

SHADOWS OF CENTRALIS MONTHLY MAGAZINE[©]

#48



Shadows of Centralis Monthly Magazine: Issue #48 (April 2026)

Writers: John Wombat, Ruth Moreira & Rick Priestley

Copyright © 2026 Wombat Wargames

ISBN: 9798242068087

Product number: SOCMM48

The Author hereby asserts his/ her right to be identified as the author of this work in accordance with Sections 77 to 78 of the Copyright, Designs and Patents Act 1988. All rights reserved. No part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording or otherwise) without the prior written permission of the author.

All characters, the distinctive likenesses thereof, and all related indicia are © 2026 Wombat Wargames

SHADOWS OF CENTRALIS MONTHLY MAGAZINE[®]

Issue: #48 (April 2026)

Welcome, once more, to Shadows of Centralis Monthly Magazine, the essential old school publication for players of Space Battles and Shadows of Centralis, as well as enthusiasts of pulp and the golden age of fantasy, science fiction, and horror.

Rumour has it that there is a fourth volume in Wombat Wargames' unique Wargaming Interviews series of books in the pipeline! So, with a new release seemingly imminent, we thought we'd look at each of the three current volumes, each of which are crammed with interviews with the cream of wargaming personalities.

This month's Coffee Mutterings article has a treasure of features for readers to enjoy, as we focus on one of the original horror film icons, Lon Chaney, as well as looking at one of the most important and influential writers from pulp's golden age, Robert E. Howard. Furthermore, we also take a look at one of the most original and highly imaginative television shows of yesteryear, one that featured everything from vampires to werewolves, the gloriously gothic soap opera that was Dark Shadows.

Huzzah!

John Wombat



Contents



"Beware the Shadows..."

- Wargaming Interviews: Volume I 6
- Wargaming Interviews: Volume II 16
- Wargaming Interviews: Volume III 30
- Official Space Battles Models 38
- Coffee Mutterings 43
- Official Shadows of Centralis Miniatures 72
- Shadows of Centralis: Website 108



RETRO RULESETS

PREMIUM PULP PUBLICATIONS

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 is an independent publisher of wargaming rules, books, and magazines. In homage to the wonderful wargaming and pulp worlds of yesteryear, every one of our A5-sized publications have a distinctive and unashamedly old-school feel to them.



Making our products available for worldwide purchase via Amazon, as well as specially selected stockists, while working with some of the best figures in the wargaming hobby, Wombat Wargames offer retro-inspired, high-quality products. Among our most recently released titles are Space Battles: A Spacefarers Guide, Shadows of Centralis (3rd Edition), Pulp Fiends Volume I: Seabury Quinn, Starfarer: An Authorised Biography of Poul Anderson (2nd Edition), Poul Anderson Collected Works: Volumes I & II, Wargaming Interviews: Volumes I, II & III, and Blanche: The Rise of Grimdark.

Monthly Magazine: Released on the 1st of each month, Shadows of Centralis Monthly Magazine is an A5-sized, 114-page, full colour, premium paperback magazine which covers Wombat Wargames' flagship system, Shadows of Centralis, along with Space Battles, the exciting retro-fuelled spaceship tabletop wargame by world-renowned rulesmith, Rick Priestley. Including detailed interviews, we regularly feature a host of wargaming personalities. Further to this, as we champion the golden age of pulp publications, the monthly magazine also includes special features on classic science fiction, fantasy, and horror.

WWW.WOMBATWARGAMES.COM

**With the unspoken promise of
oblivion, the blade of the
guillotine gleamed beneath the
gaze of the morning sun...**



**SHADOWS
OF CENTRALIS**
WOMBAT WARGAMES®

WARGAMING INTERVIEWS: VOLUME I

Featuring some of the most important and world renowned as well as some of the most dynamic, up-and-coming figures from the world of wargaming, there are currently three volumes which make up Wombat Wargames' Wargaming Interviews series of books. Rumour has it that there is also a fourth volume in the pipeline!

Boasting a slew of detailed interviews, each book in the Wargaming Interviews series is a 165-page full colour premium paperback. Taken between 2020 – 2025, these specially selected interviews have previously featured within the pages of Shadows of Centralis Monthly Magazine or related online platforms. Some of these interviews have been added to with updated content for these unique compilations, while others are in original formats. Each of these books are currently available for purchase via Amazon.



Wargaming Interviews: Volume I.

Wargaming Interviews: Volume I

Complete with cover artwork from Tony Hough, whose interview is also included in the book, Wargaming Interviews: Volume I was first released in August 2024.

Interviews featured: Dan Abnett, Tuomas Pirinen, Alan Merrett, John Blanche, Tim Prow, Trish Carden, Rick Priestley, Tony Hough, Bob Naismith, Alessandro Bonavero (Dark Ages Workshop), Alessio Cavatore, Gary Morley, Ana Polanšćak (Gardens of Hecate).

Dan Abnett: Having worked with the likes of Marvel Comics, 2000AD, DC Comics, and Games Workshop, along with a swathe of other high-profile and independent publishers, Dan Abnett is one of the most popular, well-respected, prolific and versatile authors of fantasy and science fiction. With a career dating back to the mid-1980's, Dan Abnett has worked on a wide range of comic books, from Doctor Who to Guardians of the Galaxy, Batman to Superman, though he is, perhaps, best known for his awesome work with 2000AD. In the late-1990's, the writer was sought out by Games Workshop to work on their burgeoning Black Library series of publications; in addition to his comic book pieces for the company, Abnett has penned more than sixty novels as he shaped the literary world of Warhammer 40,000.



Dan Abnett. © James K. Barnett.

Tuomas Pirinen: Hailing from Helsinki, Finland, Tuomas Pirinen is a games designer whose highly impressive career encompasses both tabletop and digital formats. Coming to the attention of Games Workshop's Jervis Johnson in the early-1990's, Pirinen was soon drafted into the company's game design department. During his time here, along with a plethora of Warhammer publications, Pirinen headed design and development of the Mordheim skirmish game, a system which some twenty-plus years after release continues to hold a huge, active fanbase. Since leaving Games Workshop, Pirinen has worked with some of the biggest names in video games, including companies such as EA and Ubisoft. In recent years, he has created two games companies of his own, while he is also a key part of the team behind the Trench Crusade miniatures game.

Alan Merrett: With his Citadel Miniatures/ Games Workshop career spanning an impressive four decades, during which time he worked on a plethora of game systems, models, and publications, Alan Merrett is one of wargaming's most experienced and highly knowledgeable individuals. Often working behind the scenes, following an unsuccessful stint with Nottingham University, where he studied Zoology, Alan's first position with Citadel Miniatures was as a miniatures caster, then, within a few short weeks he was promoted to Production Manager.

Promotion followed promotion for Alan as, after just one year with the company, he was made Factory Manager. Then, in the mid-1980's through to the late-1990's, Alan's responsibilities grew further as he entered into senior management with the Games Workshop Design Studio. With hands-on experience, overseeing product strategy and design, playing a key role in the production of the company's models, books, and more, Alan's numerous tasks also included photography, illustrations, briefing designers, and much more besides.

An integral part of Games Workshop's higher management, over the years that followed, Alan's career progressed further. He was promoted to Design Director, then moved on to Intellectual Property Director. In 2002, Alan was made Head of Intellectual Property, working as senior advisor to the Head of New Business Development, before retiring in 2016.

John Blanche: With a career dating back to the late-1970's, John Blanche is a world renowned artist whose fantasy and science fiction illustrations shaped the visual worlds of Games Workshop's Warhammer and Warhammer 40,000 universes. In addition to the plethora of pictures which he created for these games and their associated systems, John Blanche has also inspired whole ranges of miniatures through his concept work.



John in hobby mode. © Wombat Wargames.

Tim Prow: Formed in 2014, with an emphasis on 'Oldhammer' aesthetics and metal models, Diehard Miniatures was created by hobby veterans Tim Prow, Chaz Elliott and Drew Williams. Diehard Miniatures has grown to include the talents of artists and concept designers Richard Luong, Chris Walton, Johan Egerkrans, Kennon James, and Jody Siegel. Including both fantasy and science fiction genres, the UK-based company has an expanding range of superb 28mm miniatures to choose from.

Trish Carden: Trish Carden (Morrison) has been sculpting fantasy and wargaming miniatures for more than three decades. Included within her bulging and highly impressive CV, Trish has produced hundreds of wonderful sculpts for Games Workshop and Marauder Miniatures. Since going freelance in 2018, she has also produced a range of fascinating and exciting models for Footsore Miniatures & Games' Mortal Gods: Mythic range. Entitled HarrowHyrst, available exclusively via Footsore Miniatures & Games, Trish is currently busy expanding her own range of superb fantasy figures, which includes dragons, griffins, and much more besides.



Trolls from Trish's HarrowHyrst range. © Trish Carden.

Rick Priestley: If anyone deserves the title of Legend when it comes to wargame design and development, then it has to be Rick Priestley. His highly impressive and extensive CV dates back to the late-1970's and pre-Warhammer Fantasy Battles days with his rules for Reaper, a game written with Richard Halliwell (first published by the Nottingham Toy Soldier Shop in 1978). During a three-decade career with Games Workshop, in addition to Warhammer, Rick also worked on Warhammer 40,000, Necromunda, The Lord of the Rings Strategy Battle Game, Warmaster, Warhammer Ancient Battles and Warmaster Ancients, among other game systems and publications. Since moving on from Games Workshop in the late-2000's, Rick has worked on a slew of other games, including Black Powder, Hail Caesar, Bolt Action, Beyond the Gates of Antares and Warlords of Erehwon, all for Warlord Games.



Classic spaceships, sculpted by Rick in the early-1980's. © Rick Priestley.



Models from Rick's classic collection of High Elves. © Rick Priestley.

Tony Hough: Born in the High Town area of Luton, Bedfordshire in the 1960's, Tony Hough is a much sought-after artist whose superb, evocative works, each with their own grisly, sometimes unnerving, charm have been exhibited throughout the UK. With a concentration on "warped reality, myth and fable, future visions and imagined horrors," Tony's artwork, which incorporates a range of different mediums, has graced many fantasy, RPG and wargaming publications, as well as record covers, posters, and much more besides.

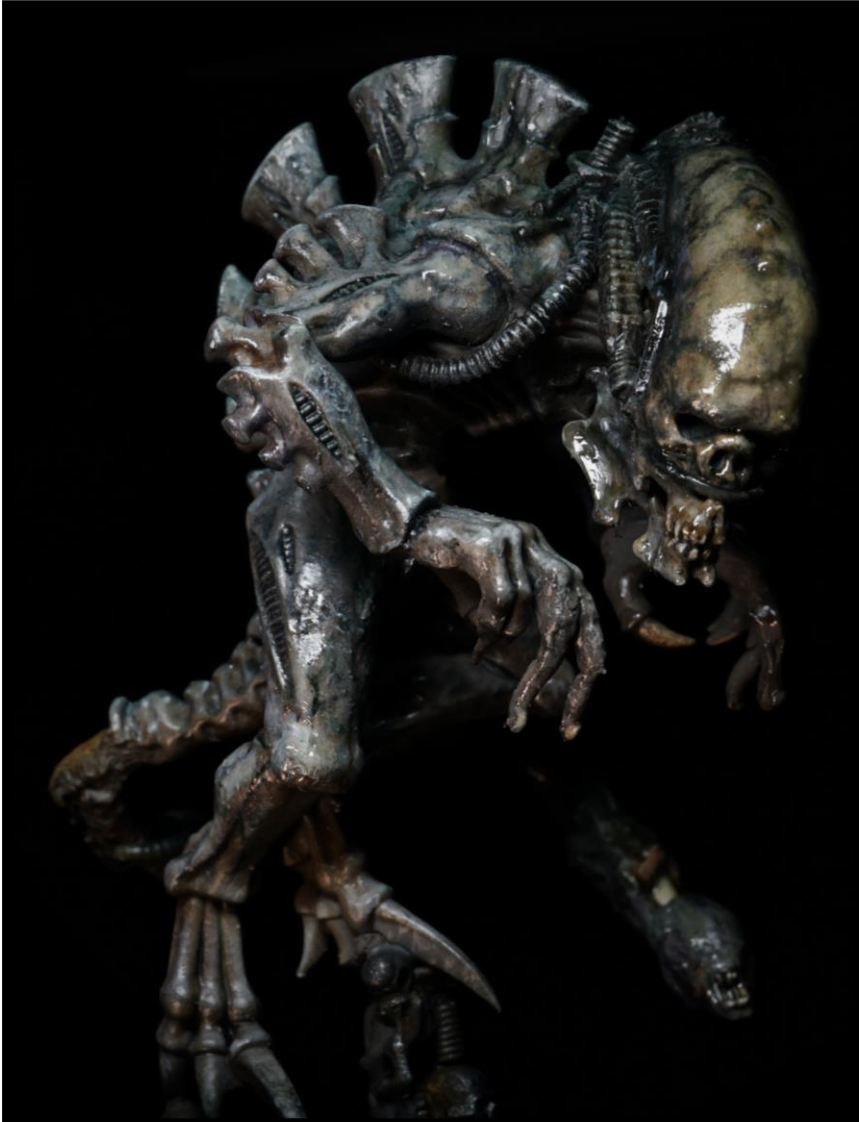


Fragments: The Fantasy Art of Tony Hough. © Tony Hough.

Bob Naismith: Bob Naismith 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 on to 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, before switching to a fully freelance role in 1990; a position he has worked in for the past thirty-plus years.



Alessandro Bonavero: Born in the northern province of Turin, Italy, in the mid-1990's, with nearby towering hills and lush green countryside, Alessandro Bonavero grew up in quiet but inspiring rural surroundings. Encouraged by his father, from an early age, Alessandro was a keen reader and artist, with the dark worlds of fantasy and horror appealing to the young boy especially. Then came his discovery of models and tabletop gaming...



Model painted by Alessandro Bonavero. © Alessandro Bonavero.

Alessio Cavatore: Born in Turin, Italy in 1972, Alessio Cavatore is a name synonymous with wargaming. A wargames enthusiast from a young age, Alessio began his career with Games Workshop in the mid-1990's, working on a multitude of games and supplements which included the company's 'big three' of Warhammer, Warhammer 40,000 and The Lord of the Rings. Following a fifteen-year stint with Games Workshop, in 2010



Alessio set up his own enterprise, River Horse, a games design company which has worked with Warlord Games, Mantic, Fantasy Flight Games, Fireforge Games, Para Bellum and many others, in addition to collaborating with the likes of Jim Henson, Lionsgate and Hasbro, and producing its own range of games, too.

Gary Morley: Renowned miniatures sculptor Gary Morley was born in Tooting, South London in 1956. Then, aged thirteen years old, he moved to Poole, Dorset, where he lived until he was thirty. Through a school friend, it was soon after his move to Poole when Gary first became aware of wargaming. Having already been a keen collector of Airfix soldiers and model kits for a few years, when Gary saw the possibilities of incorporating his figures into tabletop battles, he was immediately hooked. Regularly making a sixty miles round trip via train, Gary became a regular visitor of the UK model manufacturer Minifigs, who were based in Southampton, as his collection of figures grew...

Ana Polanščak: Ana Polanščak, whose work is typically assigned to her own brand, Gardens of Hecate, is a wonderfully evocative miniatures painter and 'old school' sculptor. With her work with both brush and putty awash with individuality, character and often gloriously macabre charm, Ana launched into her career as a professional miniatures artist and sculptor in 2020. Quickly gaining critical acclaim from the hobby world, commissions soon racked up for Ana. Such is the prolific nature of this unique artist, following the years since she created Gardens of Hecate, Ana has worked on everything from fantasy to science fiction, with much in between.

