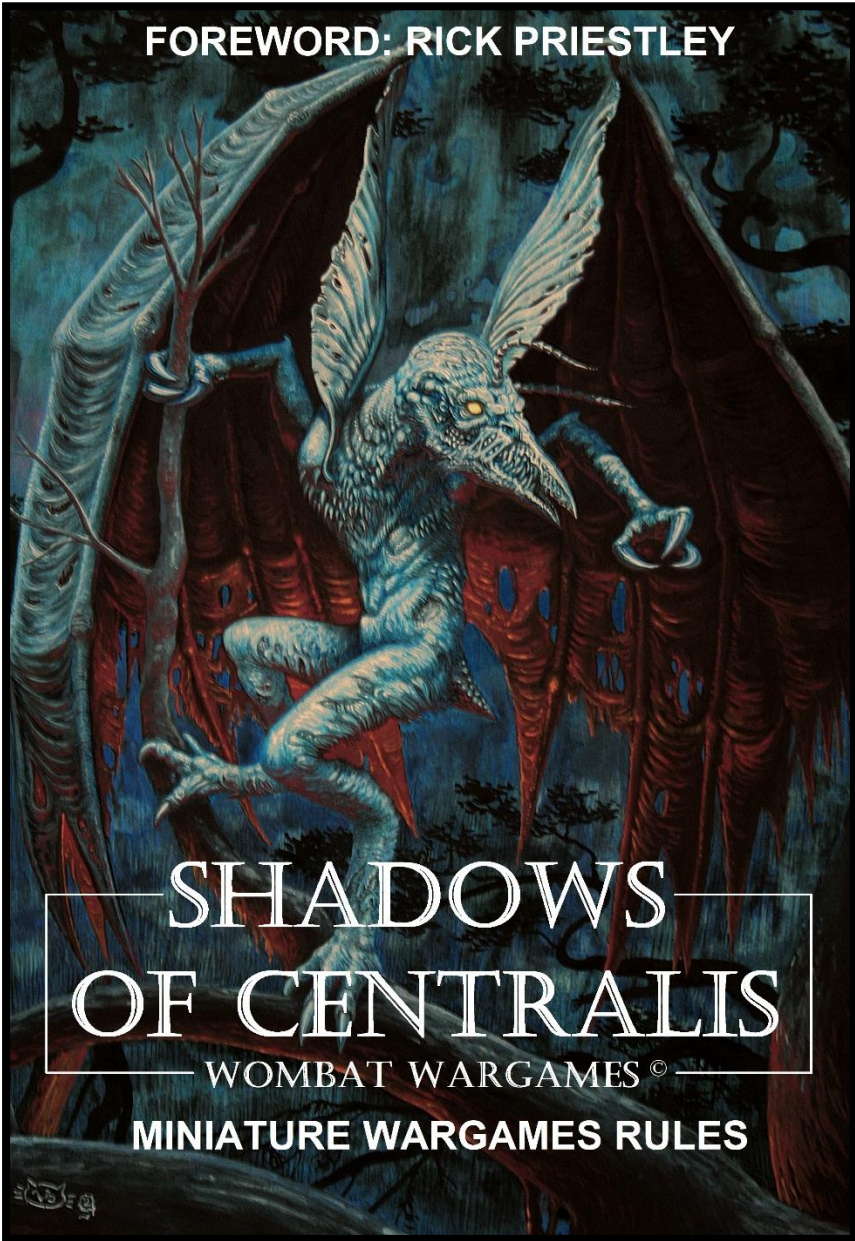
*The Diseased, models by RPE Miniatures & Games.*



*Damned miniatures: Key of Damnation (top) and a Diseased (bottom), models by RPE Miniatures & Games.*



FOREWORD: RICK PRIESTLEY



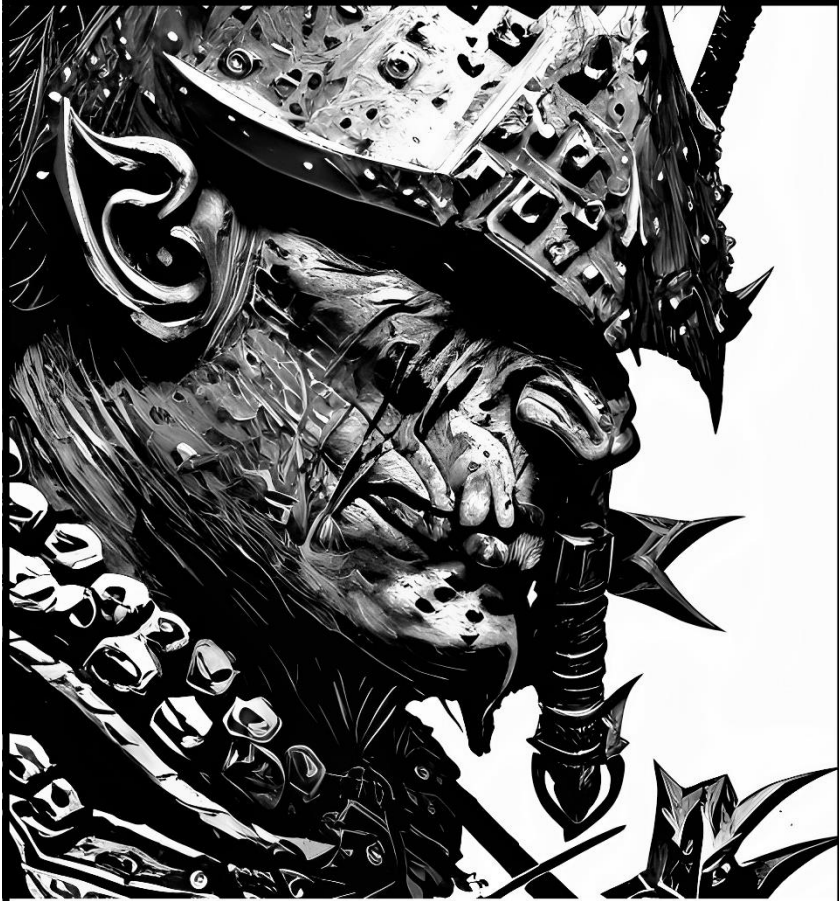
# SHADOWS OF CENTRALIS

WOMBAT WARGAMES ©

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...”*





**LET BATTLE COMMENCE!**

28MM

D6, D10

RETRO RULESET

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Typically standing eight to ten feet tall, their bodies bristling with muscles, while their faces, with their strong jaw lines and sunken, gleaming eyes, threaten menace, ogres are oversized humanoids and distant cousins of trolls. It is also said that, in addition to their association with trolls, ogres also hold a distant biological connection with orcs, hence the two races respective inherent destructive streaks.

Mistrustful of trolls' lack of interest in wealth and material prosperity, while somewhat fearful of the mysterious prescience of troll mystics, ogres have an uneasy relationship with their distant cousins. Though the relationship between the two races can be strained, ogres and trolls do still consider themselves close allies in times of war.

Sometimes, a domain of trolls is formed around the abandoned town or village of a defeated enemy, other times trolls will construct vast tunnel cities within high mountain caves. The location of the Orb which is most noted for its high number of trolls is north-western Coelum, with nearest neighbouring factions including Goblins, Orcs, and the Yalif people. As part of the burgeoning Orc kingdom of the north-central coastline of Infernum, small numbers of ogres can be found here also.

Trolls worship Chot, the "lost god." There are also a number of religious cults within troll society, with sections of the race following the teachings of Sus, god of the orcs, as well as Taranix, the god the Yalif people.

Though ogres can be found in armies of Goblins, Orcs, and the Yalif, they also march to war under their own banner. Such an army is an intimidating prospect upon the field of battle; trolls are powerful

creatures, physically robust, and surprisingly tactically astute. Further to this, ogres typically hold close alliances for giants, many of whom will enter into a force of Ogres in times of war.

Ogres have a long reputation for providing their services in battle to the highest bidder. However, rather than being true to this mercenary mythos, ogres are typically found in armies of just three of the Orb's different factions; Goblins, Orcs, and the Yalif.

### Ogres

	M	A	H-t-H	S	Mg	C	W	D	VP
Ogres – unit of 3	5	2/- per model	7+	7+	-	6+	2 per model	6+	50

**Equipment:** Wearing light armour, each Ogre is armed with a great axe or great sword. **Special Rules:** Ogres have the *Large Target* special rule.



*Ogres, models by RPE Miniatures & Games.*

With the likes of Diehard Miniatures and Knightmare Miniatures, with a slew of companies in between, there are many different model manufacturers producing some superb ogre miniatures, allowing for a range of different figures to be used in games of Shadows of Centralis. Further to this, as part of the growing range of official 28mm Shadows of Centralis miniatures, RPE Miniatures & Games also provide a fantastic selection of ogre figures for players to consider.



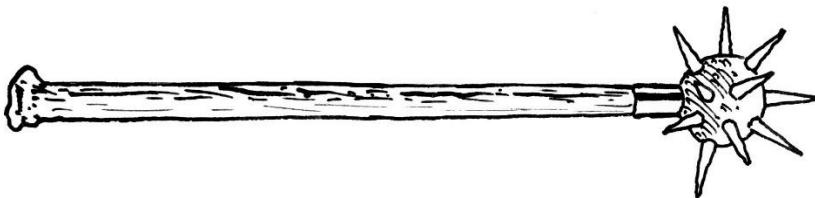


*Ogre, model by RPE Miniatures & Games.*

Sculpted by legendary modelmaker Bob Olley, RPE Miniature & Games' official Shadows of Centralis Trolls are superbly detailed and full of character. These all-metal miniatures, crisply cast, are a delight to paint.



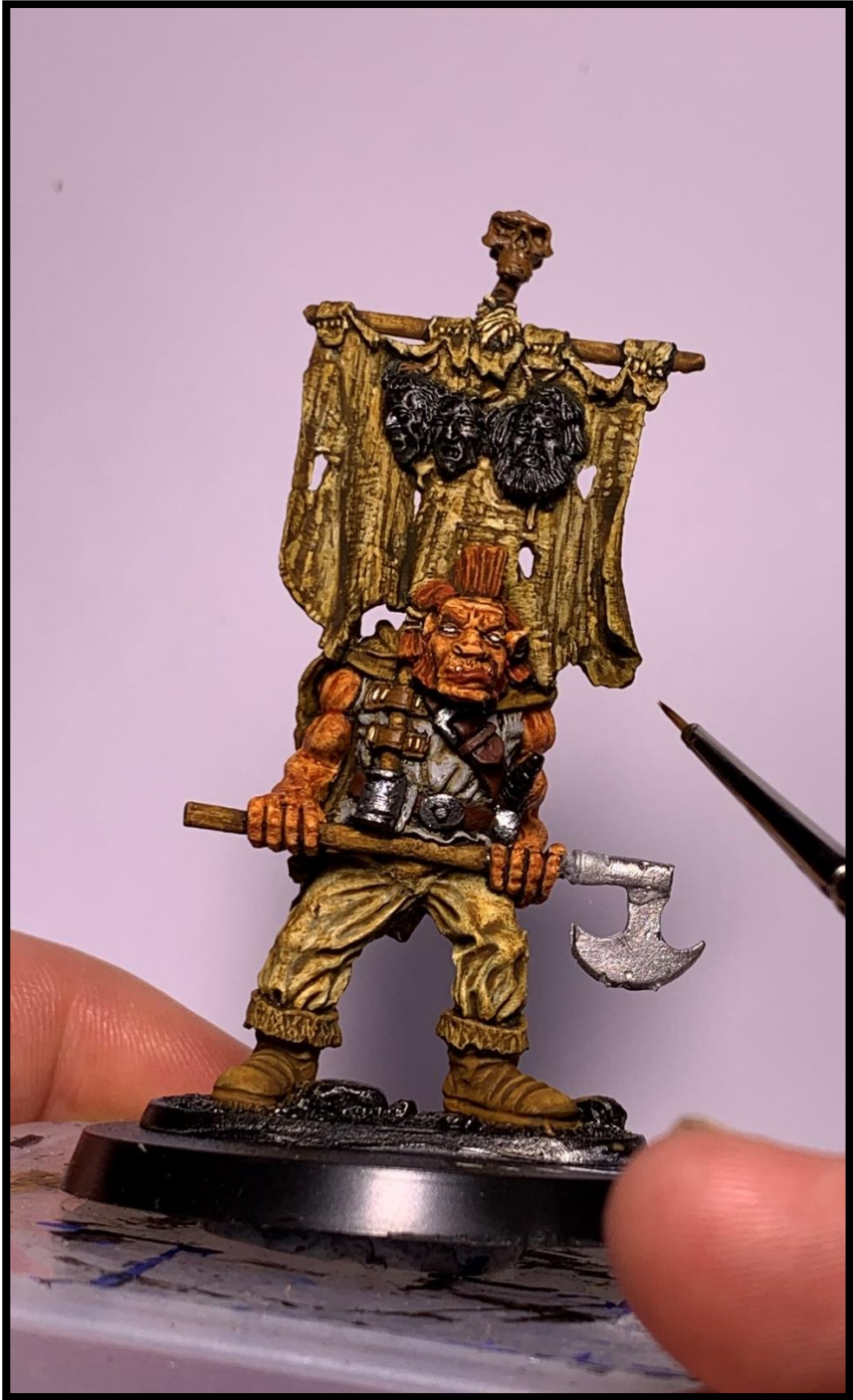
*Ogre, model by RPE Miniatures & Games.*





*Ogre, model by RPE Miniatures & Games.*





Beneath a morning sky of murky grey dappled with blood-orange, as pregnant clouds threatened a downpouring of rain and the air hung heavy with a stifling, slightly acrid, humidity, the in-step sound of well-disciplined marching echoed loudly between the moss-adorned walls of the steep mountain path.

Hulking humanoids armed with huge hand weapons, their forms bestrewn with a sinewy muscularity, rank upon rank of Ogre Warriors marched to the driving beat of the leading musician. Pounding away on his huge, human-skinned drum, the sound from which reverberated a powerful directness, the ogre drummer held responsibility for pushing the troops on throughout the long journey.

