

Portal

an insight into **WAMP**

Portal
THE UK'S ONLY
MONTHLY MAGAZINE
DEDICATED TO
MINI PAINTING

IN THIS ISSUE

- » **Portal Competition, one that will get your creative juices flowing**
- » **Reviews from Dark Sword & Stone Tower Miniatures**
- » **Latest news and views from around the hobby**



ISSUE 14: Aug / Sept 2011



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Contents

News	4
Contest	7
Review	8
Meet the WAMPER	11
Tutorial	12
Event Report	16
Contest	21
Latest Releases	22
Contest	26
Roll of the Dice	28
Wiki	31
Review	32
Contest	35
Gallery	36
Social Groups	49
Threadomancy	50

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united:)**

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Welcome to issue 14 of Portal Magazine. September sees the climax of the UK painting shows with a double header of Games Day and Euromilitaire. These 2 events bring a lot of painters over to the UK and its great to see the different styles from around the globe sat side by side, much like they do on Wamp of course! I would like to wish everyone that's entering these contests the very best of luck and fingers crossed that Wampers will bring home a few of the trophies once again this year.

It's at this time of year I start planning for the coming year on Wamp, arranging contests, planning any special events, etc. Contests wise I will hopefully have an exciting new sponsor for a contest next year, one that is hugely popular and is another indication of Wamp's growing presence in the hobby.

I have also started planning a few other projects for Wamp that will offer several new facets and will hopefully be of use to you folks. These are planned for a January launch but there is a lot of work to be done before then. Exciting times at Wamp HQ!

Anyway I hope you enjoy this latest issue of Portal, full of more great content and the launch of another Portal exclusive contest with a great prize on offer for you readers.

Cheers

Brett

(Oh and Happy Birthday to my wife Toni!)

Follow us on



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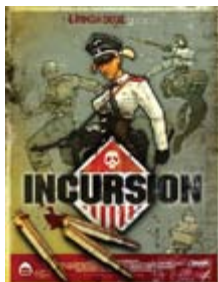
NEWS

We would like to Start a "Readers Letters" page that is open to all our readers. If you want have a say about anything to do with the hobby or about Portal Magazine please feel free to air your views to portal@wamp-forum.com. We'll endeavour to print each and every one and the best letter each month will win a prize.

Welcome to issue 14 of Portal. This is a busy time of year for us miniature painters, Euro's this weekend and Games Day just around the corner but after these two shows what do we do? Do we sit on our laurels and wonder why only a select few win those converted prizes. There is only one thing to do and that's to get back on that horse and keep practicing. So to help you out we have the second part of

OGL's great Kaarstaruk tutorial plus a event report from Golem Paintings Daemon Day and if that doesn't get you in the mood then there are plenty of reviews and brilliantly painted miniatures for you to see.

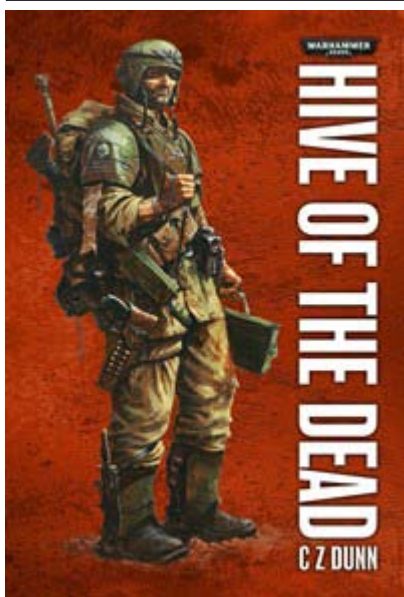
Also this issue Portal has teamed up with Wayland Games to bring you a new competition, one that should help get those creative juices flowing again ☺



INCURSION

is a board game set in the world of Secrets of the Third Reich. Armoured troopers of the US "Lucky Seventh" hurtle through underground bunkers and combat the monstrous forces of the German SWD in a furious race against time. For a limited time it's available for less than half price.

[£15 from West Wind](#) - Or [\\$15 from Grindhouse](#)



Enter the hive of the dead

Hive of the Dead is the first ever Warhammer 40,000 gamebook. Using rules reminiscent of those in the Warhammer 40,000 tabletop game, albeit without models and terrain, you can venture through a hive-world infested with flesh eating zombies, ghouls and worse. With only this book, a six sided dice and a pencil, you can battle the zombie hordes from the comfort of your armchair. To give you a taste of the action, we thought we would play through Hive of the Dead on the Black Library blog every day this week, letting you choose our route through the post-apocalyptic, zombie-infested ruins.

Otherworlds 5th Birthday!



Next month marks the 5th Anniversary of Otherworld Miniatures, and to celebrate I'll be running a series of sales and promotions over the next couple of months. These start today with a sale on many items in the webstore, mostly with discounts of 10 - 20%, but some are marked down by 25%, 33%, 40% and even 50%. The sale will run until 4th October 2011. Anyone who makes a purchase during the sale will be entered into a prize draw to be held later in the year.

October will see the release of our first Limited Edition model. It's a conversion pack for the DD1 Demon Idol (which was our first ever release), featuring a pair of climbing thieves, 2 braziers, and altar, a scenic diorama base and other accessories for recreating the scene from that well-known book cover. Here's a quick snap of some of the parts as a work-in-progress on Kev Adams' sculpting desk.

In November, we'll be running prize draws and a painting competition, and possibly holding an open day at Otherworld HQ.



The Weekend Workshop! A 2 day painting workshop with award winning UK painters, you will be taken through step by step, the very basic to the most advanced techniques, it's a fantastic opportunity to improve your painting skills! Places cost £60 each per person, included is a miniature and breakfast and lunch for both days. Places are limited to 16 people, so book early to avoid disappointment!

The two tutors we have teaching are Chris Octive and Scott Hockley.

For more information email the weekend workshop team [here](mailto:theweekendworkshop@gmail.com).

theweekendworkshop@gmail.com

PAINT IT PINK

Breast Cancer is one of the most common and deadliest cancers among women. This is your chance to do your part to raise awareness while enjoying your hobby. Inspired by the dedicated painters at the hobby blog [Paint Pink](#). The 2011 Paint It Pink painting contest is designed to help promote breast cancer awareness through the miniature wargame hobby. Simply paint one miniature or an entire army using pink as a prominent colour, and enter your work into any appropriate categories.

Each painter may only enter once for each category, but may enter multiple works by entering into multiple categories.

The 2011 Paint Pink contest is currently seeking additional sponsors and support. We will start accepting submissions of finished work for the contest on August 22nd. The contest will close at 12:00am EST on December 1st. Winners will be announced no later than December 15th. Any questions can be directed to paintitpink@hotmail.com



The Leas Cliff Hall, Folkstone

Whether you are new to military modelling or are an established authority with a love and fascination for military modelling you will not want to miss Euro Militaire celebrating its 26th year.