WARGAMING INTERVIEWS

VOLUME I



Featured within the volume: Dan Abnett, Tuomas Pirinen, Alan Merrett, John Blanche, Tim Prow, Trish Carden, Rick Priestley, Tony Hough, Bob Naismith, Alessandro Bonaverio (Dark Ages Workshop), Alessio Cavatore, Gary Morley, Ana Polanščak (Gardens of Hecate).



EDITED BY JOHN WOMBAT & RUTH MOREIRA



Out now!

via Amazon

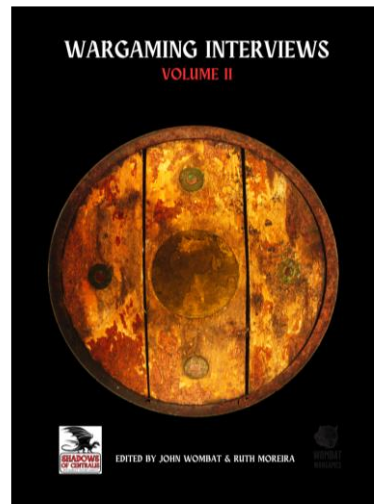
WARGAMING INTERVIEWS: VOLUME II

Wargaming Interviews: Volume II

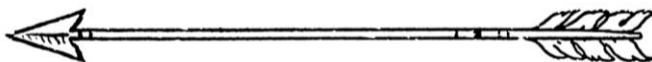
Wargaming Interviews: Volume II was first released in January 2025.

Interviews featured: Tony Ackland, Mark Gibbons, Paul Cooke (Pandaemonium Miniatures), Andy Chambers, Kevin Adams, Adi Wood, David Wood (The Little Soldier Company), Nick Eyre (North Star Military Figures), Rick Priestley.

Tony Ackland: Tony Ackland is responsible for producing some of the finest fantasy and science fiction imagery of the 1980's and 1990's. Along with artists such as Ian Miller, Colin Dixon, Paul Bonner, John Sibbick, Jes Goodwin, and John Blanche, Tony's artwork gave life to the worlds of Games Workshop's Warhammer and Warhammer 40,000 range of games. In addition to his work on paper, over the years, Tony has also produced a number of fantastical and historical wargaming miniatures, too, with his sculpting skills being applied to the model ranges of Fine Art Castings, Asgard Miniatures, Citadel Miniatures/ Games Workshop, Harlequin Miniatures, and Black Tree Design.



Wargaming Interviews: Volume II.



Mark Gibbons: In a career spanning four decades and which includes tabletop wargames, RPGs, card games, video games, and much more besides, Cardiff-born Mark Gibbons is a most prolific and evocative fantasy and science fiction artist. During two stints with Games Workshop (first in the 1990's, then in the mid-2000's), each time brought into the fold by world renowned artist John Blanche, Mark Gibbons helped shape the look and feel of the company's Warhammer and Warhammer 40,000 worlds. Still going strong, while inundated with freelance requests, this much sought-after, music-loving artist also recently co-founded Rookery Publications.



The Hag of Jetsam – The Coiled Crown. © Rookery Publications.



Dr. Krowe – the player's guide through The Coiled Crown RPG. © Rookery Publications.

Paul Cooke (Pandaemonium Miniatures): Via Pandaemonium Miniatures, with decades of experience and an inherent enthusiasm for the worlds of fantasy and science fiction, Bristol-based Paul Cooke is a professional painter of miniatures and scenery. Offering a range of services, from single models to whole armies, small terrain pieces to entire cities, Pandaemonium Miniatures provide high-quality, personalised painting commissions.



Shapechanger (Atlantis Miniatures/ Blue Giant Studios). © Pandaemonium Miniatures.



Aeldari Avatar (Games Workshop/Citadel Miniatures). © Pandaemonium Miniatures.



Chaos Sorcerer (Games Workshop/ Citadel Miniatures). © Pandaemonium Miniatures.



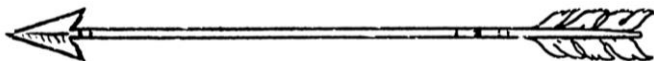
Space Wolves (Games Workshop/ Citadel Miniatures). © Pandaemonium Miniatures.

Andy Chambers: With an impressive and prolific career which spans four decades, many will know Andy Chambers best for his time at Games Workshop, where he worked from 1990 – 2004. Working for the Nottingham-based games and miniatures company, he was involved in the game design of three editions of Warhammer 40,000 (2nd, 3rd and 4th editions). He also worked on Warhammer Fantasy Battle, Necromunda, Space Marine, Titan Legions, Epic 40,000, Gorkamorka, and Battlefleet Gothic, before moving on to Activision Blizzard.

These days, Andy is a creative consultant for various digital titles, while also designing worlds and writing fiction for a variety of other publishers, including Black Library, Fantasy Flight Games, Hawk Wargames, Warlord Games, Dust Studios, Playmotion, and Sega Interactive. Most recently, written with Gav Thorpe, Andy has created the new futuristic skirmish game Zeo Genesis. Firmly back into the tabletop games arena once more, Andy is currently working with ex-GW alumni Tuomas Pirinen on Trench Crusade and the old master himself, Jervis Johnson, on a Heroes of Might & Magic miniatures battle game.



Part of Andy's classic Skaven army (Games Workshop/ Citadel Miniatures). © from the personal collection of Andy Chambers.



Kevin Adams: Along with the likes of Trish Carden (Morrison), Aly Morrison, Jes Goodwin, Bob Naismith, Alan and Michael Perry, and Gary Morley, Kevin Adams is one of our favourite sculptors, and when it comes to making orcs and goblins, he is without doubt the master! Born in Chiswick, London, Kevin grew up in Haverhill, Suffolk, where he attended the local Castle Manor School. A surprise to many perhaps, given his stunningly creative models, Kevin left school with the lowest C.S.E. marks in Art. Later, Kevin left Haverhill and settled in Cambridge. Having been a model enthusiast from a young age, it was while in Cambridge that Kevin's adventure into the world of fantasy models began... Enter, the Goblin Master!

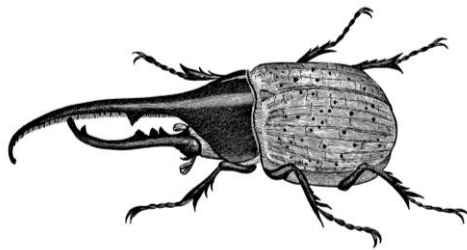
With a sculpting career that goes back to the early-1980's, Kevin has produced hundreds of models for a number of companies, including Citadel Miniatures/ Games Workshop, Harlequin Miniatures, Heartbreaker Miniatures, Crooked Claw Miniatures, Dark Fable Miniatures, Knightmare Miniatures, Foundry Miniatures, and many others. What's more, he's still going strong!



Goblin war machine, sculpted (and painted) by Kevin for Citadel Miniatures/ Games Workshop. © Kevin Adams.



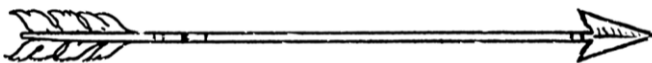
Goblin war machine, sculpted (and painted) by Kevin for Citadel Miniatures/ Games Workshop. © Kevin Adams.



Adi Wood: Born in Leicester, England in the mid-1960's, drawn to the worlds of drawing and dinosaurs, as well as models and comics, Adi Wood entered into a career in Graphic Design following his time at the Graphic Design Department of Loughborough College of Art and Design, where he was awarded a BTEC Diploma. Following some years with Ladybird Books, where he worked as an Advertising Assistant, as well as time with UCCF, where he worked as a Production Assistant, Adi entered into a career with Games Workshop in 1993. Beginning as Production Assistant for Games Workshop's White Dwarf magazine, Adi remained with the company for twenty-five years, during which time he was involved with more than five hundred publications.



Taken from Adi's large collection of Epic models. © Adi Wood.



David Wood: Question: What happens when you take a lifelong love of models and wargaming and mix with tongue-in-cheek takedowns of political figures, an enthusiasm for a dystopian-filtered Alice in Wonderland world, an insatiable passion for Noggin the Nog, and sprinkle liberally with legendary sculptors of miniatures?

Answer: The Little Soldier Company.

Prising him away from his company's latest releases, speaking with The Little Soldier Company's big boss, author of the superb Dear Tony Blair blog himself, *Shadows of Centralis Monthly Magazine* was delighted to be kindly afforded some of David Wood's time.



Tenoch model. © The Little Soldier Company.



Martian Science Fiction models, produced by Hinchliffe Models. © David Wood.





Mythical Earth figures, produced by Minifigs (with a few additions from Citadel Miniatures/ Games Workshop). © David Wood.



Science Fiction figures, produced by Garrison Miniatures. © David Wood.



Martian Science Fiction models, produced by Hinchliffe Models. © David Wood.

Nick Eyre: Hailing from Hebden Bridge, West Yorkshire, via Zambia, Nick Eyre and his family settled into the 'Lead Belt' (so called for the number of toy soldier manufacturers in the area) that is Nottingham when he was in his teens. A keen reader from an early age, having already savoured J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*, Nick soon progressed to Tolkien's *Silmarillion*.

Meanwhile, having collected Airfix toy soldiers as a boy, enthusiastically delving into model kit making, Nick was well set for his

entry into tabletop wargaming. Combining his enthusiasm for the works of Tolkien with the discovery of *Miniature Wargames* magazine, along with Games Workshop, and their fantasy tabletop wargame *Warhammer*, Nick was soon hooked on all things wargaming, models and RPG related.

Opting out of a university path, Nick secured himself a position at Loughborough-based models company Skytrex, thus kickstarting his lifelong career in miniatures and wargames. Roles within Games Workshop, Tabletop Games, Alternative Armies, and other such companies followed. Then, in 2003, Nick launched his own models and wargames company, North Star Military Figures.



Models from Nick's extensively researched ACW project. © Nick Eyre.



Marching onwards. More superb models from Nick's ACW project. © Nick Eyre.


Rick Priestley: Published by Wombat Wargames, *Space Battles: A Spacefarers Guide* is the brand new tabletop wargame by renowned rulesmith and wargaming legend, Rick Priestley. Innovative in design, while holding a close association with the golden age of pulp science fiction, *Space Battles* is a dice-less, quick-paced spaceship game built upon a playing cards mechanic. His first science fiction game in almost ten years, while being the veteran game designer's first ever spaceship game, Rick Priestley spoke with us about *Space Battles*.



Space Battles is a completely dice-less system, instead standard playing cards are used to resolve actions and tests, while movement takes places across a gridded area.

WARGAMING INTERVIEWS

VOLUME II



Featured within the volume: **Andy Chambers, Tony Ackland, Mark Gibbons, Paul Cooke (Pandaemonium Miniatures), Kevin Adams, Nick Eyre (North Star Military Figures), David Wood (The Little Soldier Company), Adi Wood, Rick Priestley.**



EDITED BY JOHN WOMBAT & RUTH MOREIRA



Out now!
via Amazon

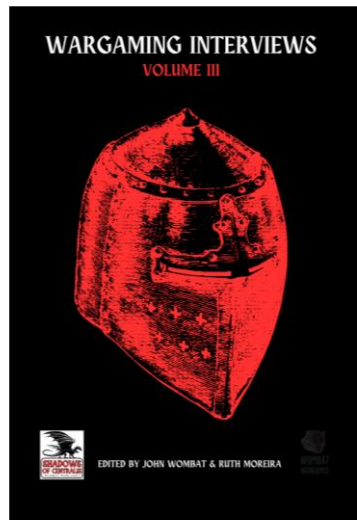
WARGAMING INTERVIEWS: VOLUME III

Wargaming Interviews: Volume III

Wargaming Interviews: Volume III was first released in July 2025.

Interviews featured: Ian Miller, Adi Wood, Paul Reid (RPE Miniatures & Games), Juho Minerva (Mutant Modifier), Graeme Davis, Paul Cockburn, Jonas Marquardt (beQuest Miniatures), John Robertson (Myriad Miniatures).

Ian Miller: With his unique blend of high detail and surrealism, esoterism and abstraction, across a career which has seen him work with the likes of Pan Books, Puffin, Mitchell Beazley, Ralph Bakshi, Roger Dean, Games Workshop, Fighting Fantasy, FASA, Wizards of the Coast, and more, this artist is responsible for producing some of the most evocative and iconic fantasy, science fiction, and horror artwork of the last fifty years. Furthermore, such is the inherent creativity of this man, his work also encompasses the stage, literature, and world of music. Kindly sparing us some of his time, it was both an honour and a privilege to speak with the most prolific and unparalleled, Ian Miller.



Wargaming Interviews: Volume III.

OSMOTIC MELD
with Ruth

Adi Wood: A true gentleman and genuine wargaming enthusiast, having first featured in Wargaming Interviews: Volume II, we were delighted that Adi was open to talking with us further. So it is that this interview focusses on Adi's continued interest in Games Workshop's Epic system, touching briefly on The Lord of the Rings, while also delving deeper into his love of horror.

Paul Reid (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. Head honcho of the Liverpool-based model manufacturer, Paul Reid, kindly spared us some of his time.



Juho Minerva (Mutant Modifier):

Juho Minerva, better-known as Mutant Modifier, is a most prolific hobbyist. With a highly evocative and unique painting style, while creating all manner of original and wonderfully weird, terrifically terrifying models, this Finnish artist is one of our favourite creators. Holding such an appreciation for his work, we were delighted to be afforded the opportunity to interview him.



Slaanesh Terminator (converted model). © Mutant Modifier.

Graeme Davis: An early enthusiast of roleplaying games such as Dungeons & Dragons, creating scenarios and developing lore, Graeme Davis is a writer and games designer who first came to prominence in the 1980's, during his time with Games Workshop/ Flame Publications. While with Games Workshop/ Flame Publications,

Graeme worked on several Warhammer Fantasy Roleplay releases, including *The Enemy Within*, *Shadows Over Bögenhafen*, *Death on the Reik*, *The Restless Dead*, and *Lichemaster*. Moving on from Games Workshop/ Flame Publications in 1990, over the years that followed, Graeme worked on a plethora of works for a variety of different publishers, such as *GURPS Vikings* (Steve Jackson Games), the *Celts Campaign Sourcebook for Advanced Dungeons & Dragons* (TSR), and more. More recent projects for Graeme include his Patreon-supported *Monster of the Month Club*, which sees him create a range of generic roleplaying resources for signed-up members.

Paul Cockburn: Born in London, in 1957, Paul Cockburn entered into a career in the RPG and tabletop games industry in the early-1980's as he served as Assistant Editor on TSR's magazine, *Imagine*. He then moved on to Games Workshop, where, among other responsibilities, he was the Editor of the company's *White Dwarf* magazine. After leaving Games Workshop, though he maintained an interest in all things gaming related, as well as history, over the years that followed he stepped away from the hobby world as he worked in marketing and account management.

Jonas Marquardt (beQuest Miniatures): Establishing his own miniatures brand, beQuest Miniatures, in 2022, Jonas Marquardt is a traditional sculptor with a focus on old school aesthetics. With each of his 28mm sculpts awash with character and fine detail, Jonas' models are gaining plaudits from collectors and gamers alike.