Navigating the treacherous route, this army of Ogres was the antithesis of the common opinion of the ogre race and its military prowess; throughout the Orb, ogres were considered ill-disciplined, quarrelsome, greedy, dim-witted, and incapable of military unification. Though the travelling troops did hold to some of the common traits associated with their race, they were brutal creatures with a violent temper, and some of these soldiers had previously served as cut-throat mercenaries of the highest bidder, under the charge of their general, Sting Stonebreaker, this army was a well-trained force of savvy veteran fighters.





## FIENDS – PRIESTS OF DARKNESS

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

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

With options of being mounted upon a horse or accompanied by a cultist, as well as being fielded on his own, a Priest of Darkness is a powerful Magic User unit for armies of Fiends. Though, given his Durability (D) value of just 9+, it is advisable to keep a Priest of Darkness out of close combat situations, should he be forced to fight then his Hand-to-Hand Combat (H-t-H) value of 6+ and choice of weapon (great sword, great axe, or morning star) does offer some compensation. Meanwhile, a Priest of Darkness holds the *Inspiring* special rule, allowing all friendly units within 10" to gain a +1 modifier to their D10 Hand-to-Hand Combat, D10 Shooting and D10 *Confidence Test* rolls.





With an impressive Magic (M) value of 5+, it is, of course, within the Magic phase of games when a Priest of Darkness truly excels. In addition to having access to the General Magic Spells List, a Priest of Darkness can attempt to cast spells from the Fiends Magic Spells list also. Surprisingly nuanced as opposed to straight-out savage, the Magic Spells that make up the Fiends Magic Spells List range from friendly unit improving spells (such as Bestly Butchery and Alacritous Vitality), through to enemy unit draining spells (such as Crippling Fatigue and Zombie Worms).

### Priest of Darkness

	M	A	H-t-H	S	Mg	C	W	D	VP
Priest of Darkness	5	1/ -	6+	6+	5+	6+	2	9+	30

**Equipment:** A Priest of Darkness is armed with a great axe, great sword, or morning star. **Special Rules:** A Priest of Darkness has the *Inspiring* special rule.

### Priest of Darkness on Horse

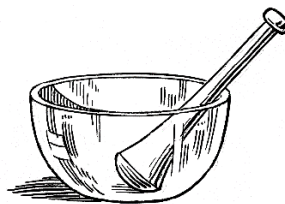
	M	A	H-t-H	S	Mg	C	W	D	VP
Priest of Darkness on Horse	10	2/ -	6+	6+	5+	6+	3	8+	40

**Equipment:** Mounted on a horse, a Priest of Darkness on Horse is armed with a great axe, great sword, or morning star. **Special Rules:** A Priest of Darkness on Horse has the *Inspiring* special rule.

### Priest of Darkness with Sacrificial Cultist

	M	A	H-t-H	S	Mg	C	W	D	VP
Priest of Darkness	5	1/ -	6+	6+	5+	6+	2	9+	50
1 x Sacrificial Cultist	5	1/ -	8+	8+	-	-	1	9+	-

**Equipment:** A Priest of Darkness is armed with a great axe, great sword, or morning star. A Sacrificial Cultist is armed with a knife. **Special Rules:** A Priest of Darkness with Sacrificial Cultist has the *Inspiring*, *Follow the Leader*, *Look Out* and *Sacrificial Gift* special rules.



Such is the uniqueness of Shadows of Centralis and the factions involved, the game is ideal for those who like to convert models; this is very much the case with a Fiends' Priest of Darkness. Used as the basis of conversions, there are a number of model manufacturers which produce a swathe of well-suited models. Meanwhile, adding to the growing range of official Shadows of Centralis miniatures, RPE Miniatures & Games are stocking a splendid rodent-featured, metal Priest of Darkness.



*Priest of Darkness, model by RPE Miniatures & Games.*



*Priest of Darkness, model by RPE Miniatures & Games.*

The unstoppable wave of rampaging, animalistic violence and destruction had overcome Ruvik, the celebrated city of the Konstrato Empire. Having brutally slaughtered all in their path, butchering without prejudice civilians and soldiers alike, the frenzied force of Fiends now set about sacking the city.

Standing in the centre of the large, ornate cathedral with his retinue of dark-hearted cultists holding captive the few surviving priests, as the cacophony of chaos sounded all around him, Draco, the raiding party's shaman, delighted in the desecration of one of the Konstrato Empire's most holy locations.

Tomes of religious texts were aflame, while vast tapestries of the finest elven silk, having once displayed the sacred story of the god Endovelicus, now lay in tatters upon the bloodstained, mosaiced marble floor. As he ordered his cultists to strap the first chained priest to the altar, in blatant defiance of the god Endovelicus, while offering praise to his own lord, the Jackal God, N'Kish, Draco would desecrate further the sanctified place of worship.





## UNDEAD - ZOMBIES

Resurrected from the grave by foul necromancy, wearing corroded armour and tattered rags, blocks of shambling, putrid zombies, their bodies held in a suspended state of decomposition, can often overwhelm the enemy through sheer weight of numbers.

On initial consideration, with Hand-to-Hand Combat (H-t-H) and Durability (D) values of 9+, armed with just clubs and knives, units of Zombies may seem a poor choice of troops for a player of the Undead. However, Zombies can actually prove highly valuable to an Undead force.

Available in blocks of 10, 15 and 20, Zombies are best utilised as 'horde units'. The more models in the unit, the higher the likelihood of an Undead player actually landing some blows in Hand-to-Hand Combat; a point further strengthened by the unit's *Poison* special rule. Also, the more models in a unit, the greater the screening the unit can provide to other troops, as well as offering greater frustrations to enemy units.

Zombies' *Immune to Fear* special rule means they do not have to pass a D10 *Confidence Test* before *Charging* a unit which has the Fear special rule. Meanwhile, with a Confidence (C) value of 5+, Zombies are reliable in holding their ground in Hand-to-Hand Combat even when losing a round of Hand-to-Hand Combat.

*"Rise up, my pretties, rise and stalk these lands once more. Rise as the touch of undeath resurrects your broken bodies, offering dark breath to your lifeless forms."*

Vincent Karloff, the Zombie King.

**Zombies are available in units of 10, 15 and 20.**

## Zombies

	<b>M</b>	<b>A</b>	<b>H-t-H</b>	<b>S</b>	<b>Mg</b>	<b>C</b>	<b>W</b>	<b>D</b>	<b>VP</b>
Zombies – unit of 10	5	1/ - per model	9+	9+	-	5+	1 per model	9+	10

**Equipment:** Each Zombie is armed with a club or knife. **Special Rules:** Zombies have the *Immune to Fear* and *Poison* special rules.

	<b>M</b>	<b>A</b>	<b>H-t-H</b>	<b>S</b>	<b>Mg</b>	<b>C</b>	<b>W</b>	<b>D</b>	<b>VP</b>
Zombies – unit of 15	5	1/ - per model	9+	9+	-	5+	1 per model	9+	15

**Equipment:** Each Zombie is armed with a club or knife. **Special Rules:** Zombies have the *Immune to Fear* and *Poison* special rules.

	<b>M</b>	<b>A</b>	<b>H-t-H</b>	<b>S</b>	<b>Mg</b>	<b>C</b>	<b>W</b>	<b>D</b>	<b>VP</b>
Zombies – unit of 20	5	1/ - per model	9+	9+	-	5+	1 per model	9+	20

**Equipment:** Each Zombie is armed with a club or knife. **Special Rules:** Zombies have the *Immune to Fear* and *Poison* special rules.

Sculpted by Bob Naismith, Gripping Beast stock a superb range of models which are ideally-suited to using in units of Zombies within your games of *Shadows of Centralis*. Other model manufacturers players may want to consider include Diehard Miniatures, Creative Sculpt Studio and Satyr Art Studio, amongst others. Further to this, expanding the range of official 28mm *Shadows of Centralis* miniatures, RPE Miniatures & Games also have a number of Zombie models available.

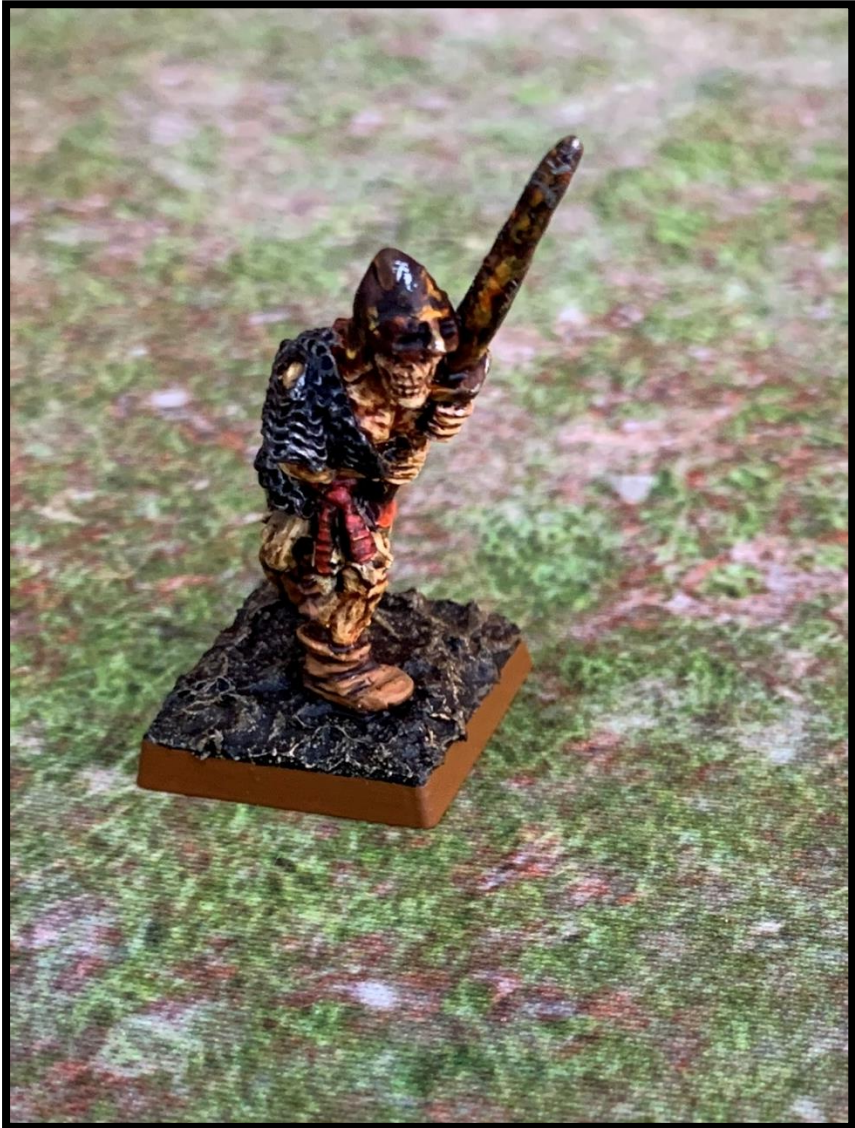


*Zombie of the Undead. Model by Gripping Beast.*



*Zombies of the Undead. Models by Gripping Beast.*





*Zombie of the Undead. Model by Gripping Beast.*

Breaking through the sodden, desecrated earth like a profane pillar pointing contemptuously, mockingly, to the gods above, the semi-fleshed, maggot-ridden hand of the unhallowed creature was the first to emerge. Slowly hauling itself from its shallow grave, the rotting, partly-decomposed beast unsteadily rose to its fetid feet. Now reanimated, immune to pain and impervious to fear, while devoid of independent thought, this soulless shadow of humanity was the mindless puppet of its blackhearted, power-crazed necromantic master.



*Zombie of the Undead. Model by RPE Miniatures & Games.*

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

Prayer of the Undead.





*Zombie of the Undead. Model by RPE Miniatures & Games.*







*Zombies of the Undead. Models by Gripping Beast.*

# BARNABAS

## (God of the Undead)

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

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

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

HAG ELVES



FLEET FOCUS





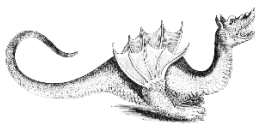
Murderous marauders, Hag Elf forces have a reputation for cruel and piratical practices upon the seas of the Orb. With their senses and tempers inflamed through the use of various stimulants, hag elf warriors board clipper style ships which are adorned with evil decorations. Armed with far-reaching ballistae, Hag Elf Titans and Hag Elf Slaughter Ships form the navy's warship options.

Known as Murder Crafts, some Hag Elf fleets include smaller boats which carry deadly crossbowmen. These sharp-eyed killers are adept at raining down armour ripping bolts upon enemy vessels.

Much like their Dagnr-worshiping elven cousins, hag elves hold close relationships with dragons, and often take them to war. Such is the dark and infectious nature of hag elves, evil can leach into the creatures which serve them; the dragons of the hag elves, corrupted through association, are evil shadows of their once graceful selves.

Pale-skinned and evil-eyed, their lithe, tattooed bodies covered in a shiver-inducing ice-cold sweat, while hands, long fingered and agile, itched with agitated excitement, units of Hag Elf Crossbowmen eyed the approaching fleet of the Konstrato Empire with intense bloodlust. Fuelled with the adrenaline heightened properties of their chicoi-lepidone cocktails, eager to satiate their cravings for the spilling of blood, the corrupted elves fingered the triggers of their crossbows with an almost sensuous anticipation. Waiting in their concealed position, resting stealthily in the calm cerulean waters behind a large cluster of rocks which towered over the waves like a ruined cathedral still leaving pilgrims in awe, the Hag Elf force was poised to attack.

Failing to notice the slate-grey, ornately decorated vessels of the Hag Elves, complete with their murderous and marauding passengers, until it was too late, as they desperately scrambled to prepare their bow-positioned fire ballistae, the crewmen of the Konstrato Empire's Fireships were the first to fall to a wave of sky-blotting bolts. Skewered like fish in a barrel, their bodies peppered with armour-piercing quarrels, dozens of Konstrato soldiers fell to the decks of their ships. When fighting a force of Hag Elves, a quick death was always preferable; for those maimed but not killed by the crossbow fire, they would be the unfortunate playthings of the Hag Elf Warriors, and their pleas for death would echo across the waves.