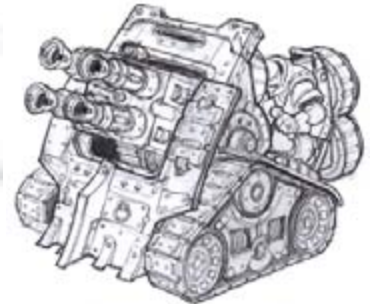


The countdown has begun and a whole month of Warpath starts today beginning with...



www.manticgames.com

Marauder Raptor



www.manticgames.com

Hailstorm Cannon

WARPATH MONTH STARTS HERE

The vehicle kits themselves are plastic resin and at least twice the size of the warmachines you'll find in Kings of War: a Balefire Catapult on the sprue for instance weighs 20 grams whilst a Raptor weighs 60! The vehicles can be found in the Fate of the Forgestar sci-fi battle set and all of our army deals, alongside the free Heroes and all of the other goodies!

We have more features, videos, and previews coming over the next couple of weeks, Mantic is on the warpath – don't miss the Beasts of War Warpath Weekend starting on the 17th September, and make sure you keep yourself up to date with all the breaking news by following us on Facebook, Twitter and the Mantic Blog.



Local Painting Groups

We at WAMP and Portal Magazine want to support your local painting group in any way we can. If you are trying to set up a local group or already have one and want to spread the word, have some news, even show some of your groups works, then please drop us a line and we'll help get the word around.

Stats Box	
Portal downloads	35110
Memberships	1324
New members this month	78
WAMP posts	146730
Wiki Pages	162
Blogs	41

Wamp Ladder

Quite simply it's a fun painting league. You challenge another painter on the ladder to a 'paint off'. Choose a theme and have up to 6 weeks to complete your mini - both your entries are then judged by fellow members - the winner gains points and moves up the ladder. It's free to use and you can challenge people to suit your ability.

The ladder can be found [here](#).

Darklord vs skippen

Dwarf!!!

Darklord v Krimso

Rackham Dwarf NMM

Piratemama vs Sparks

Dwarf

Darklord vs NeatPete

Rackham Dwarf

WAMP

The last 30 days

Newest Members

webmax	MA5X
jester	MrBeardyMan
Gareson	DannyVasquez
Twilight Sol	Steve Riley
cjbloch	HellPaint Studio
Armchair	zensyntax
Fury	fli8uk
montaya	Ecgtheow
Kaeloth	Corgan
BRIANWDUNBAR	Nodens
Adamm	SuicideCommando
anatomist	the best in ever
Dilvish	thehillcrusher
odinsgrandson	The Dude
Blaine	PRISBY
TomasP	macaronytony
tBanzai	LePe
CiaranAnnrach	Colonel.Sanders
Claudia Zuminich	Q'iq'el
Invictus73	haroldjclements
Nathan Hawke	sublimebrushwork
FallenOne	mcanes
WarlockOfFiretopMo...	Diakon
Ghiest1	camoudragon
bqwer	davel
MINION	grefven
Evgeniy Liventsev	DragonHeart
Natalie	Danny
Natakue	The Miniatures Man
Firah	mrika
YankeeGuy0	Brooke
gohkm	asmodeus3
Doi	JohnnyRockets
Shizumeru	CrookedEye
JTastic	Liffy44
Fafnir	Fremen
painted_yellow	jcichon
ArmouredWolf	Aegyptian_gamer
Redfinger	teejayv



KINGDOM DEATH

ADVENTURES INTO THE ABYSS

Portal has great pleasure in exclusively announcing details of Wamp's next contest a full week before its announced anywhere else! The latest contest see's the return of the hugely popular Kingdom Death back for its second year following last year's success, and boy do we have a great contest lined up for you! We also have heard a rumor that there will be a special discount for WAMP members purchasing on the KD store but more details of this on the forum. ;)

You must be a Wamp Member to participate. Membership is free and you may register [here](#).

Prize:

There will be just one winner in this contest but what a prize!

The winner will receive a copy of EVERY miniature Kingdom Death release between November 1st 2011 and November 1st 2012. That's EVERY new release for 1 YEAR!!

Only 1 prize? That's great for the winner but what about everyone else? Well EVERY person that enters will receive \$25 credit for Kingdom Death's online store. That's right each and every one of you that enters will receive that amount!

Interested? Thought you might be!!

You have until

6pm 26th October 2011
GMT
to get your entries in.

WAMP supporters deadline
31st October 2011

You may enter as many times as you like (but you will only receive one \$25 credit.)

Kingdom Death produce high quality miniatures in 35mm and more on them can be found here: www.kingdomdeath.com

Portal readers have received these detail 1 week before they will be announced elsewhere.



Rules:

- » You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- » Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- » **All entries must be new work.** (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- » You give Wamp (including Portal) and Kingdom Death permission to use your pictures for publicity (but you do retain ownership).
- » You may post pictures of WIP or final shots both here and elsewhere (final shots must be posted in the contest gallery before being displayed on other sites).
- » Judging will be conducted by public vote.
- » Submissions must be posted to the Kingdom Death 2011 Gallery
- » Credit is eligible at www.kingdom-death.com and is valid for 12 months. You must provide high quality photographs of your work to be eligible for the credit.