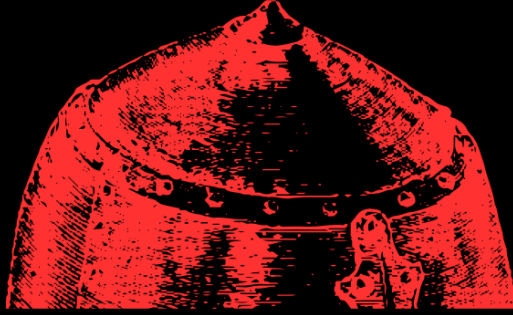
John Robertson (Myriad Miniatures): Head honcho of Myriad Miniatures, with his involvement in the wargaming and miniatures industry dating back to the late-1980's, when he launched his own miniatures company, *Fantasy Forge*, John Robertson is one of the most skilled and prolific sculptors of fantasy and science fiction miniatures. What's more, even after almost four decades of working in the business, John's creative zeal remains as intense as ever.



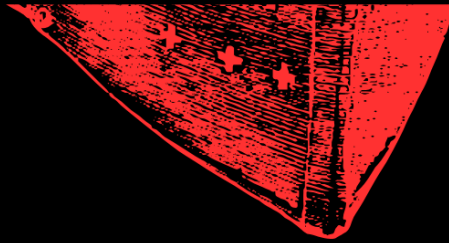
Osmoticmeld: Hounds of Hell.
© Myriad Miniatures.

WARGAMING INTERVIEWS

VOLUME III



Featured within the volume: Ian Miller, Adi Wood, Paul Reid (RPE Miniatures & Games), Juho Minerva (Mutant Modifier), Graeme Davis, Paul Cockburn, Jonas Marquardt (beQuest Miniatures), John Robertson (Myriad Miniatures).



EDITED BY JOHN WOMBAT & RUTH MOREIRA



Out now!

via Amazon

SPACE BATTLES[®]

A SPACEFARERS GUIDE

RETRO-FUELLED SPACESHIP TABLETOP WARGAME

Written by renowned rulesmith Rick Priestley, using standard playing cards, Space Battles: A Spacefarers Guide is an exciting, dice-less spaceship tabletop wargame. Quick-paced, easy to pick up, while also tactically challenging, Space Battles allows players to battle it out amongst the stars as they lead their fleets of spacecraft in a series of exciting scenarios.

While the game can be played and greatly enjoyed as a generic system, Space Battles also includes a dynamic backstory and range of unique factions. Each with their own individual playing style, five different factions are detailed within this book; the Federation, the Dahlians, the Orzo, the Anthozoans, and the Xixan. There is also the mysterious Spectral Fleet, an esoteric force of spacefarers who slip in and out of corporeality. In addition to his reputation as one of the finest wargames writers of all-time, Rick Priestley is also regarded as one of the greatest creators of backstories and lore, this is clearly evident in the unique universe he has created for Space Battles.

OUT NOW VIA AMAZON!



AVAILABLE NOW VIA RPE MINIATURES & GAMES

Federation

Federation Excelsior Class Cruiser	£5.95
Federation Transolar MkII Freighter	£5.95
Federation Venture Class Destroyer	£4.95
Federation type F7 Interceptor (3)	£3.95
Federation Orian-Commercial 7 Cargo (2)	£3.50
Federation Comet Class Battleship	£7.95
Federation CF10 Utility Couriers/ Scouts (3)	£3.50
Federation type F2-SL Super Light Interceptors (3)	£3.50
Federation type F4-100 Short Range Interceptors (3)	£3.50

Dahlia

Dahlia Ba'ka Class Battleship	£6.95
Dahlia Karg Class Cruiser	£5.95
Dahlia Drokk Class Destroyer	£4.95
Dahlia Matok type 44 Interceptor (3)	£4.95

Freeworld

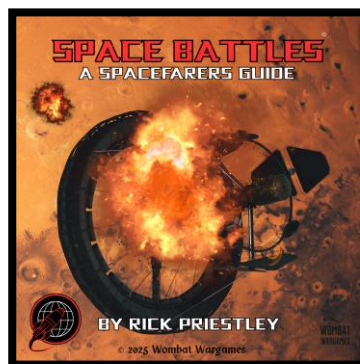
Kamal Freeworld Bituk type Destroyer	£3.95
--------------------------------------	-------

Orzo

Orzo Attack Arrow type Interceptors (3)	£4.95
Orzo Strike Quadrant MkI type Interceptors (3)	£4.95
Orzo Marauder Quadrant type Destroyer	£3.95
Orzo Strike Quadrant MkII type Interceptors (3)	£4.95

Anthozoans	
Anthozoan Escort UTD D101: Buddy (3)	£4.50
Anthozoan Interceptor UTD F2: Zipper (3)	£3.95
Anthozoan Battleship UTD B301: Starforge	£7.95
Xixan	
Xixan Odanta Class Battleship	£5.95
Xixan Conopid Class Cruiser (3)	£8.95
Xixan Coleoptera Class Destroyer (3)	£8.95
Resources	
Space Battles counter set	£2.95
Space Battles explosion markers	£1.50

Written by renowned rulesmith Rick Priestley, using standard playing cards, Space Battles: A Spacefarers Guide is an exciting, dice-less spaceship tabletop wargame. Quick-paced, easy to pick up, while also tactically challenging, Space Battles allows players to battle it out amongst the stars as they lead their fleets of spacecraft in a series of exciting scenarios.



Space Battles: A Spacefarers Guide, written by Rick Priestley.

SPACE BATTLES: A SPACEFARERS GUIDE

167-page, full colour, A5-sized premium paperback:

Core rules - Advanced rules

Index of Spacecraft Types - Scenarios

A Spacefarer's Guide to Known Space

Campaigns - Counters

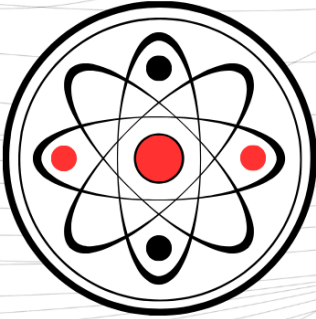
Making a Game Mat for Spaceship Battles - Index

AVAILABLE NOW VIA AMAZON

SPACE BATTLES[®]

A SPACEFARERS GUIDE

Pledge your allegiance and swear your oaths, power up your annihilation drives and charge your laser blasters, welcome to Rick Priestley's Space Battles, the new age of galactic warfare!



Federation



Orzo



Dahl



Anthozoans



Xixan



Spectral Fleet

Available now via Amazon!



Official Space Battles Models via RPE Miniatures & Games

Many sculpted by the game's creator, Rick Priestley, there is a growing range of official, all-metal Space Battles models available exclusively via RPE Miniatures & Games. Covering each of the game's different factions, exciting new models are being added to this range each month.











www.wombatwargames.com
www.ralparthaeurope.co.uk/shop



Lon Chaney

Leonidas Frank Chaney, better known as Lon Chaney, was born in Colorado Springs, Colorado, U.S.A., on April 1, 1883. His parents were Frank H. Chaney and his wife Emma Alice Kennedy, both of whom were deaf, and had originally met at the Colorado School for the Education of Mutes, an educational establishment founded by Chaney's maternal grandfather, Jonathan Ralston Kennedy.

When he was around nineteen years old, Chaney entered into the world of the stage, going on to tour with theatrical troupes. A few years later, in 1905, Chaney married his fiancée Frances Cleveland Creighton. The following year, in 1906, the couple had a son, Creighton Tull Chaney, who later took the name of Lon Chaney Jr., going on to take after his father as an actor. In controversial circumstances, including Frances' attempted public suicide, Chaney and his wife divorced in 1913. Two years later, in 1915, Chaney remarried, as he wed Hazel Hastings.

Switching from theatre acting to the world of silent film, Chaney began an association with Universal Studios, as he appeared in many different pictures, such as *Poor Jack's Demise* (1913), *The Sea Urchin* (1913), *Almost an Actress* (1913), *The Lie* (1914), *The Honor of the Mounted* (1914), *The Lamb, the Woman, the Wolf* (1914), *The Oubliette* (1914), *The Star of the Sea* (1915), *When the Gods Played a Badger Game* (1915), *Dolly's Scoop* (1916), *Accusing Evidence* (1916), *The Mark of Cain* (1916), and *The Mask of Love* (1917), as well as a slew of others. As Chaney's skills in front of the camera became more widely appreciated, the actor began working with different film production companies, often taking lead roles. Furthermore, as well

as gaining plaudits for his acting, Chaney was also greatly valued for his skills with makeup, as he was able to transform himself most remarkably to portray a myriad of characters. Having transitioned from the stage to the screen, Chaney had observed the different approaches needed for successful makeup application in changing mediums; he noticed how colours which had previously worked in theatre reflected differently in front of the camera and studio lights. Furthermore, in addition to traditional makeup materials, such as grease paints and powders, Chaney used facial prosthetics, wax, putties, false teeth, and more. It was Chaney's in-depth and researched knowledge of makeup, coupled with his pioneering techniques and an analytical awareness of his own facial structure, which resulted in the actor becoming known as the Man of a Thousand Faces.



Lon Chaney as Quasimodo. The Hunchback of Notre Dame, Universal Pictures, 1923.



Promotional material for The Mark of Cain, Red Feather Photoplays/ Universal Pictures, 1916.

The Mark of Cain

Released in 1916, a Red Feather Photoplays and Universal Pictures collaboration, The Mark of Cain is a silent film centred around injustice and romance, with Lon Chaney starring as Dick Temple, a man wrongly convicted of robbery.

As the 1920's unfolded, starring in silent films such as Treasure Island (1920), The Penalty (1920), Voices of the City (1921), The Trap (1922), Oliver Twist (1922), Shadows (1922), While Paris Sleeps (1923), and The Shock (1923), among many others, Chaney entered into the most successful period of his career.



The Trap

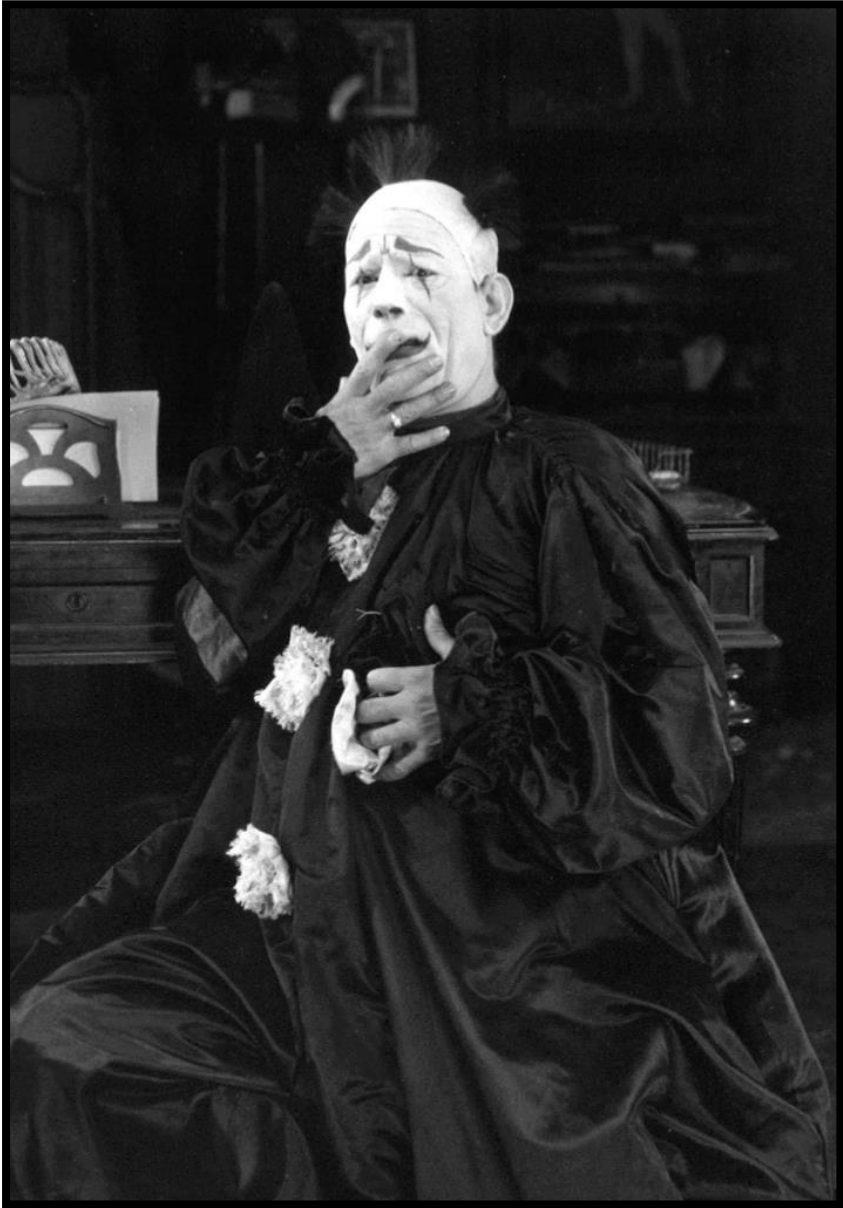
Released by Universal Pictures in 1922, The Trap is silent film of the Western genre which stars Lon Chaney as a vengeful trapper called Gaspard the Good. As well as featuring in the film, Chaney also co-wrote (with Lucien Hubbard and Irving Thalberg) the story which The Trap is built around. Meanwhile, George C. Hull adapted the story for the screen, and Robert Thornby directed the picture.

Based on the same-named 1831 novel by Victor Hugo, a silent film adaptation of The Hunchback of Notre Dame was released by Universal Pictures in 1923. Produced by Carl Laemmle, while directed by Wallace Worsley, The Hunchback of Notre Dame starred Chaney as the film's tragic hero, the malformed and much-ailed Quasimodo. Chaney's mastery with makeup and cosmetic creativity saw the actor transform himself to become a brutish, almost bestial creature. Meanwhile, to reflect his character's hunched back, a heavy hump was strapped to Chaney's back. Combining makeup and prosthetics, so as to present repugnant features, Chaney's presentation of Quasimodo's still allowed for an underlying sensitivity of character. Indeed, Chaney was particularly drawn to playing cursed creatures whose outwards appearance agitated feelings of revulsion, while still possessing an underlying sense of virtue.

"I wanted to remind people that the lowest types of humanity may have within them the capacity for supreme self-sacrifice. The dwarfed, misshapen beggar of the streets may have the noblest ideals."

Lon Chaney, speaking with Movie, 1925.





Lon Chaney as He (Paul Beaumont). He Who Gets Slapped, Metro Goldwyn Mayer, 1924.

He Who Gets Slapped

Starring Lon Chaney as a wronged scientist (Paul Beaumont) turned clown (He), *He Who Gets Slapped* is a tale of treachery and tragedy, unrequited love and revenge.



Lon Chaney as He (Paul Beaumont). He Who Gets Slapped, Metro Goldwyn Mayer, 1924.



Lon Chaney as The Phantom. The Phantom of the Opera, Universal Pictures, 1925.



Lon Chaney as The Man in the Beaver Hat. London After Midnight, Metro Goldwyn Mayer, 1927.