## Hag Elf Titans

Suggested base size: 2" x 3".

Pacey, multi-sailed vessels, Hag Elf Titans are armed with six ballistae; two on port side, two on starboard, one to the bow, and one to the stern.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Hag Elf Titan	7	6/6	6+	6+	-	6+	6	7+	150	6

**Equipment:** Carrying troops of Hag Elf Warriors, a Hag Elf Titan is armed with 6 ballistae. **Special Rules:** A Hag Elf Titan has the *Confidence Enhancers* special rule.



*Hag Elf Titan.*

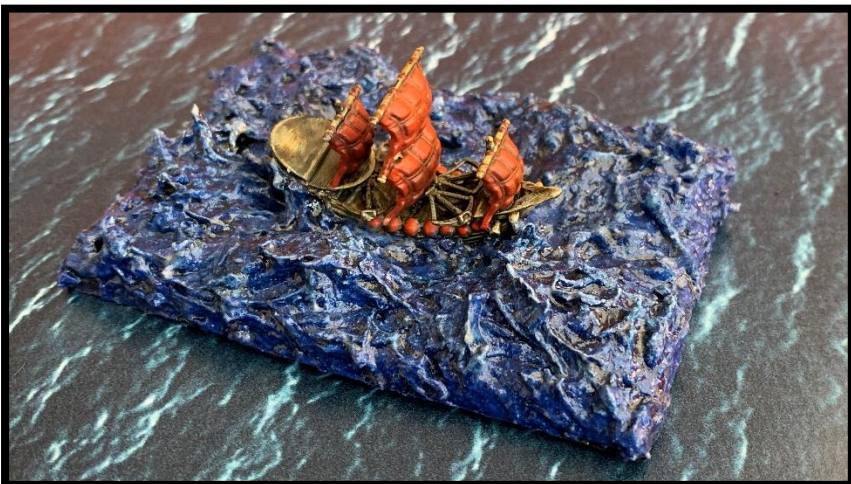
## Hag Elf Slaughter Ships

Suggested base size: 2" x 3".

Smaller versions of Hag Elf Titans, Hag Elf Slaughter Ships are armed with four ballistae; two on port side, and two starboard.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Hag Elf Slaughter Ship	7	4/ 4	6+	6+	-	6+	6	7+	100	6

**Equipment:** Carrying troops of Hag Elf Warriors, a Hag Elf Slaughter Ship is armed with 4 ballistae. **Special Rules:** A Hag Elf Slaughter Ship has the *Confidence Enhancers* special rule.



*Hag Elf Slaughter Ship.*



## Murdercrafts

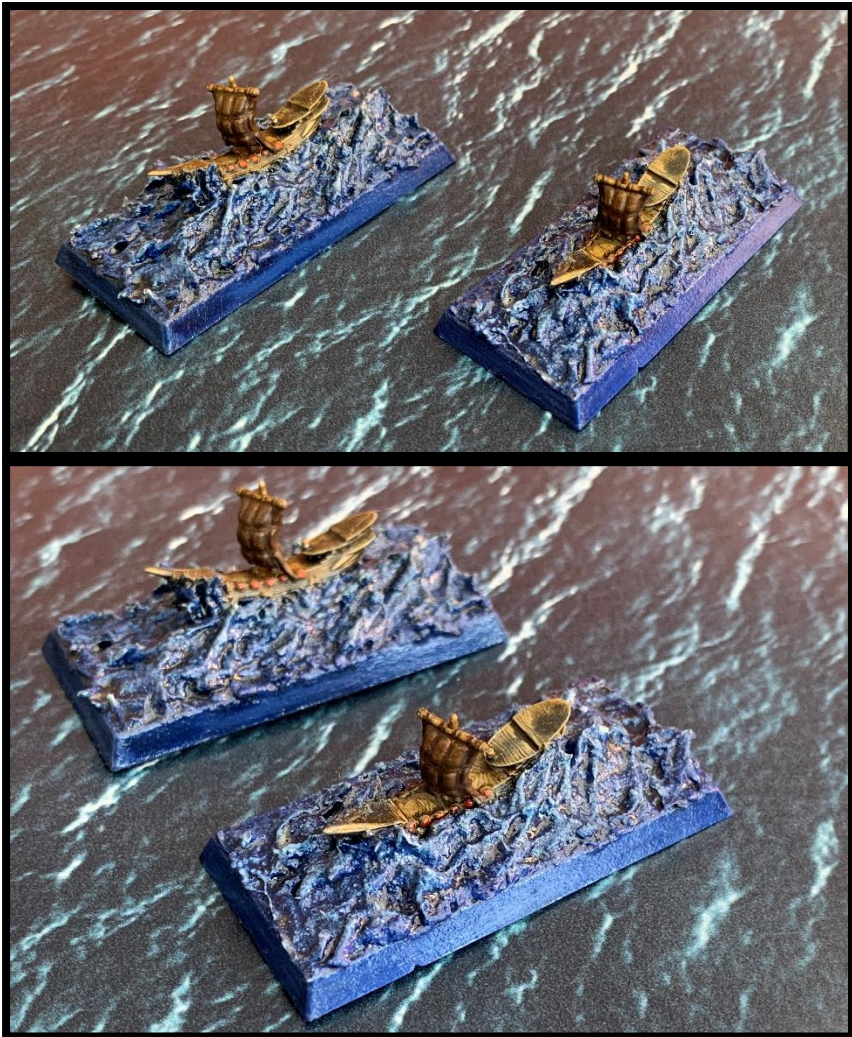
Suggested base size: 1" x 2".

Slender boats with a single sail, adorned with evil decoration and dark sigils, Murdercrafts carry troops of Hag Elf Warriors armed with powerful, deadly crossbows.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Murdercraft	6	1/ 1	5+	5+	-	4+	2	7+	50	1

**Equipment:** Murdercrafts carry troops of Hag Elf Warriors armed with crossbows.

**Special Rules:** A Murdercraft has the *Confidence Enhancers* special rule.



*Murder Crafts.*

## Dragons

Suggested base size: 1" x 1".

**A Hag Elves navy can include a maximum of two Dragon units.**

Elves have close links to dragons; when they turn from the virtuous teachings of their goddess Dagnr, instead revelling in the joys of evil, such as the path chosen by hag elves, the creatures which serve them often take on unhallowed aspects. Corrupted by darkness, the dragons of the Hag Elves have become cold-hearted and bloodhungry.

	M	A	H-t-H	S	Mg	C	W	D	VP	CC
Dragon	7	4/ -	7+	-	-	6+	3	6+	150	4

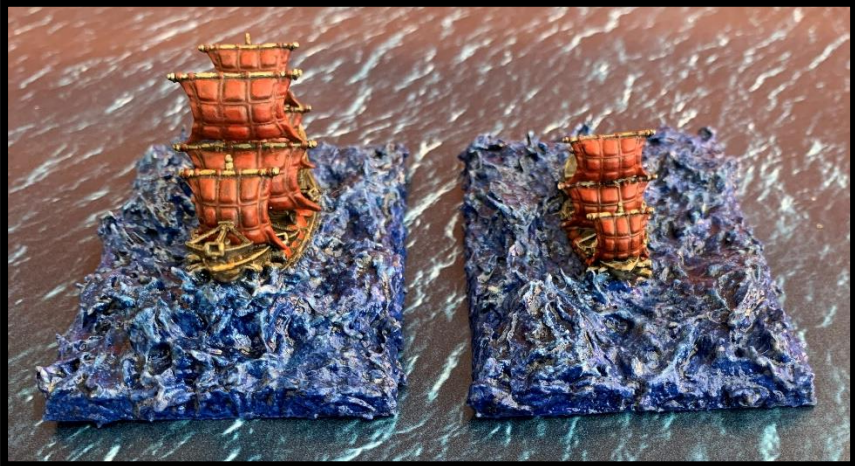
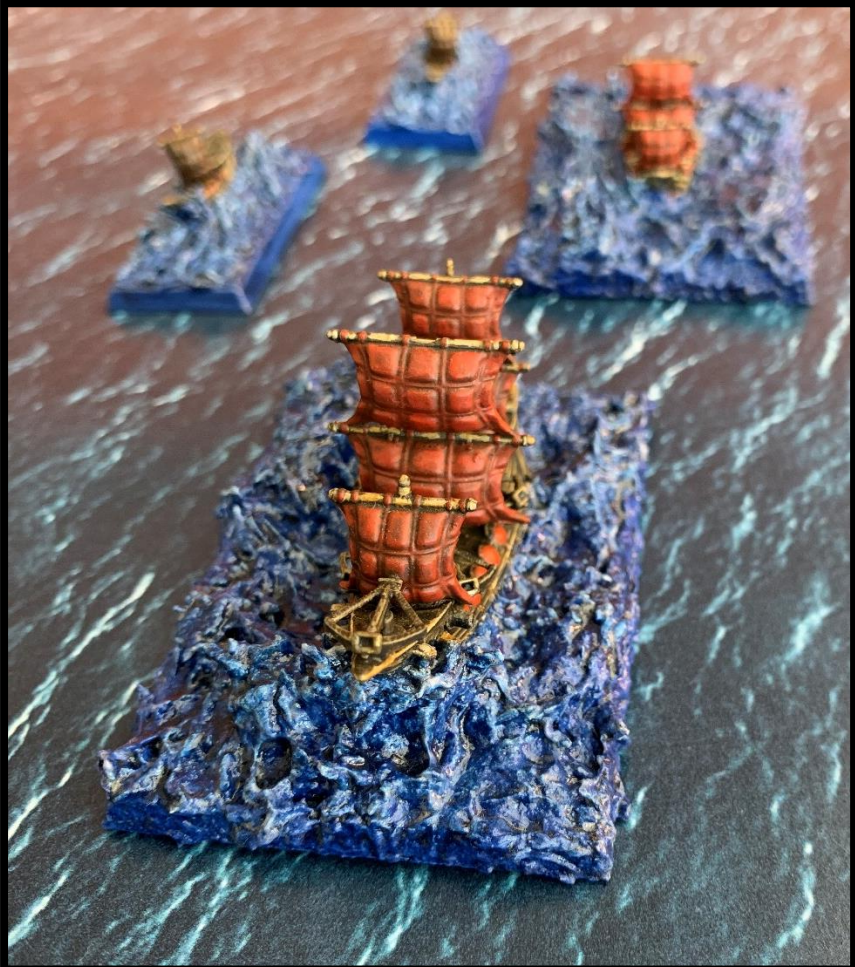
**Special Rules:** A Dragon has the *Breathe Fire*, *Terrifying*, *Large Target* and *Fly* special rules.