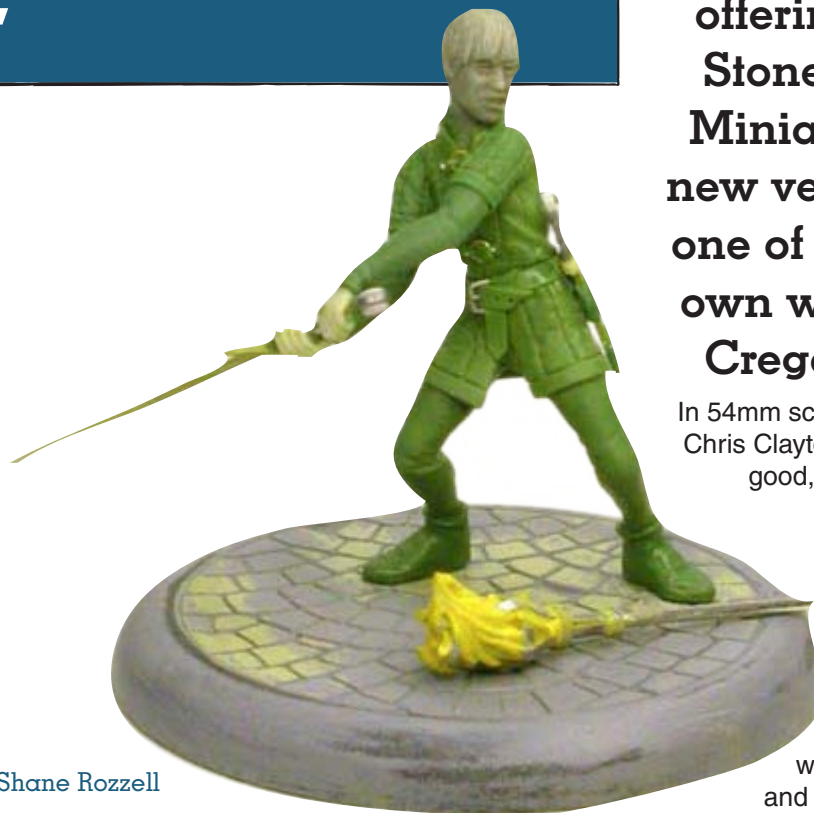
REVIEW

Group Review

Stone Tower Miniatures 'The Squire'

The Squire is the first offering from Stone Tower Miniatures, a new venture by one of our very own wampers Cregan Tur.

In 54mm scale sculpted by Chris Clayton it should be good, but is it?



Shane Rozzell

I first saw this miniature in a WIP thread posted on WAMP by our very own Cregan Tur, the boss man of Stone Tower Miniatures and I liked it from the start. I have been a fan of Chris Claytons work since I watched in awe as he produced his now famous Spacemarine so I was pleased and somewhat surprised that Stone Tower Miniatures kicked off their miniature range with a sculpt by Mr. Clayton.

The miniature arrived by airmail in a clamshell blister within a nice sturdy box and I'm please to say he arrived safe and sound. I have been eager to get my hands on this mini from when I first saw it and another surprise was that the miniature has been cast in metal instead of resin. I like the idea of a young squire dropping the flaming torch he

was carrying and taking up his master's sword to protect him from assailants unknown. It's easy to see the story behind the miniature but to really sell that story I think another miniature or two would be needed to make a convincing diorama, hopefully future releases from Stone Tower will address this (hint, hint :P)

The Squire himself is in three parts, main body, arms and sword and a small dagger. Also supplied is a nice 50mm round lip resin base with a patterned cobble texture and a medieval style flaming torch. The Squire is a 54mm scale miniature but as this is a miniature of a young lad he stands approximately 40mm but with slightly bent knees under the strain of carrying his master's sword. To emphasise the fact that the squire is a young lad his head, hands and feet look

Manufacturer	
Stone Tower Miniatures	
Material	Metal
Price	\$25
Contact	
www.stonetowerminiatures.com	
Other Information	
54mm scale Sculpted by Chris Clayton	
Ratings	
Quality	8.8 Good quality sculpting and casting.
Assembly	8.7 Simple enough assembly and clean up.
Value	9.1 Good value for what you get.
Overall Score	8.9



big compared to his still growing legs and torso. The pose is very dynamic with the lad beginning the swing of the sword that is obviously too heavy for him and his face shows a grim determination that would be seen in this situation.

The casting of the squire is very nice and the finely sculpted detail of his quilted tunic can be clearly seen. There are a few mould lines to be removed but thankfully they are all easy to get to and in areas that are easy to smooth. The fitting of the arms, although is not perfect, is still pretty good with nice big lugs so pinning will not be necessary but it is always advised, a small amount of filler is needed to make his arms fit perfectly. His feet also have nice big lugs so he can be fitted to the resin base nicely too.

NeatPete

I usually stick to 32mm scale or less, but every time I get a larger scale mini in my hands, I understand why people appreciate them. Stone Tower Miniature's "The Squire" was no exception. While the title is quite simple, the mini could have been just as simple: sculpt a kid and call it good. Luckily this miniature captures a lot of details that really show you this lanky kid is goofy and may not be strong enough for that sword he's attempting to wield. He hasn't quite grown into himself yet, but he's trying hard. Like a teenager struggling through puberty, the squire has lanky features, an exaggeratedly large head that sports a goofy bowl haircut straight out of the movie "dumber and dumber." His feet are also slightly enlarged like a puppy's big paws that don't quite fit yet. I'm not sure they could have captured this character much more accurately. This character is also very original. For being something so common in history, I can't say I've ever seen a squire miniature before...? I also think its funny that this character is the first miniature from the small one man miniature company: Stone Tower Miniature. Hilariously appropriate huh? :)

The cast is nice with mould lines that aren't visible to me. On my copy there is little spot on the top of the head that looks a bit shifted and would require a file or two. The doofus haircut wouldn't cause a problem on this fix either, so no biggie. The texture and folds on the shirt are subtle but really nice and should really help the painter out. There's also a large torch included that I'm not sure has a purpose, but could add an interesting OSL, Diorama opportunity. If not, it's a great item for "the bit kit". The base is a 50mm resin arcing cobblestone pattern that should paint up nice. There are some tiles removed to add interest, the texture is rather flat and may benefit from a quick sanding. It all goes together very easily and shouldn't require any greenstuff or messing around in the joints.

Captain Sprout

The mini arrives safely packed in a clamshell plastic blister with foam insert and the sturdy packing ensures everything arrives in good order.

The mini is in several parts body with head, two arms joined with sword, dagger, torch, and base. I was surprised to find the main kit cast in metal, when resin is so popular for small producers these days, but it's no worse for it as the cast is good quality. Casting the sword in metal ensures it's easy to get rid of the tiny 'in transit' bend and pop it into a very straight line. The base is cast in resin. The feet have two plugs on to fit into the base but these could easily be removed if the modeller chooses to use a different platform to stand the miniature on.

The head and facial expression are noteworthy, the face is really well sculpted and the gawky hair cut suits the gawky figure. The face will really appeal to the painter. The cast is clean and the details on the model's tunic and leggings have come out well. The drapery on the leggings and the surcoat is detailed and the casting ensures they do not look too sharp and keep their cloth like appearance. There is not much cleanup to do, some clipping from the pour plugs and a few mould lines but nothing that should alarm the experienced modeller. The mini is easy to get ready for painting and the areas are easy to bring a good surface to. The metal does not feel too soft or pliable, it's quite a sturdy mini for such a young lad!

Some filler will be needed to ensure a good fit for the arms; locating plugs allow them to be positioned easily enough but there is a little gap left. As filler is required it's probably easier for the modeller to assemble the mini before it is painted, though access to the front of the coat would be a bit easier if they were left off. On balance however it's easier to assemble them first, though the dagger can easily be left off for later.