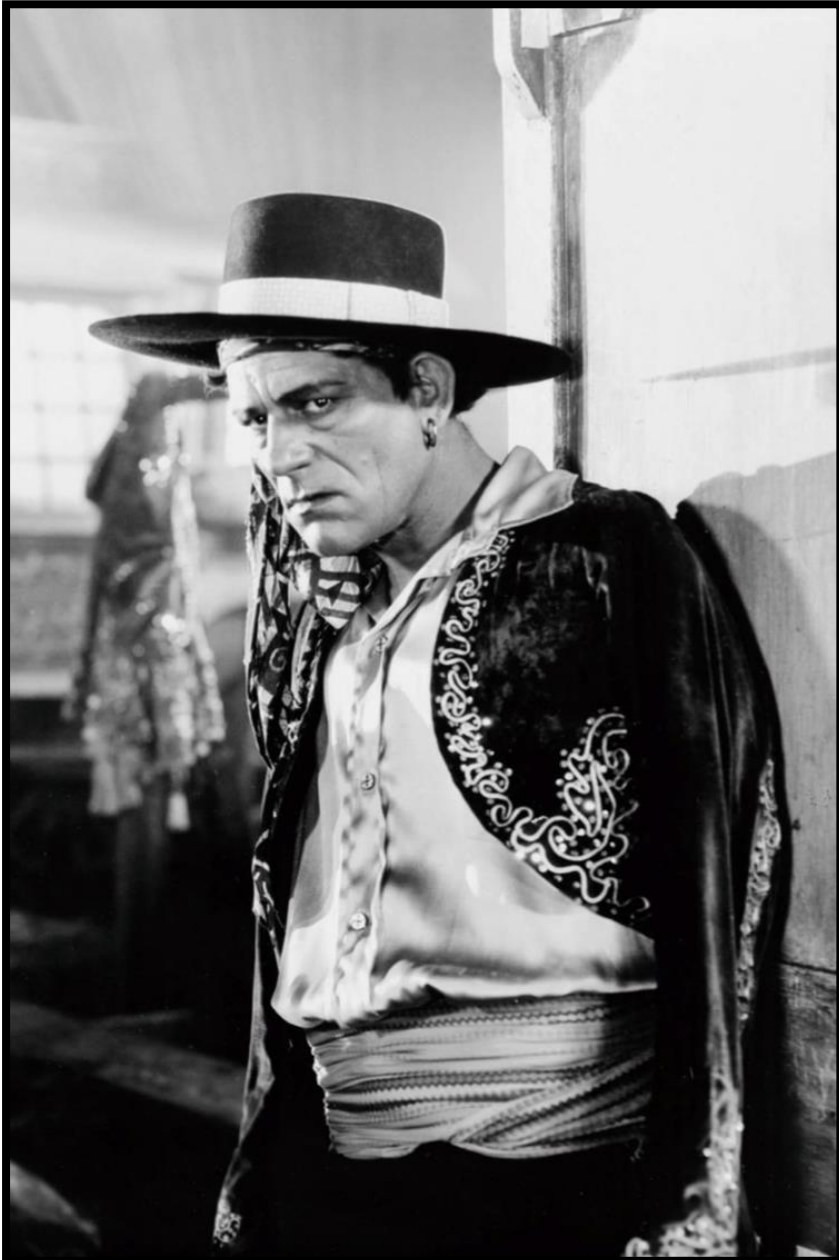
London After Midnight

Lon Chaney collaborated with film director, writer, and producer Tom Browning a number of times over the course of his career. Directed and produced by Browning, released in 1927, *London After Midnight* is a silent horror film which stars Chaney in the dual roles of Professor Burke and The Man in the Beaver Hat.



Lon Chaney as The Man in the Beaver Hat. London After Midnight, Metro Goldwyn Mayer, 1927.





Lon Chaney as Alonzo the Armless. The Unknown, Metro Goldwyn Mayer, 1927.

The Unknown

Directed by Tod Browning, with Waldemar Young adapting Browning's story for film, *The Unknown* was released in 1927.

As well as proving a huge box office success for Universal Pictures, *The Hunchback of Notre Dame* also served to elevate Chaney's standing as a horror film icon.

Meanwhile, following his starring role in *The Hunchback of Notre Dame*, Chaney remained an actor in demand, appearing in *The Next Corner* (1924), *He Who Gets Slapped* (1924), *The Monster* (1925), and *The Phantom of the Opera* (1925).



Building upon Chaney's reputation as a horror film heavyweight, in 1925, Chaney starred in *The Phantom of the Opera*, a silent film adaptation of Gaston Leroux's 1910 same-named novel. Taking the film's leading role, that of the haunting-come-haunted Phantom, combining his skills in front of the camera with his wonderfully disturbing, truly transformative makeup designs, Chaney's performance in this film is perhaps the greatest of the actor's career. As with *The Hunchback of Notre Dame*, *The Phantom of the Opera* was a box office smash for Universal Pictures.

Lon Chaney's makeup

Lon Chaney went to great lengths to transform his appearance to reflect the various characters he portrayed in silent film. Indeed, such was his mastery of this creative medium, the actor wrote a detailed piece on the subject for the *Encyclopedia Britannica* (1929). Here, Chaney explains the many different ways in which a range of effects can be achieved, everything from scars to false beards, shaped teeth to aging effects, and more besides.



Following his starring role in *The Phantom of the Opera*, Chaney appeared in several films, many of which were high-drama pictures, though two particular horror films of note which starred the actor were *The Unknown*, and *London After Midnight*, both of which were released by Metro Goldwyn Mayer in 1927.

Portraying tragic heroes, those often malformed and inspiring varying degrees of horror and personal torture, Chaney was a master of powerful and poignant performances. Tapping into this vein, in the silent film *The Unknown* (1927), Chaney plays the part of Alonzo the Armless, an armless knife-thrower with a travelling circus. Based upon a story by Tod Browning, with Waldemar Young adapting the piece for film, *The Unknown* is a tale of doomed romance, revenge, and tragedy.

With Tod Browning and Waldemar Young collaborating once more, with Browning working as director and producer, while Young wrote the story, taking inspiration from Browning's *The Hypnotist*, *London After Midnight* is a silent horror film. Released by Metro Goldwyn Mayer in 1927, the picture sees Chaney play two different parts, that of Inspector Edward C. Burke, as well as the nefarious and vampiric Man in the Beaver Hat. Several other films followed for Chaney, however his health was beginning to fail him. Then, in 1929, Chaney was diagnosed with lung cancer. Soon succumbing to his condition, Chaney died on August 26, 1930, aged just forty-seven years old.



Lon Chaney as The Frog. The Miracle Man, Mayflower Photoplay Corporation/Paramount Pictures, 1919.



Robert E. Howard

Robert Ervin Howard was born in Peaster, Texas, U.S.A., on January 22, 1906. His parents were Dr. Isaac Mordecai Howard and his wife Hester Jane Ervin Howard. Growing up in the state of Texas, as his father was a travelling doctor, Howard spent his childhood living in a variety of small town locations, rarely settling for long in any one place. Meanwhile, with arguments rife, the marriage between Howard's parents was one of continual strain and tension. To some extent, homelife for Howard did settle when he was around thirteen years old, as his parents chose to remain permanently in the small town of Cross Plains, Texas, though their relationship which each other remained fractious.

From his earliest years, Howard was a keen reader, something which was actively encouraged by his mother, especially. The typical go-to themes which drew the focus of Howard were any books which detailed dark age conflicts involving Vikings, otherwise ancient Arabs involved in epic desert warfare. Such was his interest in reading and writing, in addition to holding a wonderful, some say photographic, memory for details, it was during his time at primary school that Howard first gave serious thoughts to becoming a professional writer himself. Also surfacing early in Howard's character was a staunch aversion to authority, which, along with enduring some bullying from certain classmates, made his time at school a difficult experience, though the practice of learning in and of itself was something the young boy greatly enjoyed.

Coming to hold the view that physical strength and force were important aspects of one's self, Howard wanted to show that he was not someone who would be subservient to the bullying behaviours of his classmates. In addition to devouring books and beginning to pen his own stories, another early interest for Howard was boxing. Such was his continued enthusiasm for boxing, in later years, Howard penned a number of stories around his created character of Steve Costigan, a sailor and boxer. Much in the same vein, there was also Howard's Dennis Dorgan character.

Entering into his early-teens, Howard began to regularly submit his stories for publication in various pulp magazines of the day, but was met with continual rejections. It was actually via his high school's (Brownwood High School) newspaper, *The Tattler*, that Howard first saw his stories in print. In the December 1922 issue of the school publication, two of Howard's works, *Golden Hope Christmas* and *West is West*, featured. The aspiring writer graduated from Brownwood High School the following year. Meanwhile, outside of his writing, Howard was focussing more and more on exercise and bodybuilding, while maintaining his interest in boxing.

Following his graduation from high school, Howard took various odd jobs to make ends meet. His true focus, however, was on his writing. Determined to become a professional writer, Howard tenaciously continued to submit his stories, as well as poetry, to different pulp magazines. Howard's persistence finally paid off as he sold one of his short stories, *Spear and Fang*, to *Weird Tales*. This story appeared in the July 1925 issue of the magazine, earning Howard sixteen dollars. This was the breakthrough Howard had been looking for. At this time, however, as he was not earning enough money from his literary efforts, Howard continued to reluctantly work in various jobs, such as writing for a local newspaper, working in a post office, working for an oil company, and working at a drugstore.

Further of Howard's short stories appeared within issues of *Weird Tales* over the next few years, including, among others, *Wolfshead* (*Weird Tales*, April 1926), *The Dream Snake* (*Weird Tales*, February 1928), *The Hyena* (*Weird Tales*, March 1928), and *Skull-Face* (*Weird Tales*, October, November, December 1929). Some of Howard's poetry was also published via *Weird Tales*, including *The Song of the Bats* (*Weird Tales*, May 1927), *The Ride of Falume* (*Weird Tales*, October 1927), *The Riders of Babylon* (*Weird Tales*, January 1928), and *Moon Mockery* (*Weird Tales*, April 1929), among others.

As well as his works featuring within issues of *Weird Tales*, Robert E. Howard also saw his stories and poetry appear in a number of other pulp publications, such as *Argosy All-Story Weekly*, *Oriental Stories*, *Strange Tales of Mystery and Terror*, *The Magic Carpet Magazine*, *Ghost Stories*, and others.

Around this time, Howard was penning stories about a character he had created called Kull, sometimes referred to as Kull of Atlantis or Kull the Conqueror. Being a strong and ferocious, muscle-strewn warrior, many consider Howard's later creation, the character of Conan, to be a development of Kull. Indeed, initially a Kull story, upon *By This Axe I Rule!* being rejected by *Argosy* and *Adventure* magazine, Howard rewrote the work to become *The Phoenix on the Sword*; the first Conan story.

During Howard's lifetime, two Kull stories were published in issues of *Weird Tales*, these being *The Shadow Kingdom* (*Weird Tales*, August 1929) and *The Mirrors of Tuzun Thune* (*Weird Tales*, September 1929). Meanwhile, a Kull poem, *Kings of the Night*, appeared in the November 1930 issue of *Weird Tales*. Failing to be printed during his lifetime, several of Howard's other Kull stories were later collected and published posthumously.

In the August 1928 issue of *Weird Tales*, the exploits of Solomon Kane, another character created by Howard, were published for the first time, as the story *Red Shadows* featured. A devout Puritan, righter of wrongs and advocate for justice, Solomon Kane is a sixteenth century Englishman whose wanderings see him embark upon many an adventure. Between 1928 – 1932, several of Howard's Solomon Kane stories featured within issues of *Weird Tales*.

Robert E. Howard's Solomon Kane stories

Between 1928 – 1932, seven of Howard's Solomon Kane stories featured within *Weird Tales* magazine.

Red Shadows (*Weird Tales*, August 1928)

Skulls in the Stars (*Weird Tales*, January 1929)

Rattle of Bones (*Weird Tales*, June 1929)

The Moon of Skulls (*Weird Tales*, June, July 1930)

The Hills of the Dead (*Weird Tales*, August 1930)

The Footfalls Within (*Weird Tales*, September 1931)

Wings in the Night (*Weird Tales*, July 1932)



Robert E. Howard's Conan stories

Between 1932 – 1936, seventeen of Howard's Conan stories featured within *Weird Tales*. Some of these stories, such as Howard's only Conan novel, *The Hour of the Dragon*, were published in serialised form across several issues of the classic pulp magazine.

The Phoenix on the Sword (*Weird Tales*, December 1932)

The Scarlet Citadel (*Weird Tales*, January 1933)

The Tower of the Elephant (*Weird Tales*, March 1933)

Black Colossus (*Weird Tales*, June 1933)

The Slithering Shadow (*Weird Tales*, September 1933)

The Pool of the Black One (*Weird Tales*, October 1933)

Rogues in the House (*Weird Tales*, January 1934)

Shadows in the Moonlight (*Weird Tales*, April 1934)

Queen of the Black Coast (*Weird Tales*, May 1934)

The Devil in Iron (*Weird Tales*, August 1934)

The People of the Black Circle (*Weird Tales*, September, October, November 1934)

A Witch Shall Be Born (*Weird Tales*, December 1934)

Jewels of Gwahlur (*Weird Tales*, March 1935)

Beyond the Black River (*Weird Tales*, May, June 1935)

Shadows in Zamboula (*Weird Tales*, November 1935)

The Hour of the Dragon (*Weird Tales*, December 1935, January, February, March, April 1936)

Red Nails (*Weird Tales*, July, August-September, October 1936)





Bran Mak Morn

Though Robert E. Howard is most well-known for his character of Conan and associated stories, the writer also created many other, lesser-known protagonists during his lifetime, such as the fantasy Pict hero Bran Mak Morn. Three of Howard's Bran Mak Morn appeared within issues of *Weird Tales* between 1927 – 1932.

The Lost Race (*Weird Tales*, January 1927)

Kings of the Night (*Weird Tales*, November 1930)

Worms of the Earth (*Weird Tales*, November 1932)

Turlogh Dubh O'Brien

Another of Howard's lesser-known creations was the character of Turlogh Dubh O'Brien, an eleventh century outlaw and warrior from Ireland. Just two of Howard's Turlogh Dubh O'Brien stories were published via *Weird Tales*

The Gods of Bal-Sagoth (*Weird Tales*, October 1931)

The Dark Man (*Weird Tales*, December 1931)

Robert E. Howard and H.P. Lovecraft's Cthulhu Mythos

Through *Weird Tales* editor, Farnsworth Wright, Robert E. Howard became close friends with H.P. Lovecraft. The two writers regularly corresponded via letter, often sharing ideas, while Howard also penned a number of stories which make up part of Lovecraft's Cthulhu Mythos. Among other works, examples of Howard's Cthulhu Mythos short stories include *The Black Stone* (*Weird Tales*, November 1931), *The Children of the Night* (*Weird Tales*, April-May 1931), and *Worms of the Earth* (*Weird Tales*, November 1932). Meanwhile, Lovecraft often affectionately referred to Howard as Two-Gun Bob.



With the editor of *Weird Tales* magazine, Farnsworth Wright, serving as the initial link between the two writers, Howard and fellow *Weird Tales* regular H.P. Lovecraft began a long and close correspondence by letter. Lovecraft, believed to have written around one hundred thousand letters during his lifetime, found in Howard an enthusiastic writer, friend, and contributor to his (posthumously named) Cthulhu Mythos. Through Howard's friendship with Lovecraft, the writer also became acquainted with other authors of weird fiction, such as Clark Ashton Smith.

Though Howard had been developing the character for some time beforehand, Howard's Conan made his first appearance in print via the December 1932 issue of *Weird Tales*, as *The Phoenix on the Sword* was published. Conan was an immediate hit with readers of the magazine. Between 1932 – 1936, seventeen of Howard's Conan stories appeared within issues of *Weird Tales*. Indeed, though Howard tended to struggle with regards to completing and publishing full novels (preferring to write short stories), he found in his Conan character a rare exception. Howard's single Conan novel, *The Hour of the Dragon*; was published in serialised form via *Weird Tales*.

The influence of Conan

Such is the continued popularity of Howard's Conan character, following his death, a number of other authors have penned Conan stories, these writers include, amongst others, L. Sprague de Camp, Lin Carter, Poul Anderson, Roland J. Green, and Leonard Carpenter. Over the years, there have been many Conan comic book features also, as well as a whole raft of different games, from board games to miniatures games to video games, and more.