*Dragon.*

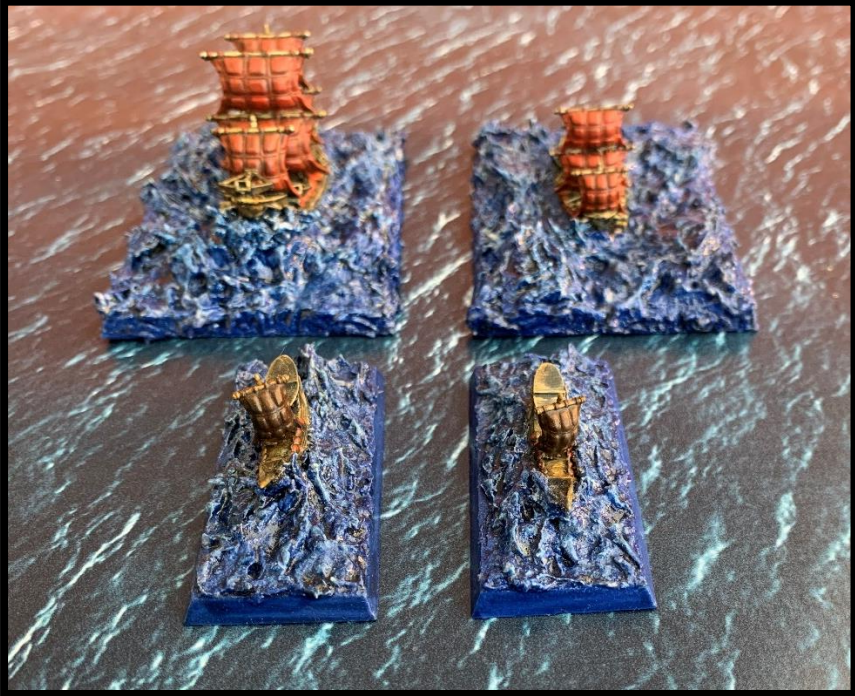






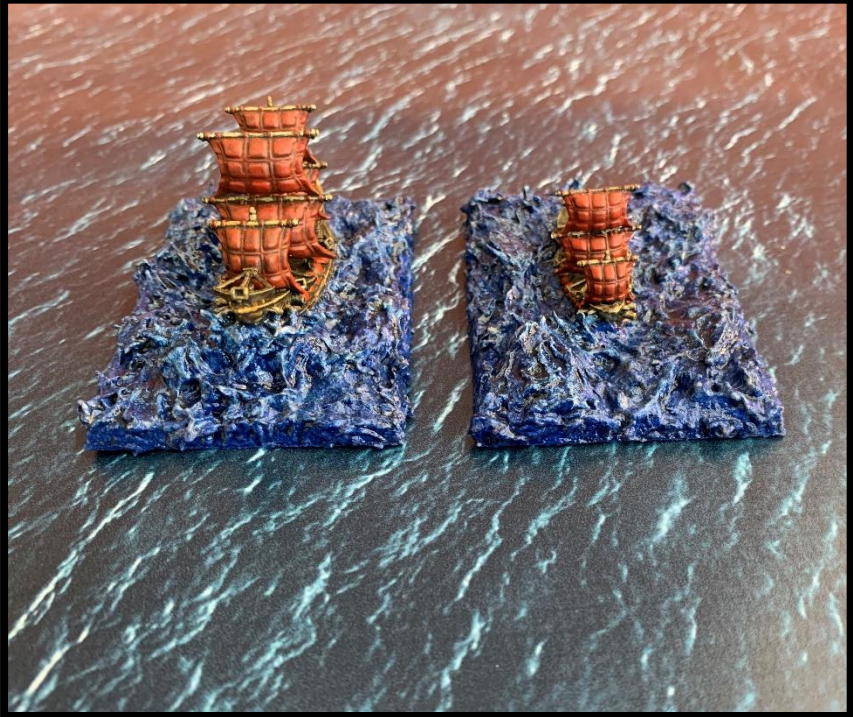
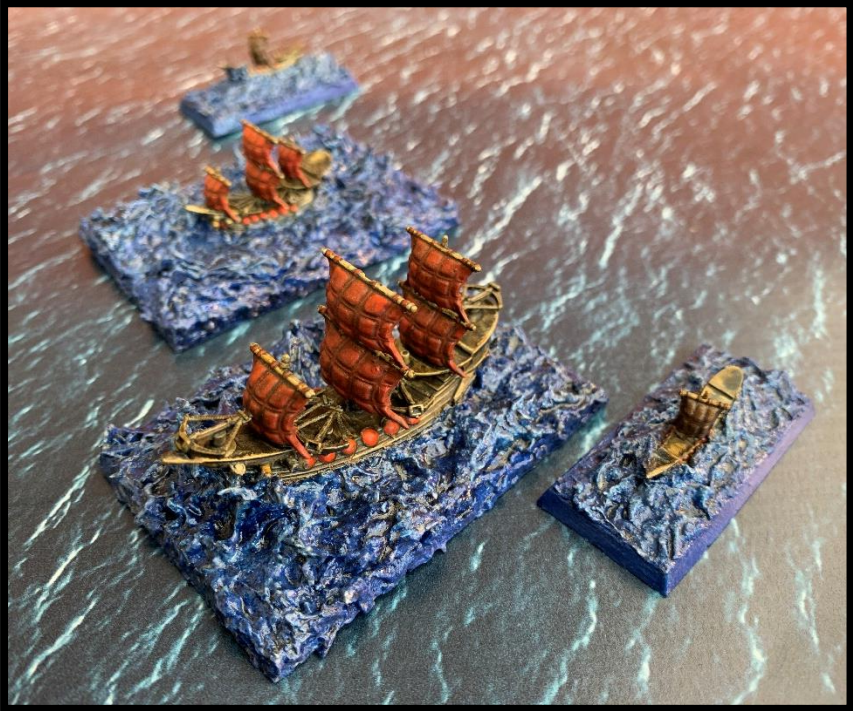
*The naval might of the Hag Elves.*





*Giant and Hag Elves clash (top). Murdercrafts, followed by a Hag Elf Titan and Hag Elf Slaughter Ship (bottom).*

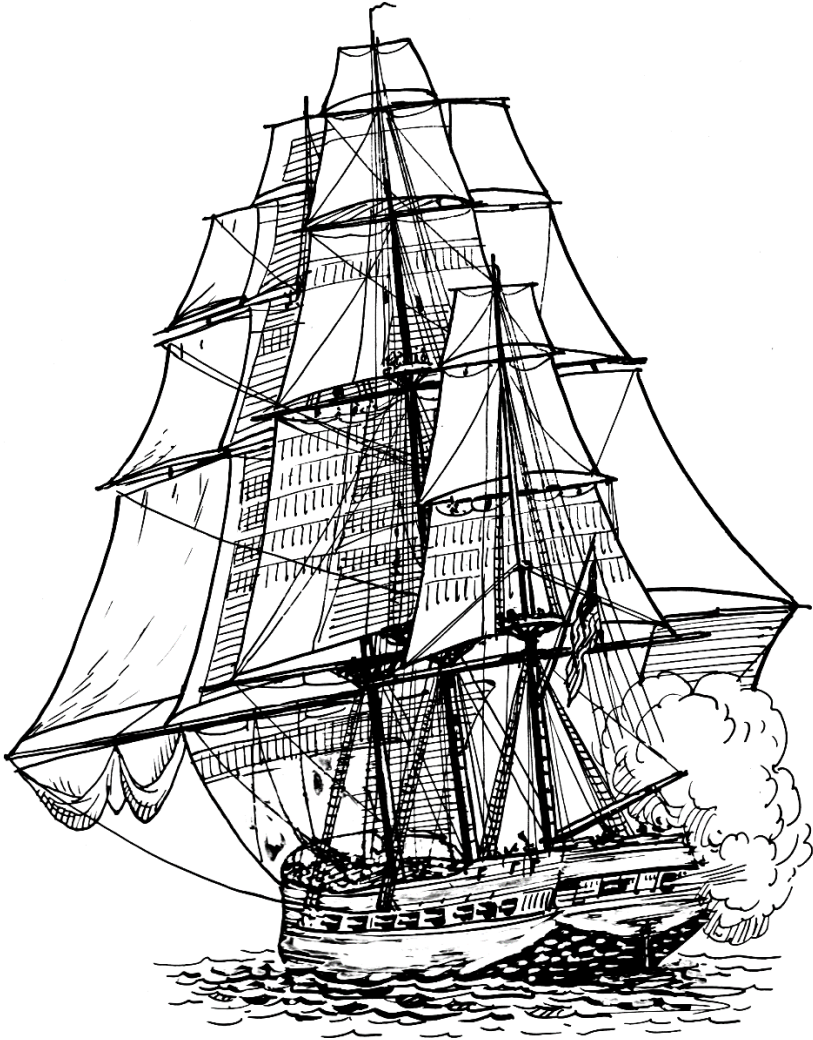




*Hag Elves, the scourge of the waves.*

## COMING SOON TO THE SEAS OF THE ORB

Cannons at the ready! Including Konstrato Warships, Konstrato Gunships, and Fireships, next month will see the release of a fleet of models for the Konstrato Empire.



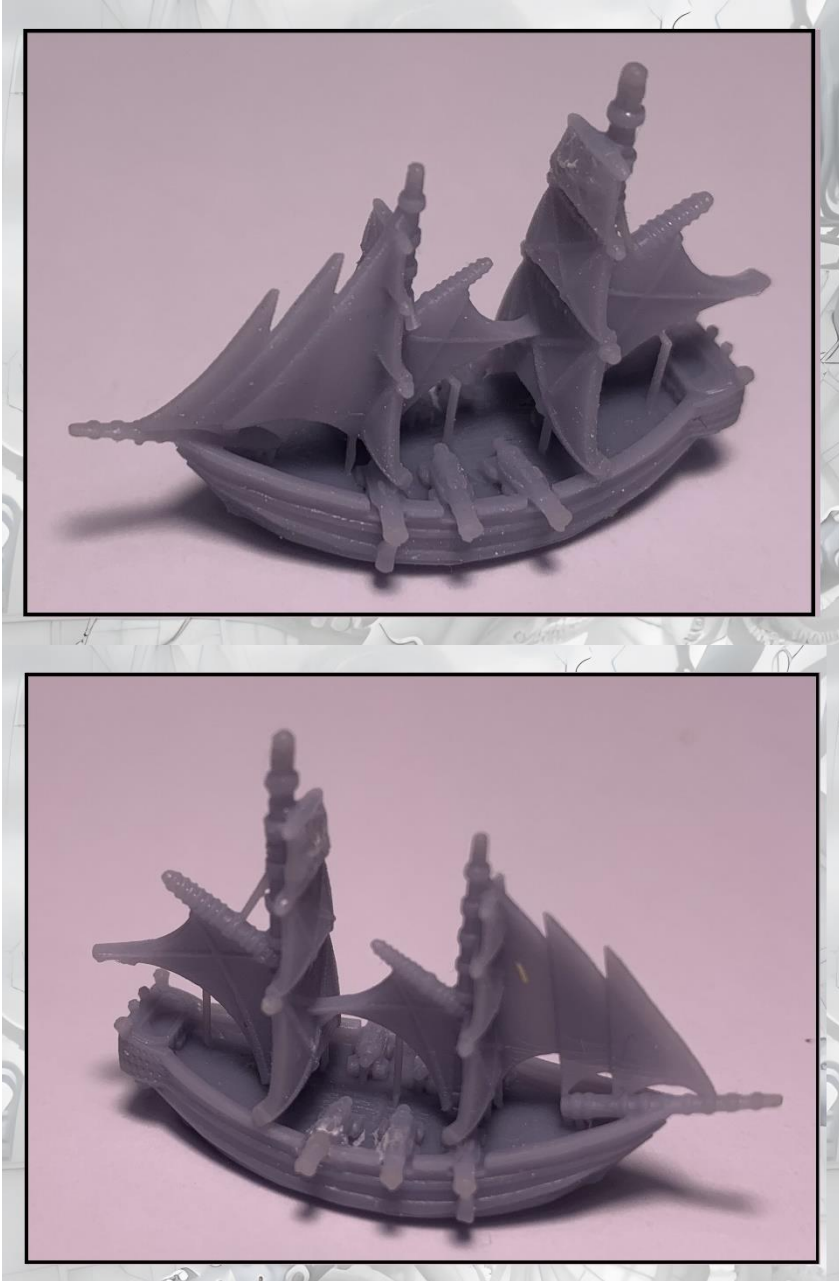
***“As we spread your teachings, the unrepentant will burn.”***

Gregori Beckerleg, spoken during the Third Purge of the Crescented Moon.



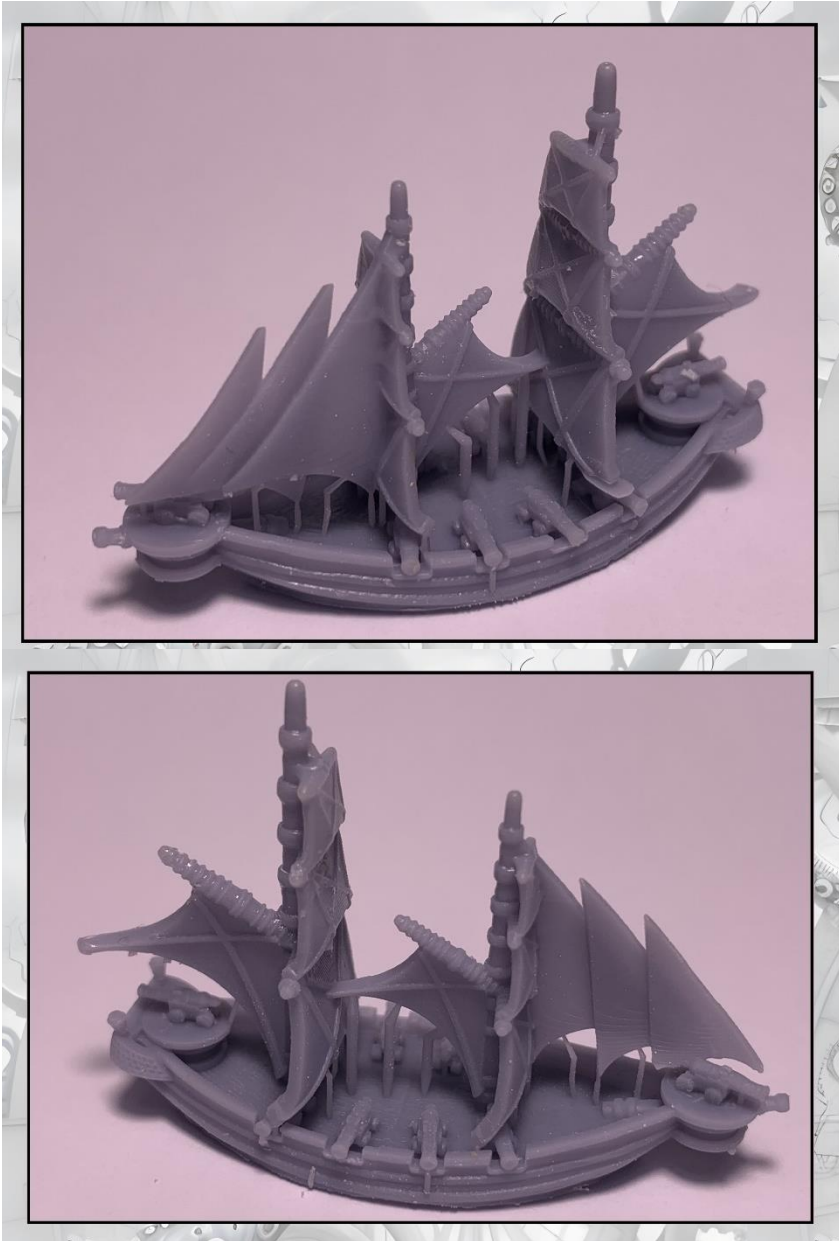
## Konstrato Warships

Solidly constructed brigantine style vessels with multiple sails, carrying troops of Konstrato Empire soldiers, each Konstrato Warship carries six powerful cannons; three port side, and three starboard.



## Konstrato Gunships

Much feared upon the waves of the Orb, larger and better equipped than Konstrato Warships, Konstrato Gunships boast a total of ten cannons; four to port side, four to starboard, one to the bow, and one to the stern.

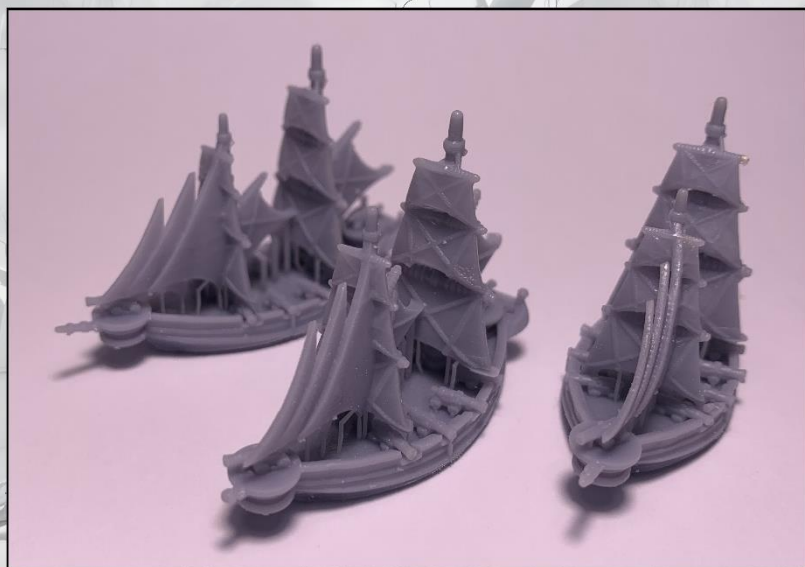


## **Fireships**

Intended to cleanse the Orb's waves of evil, purifying their diseased souls through fire, Fireships are single-sailed vessels armed with two fire ballistae; one positioned to the bow, and one to the stern.









