

4. Gamboeva R. Features of the project method in teaching a foreign language // Education. Foreign languages. 2016. Retrieved from: <http://iyazyki.prosv.ru/2016/02/project-method/> (date of access: 18.10.2021).
5. Gorbacheva I.M., Gorbachev E.A. The use of a project methodology in teaching a foreign language in universities // MIET: educational sciences, 2017. Pp. 58–69. Retrieved from: <https://cyberleninka.ru/article/n/ispolzovanie-proektnoy-metodiki-pri-obuchenii-inostrannomu-yazyku-v-vuzah> (date of access: 18.10.2021).
6. Kombarova E.V. The use of project activities in the process of teaching your own language: methodical development of English. Moscow, MCHC named after Nikolaev. Retrieved from: [https://madk.mskobr.ru/files/metod\\_razrabotka\\_kombarova.pdf](https://madk.mskobr.ru/files/metod_razrabotka_kombarova.pdf) (date of access: 18.10.2021).
7. Novikova N.M., Sorokoumova G.V. Using non-traditional teaching methods to increase the motivation of a foreign language // Theory and methods of teaching foreign languages: traditions and innovations. Shatilov readings: collection of scientific works. SPb. 2018. Pp. 221–224. Retrieved from: [https://journaledu.com/ru/article/97998/discussion\\_platform](https://journaledu.com/ru/article/97998/discussion_platform) (date of access: 25.10.2021).
8. Vasilieva E.N. Use of non-traditional forms and techniques in higher education to increase motivation for learning a foreign language // Young scientist. 2012. No. 1 (36). V. 2. Pp. 67–70. Retrieved from: <https://moluch.ru/archive/36/4152/> (date of access: 15.10.2021).

Scientific advisor: Natalia V. Aksenova, PhD in Literature, associate professor.

***М.Д. Черезов***  
*Национальный исследовательский  
Томский политехнический университет*

### **Special Aspects of Translating Military Vocabulary in Warhammer 40,000 – Related Literature**

This article is dedicated to lexical and stylistic aspects of translating Warhammer 40,000 – related literature. The examples of such aspects were taken from translations published on social media. This study resulted in listing main special aspects of translating articles belonging to the universe of Warhammer 40,000 as well as practical recommendations.

Key words: science fiction; the English language; game; neologisms; translations.

This work might be significant for different groups of people in a number of ways. Firstly, individuals that are not familiar with this universe may find this work interesting to study in terms of literary curiosity. Secondly, it might be helpful for those who decide to dive into dark science fiction topic and Warhammer 40,000 in particular. In addition, this work can be used by novices to translating Warhammer 40,000 – related literature since it provides practical recommendations on how to translate articles.

The methods mainly used in this work are descriptive research, text analysis, deductive method.

Linguistic material for the research was gathered from twenty-three translations published on social media.

The aforementioned translations were published on a public page «Uyutnen'kii Warhammer 40000 & Age of Sigmar» in VKontakte.

The results of the research include a conclusion on the most used terms and special aspects as well as examples of translations of these terms.

In addition, since neologisms are an essential part of any kind of science fiction and Warhammer 40,000 in particular, some recommendations on how to translate them were given.

Warhammer 40,000 – related literature was chosen as a source of linguistic material due to several reasons. Firstly, it is a universe with a relatively long story as it has been developing since 1987, so it has formed firm and detailed. Secondly, new books and articles are published constantly, leading to the increase of the number of this universe's lovers, so it is relevant to analyse their special aspects. Thirdly, it is a somewhat stand-out universe which has rare or unique special aspects. Finally, the overall amount of literature being published is more than the one official Russian translators can handle, so there is an active community of unofficial translators.