In the early-1980's, with Arnold Schwarzenegger in the lead role, two Conan movies were released, *Conan the Barbarian* (1982) and *Conan the Destroyer* (1984). Then, released in 1985, *Red Sonja*, loosely based on Howard's Red Sonya of Rogatino character (from Howard's *The Shadow of the Vulture*, first published in the January 1934 issue of *The Magic Carpet Magazine*) featured Brigitte Nielsen in the lead role, while Arnold Schwarzenegger performed a supporting role as Lord Kalidor.

Continuing to inspire and influence several decades after the writer's death, Howard's most popular creation is Conan. Beginning with *The Phoenix on the Sword*, and concluding with *Red Nails*, between the years of 1932 – 1936, a total of seventeen of Howard's Conan stories were published in issues of *Weird Tales*. Published after the writer's death, further of Howard's Conan stories were released, these included *Gods of the North*, *The God in the Bowl*, *The Black Stranger*, and *The Vale of Lost Women*. Meanwhile, such was the public demand for more adventures of Conan, over the years that followed, some of Howard's uncompleted Conan stories or fragments (sometimes finished by other writers, such as L. Sprague de Camp and Lin Carter) were included in various posthumous publications.

Much speculation has been attributed to Howard's mental state during his final years. His relationship with Novalyne Price, generally considered his only romantic partner, had recently ended after a few unsettled years. Meanwhile, his mother's health was failing. Though at times he would talk of suicide, this was not considered a serious consideration by those around him. However, the day before he took his own life, he purchased a family burial plot. Some believe Howard to have been suffering with depression, else some other mental disorder, while fully intending to carry out his suicide.

Howard's mother Hester had struggled with tuberculosis throughout much of her life. Such was her condition, by June 1936, she had been hospitalised, ultimately entering into a coma from which she would not return. On June 11, 1936, upon receiving news from one of the nurses that his mother would not recover, Howard calmly walked to his parked car, removed a borrowed gun from the glovebox and committed suicide, shooting himself in the head. He was aged thirty years old. Later found in his typewriter, a suicide note of Howard's quoted Viola Garvin's *The House of Caesar*, "All fled, all done, so lift me on the pyre; The feast is over and the lamps expire."



Dark Shadows

Created by Dan Curtis, first airing on American television, via ABC, in June 1966, Dark Shadows was a gothic-styled soap opera which ran until April 1971. A wonderful mix of high drama and intrigue, plot twists and suspense, Dark Shadows delved deeply into the multi-faceted worlds of mystery and menace, fantasy and horror, and always through a gloriously gothic lens. Exploring so many different fantastical and horror-fuelled themes, over the course of more than twelve hundred episodes, with its script writers seemingly eager to cram as much into the show as possible, Dark Shadows featured vampires, werewolves, witches, ghosts, reanimation, time travel, and more besides.



The first episode of Dark Shadows introduces the show's initial main characters, these being Elizabeth Collins Stoddard, Roger Collins, Burke Devlin, and Victoria Winters. A young woman of the Jane Eyre mould, raised in a foundling home in New York, Victoria knows almost nothing of her past. Then, upon receiving a mysterious offer of employment to work as a governess, she moves to Collinsport, Maine. This unexpected offer comes from Elizabeth Collins Stoddard, who wishes for Victoria to care for her troubled and disruptive nephew, David. However, Elizabeth's brother, and David's father, Roger Collins makes clear his strong opposition to Victoria's appointment. Meanwhile, for a wrong previously done to him, the brooding and vengeful Burke Devlin returns to Collinsport with plans to take down the Collins family.

Collinwood, the sprawling, forty-room, secret-holding, haunted ancestral home of the Collins family, serves as the main backdrop for Dark Shadows' initial storylines, as the show focusses on Victoria's search for information about herself, Burke's mission to destroy the Collins family, and the murder of Bill Malloy. The manager of the Collins' Fishing Fleet and Cannery, Bill Malloy is also a close friend of Elizabeth. As he looks to protect her from the fallout of Burke's quest for revenge over serving time in prison for a manslaughter he did not commit, Bill is murdered, prompting much mystery as to who killed him. After his death, Bill appears to Victoria as a ghost, one of a number which haunt Collinwood over the years.

As the truth behind Bill Malloy's murder unravels, while further ghosts of Collinwood emerge, so too more details behind Burke Devlin's manslaughter charge emerge. Then, amidst the unfolding chaos, having spent time in a sanatorium, David Collins' mother, Laura Collins, returns for her son, and so a new take on the legend of the Phoenix is woven into Dark Shadows.

It was upon the introduction of the vampire Barnabas Collins in the second year of the show, that the nascent gothic nature of Dark Shadows began to be fully fleshed out. Barnabas, awakened from his dark slumber by an unsuspecting, petty criminal called Willie Loomis, brought to Dark Shadows a new sense of tragic menace and conflicted evil. Appearing at the door of Collinwood, Barnabas claims himself to be a distant English cousin of the Collins family. So convincing is he, Elizabeth and her brother Roger quickly welcome Barnabas into the fold. The truth, however, is that Barnabas is an unhallowed, undead creature. Under the curse of Angelique Bouchard, whom he had spurned some generations earlier, Barnabas had been transformed into a depraved beast of the night.

With the assistance of the unfortunate Willie Loomis, Barnabas' first enslaved assistant, Barnabas wreaks havoc in his quest for blood, while his obsession for his lost love Josette du Pres colours his thoughts and temper. Barnabas, tortured by his curse, driven yet repulsed by his insatiable bloodlust, destined to live a life eternal, while forever imprisoned to the night, is a flawed villain. Much like Christopher Lee's superb portrayal of Dracula in the classic Hammer films of the 1950's – 1970's, Barnabas holds to the complexities of a vampire as laid down in Bram Stoker's Dracula, penned back in 1897. Before he finally follows the lead of Doctor Julia Hoffman and her attempts to cure him of his vampiric affliction, Barnabas terrorises Collinsport. One of those to suffer most from the unhallowed hunger and romantic obsession of the tortured Barnabas is Maggie Evans, a young woman the vampire looks to as his 'new' Josette.

Published by Paperback Library in 1969, Barnabas: A Personal Picture Album contained more than one hundred pictures of Barnabas, as the character's actor, Jonathan Frid, compiled photographs of the villainous vampire.

Running from 1966 – 1971, *Dark Shadows* included a swathe of supernatural storylines. Allowing for a most dynamic shift, while still linking things together, time travel plays a key part of the show. This first occurs during a séance held at Collinwood, as Victoria Winters is propelled back through time, to the year 1775. And so begins *Dark Shadows*' 'Witchcraft' period, with Victoria judged to be a witch and sentenced to death. Ultimately escaping her fate at the gallows, Victoria is then transported back to the current time. *Dark Shadows* featured time travel in later episodes also, while new storylines reflected Curtis' appreciation for writers such as Mary Shelley, Edgar Allan Poe, and H.P. Lovecraft, among others.

Dark Shadows tended to feature characters with more depth and complexities than many of the other soap operas of the day. The show's villains were more often than not villains-come-victims or villains-come-heroes, as nuances of good and evil were explored. In addition to Barnabas Collins, other villainous protagonists of note to feature in *Dark Shadows* include the likes of Laura Collins, the embodiment of the mythical Phoenix, Reverend Trask, the zealous and uncompromising witch hunter, the brooding Quentin Collins (linking to Peter Quint, of Henry James' *The Turn of the Screw*), and, inspired by the creation in Mary Shelley's *Frankenstein*, the patchwork reanimation that is Adam.

Dark Shadows books

Supporting the success of the soap opera, the prolific William Edward Daniel Ross, using the pseudonym of Marilyn Ross, wrote a total of thirty-two *Dark Shadows* novels, which were published between 1966 – 1972.

Published by Paperback Library in 1970, *The Dark Shadows Book of Vampires and Werewolves* was a compilation of short stories which featured, among others, John Polidori (*The Vampyre*), M.R. James (*Count Magnus*), and Augustus Hare (*The Vampire of Croglin Grange*).

From the late-1960's through to the mid-1970's, published by Gold Key, a *Dark Shadows* comic book was produced. Furthermore, for a brief period in the early-1970's, *Dark Shadows* ran as a comic strip via the Newspaper Enterprise Association.



Dan Curtis

During the 1950's, Dan Curtis worked as a salesman for NBC. This role saw him tour local television stations, as he sold different syndicated works, such as Douglas Fairbanks Presents, as well as various films, including reruns of old Hopalong Cassidy features. Curtis then moved on to MCA, where he began to sell network television. While with MCA, Curtis came up with an idea for a golf show, Challenge Golf. However, when his promised raise with MCA failed to materialise, Curtis promptly quit, and set up on his own.

Curtis had an idea for another golf show. So, operating on a shoestring budget, working from a storeroom-come-office in New York, Curtis looked to sell his new show. Finally, after a year, having accumulated bills of ten thousand dollars, with just three hundred dollars left in his bank account, Curtis sold his show to CBS. This show was The CBS Match Play Golf Classic, which stayed on the air for ten years.

Owning The CBS Match Play Golf Classic 50/ 50 with CBS, Curtis produced the show for the first four years. Then, though he continued to receive his royalties for the show, Curtis stepped away from direct involvement as he looked to work on new things. It was at this point that Curtis developed the idea of Dark Shadows, which ABC picked up. During the show's initial weeks, Dark Shadows built up a modest, though not especially sizeable, following. Consequently, it looked like Dark Shadows would be prematurely cancelled. Then, following the suggestion of his young children to make the show scarier, Curtis, feeling he had little to lose, promptly developed a ghost for the show. Immediately, the show's ratings improved.

After around a year, Dark Shadows introduced the show's vampire, Barnabas. Barnabas was never intended to be a long-term fixture, more he was meant enter into things, wreak havoc, then be killed off. However, whilst Curtis' earlier scary plotlines had enhanced the show's viewing figures, Barnabas became so popular that he became a permanent character.



Dan Curtis (continued)

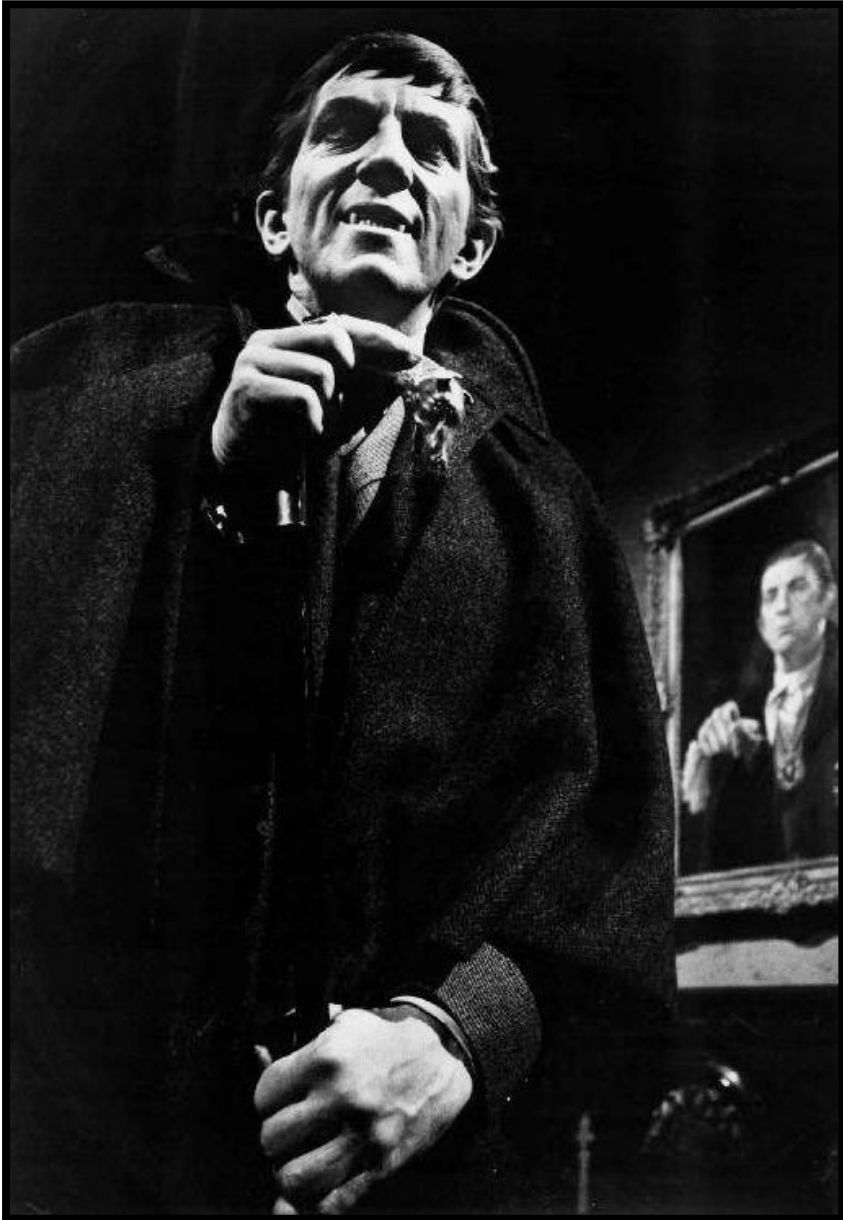
Curtis had grown up with a love of horror films, indeed it was his reflecting on the classic Dracula films of yesteryear, starring Bela Lugosi, which contributed to Curtis' creation of Dark Shadows' Barnabas.

When it came to developing new storylines for Dark Shadows, Curtis often looked to classic literature, such as the works of Charlotte Bronte, with Jane Eyre and Wuthering Heights proving especially influential. Meanwhile, other inspiration was found in Henry James' The Turn of the Screw, as well as Mary Shelley's Frankenstein. Among other sources, inspiration also came from the works of Edgar Allan Poe, as well as H.P. Lovecraft. Curtis and the other writers for Dark Shadows took such inspiration, then added a unique spin to fashion the show into something entirely unique.

Curtis was fascinated by time travel, especially heading back into the past, and this allowed for development of new storylines, each of which ultimately linked together, while, respectively, the show's different actors often played multiple parts. Viewers keenly followed these twists and turns as Dark Shadows become one of ABC's most popular shows. Towards the end, however, Dark Shadows was losing its way, with viewers unreceptive to new storylines, while Curtis himself, growing increasingly disenchanted and feeling he had done as much with the show as he could, was ready to move on. On the back of failing ratings, Dark Shadows was cancelled in April 1971.

Following on from his Dark Shadows chapter, be it in a director and/or producer capacity, Dan Curtis moved on to working on films such as The Night Stalker (1972), The Night Strangler (1973), The Turn of the Screw (1974), Burnt Offerings (1976), and Curse of the Black Widow (1977), among others, as he established himself as a cult horror heavyweight. Later, during the 1980's, Dan Curtis gained critical acclaim as director of the war-themed miniseries The Winds of War (1983) and War and Remembrance (1988 – 1989).