Official Seas of the Orb models and gaming components are available exclusively from [www.bobnaismith.com](http://www.bobnaismith.com).

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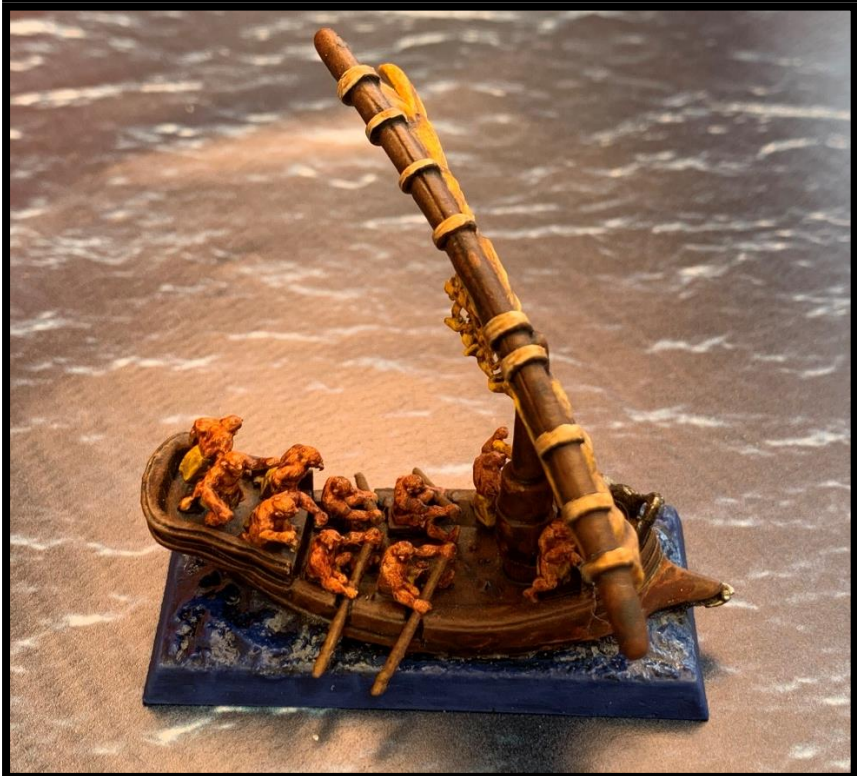
## OFFICIAL SEAS OF THE ORB MODEL RANGE BY BOB NAISMITH

Designed by renowned modelmaker Bob Naismith, available exclusively via [www.bobnaismith.com](http://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 components.

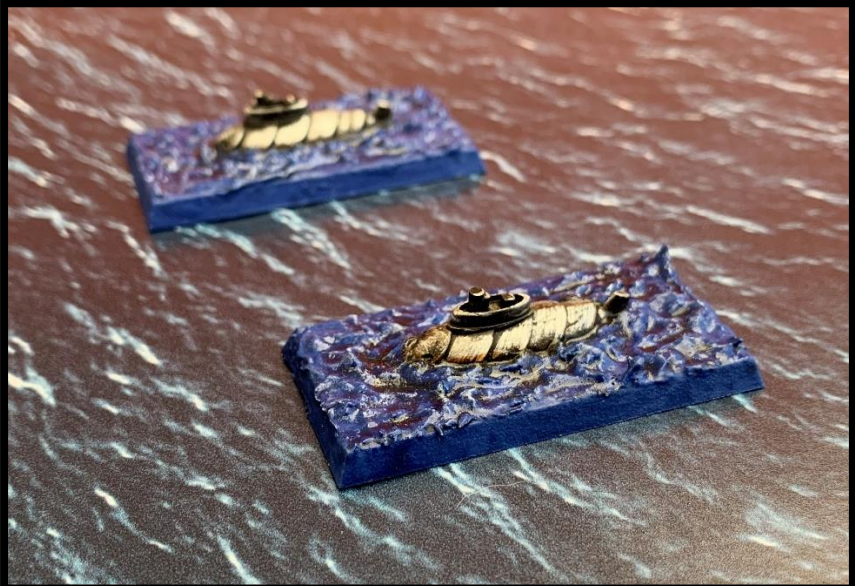


*A Damned Troll Barge powers through the waves.*





*Carrying hulking trolls, Damned Troll Barges are hard-hitting units.*



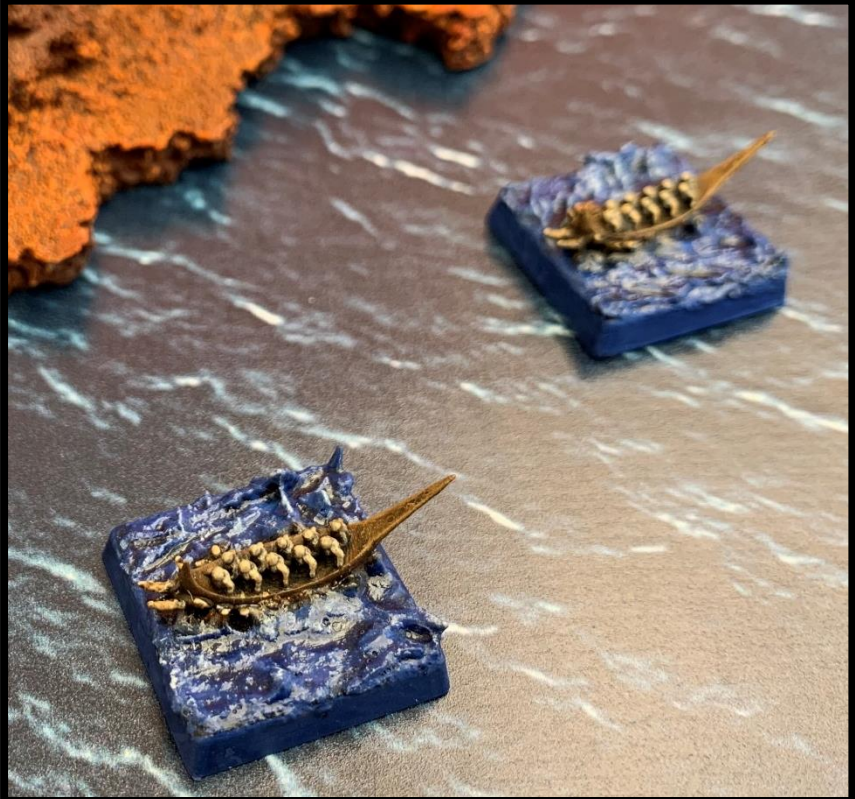
*The might of the Dwarfs: Submarine (top) and Ornithopter (bottom) units.*





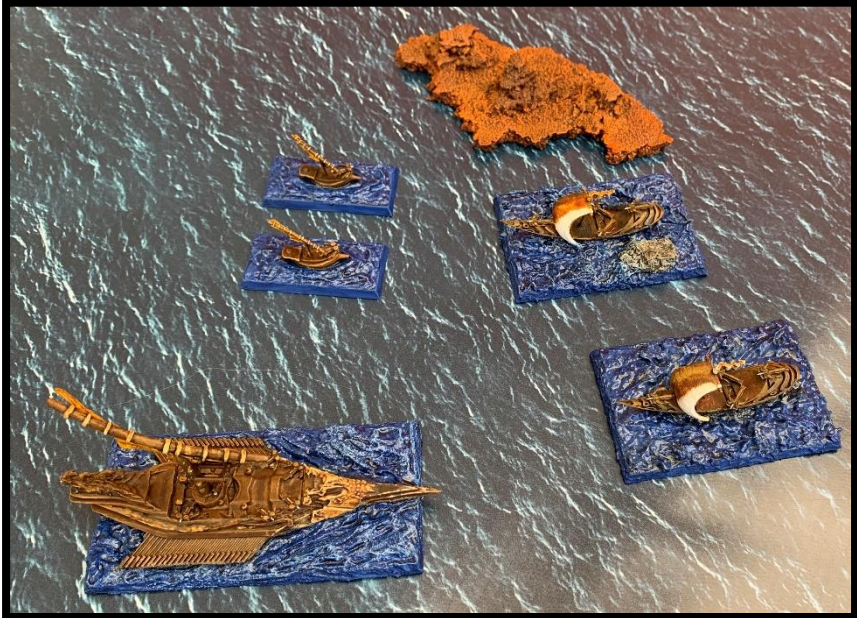
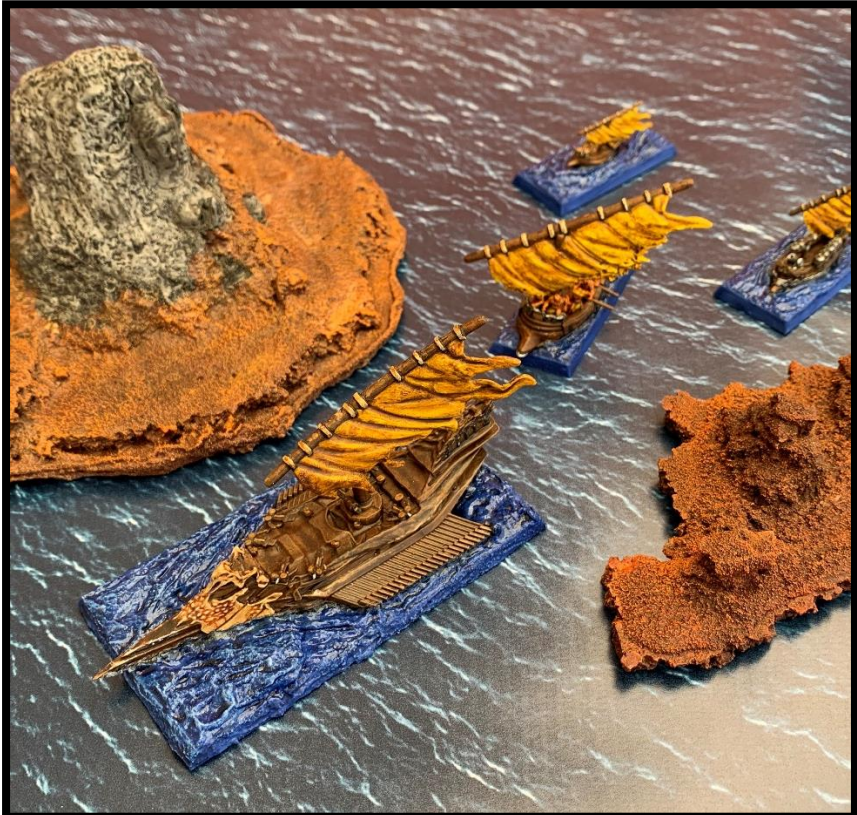
*Naval power of the Elves: Tiamat (top) and Leviathan (bottom) units.*





*The Fiends: Khainag (top) and War Canoe (bottom) units.*





*Damned fleet (top), Damned and Elven vessels (bottom).*



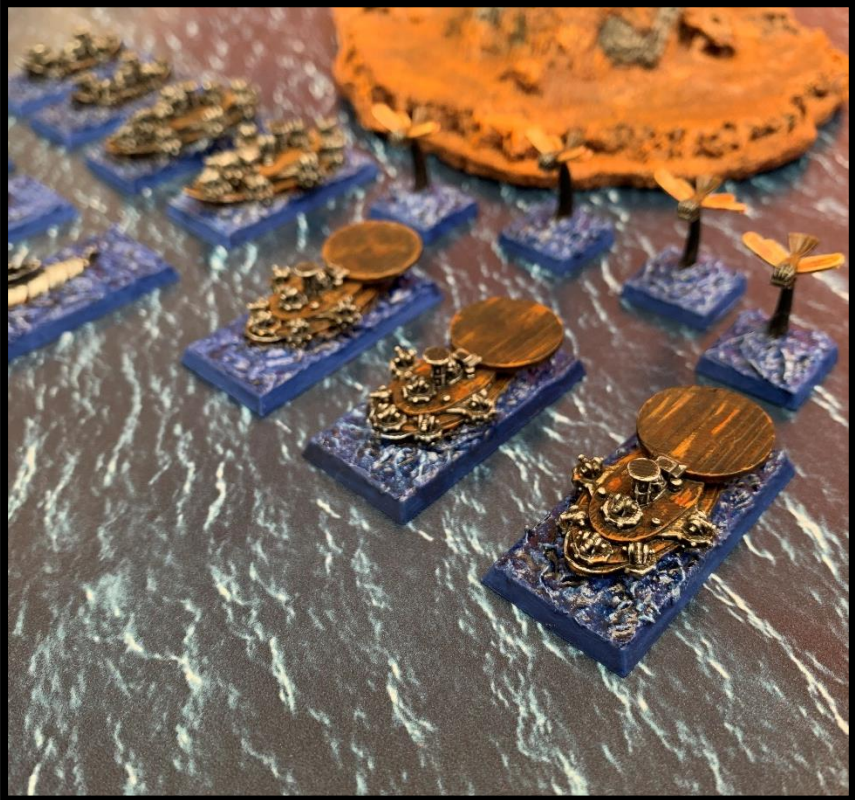


*Dwarfs: Ornithopter Carrier (top) and Ornithopter Carrier with Ornithopter (bottom).*





*Fleet of the Fiends (top) and Giant Flamingos of the Followers of the Eye (bottom).*