A bit of a criticism is the size of the base..the figure has enough about it to emphasise its small stature so the base seems a bit over the top. The price is not excessive overall so I wouldn't advocate reducing the base size to bring the cost down, simply to enhance the aesthetic. Luckily the base is not cast on so you don't have to use it unless you want to and indeed it might suit a larger model better so you could always get two projects for the price of one! The details on the base, the uneven stones and different shapes are very nicely sculpted so it's well worth using for something, this project or another one. There are three indentations, one for the torch and two for the plugs on the model's feet.

The model is cleverly sculpted overall; the pose is spot on, the weight of the sword really comes off and the over sized head and hands serve to emphasise the model's young age. The mini is gawky and awkward by intent, not easy to pull off in miniature. The face has real expression, its not bland and it has bags of character. I think this will appeal to a lot of painters as both a stand alone figure and one to use with others. It's every bit the young man and would suit a serious or cartoon paint job.



Its an unusual and novel subject that makes a pleasant change from many on the market and as it stands would fit into a fantasy setting or a historical one. There are lots of medieval figures on the market in 54mm scale that would go well with this one to make a small diorama or vignette, from companies like Andrea, Art Girona, Nocturna and Pegaso. In terms of competitor figures, Andrea do a small boy with a sword, but this model is more convincing and not as cartoon like. Figone do a young boy with a sword and that is also well worth looking at ('Arthur'), indeed the figures might well look good together.

While some of Chris Clayton's commercial sculpts for his own company rather lack animation (and are designed to be altered / converted) this figure is very dynamic and designed to be used 'out of the box'. An excellent first endeavour by a new company and well worth supporting.

Conclusion

First releases are often an indication of a companies aims and Stone Tower have aimed high for their products. The enlisting of Chris Clayton shows a desire to get things done well and in 'The Squire' they have. Its a simple piece but full of character and movement. The quality is good and value is fair. All in all this adds up to a worthy purchase and shows the futures bright for this new company.



Shane Rozzell

Quality: 9/10, the detail is nice and crisp and Mr. Clayton expertise can easily be seen in the miniature.

Assembly: 8.5/10, the fitting oh the arms is not perfect but everything else is very good.

Value for Money: 8.75/10, \$25 (£15.25) is a reasonable price for a mini of this calibre.

Overall: 8.75/10, The Squire is an excellent first miniature from such a new company and I hope Stone Tower produce more in this scale and style.

NeatPete

Quality: 8.5/10, great character, the head may be on the big side, casting ridge on crown of head great texture on padded shirt.

Assembly: 9/10, it all goes together nicely and you won't waste time messing around with fixes.

Value for Money: 9.5/10, at \$25 I think it's a great deal for a 54mm, 4 piece kit with 50mm resin base. I see 28-30mm near/at this price these days.

Overall: 9/10, great first miniature for this company. I hope Stone Tower Miniatures matures into greatness like the Squire will under your brush. If you like this character, pick one up, if not, keep an eye on this newcomer.

Captain Sprout

Quality: 9/10, a clever sculpt of an unusual subject, the mini has been made by a professional and it shows. The mini marks the intent of a new company to deliver something good each time. The base is a bit big in my view but over sizing something like a base isn't the biggest fault in the world.

Assembly: 8.5/10, fairly simple to clean-up and assemble, a bit of filler will be needed to get a good fit on the arms, the plugs on the feet can be easily removed if the modeller wishes it.

Value: 9/10, the mini retails at \$25 (£15 approx.) which is a fair price for a mini at this scale and makes the purchase of it well worth considering.

Overall: 9/10, an excellent first release from a new company, this is a well designed mini that exudes good quality. If you like Chris Clayton's work and are in the market for a mini with a bit of 'difference' about it this is one to pick up. New companies should put a clear marker into the sand to make clear what their standards are. This indicates attention to detail and a passion for quality.

MEET THE WAMPER

MEET THE WAMPER IS OUR CHANCE TO FIND OUT MORE ABOUT THE PEOPLE OF WAMP



Real Name: Kelly Lynch

Alias: kdlynch ... how original, eh?

Website: www.rubidiumhexafluorosilicate.com / kdl-minis.blogspot.com, though neither get updated often if at all.

Wamp member since: 08Aug2010

Bio: I was born in this same small town in the deserts of southern New Mexico, but lived all over the US growing up, coast to coast, north to south, and even in Bavaria for a bit (very pretty there!). I'm married to a wonderful woman who tolerates me playing with little lead figures, and have a daughter who is currently teaching ESL in Japan, and has her Master's already .. makes me proud as I has no higher educations. :) We also share our home with seven neurotic cats, 2 of which are the daughter-unit's.

I tend to be focused in what I'm doing at the moment, but unfortunately shift mercurially between my interests, only to hyper-focus on the next thing before coming back. In rotation for the last decade or so has been gaming & mini painting, music writing, drawing & canvas painting, computer programming, quantum physics & chemistry studying, and the most evil of time succubi: the PS3.

I work in broadcast radio, in my 22nd year now at the same location. I'm the one responsible for you having to listen to endless streams of commercials on any of our (currently) 8 radio stations throughout the southwest US. :) I used to program music as well, but current owners have opted for satellite streaming.

Paint, sculpt or game? All 3, with the order of paint, game, and sculpt, currently. Though gaming is scrambling upwards with so many interesting small skirmish level games releasing recently.

Favourite mini company? Oh my... far too many options here... just to name a few that I'm always watching: Red Box, Kingdom Death, Soda Pop, Cipher, GCT/Bushido, World of Twilight, Darwin Games, Tor/Relics... but that's just scratching the surface really. What I look for in a mini company is good customer relations, both on the service side, as well as the 'engaging their community' side, as well as a great product. :) Favourite sculpt? Again, way too many choices... there's no single favourite. Which is probably why I have such a large mountain growing in my house now. lol!

How long have you been in the hobby? I started "wargaming" in 1979, due to a couple friends (Craig & Jim, if they're reading this) having a large collection of (unpainted) minis. Fun times... 6's you die was about the only rule. lol. Since then, I've been in and out of the hobby, with other hobbies interspersing themselves into my life.

How often do you visit Wamp? Every day. Often multiple times a day. Which is probably why I don't get much painting done. he-he Best thing about Wamp? Finally, an easy question. The community, of course. It's the people themselves that really make Wamp what it is. I really enjoy the diversity we have, from people just getting into the hobby, to masters of the craft.

Tell us something interesting about you? I actually do wear plaid shirts the vast majority of the time. :)



TUTORIAL

By Darklord

Banelegions Kaastaruk Step by Step Tutorial Part Two



This is the second part of my step by step guide to painting and basing Banelegions Kaastaruk . This part will focus on creating and painting the base.