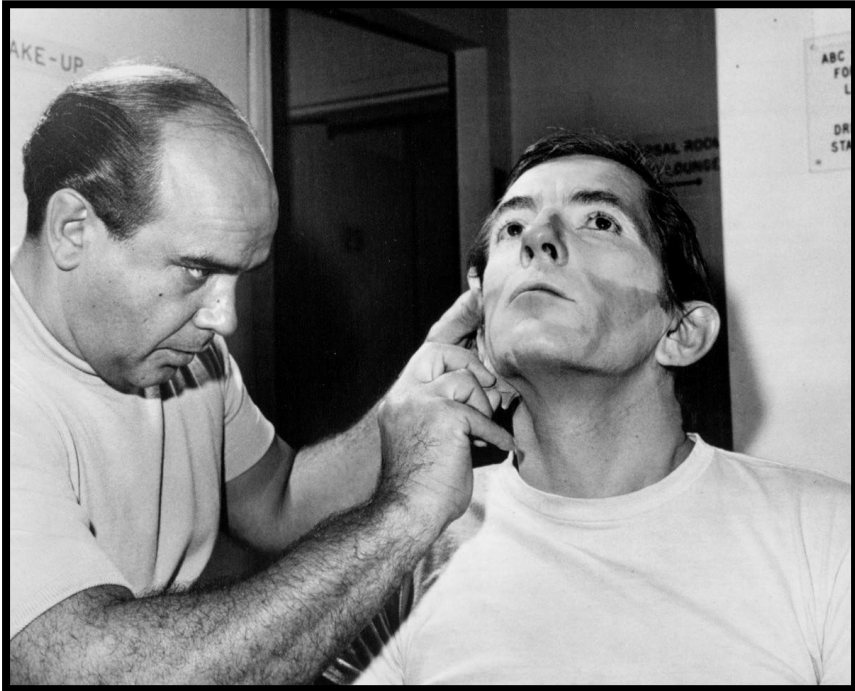




Jonathan Frid as Barnabas Collins. Dark Shadows promotional material (ABC), 1968.

*“There’s nothing more frightening
than a frightened villain.”*

Jonathan Frid, talking with Entertainment Tonight, 1982.



Makeup artist Vincent Loscalzo (left) transforming Jonathan Frid (right) into Barnabas Collins. *Dark Shadows* promotional material (ABC), 1969.

“I was a very nervous actor on television. Very unsure of myself... That played beautifully into Barnabas, who was very uncertain of himself, very unsure... It’s this uncertainty in a villain that makes him more villainous.”

Jonathan Frid, talking with Entertainment Tonight, 1982.



Jonathan Frid

Initially, *Dark Shadows* gained mediocre ratings and Dan Curtis expected the show to be cancelled after just thirteen weeks. In an effort to improve ratings, following the suggestion of his young children, Curtis was inspired to take *Dark Shadows* into a scarier direction. Promptly, Curtis changed the show's storyline to include a ghost. The show's ratings immediately went up. Reacting to the growing ratings, Curtis set about making the show scarier still, bringing in a Phoenix-inspired storyline. Then, looking back to one of the things he himself found scary as a child, Curtis set upon the idea of introducing a vampire into the show.

As he was heading to London, England, to work on the pre-production a film adaptation of Robert Louis Stevenson's *Jekyll & Hyde*, Curtis left it to his *Dark Shadows*' team to send him pictures of the actors looking to play the role of Barnabas. Put forward by one of *Dark Shadows* writers, Ron Sproat, it was the picture of Canadian actor Jonathan Frid which caught Curtis' attention.

Hailing from Hamilton, Ontario, Canada, Frid attended Ontario's McMaster University, though his time here was interrupted as he served with the Royal Canadian Navy during World War II. Following his return to McMaster University, Frid then moved to England and attended the Royal Academy of Dramatic Art. Later, Frid headed to America, as he became a graduate student at Connecticut's Yale School of Drama.

Over the second half of the 1950's, continuing over the 1960's, Frid established himself as a fine and highly respected Shakespearean actor, appearing in stage productions of plays such as *Caesar* and *Cleopatra*, *Coriolanus*, *Much Ado About Nothing*, and *Richard III*. Meanwhile, Frid's television debut came in 1960, via his appearance in an episode of *The Play of the Week*, as he starred in an adaptation of *Henry IV Part I*.



Jonathan Frid (continued)

Following initially mediocre ratings, Dan Curtis had revived the fortunes of *Dark Shadows*, saving it from cancellation, as he brought in scarier storylines. However, though ratings improved, by the spring of 1968 ABC were again looking to close the show. Intended to improve viewing figures, Curtis developed the character of Barnabas (whose name, taken from the Bible, was put forward by the show's producer, Robert Costello). Though Curtis had looked to include Barnabas for a short time only, such was the receptive reaction from viewers, he became a most popular, long-term fixture.

Barnabas is a multi-faceted and compelling character. Certainly he carries a sense of danger and violence, but so too he possesses a vulnerability and deep-set loneliness. The vampire is both selfish and sensitive, fiendishly fearsome yet terribly fearful, drawn to dark deeds while also struggling with sickening self-loathing. Consequently, Barnabas is often very uncertain of himself, his seemingly confident composure often masking nervousness and worry. Never a fan of physical horror, through subtle gestures and mannerisms, Frid was keen to present the many different aspects of what made Barnabas the conflicted individual he was, rather than simply an all-evil, bloodthirsty creature.

When Frid entered into the *Dark Shadows* fold, he joined an already well-established team. Furthermore, as well as being a new addition, Frid sometimes struggled with his often monologue-length lines. Such points served to blend his own nervousness and uncertainty with that of the character he played, lending a greater authenticity to the confident yet anxious Barnabas Collins. Meanwhile, even though Frid became one of *Dark Shadows*'s biggest stars, receiving sackfuls of fan-mail each week, he tended to be his harshest critic and was often dissatisfied with his own performances. Unquestionably, however, in his role as Barnabas Collins, Jonathan Frid not only contributed to the saving of *Dark Shadows*, but also helped propel it to its most successful time.



Core crew

Often playing a number of different roles, as time travel allowed Dark Shadows to explore several different storylines, the show featured a core group of actors, including Joan Bennett, Louis Edmonds, Kathryn Leigh Scott, Alexandra Moltke, Nancy Barrett, Joel Crothers, David Henesy, Thayer David, David Ford, Clarice Blackburn, John Karlen, Grayson Hall, Jerry Lacy, Lara Parker, David Selby, and Jonathan Frid

Overseeing a team of writers, directors, producers, and more, Dan Curtis was the creator and executive producer of Dark Shadows. Operating behind the scenes, other key personnel included Art Wallace (story developer and writer), Ron Sproat (writer), Francis Swann (writer), Malcolm Marmorstein (writer), Sam Hall (writer), Robert Costello (producer), Lela Swift (director), John Sedwick (director), Henry Kaplan (director), Sy Tomashoff (set designer), and Robert Cobert (composer), among others.

Looking to capitalise on the success of the Dark Shadows soap opera, two Dark Shadows films were produced, House of Dark Shadows (1970) and Night of Dark Shadows (1971). These films could also be viewed as the final hurrah for Dark Shadows as, due to failing ratings, the show was cancelled in April 1971.

Over the years, there have been various attempts to resurrect Dark Shadows, including a Dan Curtis-headed 1991 remake which ran for a dozen episodes via NBC, before being cancelled. Among other projects, there was also the highly disappointing Tim Burton-directed 2012 film adaptation, a big-budget picture which barely resembled the original show and did little to reflect the uniqueness and dynamic creativity of the 1966 – 1971 series.



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 competitively priced.











DAMNED





**ORDER OF
OPHELIA**



**SERVANTS
OF
EXTINCTION**



ELVES

Servants of Extinction

R'lyeh, Acolyte of Rooth

Extinction Warriors

Extinction Berserkers

Damned

Key of Damnation #1 w/Sword

Key of Damnation #2 w/Mace

Diseased

Damned Demons

Damned Warlock

Order of Ophelia

Witches

Warrior Witches

Sirens

Trolls

Trolls

Troll Mystic

Orcs

Orc Warlord

Orc Warriors

Blades of Sus

Orc Champions

Orc Shaman

Giants

Giants

Ogres

Ogres

Fiends

Harpies

Priest of Darkness

Undead

Zombies

Corpse Dragon

Vampire

Ghost

Mummy

Elves

Elves

Giant Kite

Hag Elves

Giant Kite

Konstrato Empire

Konstrato Empire Wizards

Yalif

Elephant Bird

Weapons and Shields

Wooden Shields



Official Shadows of Centralis Miniatures via RPE Miniatures & Games

Though games of Shadows of Centralis can be played using 28mm miniatures from any manufacturer, old or new, RPE Miniatures & Games are assigning many of their wonderful, traditionally sculpted, all-metal models to the status of official Shadows of Centralis miniatures. Further to this, brand new Shadows of Centralis sculpts are continually being added to this exciting SoC/ RPE range too.



www.shadowsofcentralis.com
www.ralparthaeurope.co.uk/shop

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 is an independent publisher of wargaming rules, books, and magazines.

PULP FIENDS VOLUME I SEABURY QUINN



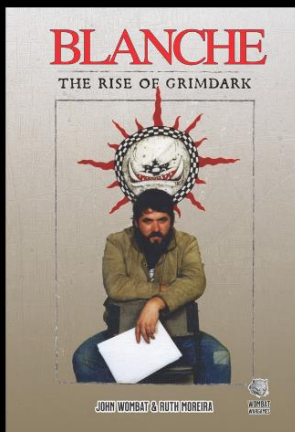
EDITED BY JOHN WOMBAT & RUTH MOREIRA



WARGAMING INTERVIEWS VOLUME I

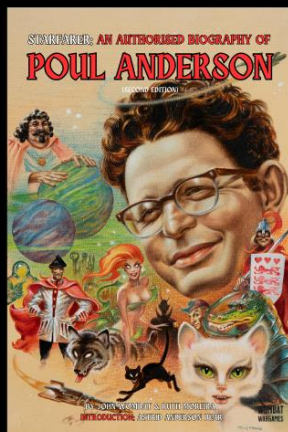


EDITED BY JOHN WOMBAT & RUTH MOREIRA



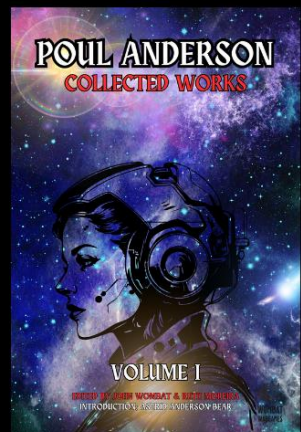
BLANCHE THE RISE OF GRIMDARK

JOHN WOMBAT & RUTH MOREIRA



SWORBEARER: AN AUTHORIZED BIOGRAPHY OF POUL ANDERSON

BY JOHN WOMBAT & RUTH MOREIRA
INTRODUCTION BY RUTH MOREIRA



POUL ANDERSON COLLECTED WORKS

VOLUME I

EDITED BY JOHN WOMBAT & RUTH MOREIRA
INTRODUCTION BY RUTH MOREIRA



AVAILABLE VIA AMAZON

PULP FIENDS VOLUME I
SEABURY QUINN



EDITED BY JOHN WOMBAT & RUTH MOREIRA



Pulp Fiends Volume I: Seabury Quinn

Edited by John Wombat & Ruth Moreira

Cover artwork by Ian Miller

Shining a light on one of the forgotten heroes from the golden age of pulp publications, compiling several of the writer's works, this book showcases the considerable talents of the prolific Seabury Quinn.

Included within this special collection is the following:

Seabury Quinn's complete Weird Crimes series of articles:

Bluebeard, The Grave Robbers, The Magic Mirror Murders, Swiatek, the Beggar, Mary Blandy, The Werewolf of St. Bonnot, The Human Hyena.

Seabury Quinn's complete Servants of Satan series of

articles: The Salem Horror, Giles and Martha Corey, Rebecca Nurse, Saint of Salem, George Burroughs, Martyr, The End of the Horror, Maria Schweidler.

Seabury Quinn's short stories: The Stone Image, The Phantom Farm House, Out of the Long Ago, The Red Serpent.

Championing yesteryear's masters of mystery, flagbearers of fantasy, heroes of horror, servants of science fiction, and most skilled suspense savants, this Wombat Wargames-produced publication is the first volume in a special collection of books which celebrates the pioneers of pulp literature.

Out now!
via Amazon



KEVIN ADAMS: GOBLIN MASTER

(SECOND EDITION)

Out now via Amazon!



THE AUTHORISED BIOGRAPHY





POUL ANDERSON

COLLECTED WORKS

Out now via Amazon!



VOLUME I

EDITED BY JOHN WOMBAT & RUTH MOREIRA

INTRODUCTION: ASTRID ANDERSON BEAR

WOMBAT
WARGAMES



POUL ANDERSON

COLLECTED WORKS

Out now via Amazon!



VOLUME II

EDITED BY JOHN WOMBAT & RUTH MOREIRA

INTRODUCTION: ASTRID ANDERSON BEAR

WOMBAT
WARMSIES

The background of the entire cover is a deep space scene. The top half features a dark field of stars with a subtle teal and blue nebula on the left. The bottom half is dominated by a large, vibrant nebula in shades of teal, green, and blue, set against a starry background.

POUL ANDERSON
COLLECTED WORKS

Out soon via Amazon!

VOLUME III

EDITED BY JOHN WOMBAT & RUTH MOREIRA

INTRODUCTION: ASTRID ANDERSON BEAR

STARFARER: AN AUTHORISED BIOGRAPHY OF
POUL ANDERSON

(SECOND EDITION)



Out now via Amazon!