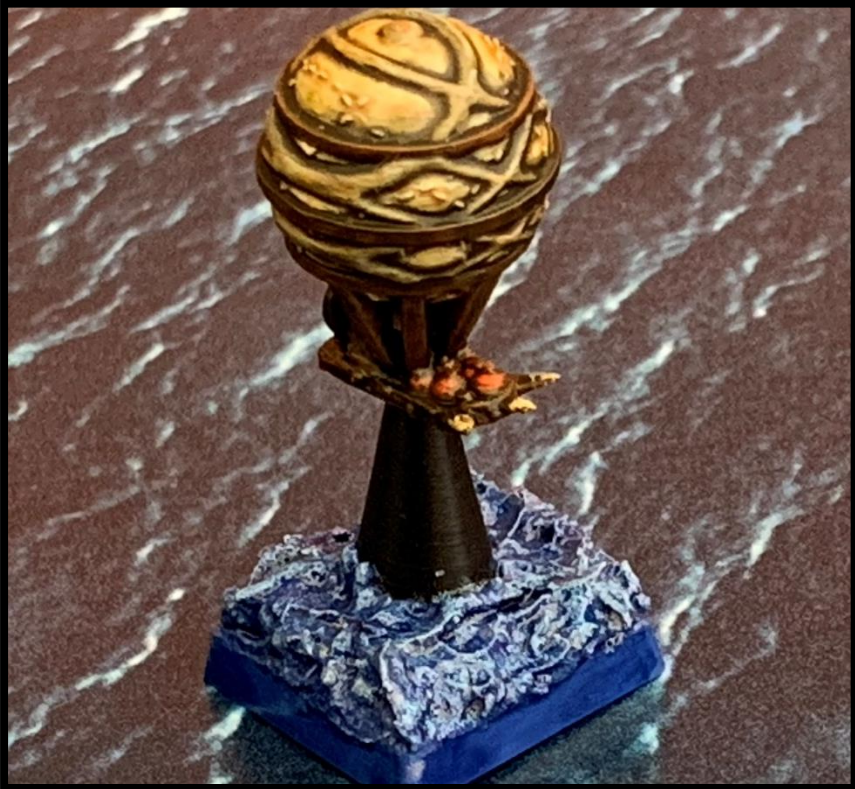
*Fleet of the Dwarfs (top) and Ornithopters facing a Giant Flamingo (bottom).*





*Goblin Warship (top) and Kamikaze Boat (bottom).*



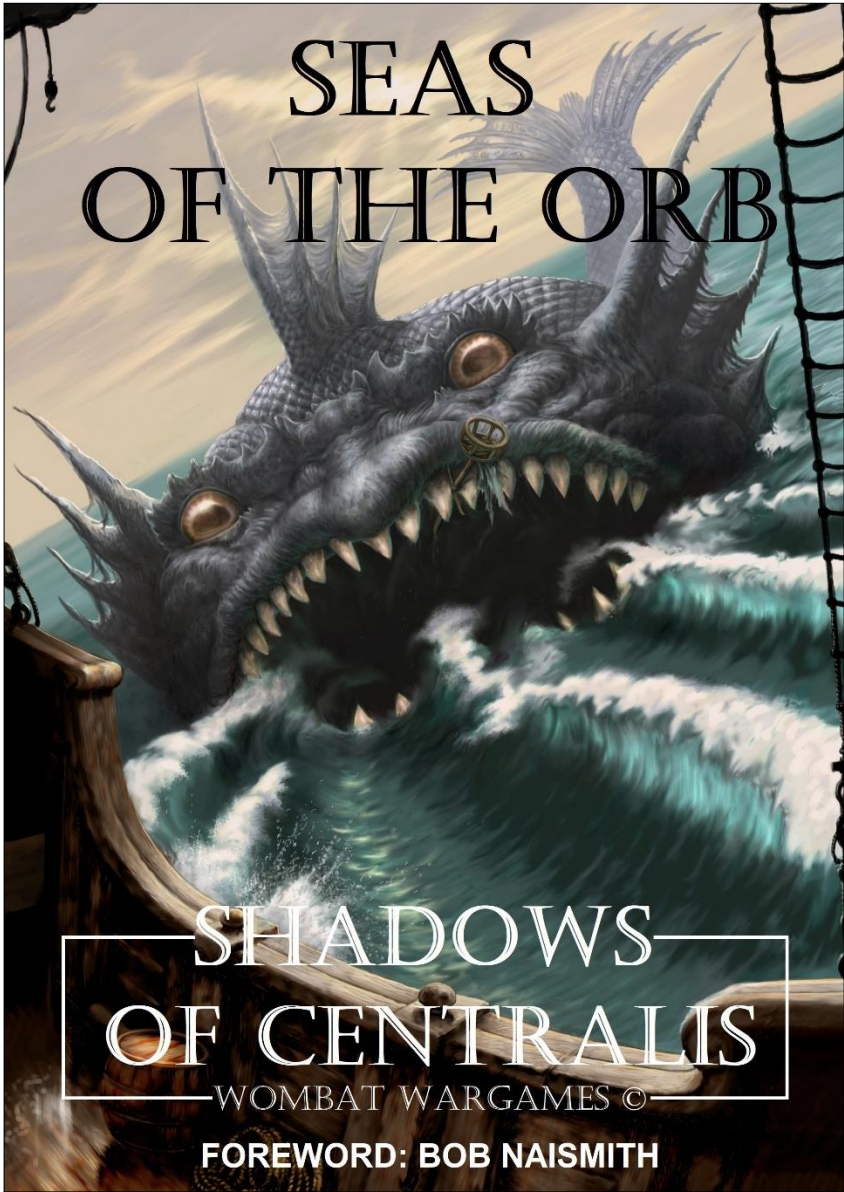


*Swimming Giant (top) and Balloon Bomber (bottom).*



*Gigantic Hallucigenia.*

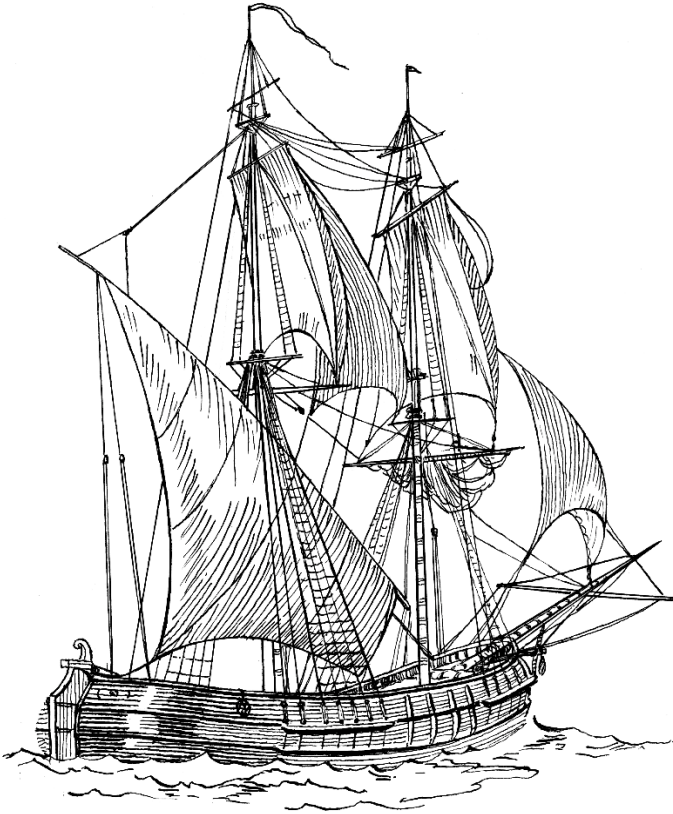




**OUT NOW VIA  
AMAZON!**



***“The seas of this cursed Orb are like the restless gods who taunts us, fickle and capricious, murderous and chiding...”***



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## FRANK HERBERT

Born in the port city of Tacoma, Washington, U.S.A. on October 8, 1920, to parents Frank Patrick Herbert Sr. and his wife Eileen McCarthy, Frank Patrick Herbert Jr., better known simply as Frank Herbert, grew up in rural surroundings. Enjoying the outdoors, working with the earth from a young age, Herbert quickly grew to hold an appreciation for nature. Another of Herbert's early interests was photography, as well as reading; it was at the age of eight years old that he decided to become a writer.

While still in his teens, Herbert began working as a reporter for the Glendale Star. Soon afterwards, aged eighteen years old, Herbert left home and moved in with his aunt and uncle in Salem, Oregon. Completing his education at Salem, Herbert graduated from Salem High School in 1939. Having previously operated as a reporter for the Glendale Star, Herbert began working in the same role for the Oregon Statesman.

In 1941, Herbert married his fiancé Flora Lillian Parkinson, the following year the couple had a daughter, Penelope, however they divorced a year after their child's birth. It was during these years, over the course of the early-1940's, a decade or so before he began penning his own such tales, that Herbert began reading science fiction stories.

During World War II, upon America's entry into assisting the Allied powers, Herbert served as a photographer in the Navy's Seabees (the United States Naval Construction Battalions), before a head injury led to his medical discharge. Following his time with the Seabees, Herbert worked for The Oregon Journal.

Though typically preferring to focus only on what interested him, as opposed to the assignments given, Herbert spent time at the University of Washington. It was here where he met his future wife Beverly Ann Stuart; the two married in 1946, and later had two sons, Brian (1947) and Bruce (1951).

In 1952, Herbert's short story *Looking for Something* was published in *Startling Stories* monthly magazine. Using pulp publications as an outlet for his science fiction writings, over the following years, Herbert saw magazines such as *Amazing Stories*, *Astounding Science Fiction*, *Fantastic*, and others, include his stories.

Originally entitled *Under Pressure*, first serialised in issues of *Astounding* magazine in 1955 and 1956, *The Dragon in the Sea* was published as a novel in its own right via Doubleday in 1956. Describing an East versus West conflict, with oil serving as a key component, and with Herbert colouring the story with rich technical and mechanical details, *The Dragon in the Sea* draws on themes of intrigue, corruption, mistrust, greed, and claustrophobia. Such was his zeal when researching for this story, Herbert made models, read in depth about hydrostatic balance, and actually travelled in a submarine, ensuring that he was writing from "personal knowledge."

Later describing himself as a "political animal," for a time, in addition to his own writings, Herbert worked as a speechwriter for Texas-born Republican senator Guy Gordon. Along with themes such as religion and ecology, politics and power are key aspects within many of Herbert's stories.

Embarking upon the project for which he would become most well-known, Herbert began an extensive period of research for his book *Dune* in the late-1950's. Such was the level of research involved, Herbert consumed some two hundred books. It was initially the location of Florence in the state of Oregon, and government's attempt



to neutralise the shifting of vast sand dunes through the use of various grasses, that served as Herbert's inspiration for Dune, as he had been intending to write a newspaper article on the subject. Herbert then blended this with aspects of Native American and Eastern cultures, while adding points directed towards feudalism and imperialism, as well as the overriding theme of a flawed messiah. Dune was serialised in Analog magazine, while being rejected by dozens of book publishers. Eventually, Dune was picked up by the Chilton Book Company and published in 1965. Meanwhile, the original newspaper article which sparked the whole Dune project was never completed.

Prolific in his literary output, standout novels of Herbert's over the years immediately following the publication of Dune include The Green Brain (1966), The Eyes of Heisenberg (1966), The Heaven Makers (1968), and The Santaroga Barrier (1968); each of these books were first serialised in pulp magazines.

*"I think the most dangerous president we've had, one of the most dangerous at least, not because he was a bad guy, but because people didn't question him, one of the most dangerous presidents we've had in this century was Jack Kennedy. Because people said, "Yes, sir, mister charismatic leader, what'll we do next?" And we wound up in Vietnam. People don't realise that he was one of the major moving forces guiding us into Vietnam because he locked us into a commitment there... I think, probably, the most valuable president of this century was Richard Nixon, because he taught us to mistrust government, and he did it by example."* Frank Herbert speaking at UCLA, 1985.

With his own writings not earning him enough money to support himself, wife and family, Herbert worked for the Seattle Post, while also working as a lecturer at the University of Washington. He also spent time working as a social and ecological consultant. Then, in 1969, following its serialisation in Galaxy magazine, Herbert's sequel to Dune, Dune Messiah, was published by Putnam. A few years after the release of Dune Messiah, with finances finally allowing, Herbert was able to work as a full-time writer.

*"Lucas has never admitted that they copied a lot of Dune. I'm not saying they did. I'm just saying there are sixteen points of identity between the book Dune and Star Wars."* Frank Herbert speaking at UCLA, 1985.