If you haven't already seen how I painted the Minotaur you can read it here: [Kaastaruk Tutorial Part One](#), or download Portal Issue 13.



To create the base I used the following materials:

- » Wooden Plinth
- » Natural Slate
- » MiniNatur Tufts
- » MiniNatur Poison Ivy
- » Jewellery Chain
- » Plastic Sword
- » Natural Foliage
- » Sand
- » MDP Pigments

While this step by step uses a large display plinth many of the basics can be used easily on standard gaming bases without much issue.

Right time to get started.



Step 1

The first thing I want to do is create some depth to the base and make it more visually interesting. I do this by adding an angle to the base top, simply by sawing diagonally across the plinth. Make sure you leave an area flat in one corner for the miniature itself to stand on. The cut doesn't need to be neat as its covered up later anyway. I use a normal hand saw for this.



Step 2

Next I want to create further angles into the gradient. I do this partly to create more angles (as land is rarely flat!) but also places that I can affix the slate too. Again this can be roughly cut. I used a jewellers saw for this step as a hand saw is a little big but you can use various saws depending on what you have handy.



Step 3

I now take some pieces of slate and glue them onto the plinth on the flat ledges I created in the previous step. Once done I take some Green Stuff and place it on the undersides of the slate to help create a strong bond and also to smooth out some of the rougher angles.

I also dry fitted the mini to the base at this point. I take a couple of flattish pieces of Green Stuff and place it under where his feet will sit. I then gently press him into place and his feet will create an imprint in the green stuff. This makes sure he will have a perfect join between him and the base when put in place. Make sure you don't cover the print area on this green stuff with any ground covering!



Step 4

The next step is to start to dress the base a little. I add some details to help create more interest, nothing that would overpower the base but enough to stop it looking too plain. I wrap some jewellery chain (taken from an unwanted necklace of the wife's - ask first though!) and part of some plastic spear I found in my bit box. I also found a cart wheel and a sword so I added these in. I took care to make these look long abandoned and semi buried so chopped a little off them to help create this effect. Once this was done I applied some pva across the base excluding any area I wanted to remain showing. I then sprinkled some sand onto this to create the basic ground covering. I made sure some of this overlapped onto the chain and wheel to make them look part of things rather than just stuck on top!



Step 5

Now its time to get painting! I paint the earth starting with a GW Graveyard Earth basecoat then apply a wash of GW Devlan Mud. Next I brushwood more Graveyard Earth followed by GW Khommando Khaki. The slate was painted with a basecoat of GW Space Wolves Grey then dry-brushed with VMC Silver Grey. Several diluted coats of GW Leviathan Purple were applied. The chain, sword and studs on the cart wheel were all painted with a GW Adeptus Battle Grey base then I added Silver Grey to the mix (around 50/50 ratio) and worked the highlights up. I continued to add more Silver Grey to the mix to get to the extreme highlights. The cart wheel was painted VMC Chocolate with a Devlan Mud wash and re highlighted with Chocolate then Khommando Khaki.



Step 6

The final step is to apply the last bits of dressing. Firstly I will use some pigments (these particular ones are from MDP) to add in a little texture and colour interest on the base. I use some MDP Red Oxide and MDP Mexico Yellow on the metal areas to create a rusty effect. To apply the pigments I simply use an old brush to dab it onto the selected areas, building it up until it looks right. I use MDP Burnt Umber on the earth concentrating around the rocks. A little MDP Raw Sienna was also added here and there on the earth to create some contrast. On the rocks I used MDP Raw Umber to add a fine covering and to tint it towards the colours on the rest of the base. This helps create more unity and make it look a little more natural.

The final process was to add the foliage. I used some tufts and Poison Ivy from MiniNatur as well as some natural mosses and lichen from the garden. The natural stuff needs to be treated with Glycerin first. If you wish to do this I wrote an article on [how to use real foliage on your bases](#).

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With over 1200 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 3,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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Portal
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GOLEM

PAINTING STUDIO by Sparks

Painting with Golem - Daemon Day at Maelstrom

Golem Daemon Day Review

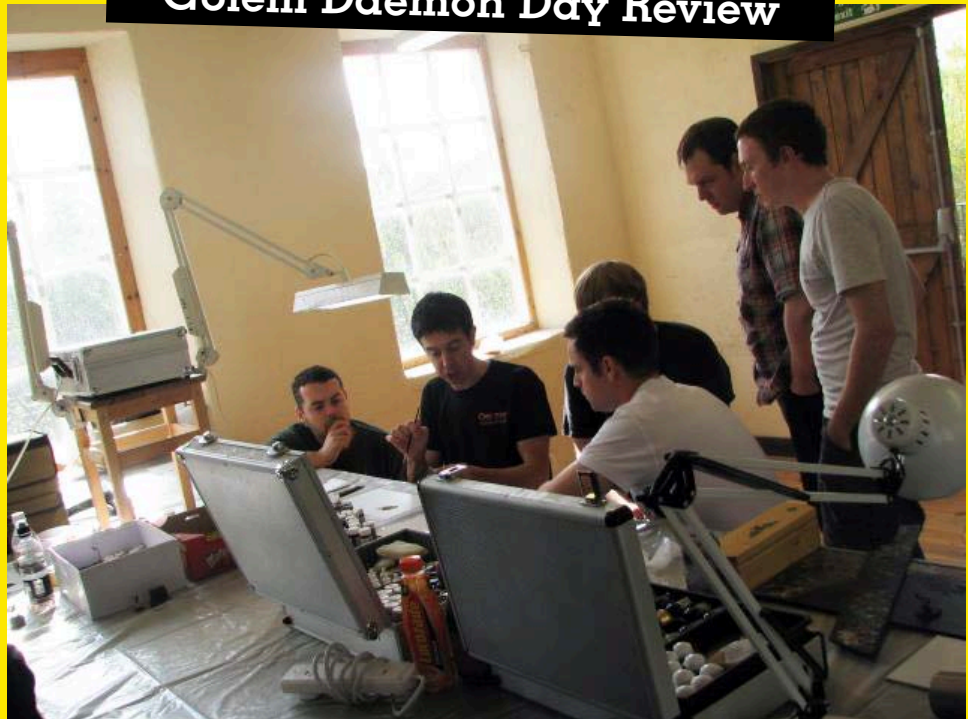
Through a quirky twist of being useless at organising myself, I found myself returning to Mansfield, home of Maelstrom and empty wallets, in order to improve my painting. The Wamp 2011 event had already shown me that this was a good location for like minded painters to gather around and chat hobby. This time around, Golem Studios had organised a different kind of event, with 4 very qualified tutors, designed to improve your level of painting. Overall there were 17 eager learners, with a wide range of abilities, all of us hoping to gleam something from truly top painters like Mike and Ali McVey.