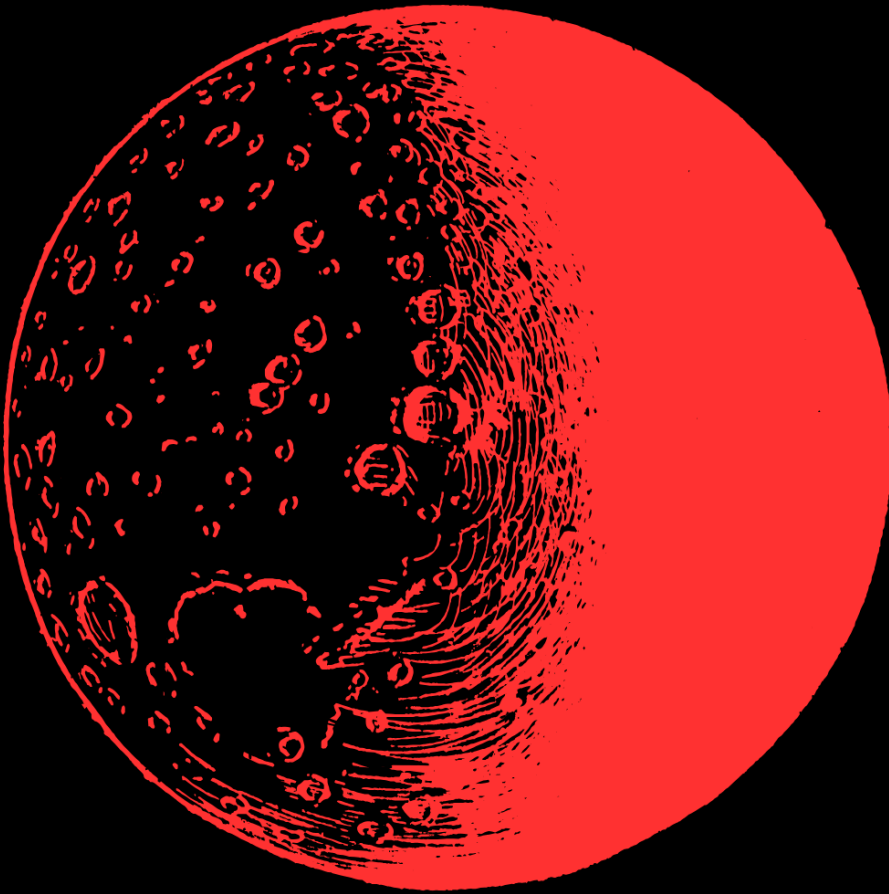
BY JOHN WOMBAT & RUTH MOREIRA

INTRODUCTION: ASTRID ANDERSON BEAR

WOMBAT
WARGAMES

THE WRITINGS OF H.G. WELLS

VOLUME I



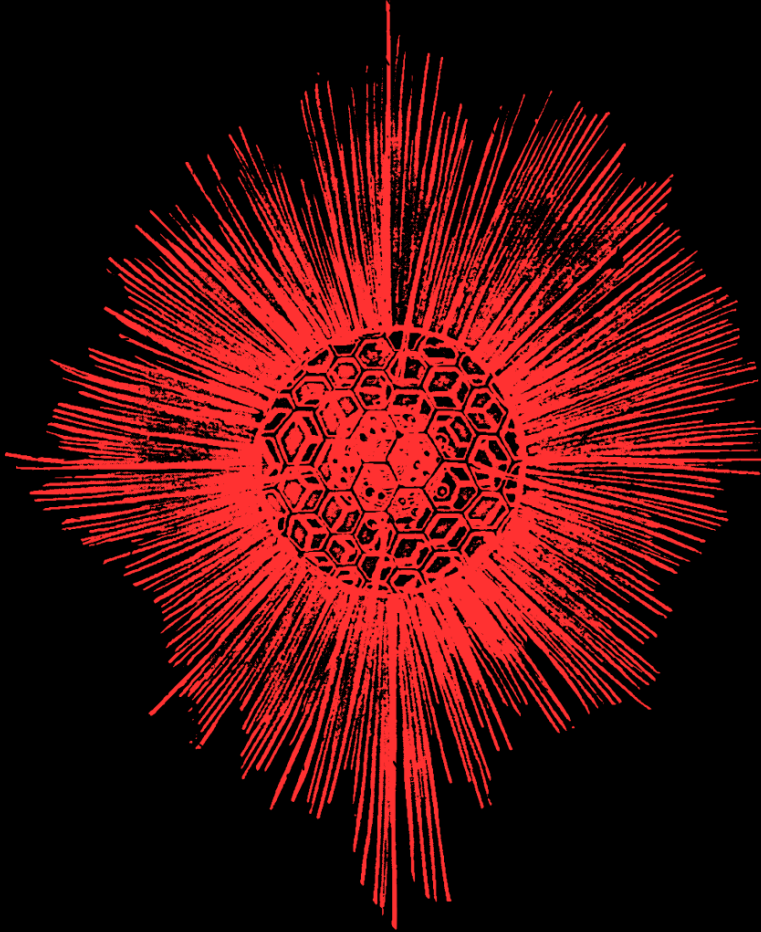
TWELVE SHORT STORIES

EDITED BY JOHN WOMBAT & RUTH MOREIRA

Includes: *The Stolen Bacillus*, *Aepyornis Island*, *The Plattner Story*, *In the Abyss*, *The Crystal Egg*, *The Star*, *The Man Who Could Work Miracles (A Pantoum in Prose)*, *The Stolen Body*, *A Dream of Armageddon*, *The New Accelerator*, *The Valley of Spiders*, *The Country of the Blind*.

THE WRITINGS OF H.G. WELLS

VOLUME II



THIRTEEN SHORT STORIES

EDITED BY JOHN WOMBAT & RUTH MOREIRA

Includes: The Flowering of the Strange Orchid, In the Avu Observatory, The Treasure in the Forest, The Remarkable Case of Davidson's Eyes, Pollock and the Porroh Man, The Argonauts of the Air, Under the Knife (Slip Under the Knife), The Story of the Late Mr. Elvisham, A Story of the Stone Age, The Red Room, A Catastrophe, The Hammerpond Park Burglary, Filmer.



THE WRITINGS OF H.P. LOVECRAFT

VOLUME I

**AVAILABLE NOW
VIA AMAZON!**



30 POEMS - 1 ESSAY - 1 LETTER - 15 SHORT STORIES

EDITED BY JOHN WOMBAT & RUTH MOREIRA

**WOLFGANG
WARGAMES**

Est. 2000

RPE Miniatures & Games

Regent Works, Sea View Road, Liverpool L20 4DU, UK



Shadows of Centralis

Space Battles

Demonworld

Battletech

Noble Armada

Blighthaven

Heartbreaker Miniatures

Animals & Prehistoric

RPE Exclusives

Pulp Adventure

Crimson Skies

Critical Mass

Mage Knight

Vor

1879

Earthdawn

Aetherstream

Old School Science Fiction



www.ralparthaeurope.co.uk

IAN MILLER: FINE ART GICLÉE PRINTS
AN EDITION OF 20 PRINTS, EACH SIGNED BY THE ARTIST

LAST FEW REMAINING



© IAN MILLER

**PRINT SIZE: A2. IMAGE SIZE: 350 X 480MM (13 X 19 IN).
PRICE: £180 OR US\$240 OR 210 EUROS PLUS CARRIAGE.
EMAIL: ALISONELDRED@GMAIL.COM**

WWW.ALISONELDRED.COM

IAN MILLER: FINE ART GICLÉE PRINTS
AN EDITION OF 50 PRINTS, EACH SIGNED BY THE ARTIST

KOZILEK, BUTCHER OF TRUTH



**PRINT SIZE: A2. IMAGE SIZE: 350 X 480MM (13 X 19 IN).
PRICE: £180 OR US\$240 OR 210 EUROS PLUS CARRIAGE.
EMAIL: ALISONELDRED@GMAIL.COM**

WWW.ALISONELDRED.COM

IAN MILLER: FINE ART GICLÉE PRINTS
AN EDITION OF 50 PRINTS, EACH SIGNED BY THE ARTIST

RAGGED MEN, RELENTLESS CROWD



© TAN MILLER

**PRINT SIZE: A2. IMAGE SIZE: 350 X 480MM (13 X 19 IN).
PRICE: £180 OR US\$240 OR 210 EUROS PLUS CARRIAGE.
EMAIL: ALISONELDRED@GMAIL.COM**

WWW.ALISONELDRED.COM

OUT NOW!

**THE BROKEN
DIARY**



Fragments of something real

Ian Miller

438-page paperback novel by
renowned fantasy artist Ian Miller.

www.incunabulamedia.com/fantasy

TONY HOUGH

“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.”

Tony Hough.

www.tonyhough.co.uk



FRAGMENTS



THE FANTASY ART OF TONY HOUGH

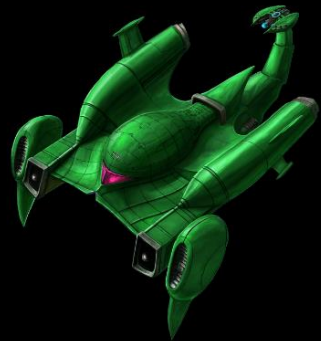
With such an extensive body of work behind him, and being an artist still very much in demand, it is perhaps not surprising that Tony Hough should have his own book of artwork out. Available via Blurb, *Fragments: The Fantasy Art of Tony Hough* is a 54-page book which offers stunning examples of the 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.

Tony Hough

www.tonyhough.co.uk

www.instagram.com/tonyhoughart

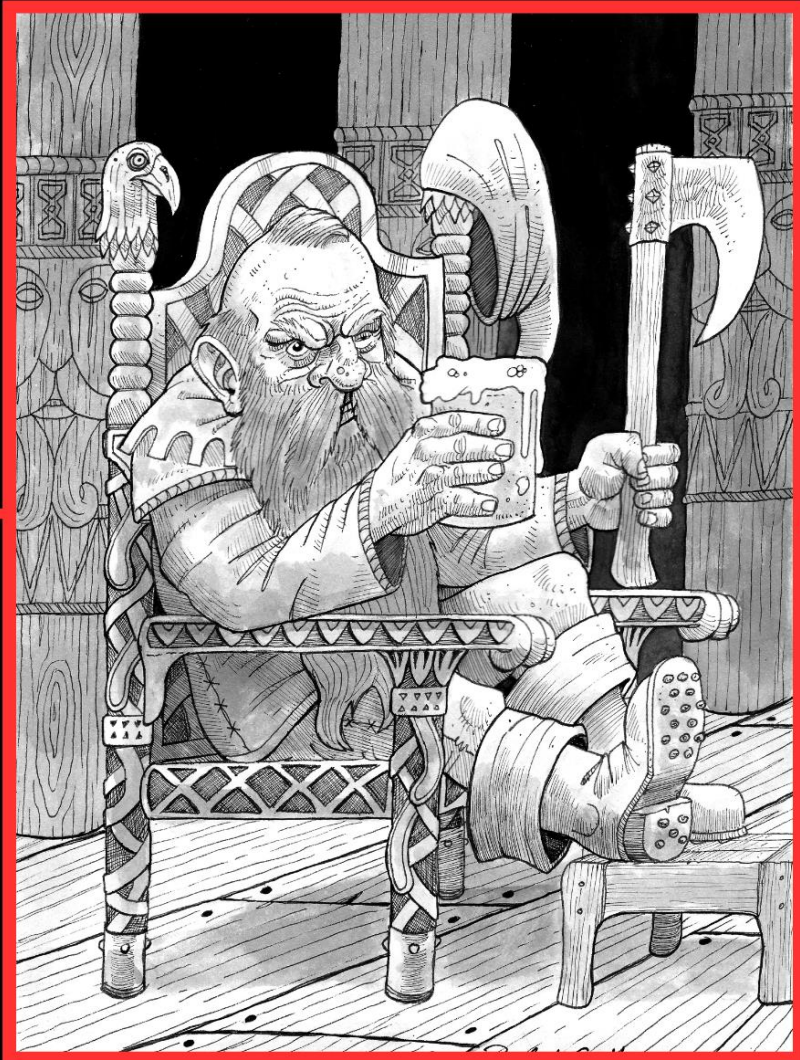
www.facebook.com/TonyHoughArt



www.blurb.co.uk/b/1413789-fragments

THE ART OF PAUL MCGRATH

PAUL'S ART VENTURES DEEP INTO THE PERILOUS REALMS OF FANTASY AND SCIENCE FICTION, INSPIRED BY CLASSIC THEMES WITHIN FIGHTING FANTASY, TABLETOP RPGS AND MINIATURES GAMES. PAUL'S WORK EVOKES THE STYLE AND IMAGINATION WITHIN THESE GENRES THAT HAS LURED SO MANY WITH THE PROMISE OF ADVENTURE.



WWW.INSTAGRAM.COM/MCGRATH_ARTWORKS
WWW.ETSY.COM/SHOP/MCGRATHARTWORKS
WWW.LINKEDIN.COM/IN/PAUL-MCGRATH-854253399

Paul McGrath 2025

PANDAEMONIUM MINIATURES

Commission Miniature Painting and
Tabletop Scenery.

Website: www.pandaemoniumminiatures.com



@pandaemonium_miniatures



@pandaemoniumminiatures



@pandaemoniumminiatures.com



PAINT &
SLAM!





North Star Military Figures Ltd.
Unit W41, Lenton Business Centre,
Lenton Boulevard, Nottingham,
NG7 2BD, UK
Mail Order: 0115 9704107
Trade Sales: 0115 9786656
Email: mailorder@northstarfigures.com
Web: www.northstarfigures.com

Nick Eyre's
NORTH STAR
Military Figures

**NORTH STAR 1672, 1866, AFRICA!
ARSENAL, FANTASY WORLDS, HORROR,
KADESH, MENAGERIE, SPANISH CIVIL
WAR, SPEARS, STEAMPUNK.**

**ARTIZAN DESIGNS. COPPLESTONE
CASTINGS. CRUSADER MINIATURE.
EMP GAMES. FROSTGRAVE. GASLANDS.
GREAT WAR MINIATURES. HAIRFOOT
JOUSTING. MUSKETS & TOMAHAWKS.
OATHMARK. RANGERS OF SHADOW
DEEP. THE SILVER BAYONET.
STARGRAVE.**

www.northstarfigures.com

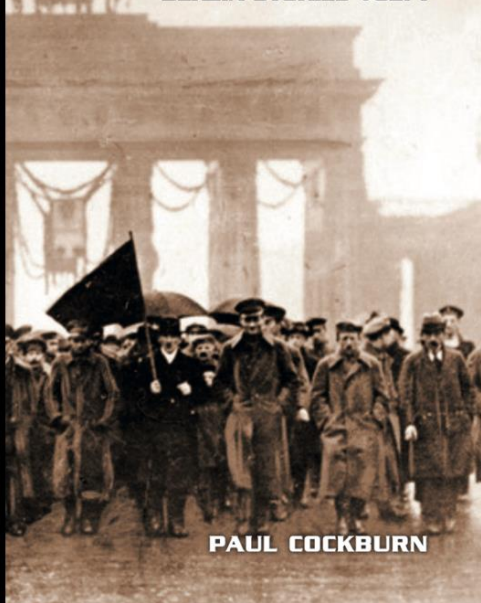
THE BERLIN STORIES

BY PAUL COCKBURN

"The Berlin Stories series follows the adventures of Kommissar Gerhard Hoehner of the Berlin Police, who finds himself transferred to a mysterious department charged with looking into unusual crimes. Although what counts as 'unusual' in Berlin in November 1918 is anyone's guess," Paul Cockburn.

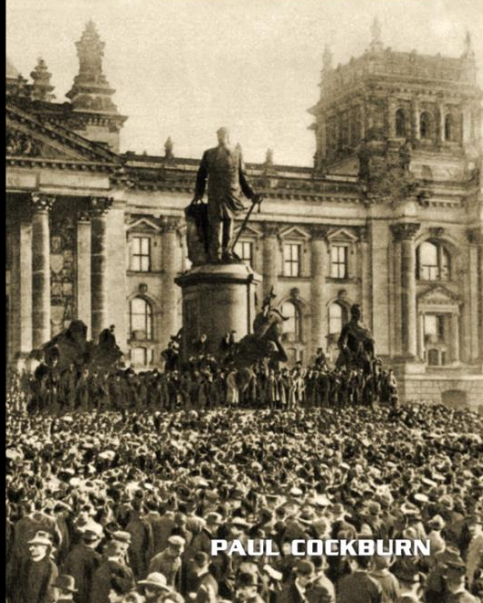
KAISER

BERLIN STORIES VOL. 1



REPUBLIK

BERLIN STORIES VOL. 2



ORDERS NOW OPEN

E-mail: paul.cockburn@mac.com

PAUL COCKBURN

WRITER, DREAMER, GAMES-PLAYER

Born in London, in 1957, Paul Cockburn entered into a career in the RPG and tabletop games industry in the early-1980's as he served as Assistant Editor on TSR's magazine, *Imagine*. He then moved onto Games Workshop, where, among other responsibilities, he was the Editor of the company's *White Dwarf* magazine. Later leaving Games Workshop, though he maintained an interest in all things gaming related, as well as history, over the years that followed he stepped away from the hobby world as he worked in marketing and account management.

Tapping into his lifelong interest in history, with his *Berlin Stories*, centred around the character of Kommissar Gerhard Hoehner, Paul Cockburn takes readers on a journey of crime noir, mystery and intrigue, against a backdrop of profound political change following the conclusion of World War I.