Many of the special aspects are caused by particularities of the Warhammer 40,000 universe. Hence it is useful to give some extra information about it. There are seven main races, each splits into many smaller factions and alliances. Even though they differ both physically and mentally, all these races still have at least one thing in common. Their existence mostly consists of an unending, horrifying war, in which every kind does its best to survive and overcome its countless enemies. Given that situation and some other unpleasant features like degradation of technologies that some races eventually faced and total depreciation of a mere mortal's life, it can be said without doubt that Warhammer 40,000 is a great exemplar of dark fiction [1, p. 2].

Using deductive method and knowing general information about the universe of Warhammer 40,000 leads to certain logical assumptions on which special aspects are characteristic to the universe. They appear to be frequent usage of military and endemic terms.

Even though actions in Warhammer 40,000 happen «In the grim darkness of the far future...», as the Rule Book says [1, p. 3], some articles are not as grim and include wordplays. It is a quality mark to notice such constructions and keep a wordplay in a translated text. Here are some examples.

There is an article is about creating one's own army – with unique characteristics, such as its organization [2, p. 82]. One of the headlines is «In good company». In this case, the word «company» has two meanings: «the fact of being with a person or people, or the person or people you are with» [3] and «a large group of soldiers» [3]. There is no way keeping the same wordplay in Russian language since the words «компания» and «рота» are too different. But the word «рота» looks like «пот», so it is possible to create a new wordplay with words «рота» and «пот» with changed meaning, since it is not necessary to keep it precisely close to the original text. The final variant is «*Рота не ворота, замком не запрёшь*» (translator – Makar Cherezov) [4], which originates from a Russian saying.

Sometimes there is a way to keep both meaning and wordplay, as in this example: «They will make sure that you are prescribed two booster shots, to be taken immediately» [5]. The article says about guardsmen and commissars, and since Warhammer 40,000 is about grim stories, death penalties through firing squad are commonplace. Therefore, «booster shot» means both «укол, инъекция» and «выстрел». The final variant is «*Он проконтролирует, чтобы вам зарядили пару целебных пилюль для немедленного использования*» (М. С.) [6]. In this case, both meanings are kept («пилюль» for «booster shots» and «зарядили» for shots, firing squad).

Another challenge for translators is countless neologisms and endemic terms which are common to Warhammer 40,000 – related literature since it is written in dark science fiction genre. They often name vehicles and special units. Here is an example borrowed from the article describing a war between two species: «The sulphur-yellow skies over Armageddon became interwoven with twisting contrails as hundreds of Ork Karnage Squadrons duelled with Imperial Thunderbolts and Space Marine Storm talons» [7]. The word «Armageddon» is a name of a planet, so it is translated by transliteration as «Армагеддон», the words «Karnage Squadrons» form a name of a special unit and are translated by calque as «эскадрильи Ризни». The logic of creating a name in Russian language is the same that authors used to create this neologism. Orks are savage and uncivilised, so their speech is full of mistakes. Hence, a translator needs to find an original word («Carnage»), find its equivalent in target language («Резня») and create neologism using the same logic («Ризня»). The final variant is «*Сернисто-жёлтые небеса Армагеддона вспучились инверсионными следами сотен орочьих самолётов из «эскад-*

*рилий Ризни», схлестнувшихся в противостоянии с имперскими «Громовержцами» и «Грозовыми Когтями» космических десантников» (М. С.) [8].*

Speaking of military terms, a big number of them are contemporary and are used in real life. However, some definitions of now-existing terms are changed, slightly or greatly, in the Warhammer 40,000 universe.