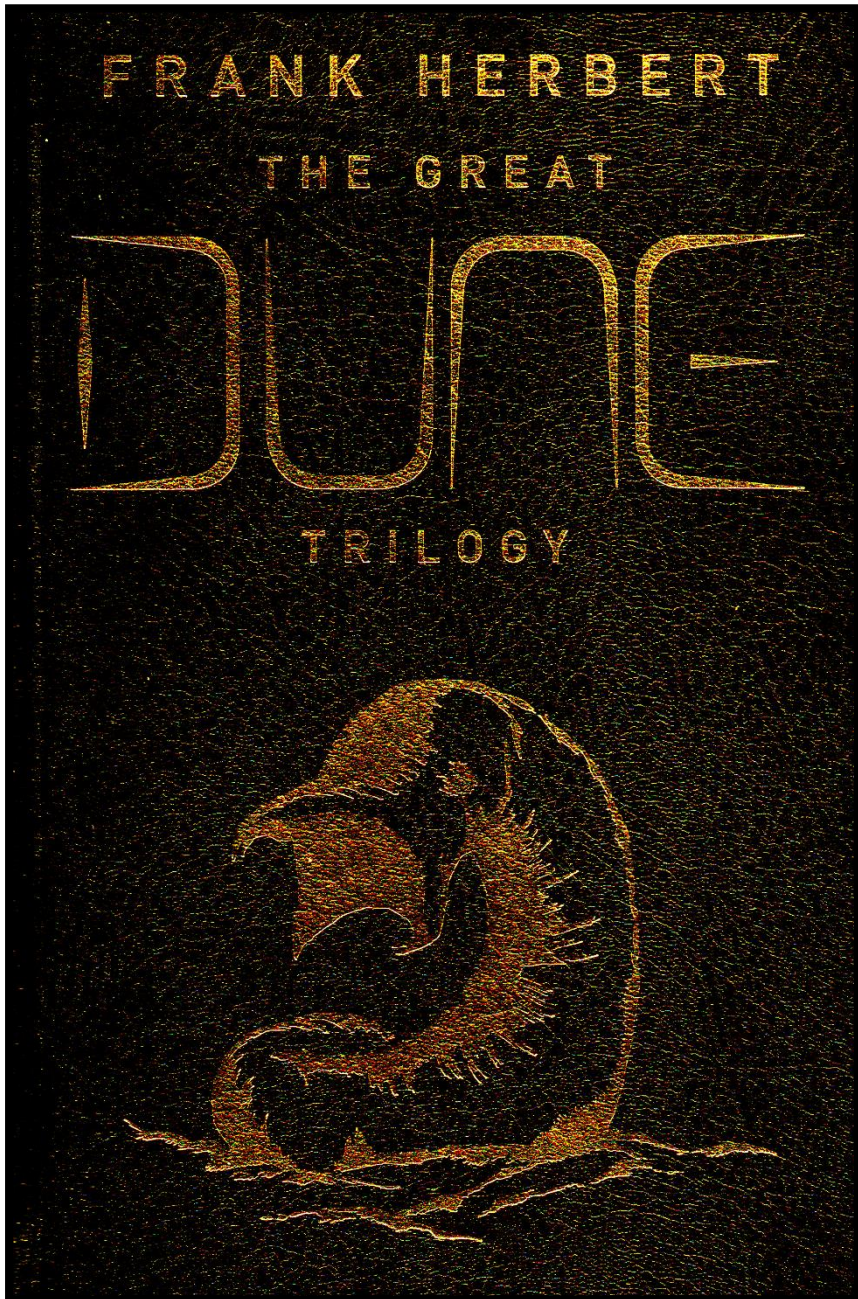
With film producer Arthur P. Jacobs lined up, in the early-1970's, the idea of adapting Herbert's Dune book into a film was mooted, but the project fell apart, in no small part due to the death of Jacobs in 1973. This was followed by another unsuccessful attempt at a Dune movie, as filmmaker Alejandro Jodorowsky looked to transform the book for cinema, but the project failed to make it off the ground. Then, Dino De Laurentiis purchased the film rights for Dune in 1976, leading, ultimately, to the 1984 film with David Lynch as director. Meanwhile, the third of Herbert's series of Dune books, Children of Dune, was published by Putnam in 1976. Around this time, though his literary career was flourishing, Herbert's personal life was one of turmoil as his wife Beverley was diagnosed with cancer.

Again via Putnam, God Emperor of Dune, Herbert's fourth Dune book, was published in 1981. The following year, set in the mid-1990's, combining terrorism, both biological and explosive, revenge, and political and cultural fallout, Herbert's The White Plague was published.

<b>Frank Herbert's Dune series of books</b>
Dune (1965)
Dune Messiah (1969)
Children of Dune (1976)
God Emperor of Dune (1981)
Heretics of Dune (1984)
Chapterhouse: Dune (1985)

An ardent and outspoken environmentalist, as well as inherently curious and studious, Herbert adapted his home to incorporate a wind plant, solar collector, and methane collector, the latter of which was constructed using truck tyre inner tubes as it recycled methane from poultry manure.

1984 was a busy, bittersweet year for Herbert; the fifth in his series of Dune books, Heretics of Dune, was published (again, via Putman), the film version of Dune was finally released, and his wife Beverly, whom he'd been married to for almost twenty years, died.



*'The Great Dune Trilogy' by Frank Herbert, published by Gollancz, 2018. Part of a two-volume set, this trilogy contains the first three stories of Frank Herbert's Dune saga; Dune, Dune Messiah, Children of Dune. Containing the remaining three stories of Herbert's original Dune series (God Emperor of Dune, Heretics of Dune, Chapterhouse of Dune), Gollancz published The Second Great Dune Trilogy in 2022. Superb hardback books, each with extra content, both of these titles are available via Amazon.*



Also in 1984, such was the continued interest in the worlds Herbert had created within his Dune books, a collection of pieces from many different writers was published in a book entitled The Dune Encyclopaedia. Weighing in at more than five hundred pages, complete with a foreword by Herbert himself, The Dune Encyclopaedia detailed “everything that is in the books and much, much more!”

#### **Dune movie**

Produced by Raffaella De Laurentiis, directed by David Lynch, and starring Kyle MacLachlan (as Paul Atreides), Francesca Annis (as Lady Jessica), Everett McGill (as Stilgar), Kenneth McMillan (as Baron Vladimir Harkonnen), Patrick Stewart (as Gurney Halleck), and Sting (as Feyd-Rautha), Dune the film was released in 1984.

Having secured film rights for Dune in the mid-1970's, producer Dino De Laurentiis had initially looked to Herbert to write the screenplay, but the intended script ran too long. De Laurentiis then brought in director Ridley Scott and screenwriter Rudy Wurlitzer, but again the project failed to come together. It was in 1981, as director David Lynch was drafted in, along with De Laurentiis' daughter, producer Raffaella De Laurentiis, that the making of a Dune film was finally able to gain traction.

Dune was filmed almost exclusively in Mexico, with Churubusco Studios serving as the filming centre point, while scenes also included the vast sand dunes of the country's Samalayuca Dune Fields. Such was the size of the epic production, at one point, the crew involved numbered around seventeen hundred strong.

Upon release, American reviews of Dune were mainly negative; the film was lambasted for being too long and confusing, as well as deviating too far from the original 1965 novel. Reviews outside of America, especially in Europe and Japan, were generally more positive. However, the film was tainted by its initial homeland reviews. Nevertheless, over the years, the movie has garnered a loyal cult following.

In 1985, Herbert remarried as he wed Theresa Shackleford. 1985 also saw the publication of the sixth book in Herbert's series of Dune novels, Chapterhouse: Dune. Having published all but one of Herbert's Dune books, with the Chilton Book Company having published Dune in 1965, New York-based publishing house Putnam had been a loyal collaborator for Herbert. Riding the Dune wave, also released in 1985,

published by Berkley Books, was a book called *Eye*, which was a collection of some of Herbert's previously published short stories. With cover and interior artwork from renowned fantasy illustrator Jim Burns, *Eye* also included one previously unseen piece, as *The Road to Dune* serves as a guidebook of the planet.

Just two years after the film release of *Dune*, following a period of ill health, aged sixty-five years old, suffering with pancreatic cancer, Herbert died of a pulmonary embolism on February 11, 1986. In addition to his *Dune* series of books, during his lifetime Herbert wrote several other novels, many short stories, newspaper articles, essays, and a number of non-fiction books. Meanwhile, through his son, Brian, and writer Kevin J. Anderson, Herbert's original *Dune* series of books has been expanded upon through the publication of dozens of *Dune* prelude and sequel novels.

*"Don't trust leaders to always be right."* Frank Herbert talking with NBC, 1982.



# HORROR FIENDS

## M.R. JAMES

With his superb supernatural tales full of mounting suspense, while accents of creeping fear begin to seep through as his stories progress, M.R. James is widely considered one of the most influential ghost story writers of all time. Amongst the many who have cited the importance of James are H.P. Lovecraft, Clark Ashton Smith, Ramsey Campbell, and Stephen King. As well as inspiring the original work of others, over the decades since his passing, his stories have been adapted for both radio and television, as well as receiving regular republications in book format.

*"At the opposite pole of genius from Lord Dunsany, and gifted with an almost diabolic power of calling horror by gentle steps from the midst of prosaic daily life, is the scholarly Montague Rhodes James, Provost of Eton College, antiquary of note, and recognised authority on mediaeval manuscripts and cathedral history. Dr. James, long fond of telling spectral tales at Christmastide, has become by slow degrees a literary weird fictionist of the very first rank; and has developed a distinctive style and method likely to serve as models for an enduring line of disciples."* Taken from 'Supernatural Horror in Literature' by H.P. Lovecraft, first published in 'The Recluse', 1927.

Son of clergyman Herbert James and his wife Mary Emily Horton, Montague Rhodes James, better known as M.R. James, was born in the English village of Goodnestone, Kent on August 1, 1862. Privately educated, James attended London's Temple Grove School, this was followed by his time at Eton College in Windsor, Berkshire. An



enthusiastic and studious pupil, James developed a keen passion for all things antiquarian, and went on to become a renowned medievalist.

### The Ash-tree

Referencing the suspicion and persecution of witches in the late-1600's, The Ash-tree is one of eight stories that make up James' Ghost Stories of an Antiquary (1904).

The Ash-tree tells the tale of Mrs Mothersole, a woman believed to be a witch and sentenced to death. Condemned to this fate by the evidence voiced by a character called Sir Matthew Fell; it is reported that Mrs Mothersole, under the illumination of the moon, climbed a large ash tree and cut off small branches with a knife, while seeming to talk to herself. As she stands as the gallows, before being hanged, Mrs Mothersole declares, "There will be guests at the Hall."

Some weeks after the execution of Mrs Mothersole, after witnessing a squirrel-like, multi-armed creature traverse the branches of the ash tree, Sir Matthew Fell is found dead in his bed, the cause of his death unknown.

Generations pass, as the story details the grandson of Sir Matthew Fell, Sir Richard; after reading a note written by his grandfather within an old bible which orders the felling of the ash tree, Sir Richard looks to destroy it, but is soon found dead in his bed.

Upon inspection of the ash tree by a group of locals, a lantern is accidentally dropped, prompting the tree to catch fire. As the ash tree blazes, monstrous spiders as large as human heads emerge, succumbing to the flames or clubbed to death. Then, discovered beneath the tree is a cavernous nest from which the spiders came, along with the suspected corpse of Mrs Mothersole.



### Number 13

Detailing a researcher of Danish church history, whose focus, in particular, is the last days of Roman Catholicism, like *The Ash-tree*, Number 13 is one of the stories included in James' *Ghost Stories of an Antiquary* (1904).

Set in a hotel called the Golden Lion, a multi-roomed boarding-house in Viborg, a city of central Jutland, Denmark, the researcher begins to experience supernatural happenings as he observes strange noises and happenings in the neighbouring room, number 13, a room that he had been informed did not exist.

Perplexed by the existence of number 13 and the noises which emanated from it, along with the seeming shrinking of his own room and disappearance of various items, the researcher questions the hotel's owner. The hotel's owner describes that he is not superstitious, but allowing for guests who are, claiming that to stay in a room with the number 13 brings bad luck, he has not allowed any room within the hotel to bear this number.

Looking to shake off his confusion, the researcher dismisses what he has previously seen and heard. However, unable to close from his mind the events of number 13, with loud singing, dancing, and laughter sounding, along with the hotel's owner and another hotel guest, the researcher investigates the mysterious non-room.

Upon approaching number 13, something which in itself leaves the hotel owner dumbstruck as he knows that his hotel has no such room, the door opens and a flailing arm, wild and monstrous, violently claws at the investigating group. The door then closes to the sound of unhallowed laughter.

The group return to the room with extra men. Then, upon smashing the door's lock with a crowbar, the door merges into a plaster wall as it fades back into non-existence. Later, the wooden floor outside the disappeared number 13 is opened up and a copper box is found. Within the box, deemed to be written in Latin or old Danish, is what appears to be an agreement between a man and Satan.



As well as translating various ancient biblical documents, and penning essays on cathedral architecture, James was an authority on the eighth-century saint and king, the focus of a number of religious cults within medieval England, Saint Ethelbert the King.

James often wove his antiquarian interests into his ghostly tales as, typically distancing himself from detailing overtly horrific images, he focussed more on the nuances of psychological menace. Published in 1904 by London-based publishing house Edward Arnold, the first book to feature a collection of James' short stories, *Ghost Stories of an Antiquary* contained eight spooky tales.



A dedicated academic, James was made a provost of King's College, Cambridge in 1905 (as well as serving as Vice-Chancellor from 1913 – 1915), a position he held until 1918, when he was then appointed provost of Eton College.

Again published by Edward Arnold, James' second collection of short stories, *More Ghost stories*, was released in 1911. With Edward



Arnold his publisher of choice, James' third collection of short stories, *A Thin Ghost and Others* was published in 1919.

Demonstrating his ability to cross genres and detail his other interests, James' guidebook, *Abbeys*, was published in 1925. Also that year, via Edward Arnold, *A Warning to the Curious and Other Ghost Stories*, James' fourth collection of short stories was published.

James' interest in history was an intrinsic part of his character. As well as being a prolific writer of stories, James worked on many different academic projects centred around translations and explanations of ancient texts. The extent of such works is vast, standout publications include *The Apocryphal New Testament* (1924), *Latin Infancy Gospels* (1927), and *The Apocalypse in Art* (1927).

In 1928, James' short story *Wailing Well* was published, this was followed two years later by the publication of James' second guidebook, *Suffolk and Norfolk*. Meanwhile, in 1930, in acknowledgment of his service to the world of literature, James was honoured with the Order of Merit by King George V.

Released by his regular publisher, Edward Arnold, a tome of James' complete collection of ghost stories, *The Collected Ghost Stories of M.R. James* was published in 1931. The following year, in 1932, a reading of James' *A School Story* was broadcast on BBC regional radio (BBC Midlands); this was the first time that one of James' stories was shared outside of a traditional literary medium. Over the years that followed, dozens of readings and radio adaptations of several of James' works were broadcast.

James died on June 12, 1936, aged seventy-three years old. Included within the November 1936 issue of the London-based *The London Mercury* periodical is James' *A Vignette*, a short, semi-autobiographical story which is generally considered to be the last story the author wrote.

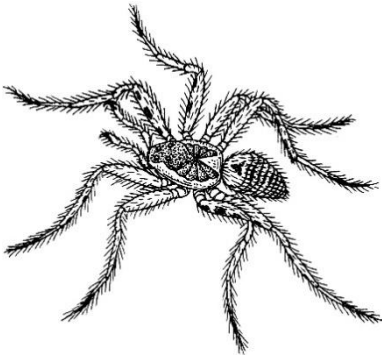
*"Dr. James, for all his light touch, evokes fright and hideousness in their most shocking forms; and will certainly stand as one of the few really creative masters in his darksome province."* Taken from 'Supernatural Horror in Literature' by H.P. Lovecraft, first published in 'The Recluse', 1927.