CREATIVE SCULPT STUDIO LTD

HANDCRAFTED 28MM METAL MINIATURES





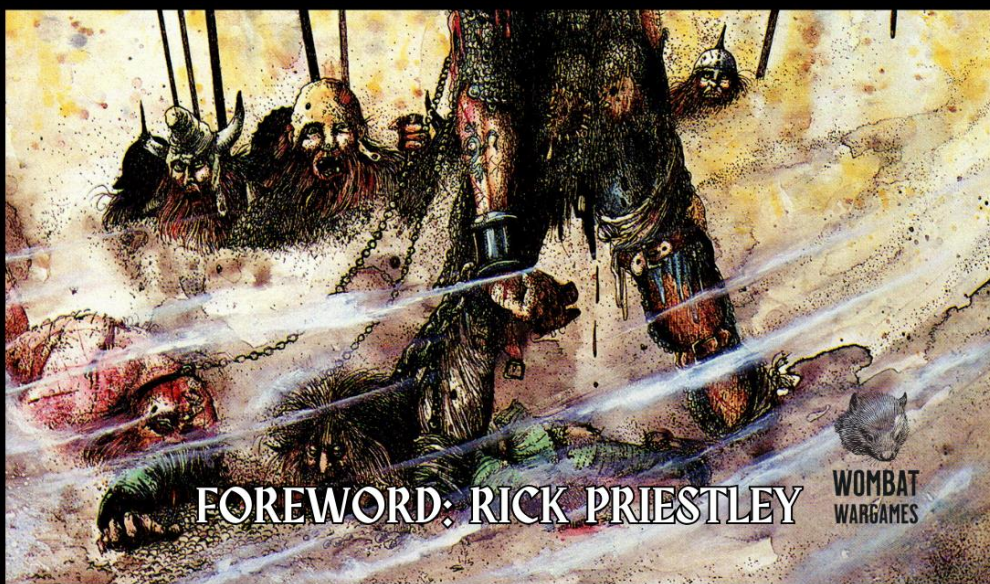
WWW.CREATIVESCULPTSTUDIO.COM



SHADOWS OF CENTRALIS

3rd Edition

Out Now via Amazon!

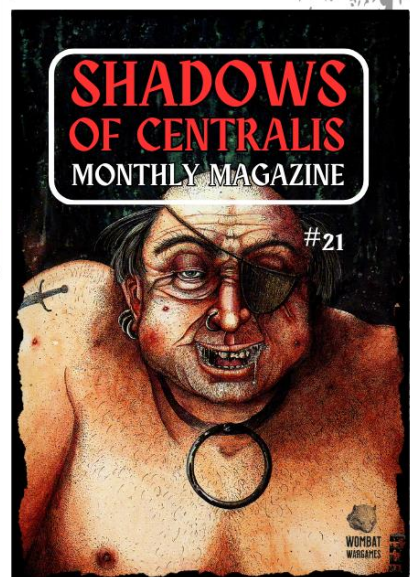
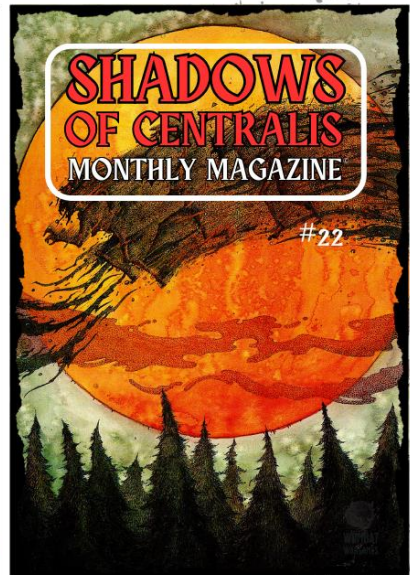
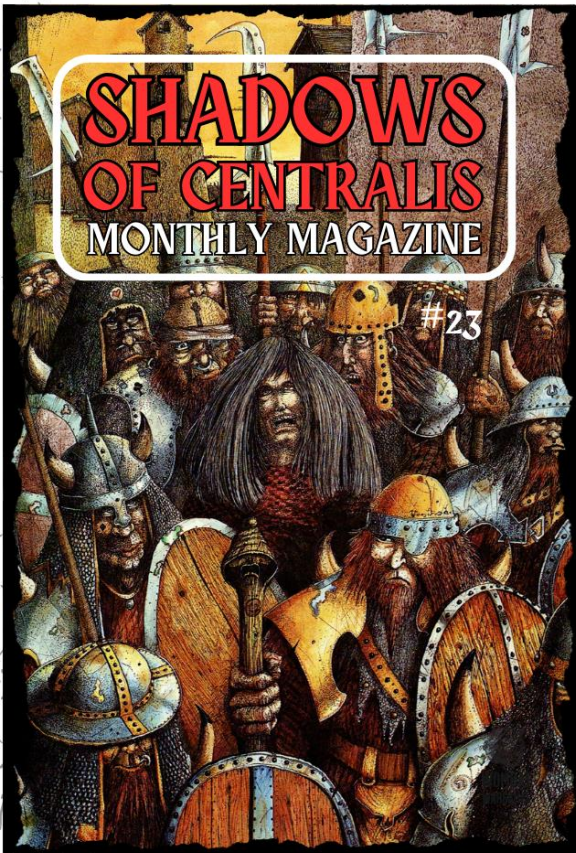


FOREWORD: RICK PRIESTLEY

WOMBAT
WAR GAMES

Shadows of Centralis Monthly Magazine

Released on the 1st of each month, covering the Shadows of Centralis range of tabletop wargames, along with the Space Battles system, while celebrating the classic age of pulp publications, Shadows of Centralis Monthly Magazine is a 114-page, full-colour, premium paperback magazine.

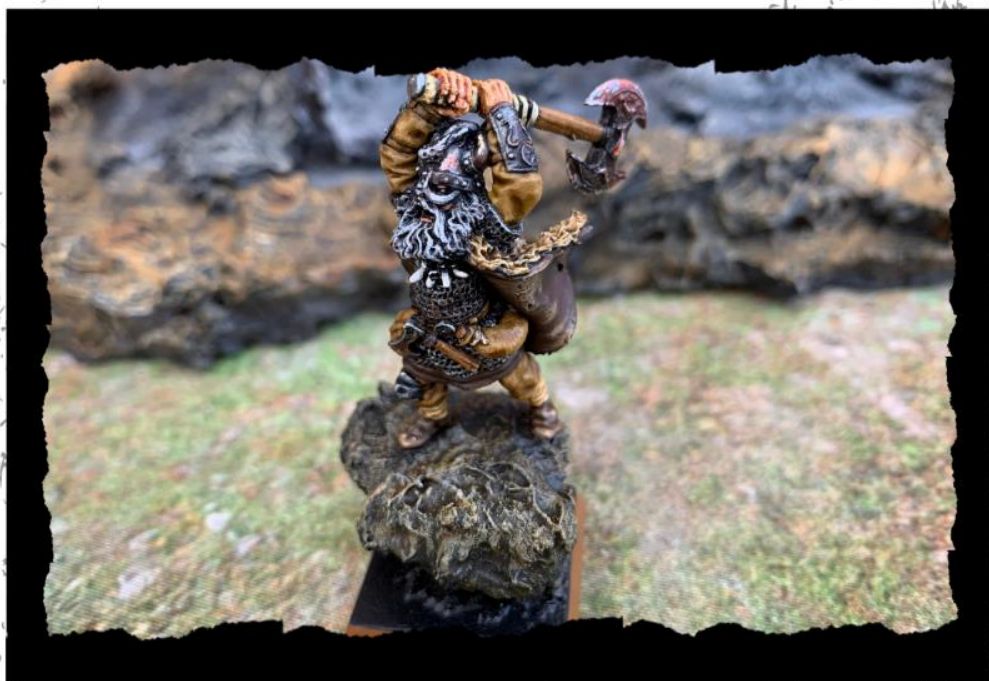


SHADOWS OF CENTRALIS

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.

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

WOMBAT WARGAMES®

RETRO RULESETS

PREMIUM PULP PUBLICATIONS

Making our products available for worldwide purchase via Amazon, as well as specially selected stockists, while working with some of the best figures in the wargaming hobby, Wombat Wargames offer retro-inspired, high-quality products.

Shadows of Centralis (Third Edition): Set on the strange and mysterious world of the Orb, which is watched over by a plethora of warring gods, Shadows of Centralis is an exciting and immersive 28mm scale tabletop wargame. Uniquely fusing aspects of fantasy, science fiction and horror, built upon tried-and-tested old school rules mechanics, while holding a number of innovative new features, Shadows of Centralis allows players to take on the roles of mighty commanders as they lead their fantastical armies into raging battle, seeking to serve their power-hungry gods.

Space Battles: A Spacefarers Guide: Written by renowned rulesmith Rick Priestley, using standard playing cards, Space Battles: A Spacefarers Guide is an exciting, dice-less spaceship tabletop wargame. Quick-paced, easy to pick up, while also tactically challenging, Space Battles allows players to battle it out amongst the stars as they lead their fleets of spacecraft in a series of exciting scenarios.

Kevin Adams: Goblin Master (Second Edition):

Complete with a foreword by Bob Naismith, and special note from the Ansell, this authorised and official 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.



Blanche: The Rise of Grimdark: John's career, which includes an unprecedented forty-year collaboration with Games Workshop, spans five decades. During this time, his work has adorned a plethora of book covers and interiors, record covers, postcards and posters, while also serving as concepts for a swathe of wargaming miniatures, often inspiring whole new ranges of figures. John Blanche is one of the most remarkable and prolific fantasy and science fiction illustrators of his, or any other, generation. This book, his official and authorised biography, tells the story of the master of grimdark himself, the visionary that is John Blanche.

Wargaming Interviews: Volume I: Dan Abnett, Tuomas Pirinen, Alan Merrett, John Blanche, Tim Prow, Trish Carden, Rick Priestley, Tony Hough, Bob Naismith, Alessandro Bonavero (Dark Ages Workshop), Alessio Cavatore, Gary Morley, Ana Polanscak (Gardens of Hecate).

Wargaming Interviews: Volume II: Tony Ackland, Mark Gibbons, Paul Cooke (Pandaemonium Miniatures), Andy Chambers, Kevin Adams, Adi Wood, David Wood (The Little Soldier Company), Nick Eyre (North Star Military Figures), Rick Priestley.

Wargaming Interviews: Volume III: Ian Miller, Adi Wood, Paul Reid (RPE Miniatures & Games), Juho Minerva (Mutant Modifier), Graeme Davis, Paul Cockburn, Jonas Marquardt (beQuest Miniatures), John Robertson (Myriad Miniatures).

Pulp Fiends Volume I: Seabury Quinn: Shining a light on one of the forgotten heroes from the golden age of pulp publications, compiling several of the writer's works, this book showcases the considerable talents of the prolific Seabury Quinn.

Poul Anderson Collected Works: Volume I: Including his debut published works, *Tomorrow's Children* and *Logic*, this 226-page paperback contains eight of Poul Anderson's science fiction short stories.

Poul Anderson Collected Works: Volume II: Including the debut appearance of his swashbuckling spacefarer, *Dominic Flandry*, this 239-page paperback contains six of Poul Anderson's science fiction and fantasy short stories.

Starfarer: An Authorised Biography of Poul Anderson (Second Edition):

Hailing from Danish descent, born in Pennsylvania, U.S.A. on November 25, 1926, Poul Anderson went on to become one of the most prolific and popular penmiths from science fiction and fantasy's golden period. With novels such as *The Broken Sword*, *The High Crusade*, *Three Hearts and Three Lions*, as well as *Flight to Forever*, *Brain Wave*, and *Tau Zero*, Poul Anderson was



at the forefront of shaping the science fiction, fantasy and historical fantasy genres. Over the course of a career that spanned more than five decades, during which time he was decorated with a plethora of awards, including seven Hugo Awards and three Nebula Awards, Poul Anderson wrote hundreds of short stories, novels, essays, and articles. With approval and support kindly provided from his daughter, Astrid Anderson Bear, this authorised biography of Poul Anderson tells the story of a true pioneer and consummate gentleman.

The Writings of H.G. Wells: Volume I: Compiling twelve of the writer's short stories, showcasing the breadth of the writer's genres and his vaulting imagination, this 228-page book includes the following stories: *The Stolen Bacillus*, *Aepyornis Island*, *The Plattner Story*, *In the Abyss*, *The Crystal Egg*, *The Star*, *The Man Who Could Work Miracles (A Pantoum in Prose)*, *The Stolen Body*, *A Dream of Armageddon*, *The New Accelerator*, *The Valley of Spiders*, *The Country of the Blind*.

The Writings of H.G. Wells: Volume II: The second volume in a special series of books which celebrates the works of H.G. Wells, compiling thirteen of the writer's short stories, this 223-page book includes: *The Flowering of the Strange Orchid*, *In the Avu Observatory*, *The Treasure in the Forest*, *The Remarkable Case of Davidson's Eyes*, *Pollock and the Porroh Man*, *The Argonauts of the Air*, *Under the Knife (Slip Under the Knife)*, *The Story of the Late Mr. Elvisham*, *A Story of the Stone Age*, *The Red Room*, *A Catastrophe*, *The Hammerpond Park Burglary*, *Filmer*.

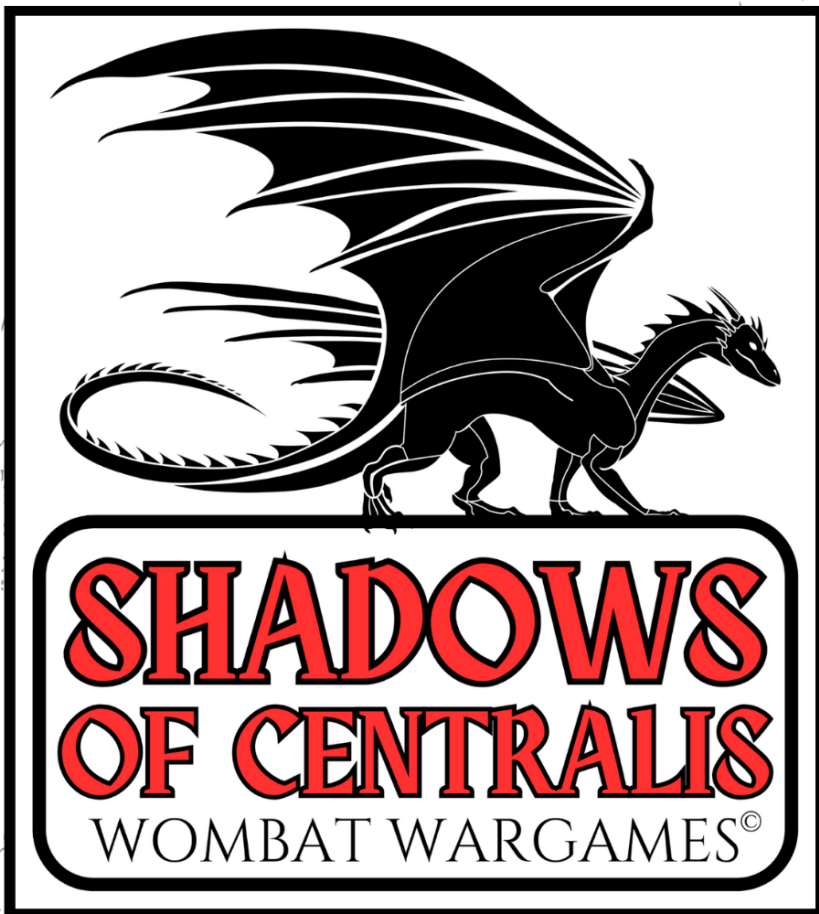
The Writings of H.P Lovecraft: Volume I: Complete with cover artwork by Ian Miller, the first in a special series of books which champions the chief architect of weird fiction and cosmic horror, covering 1916 – 1921, The Writings of H.P. Lovecraft: Volume I concentrates on Lovecraft’s earlier works, as it brings together thirty of his poems, one of his essays, one of his letters, and fifteen of his short stories.



Issue #49

Out May 1st 2026

114-page full colour premium paperback,
available exclusively via **Amazon.**



A Wombat Wargames product (product number: SOCMM48)
Copyright © 2026 Wombat Wargames