Each painter was given a palette, notebook, pen and area to work in, and the tutors had their best/most famous models on display to serve as ample inspiration. Paints of all brands and colours were there to borrow, though many painters bought their own and Maelstrom did a pretty nice turnover as colour schemes, favourite colours and new experiments were carried out.

The day started proper with a brief introduction by Tommie Soule, one of the founders of Golem, and he provided his outlook on painting and mantras for us to follow, such as making the effort to repeat what we've learnt, and not just revert to form. In addition to any of the techniques learnt, this mantra had one of the largest impacts over the course of the day, and certainly forced me to focus and make the most out of a great opportunity.

The Painting Begins

There was no timetable for the day, so after Tommie's introduction people started on their projects for the day. As ever, there were a wide range of models on hand, including Scibor and of course McVey minis, as well as a fair number of GW models. Mike McVey's offer to demonstrate his blending



had about 10 takers, and it was fascinating to hear that he hadn't changed his style of painting for over 20 years. I won't go into specifics here, but if you've seen the two brush blending video on the McVey site you'll get the gist.

After that, it was back to the paint stations. The real joy of the day was having 20-30 minute discussions with the 4 tutors and getting a real sense of directed tuition and feedback. Tommie gave me and my neighbour advice on relaxing and using the 'rule of cool' to determine highlights, etc. He also showed an alternative to the two brush blending, which involved a lot of brush licking, and had a quick discussion about the use of MDF as a palette. After a brief demo of his flesh recipe, I set about applying this to a practice model and was very happy to see that by following the mantra (Do what you've been shown!), there was a subtle but noticeable improvement in my painting.

An hour later, I had Mike McVey at my side, chatting about my Games Day entries and giving some really useful pointers on colour choices, drawing attention to difficult areas and overall composition. Getting advice from a Crystal Brush judge was



invaluable, and not something you can easily get face to face. As we all know, internet forums are great for getting help, but cameras always let us down despite our best efforts!

Lunch in the bar ended up with a great detailed discussion about motorbikes and airbrushes, including a surreal moment when a fellow painter remarked how Heroquest got him into the hobby only to have Mike say 'I remember painting the models for the box!' Brief nostalgia trip over, it was back to the painting. I took the chance to wander around and nose at everyone else's work, and there was some really nice stuff being produced. The rest of the afternoon for me was spent learning metallics from Dave Nield (who did the Runtbot that won Bronze last year at GD), who was a great tutor and we ended up having a long chat about the hobby, which was great and added to the enjoyment of the day. Again, having a practical demo in front of you really brings it to life and makes it that much easier to follow!

Time to go

The event ended at 5, with a round of applause for the hard working tutors! They must have given everyone at least half an hour of individual help, and constantly came back and were keen to check on your progress. Certainly for me, I felt that my needs and targets were catered for, and that even in the space of a couple of hours I had progressed nicely. We then headed down to the bar to chat about the day, look at our various purchases and have a nice couple of beers. I look forward to repaying Endor with a beer next time we meet!

Final Verdict

Thanks to Tommie and the guys for organising this inaugural event. Much like Wamp, it was the first of its kind,

and this is why I'd like to end the article with a bit of a review for future events. This is a summary of discussions in the pub and my own thoughts. The day itself ran from 10-5, with about an hour for lunch, though most people used this to go shopping. Whilst I had initial concerns about the lack of a structure to the day, the freeform nature actually worked pretty well, and the tutors were approachable and flexible to suit your needs. I sadly didn't get the chance to talk to Ali, but I know from others that her feedback and comments were really helpful, and those around me were equally chuffed at their own quick progress.

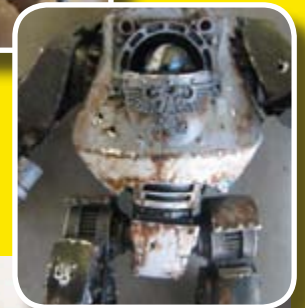
It was impressive to see success over quite a large group, so again, hats off to everyone involved. At £80 for the day, it was good value compared to similar events, especially considering the quality on offer. Travel to Mansfield isn't always easy, but even those that came from abroad found it very worthwhile! The timing of the event was to help out those with Golden Demon aspirations, but there was a wide range of abilities and everyone was able to take something from the day, and it'd be hard not to have come away more confident in your own skills after something like this.

Of course, this wouldn't be a review without a bit of balance, so just a few thoughts for the future...

More targeted demos. Tommie could have saved himself some oxygen by giving a lighting demo to a larger group for example (I think I heard 'There might be 4 moons!' about 6 times!), and it would've been good to see each tutor put one of their skillsets forward in a group demo. This may have taken away some of the 1:1 tuition, but it would save the tutors some time and energy, and I'm sure many people were asking for similar advice.

More awareness of the aims of the day. I went on the assumption it would be full of people aiming for demons.





There were certainly painters of that quality around, and it was fantastic to see lots of people improving at various levels (again hints at the quality of teaching), but perhaps if the advertising made it clearer it was for anyone seeking to improve, they might get more takers next year. I also think a trick was missed in Mike from Golem (not McVey) in teaching a speed painting session for those army painters. (Note- I only found out about his abilities in the pub afterwards!)

Return customers- I've mentioned this to Tommie already, and I really enjoyed the event, but I'm not sure if I could justify it year on year unless I really had a target in mind. Naturally, it's hard to turn down such an opportunity though and I'm sure I can find another excuse to go next year! I'm intrigued to know who the other special guests were intended to be, as I forgot to ask and I think it was reliant on ticket sales.

A commemorative model for the day- with all your contacts, I'd be amazed if a Demon Day figure couldn't be produced somehow, and could possibly attract more punters.

Like I said though, on the whole a really productive day and as far as feedback goes, I think Golem were left with a lot of happy customers. Now back to those Golden Demon entries...



You can find Golem Painting Studios [here](#).