# HORROR FIENDS

## VOLUME I

Originally published in issues of Shadows of Centralis Monthly Magazine, featuring some of the greatest characters from the classic age of horror, Horror Fiends: Volume I is a compilation of Horror Fiend articles. Featured in this book: H.P. Lovecraft, Edgar Allan Poe, Peter Cushing, Christopher Lee, Algernon Blackwood, Boris Karloff, Hieronymus Bosch, Arthur Machen, Clark Ashton Smith, Frank Belknap Long, Robert Bloch, Vincent Price.

Comprising 112 pages, adorned with cover artwork by renowned fantasy and horror illustrator Tony Hough, this premium paperback is the first in a series of special compilation titles from Wombat Wargames.



**H.P. Lovecraft** (August 20, 1890 – March 15, 1937): Using insular landscapes and often exploiting one's fear of the unknown, in addition to pointing to the relative fragility of mankind both physically and mentally, Lovecraft's writings tend to be viscerally textured and cultivate feelings of dread. To read Lovecraft is to enter a world in which horror is far more nuanced and blended with a growing sense of menace.

**Edgar Allan Poe** (January 19, 1809 – October 7, 1949): An American writer whose dark and brooding stories of suspense, terror, and gothic horror have influenced a swathe of other writers, and later filmmakers, such as H.P. Lovecraft and Alfred Hitchcock, as well as a plethora of others, Edgar Allan Poe is a master of the macabre.

**Peter Cushing** (May 26, 1913 – August 11, 1994): Along with his close friend and colleague Christopher Lee, Peter Cushing is a name synonymous with the films and works of 'Hammer Horror'.

**Christopher Lee** (May 27, 1922 – June 7, 2015): Appearing in numerous films together, for many, the pairing of Peter Cushing and Christopher Lee is synonymous with British horror films of the 1950's, 1960's and 1970's.

**Algernon Blackwood** (March 14, 1869 – December 10, 1951): Algernon Blackwood is one of the chief architects of supernatural horror and weird fiction. Such was his appetite for the paranormal and knowledge of the occult, Blackwood spent time in the Hermetic Order of the Golden Dawn and was also a member of The Ghost Club.

**Boris Karloff** (November 23, 1887 – February 2, 1969): Following his appearance as Frankenstein's monster in Universal Pictures' Frankenstein in 1931, followed by Bride of Frankenstein (1935) and Son of Frankenstein (1939), Boris Karloff was an icon of early horror movies.

**Hieronymus Bosch** (circa 1450 – 1516): With his artworks typically considered part of the Flemish Primitives school, Bosch was a deeply creative visionary whose paintings are often viewed as an insight into the human condition, with an emphasis on desire and death.



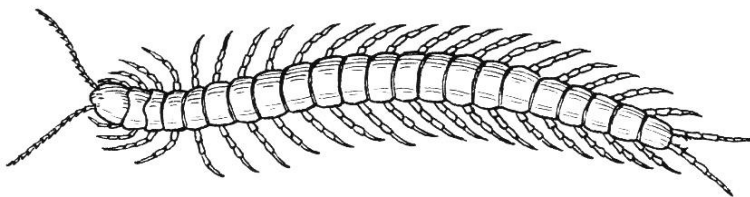
**Arthur Machen** (March 3, 1863 – December 15, 1947): Born in Monmouthshire, Wales in the 1860's, the son of a clergyman, Arthur Machen was a prolific writer who channelled his interests in spiritualism, occultism, mysticism, medievalism, and intense love of his homeland into a number of short stories, novels, articles and more.

**Clark Ashton Smith** (January 13, 1893 – August 14, 1961): Later coming to be referred to as part of *Weird Tales*' 'illustrious triumvirate', with his name placed alongside H.P. Lovecraft and Robert E. Howard, Clark Ashton Smith was a prolific writer of poetry and weird fiction.

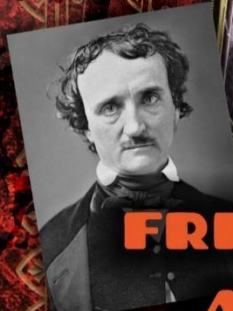
**Frank Belknap Long** (April 27, 1901 – January 3, 1994): Over the course of the 1920's – 1960's, establishing himself as a prolific contributor to such pulp magazine as *Weird Tales*, *Astounding Stories of Super-Science*, *Unknown*, and *Satellite Science Fiction*, Long wrote a plethora of fantasy, horror, and science fiction tales.

**Robert Bloch** (April 5, 1917 – September 23, 1994): Robert Bloch was a prolific writer of crime, fantasy, science fiction, and horror stories; elevating him from his early cult-pulp status, many of his tales were later adapted for film and television, as well as radio.

**Vincent Price** (May 27, 1911 – October 25, 1993): Encompassing the stage, film, television and radio, Price's acting career boasted more than five decades, while he also featured in several audiobooks. Drawing on his interest in animals, cookery and art, Price penned several books. And so it is that, across a swathe of creative platforms, Price lives on; a multi-faceted individual, consummate gentleman, and one of the original icons of the classic age of horror.



# HORROR FIENDS



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<https://www.amazon.co.uk/Horror-Fiends-I-Wombat-Wargames/dp/B0CFZ5D23K/>

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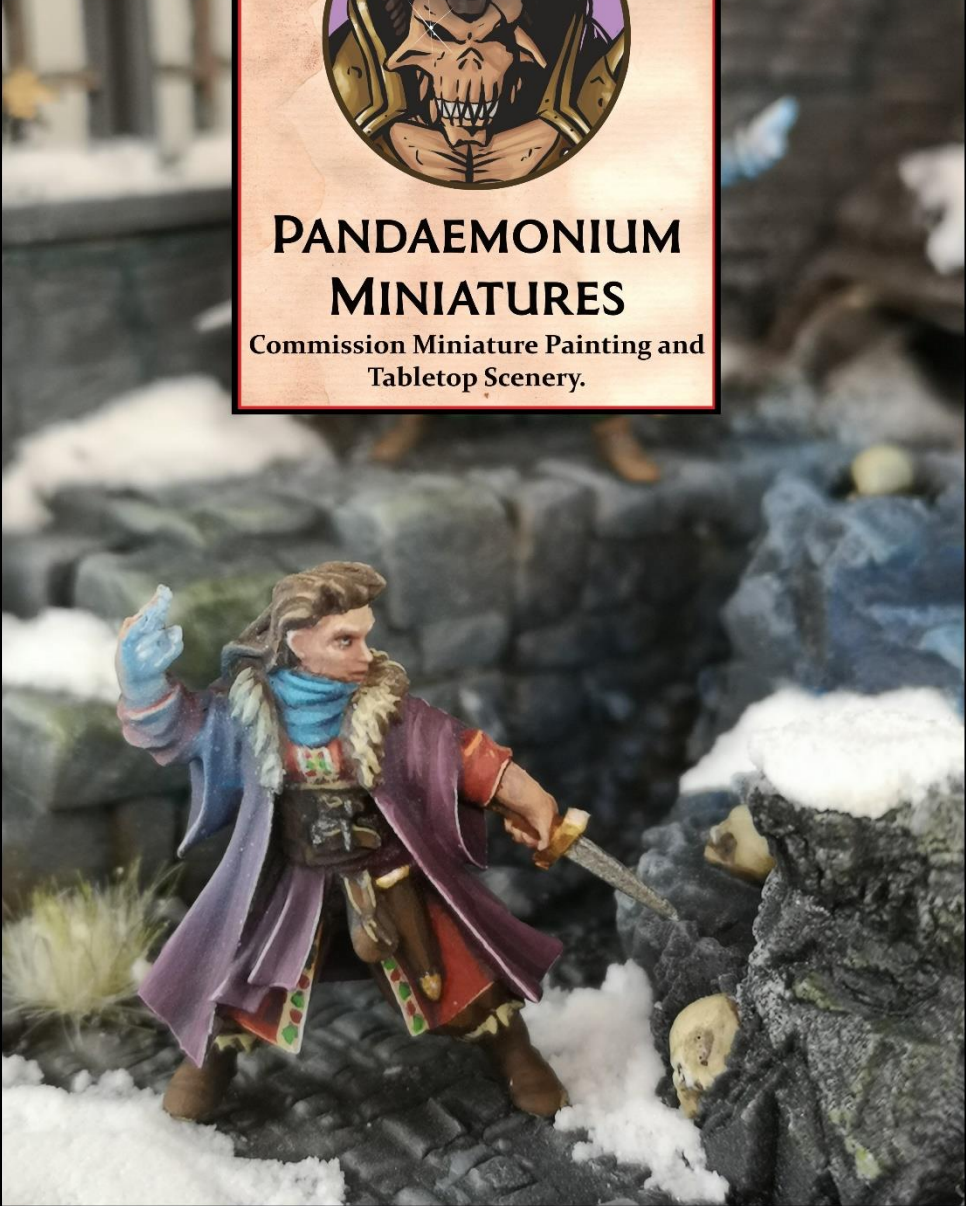


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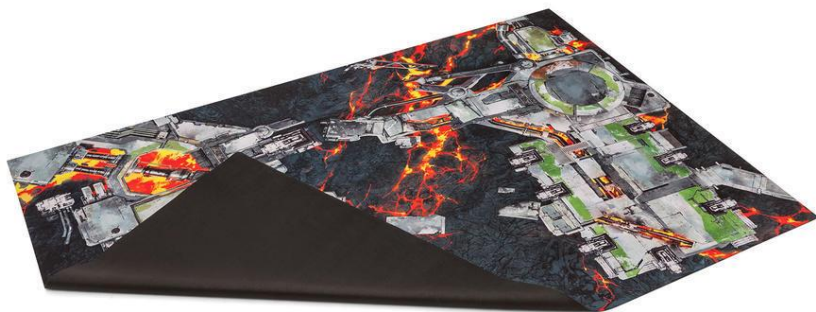
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## VAULTS OF THE GOBLIN MASTER



All hail the Goblin Master! In celebration of the recent release of his official, authorised biography, Kevin Adams: Goblin Master, we have colated a selection of some of the sculptor's old models. The miniatures featured in this article have all been painted by Kevin, while many are also his sculpts. More pictures of Kevin's

models are being continually added to the Kevin Adams Living Page of the Wombat Wargames website.



*Photo copyright: Kevin Adams.*



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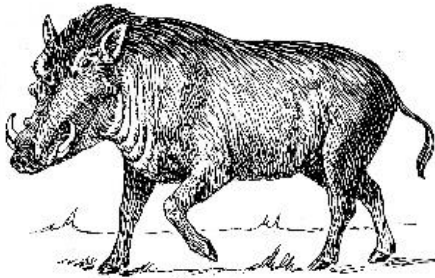




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**For those yet to read Kevin Adams: Goblin Master and looking for a taster of what to expect, issue (#17) of Shadows of Centralis Monthly Magazine includes the complete text of chapter 1.**



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...WITH HIS SCULPTING SKILLS MUCH INCLUDING THE LIKES OF HEART-ILLY ATTACKED IN HIS OWN MORE. SUCH WAS THEIR SUPPORT AND GAINING, ALLOWING KEVIN TO ...UNCERTAINTY.

...FORWARDS BY CARL SULLIVY AND BOB BRISMITA, ALONG WITH A SPECIAL NOTE FROM DYLAN AND DIANE BRISSELL, THIS OFFICIAL, AUTHORIZED BIOGRAPHY OF KEVIN ADAMS DETAILS THE LIFE AND CAREER OF A SELF-EMPLOYED AND UNSHARED NON-CORPORATIST, A MAN WHOSE LIFE HAS SEEN TRIALS AND TRIBULATIONS, BUT WHO CONTINUES TO REMAIN A TRUE ORIGINAL.

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, DABBLE DODGIES, AND DALEFUL BOGLET BOUNCERS.

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## 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>



*"I create strong figurative art and illustrations of odd and fantastic things: Warped reality, myth and fable, future visions and imagined horrors, in a variety of media for private collectors, games and publications; album covers, posters and backdrops for bands and nightclubs; murals and community art, concept designs for film and TV projects. My original works have been exhibited and sold in London, Scunthorpe, Nottingham and Birmingham. I have even had some training as a tattooist!*

*Born in the 60's, in a pleasant, dusty corner of England, the middle of three children, I was the quiet one. When I wasn't scouring the yard and outside loo for creepy-crawlies I was immersing myself in my comics and toys, making weird things out of plasticine and filling my drawing books with maps and cutaways and odd little creatures. My play world intertwined the well-used, dusty, solid world I found myself in and the kitsch surreal world I found in comics, books, TV, cinema, and the visions induced by the radio. I loved Dr Who, Captain Scarlet, Star Trek, Ace of Wands, and Lost in Space. I saw The Beast from 20000 Fathoms and fell in love with stop-motion monsters. But as well as myths and magic, I also fell in love with the concrete world of the sciences, of biology, astronomy and physics and the human world of history and psychology.*

*My passion for intermixing the real and the bizarre runs through all my work, as you shall see..."*

Tony Hough.

[www.tonyhough.co.uk](http://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](http://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.

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## Next month...

Chronicles

Faction Focus: Damned

Faction Focus: Followers of the Eye

Faction Focus: Konstrato Empire

Harpies

Creating the Orb: Terrain Workshop

Fleet Focus: Konstrato Empire

Blanche: The Rise of Grimdark



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# PHILIPPA

HAVING LONG AGO CHOSEN A PATH WHICH SHUNS ORGANIC LIFE, THOUGH THE LORDS ARE DESCENDANTS OF THE HUMAN RACE, BE IT THROUGH MENTAL, EMOTIONAL, OR IN MANY CASES PHYSICAL CONDITIONING, THE LORDS ARE TERRESTRIAL ALIENS.