For instance, nowadays «dreadnought» is used to refer to a battleship. But in the universe of Warhammer 40,000 a dreadnought is a battle robot manipulated by a Space Marine hero, who has suffered grievous wounds in battle, saved only by his interment. Here is an example: «Perhaps many warriors of the Chapter view entombment in a Dreadnought as the ideal compromise between service and death. They might view those who continue to fight from within the shell of a Dreadnought to be dead, their bodily existence ended, and yet still able to fulfil their oath to defend humanity» [9, p. 64] – *«Вероятно, многие воины ордена смотрят на погребение в дредноут как на идеальный компромисс между службой и смертью. Они могут считать тех, кто продолжает сражаться изнутри доспехов дредноута, мёртвыми, ведь жизни их тел оборвались, но всё ещё способными сдержать свою клятву защищать человечество» (М. С.) [10].*

«Chapter» is another word which has unique definition in Warhammer 40,000 – related literature. The Cambridge Dictionary says that a chapter is «a group of people that is in charge of a religious community» [3]. But as for Warhammer, a Chapter is a different thing. Here is what the Rule Book says: «There are approximately one thousand Chapters, each composed of one thousand warriors. Each maintains its own identity and traditions, autonomous of the Ecclesiarchy» [1]. Here is an example: «Whatever the cause of the Tome Keepers' struggle, we know that our Chapter has taken a real beating towards the end of the Millennium, so that when Guilliman returned, the Chapter was down to about three hundred or so battle-brothers» [9, p. 63] – *«В чём бы ни была причина бедственного положения Хранителей Книг, мы знаем, что орден серьёзно пострадал в конце тысячелетия, и потому по возвращении Гиллимана он насчитывал всего лишь около трёхсот боевых братьев» (М. С.) [10].*

The word «mob» is not even related to organisation terms as the Cambridge Dictionary says of it as «a large, angry crowd, especially one that could easily become violent» [3]. However, it is an organisation unit in Orks' army: «Most of the Orks fighting on Armageddon are Ork Boyz. They fight as part of a mob affiliated with an Ork warband, which in turn belongs to a larger formation commonly known as a tribe» [7, p. 323] – *«Большинство орков, что сражались на Армагеддоне, были простыми парнягами. Они бьются*

*как часть оравы, связанной с ватагой, которая, в свою очередь, принадлежит к ещё большей формации, обычно известной как племя» (М. С.) [6].*

Given all that, the examples borrowed from Warhammer – related articles showed that this is a universe with unique linguistic material, most of which, however, is related to military vocabulary one way or another. Translating such texts is a challenge but there are rules and recommendations that help overcome difficulties.

### References

1. Games Workshop Ltd. Warhammer 40,000 Core Rule Book. Nottingham, Games Workshop Ltd., 2020. Pp. 1–4.
2. Games Workshop Ltd. Organisation of a chapter // White Dwarf. 2020. Issue 455. Pp 80–85.
3. Cambridge dictionary / Cambridge University Press. 2020. Retrieved from: <https://dictionary.cambridge.org> (date of access: 01.11.2021).
4. Organizaciya ordena. 2020. Retrieved from: [https://vk.com/wall-67605063\\_162454](https://vk.com/wall-67605063_162454) (date of access: 25.10.2021).
5. The Dos and Don'ts of the Emperor's Inquisition. 2020. Retrieved from: <https://regimental-standard.com/2020/04/29/the-dos-and-donts-of-the-emperors-inquisition/> (date of access: 05.11.2021).
6. Razresheniya i zaprety imperskoi inkvizicii. 2020. Retrieved from: [https://vk.com/wall-67605063\\_151127](https://vk.com/wall-67605063_151127) (date of access: 05.11.2021).
7. Johnson, J., Kelly, P. Apocalypse: Cataclysmic Battles in the 41st Millennium. Nottingham, Games Workshop Ltd., 2012. Pp. 303–358.
8. TVD Armageddon – Tretya glava. 2020. Retrieved from: [https://vk.com/wall-67605063\\_150915](https://vk.com/wall-67605063_150915) (date of access: 30.10.2021).
9. Games Workshop Ltd. Organisation of a chapter // White Dwarf. 2020. Issue 454. Pp 62–67.
10. Istoriya ordena. 2020. Retrieved from: [https://vk.com/wall-67605063\\_157541](https://vk.com/wall-67605063_157541) (date of access: 05.11.2021).

Scientific supervisor: Aksenova N.V., PhD in Literature, associate professor of TPU.