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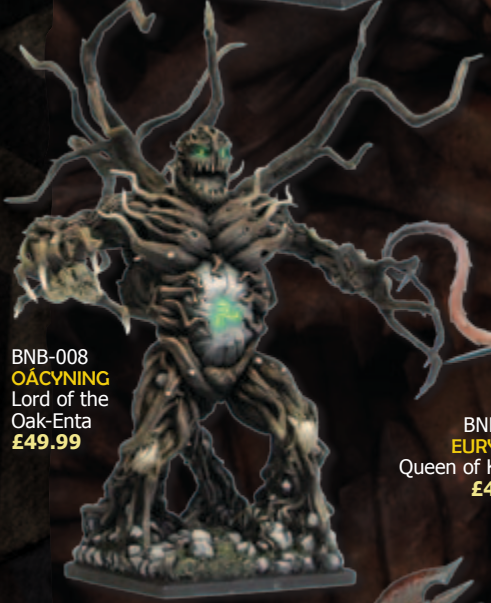
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Hot on the heels of the Prize Draw giveaway competition we have a new challenge that's open to all our readers. We have teamed up with Bitz Box to bring you Portal's First Bit Box Challenge. Over the next three months we want you to dip into your bit box and produce a single miniature, vehicle, diorama or mix of all three from the odd bits left over from other kits and models. We would then like you to take two photographs of the piece, one before you start and one finished and along with a small description of the piece and what parts from which models were used to create it. Email it to us at portal@wamp-forum.com. A winner will then be drawn from the super sophisticated steam powered randomised name proliphicator and a winner will be chosen.

The Prizes

1st place recieves a £20 gift voucher

2nd place recieves a £5 gift voucher

One random entry will also receive a £5 gift voucher.

Deadline

The competition will run until Sunday 6th November 2011 6pm GMT and the winners will be announced in Portal Issue 16 which will be published 16th November. The winners will be contacted via email so please put your full name in the email along with the picture of your entry.

Rules.

Each piece must be your own work and the work of a single person. No teams.

All entries must contain parts from at least three different models.

Each piece entered must be a new work, one not entered into another competition before the closing date of the Bit Box Challenge. Work In Progress images are allowed to be shown on the internet beforehand but not the finished piece.

All photographs must be a maximum of 800 x 3100 pixels in size, any larger and they will be deemed non-eligible and overlooked.

You retain the rights to your own work but Portal and associated bodies also claim the rights to use the image for future promotional reasons.

Images supplied must be clean and free from other graphics or logos.

You may enter as many times as you like.

Any further questions then please email us at Portal via our website using Bit Box Challenge as the subject.

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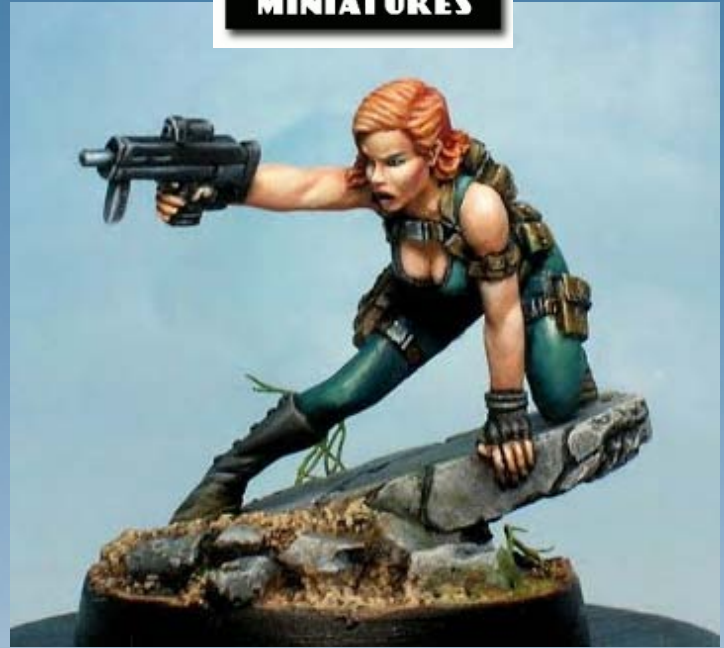
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The Minotaur



S.O.E. Kill-Team Leader Emilia 'Foxy' Foxwell.

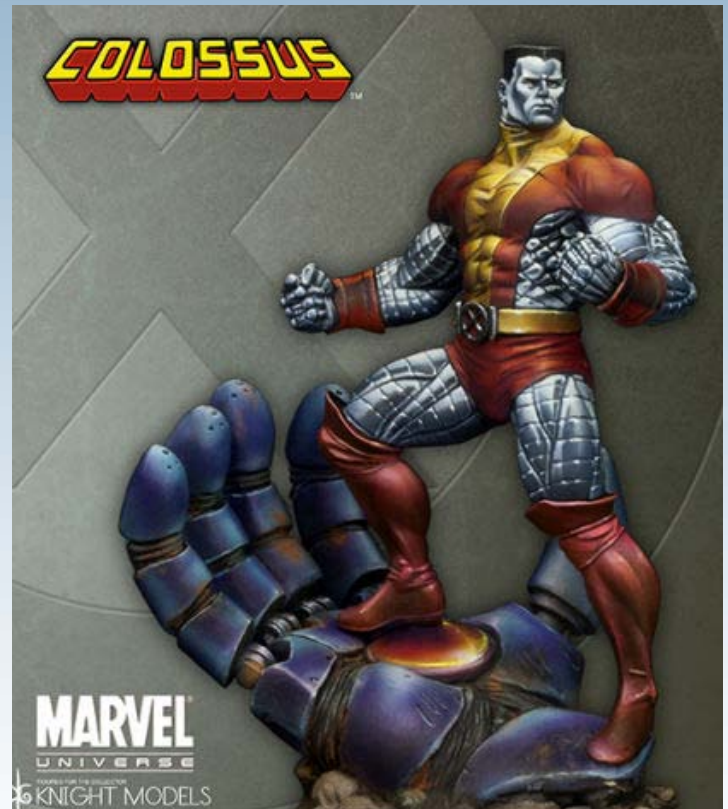


T.H.I. Maul



T.H.I. Mattock

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Portal Magazine has exclusive details of Wamp's next upcoming contest which is sponsored by Redbox Games. Portal readers have received these details 1 week before they will be announced elsewhere.

Last year the Redbox contest was one of our most popular and this year should be no different. Because the previous contest was so well received this year Redbox have put up some even bigger prizes for all you lovely

Prizes:

- 1st - \$100 credit
- 2nd - \$75 credit
- 3rd - \$50 credit

You have until

6pm 25th November 2011 GMT

Supporters deadline is

30th November 2011

You must be a Wamp Member to participate. Membership is free and you may register [here](#).



Rules:

- » You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- » Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- » **All entries must be new work.** (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP))).
- » You give Wamp (including Portal) and Red Box Games permission to use your pictures for publicity (but you do retain ownership).
- » You may post pictures of WIP or final shots both here and elsewhere (final shots must be posted in the contest gallery before being displayed on other sites).
- » Judging will be conducted by public vote.
- » Submissions must be posted to the Redbox Games 2011 Gallery
- » Credit is eligible at www.red-box-games.com

Redbox Games produce high quality miniatures and more on them can be found here: www.red-box-games.com



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Roll of the DICE



Riots, Uprisings and Civil Disorder

By
Warhammergrimace



Recently we have seen a series of riots break out in the UK. Starting in London, apparently over a shooting of a young man by the police, this escalated across London and then onto other parts of the country. Rioting isn't anything new, right back to the ancient world there have been riots and civil disorder.

The current spate of rioting in the UK had initially been linked to a shooting of a young man by the Metropolitan police, yet what occurred in the following days, was nothing more than copycat incidents of wanton destruction and looting. These copycat riots not only spread across London, but to other cities across the UK. To areas such as Birmingham and Manchester, as well as unusual towns not normally associated with gang culture such as Gloucester. Most of those involved in the rioting were predominantly under the age of 25, with many around the 14-20 age range. Many analysts and experts commented on the destruction and mayhem caused by what were essentially kids, saying this was just mob rule and criminal behaviour.

These incidents showed that the police were inadequately resourced and equipped to cope with rioting on this scale. There were calls for the army to

be placed onto the streets and the use of water cannons, such as those used in mainland Europe. They were also given the right to use rubber bullets if required, something that's regularly deployed in Northern Ireland. By day 3 of the rioting the police deployed 16,000 police into the capital city, as a result that night was very quiet of the capital with only a few small incidents. Though in the rest of the country the rioting was far greater. In Manchester the police were having difficulties in controlling and keeping order. Eye witnesses described the mobs as being organised, through the use of blackberry phones, used because of the closed secure network, but also pre-planning was being carried out using social network sites such as Twitter and face book.

Scenes like this haven't been seen in the England on this scale before, though at the height of the troubles of Northern Ireland, they were quite commonplace. Looting and arson were the main activities of the mobs running amok in the cities of the UK. Unlike other places around the globe that have seen similar events, the UK has limited access to fire arms. Uprisings and demonstrations in the Middle East have gone from public protests to civil war. Countries such as Egypt, Libya and Syria have seen the general population clash with



government forces, and in the case of Libya descended into civil war. The situation became so bad in Libya that the UN intervened and created a No Fly Zone, with aircraft targeting government forces who were targeting the civilian population.

So what can spark a peaceful protest into a riot. The reasons why a peaceful protest can descend into to a full blown riot is completely unpredictable and there isn't a single particular answer. Though in recent years there does seem to be a section of society who will attend a protest just to cause violence and unrest, their sole purpose is destruction and mayhem. The protests around the G8 summits generally descend into public disorder, and sometimes into rioting.

It seems that the events witnessed in the UK were predominantly organised for the purpose of destruction, looting and mayhem. A small group of people, can suddenly become a much larger group very quickly through the use of modern technology such as the internet and mobile devices. We've seen people make use of social network sites to organise flash mobs and meet ups, now they're being used to organise large scale criminal acts such as what we've seen in the UK.

So how can we as gamers use this within our gaming, well it's a situation that could easily be dropped into a campaign, both war gaming and especially RPG. Yet it could be played as a separate series of scenarios using modern rule sets, pitching the police against the thugs, rioters, looters and general public. You could even introduce the army in to the mix later on, which could push the whole campaign into civil war, like we are currently seeing in places like Libya. So next I'm going to take a close look at some of the miniatures that may be useful for gaming these situations.

Offensive Miniatures

Offensive offer both modern riot police and rioters within their range, both of which are nice well sculpted minis. The rioters especially, with a good variety of poses and types, from thugs with dogs, through to teenagers armed with a wide selection of improvised weapons. I have some of the rioters, which I originally used for some zombie gaming, they painted up really nice and quickly. There was very little in the way of mould lines and an excellent addition to the gaming collection.

Black Scorpion Miniatures

Black Scorpion offer US modern military and armed civilian militia in 28mm. These are exceptionally well sculpted and cast, giving you the ability for conflict in the middle east and Africa. Though the US military can also be utilised in any American domestic civil unrest as well.

Empress Miniatures

If you want modern British infantry in 28mm then these guys can supply you with some impressive sculpted, and they do some really nice looking SAS in casual dress, which could double up as armed civilians in a domestic civil war situation.

Using History

Historically there have been several incidents that could be replayed or campaigns built around from history. One of the most famous incidents in English history occurred at St Peter's Field, Manchester, England, on 16 August 1819, when cavalry charged into a crowd of 60,000–80,000 that had gathered to demand the reform of parliamentary representation.

The end of the Napoleonic Wars in 1815 had resulted in periods of famine and chronic unemployment, exacerbated by the introduction of the first of the Corn Laws. By the beginning of 1819 the pressure generated by poor economic conditions, coupled with the lack of suffrage in northern England, had enhanced the appeal of political radicalism. In response, the Manchester Patriotic Union, a group agitating for parliamentary reform, organised a demonstration to be addressed by the well-known radical orator Henry Hunt.

Shortly after the meeting began, local magistrates called on the military authorities to arrest Hunt and several others on the hustings with him, and to disperse the crowd. Cavalry charged into the crowd with sabres drawn, and in the ensuing confusion, 15 people were killed and 400–700 were injured. The massacre was given the name Peterloo in ironic comparison to the Battle of Waterloo, which had taken place four years earlier.

That could be used as the start of a campaign based around government chasing down agitators, further demonstrations and riots occurring across the North of England and possibly spreading south.

By sourcing history its easy to come across incidents and uprisings in a wide variety of historical periods, and these could be used for both the avid wargamer and role player alike. How would players react within a role play campaign to a riot/uprising or when they're suddenly caught up in a riot. During the English Civil War bands of locally armed peasants banding together to see off soldiers from both sides pillaging their community for supplies, this could become the basis of a small campaign within a larger one. Where the locals defend their farms and village from marauding soldiers from either side. In ancient Rome the supporters of the chariot teams would often fight around the arena's just like modern football hooligans. The list is endless, as well as the possibilities.

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Legend

[Link to page](#)

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Minipainting Wiki is a community project set up to create a place of information on all aspects of miniature painting and it's related aspects. The content is entirely driven by you the users. Each month in Portal we will highlight some of the information people are adding to the wiki.

The more information we can gather the better, anything from details on painting contests, tools, painting and sculpting techniques, clubs, games and even famous painters, sculptors and miniature companies. You can add as little or as much as you like from a single sentence to entire pages of useful content, its all welcomed from everyone.

Here's just a few of the things added over the months.

Kolinsky

Kolinsky is another name for the Siberian Weasel (*Mustela sibirica*), a common rodent species found across Asia. Its fur is highly prized in the manufacture of fine-quality paintbrushes used in watercolour and oil painting, the hand-tinting of artificial dental implants and, of course [miniature painting](#).

Hair from the kolinsky is called "sable", but has no relation to the sable, a distantly-related species of marten. In particular, paintbrush sable is taken from the winter hair of the male kolinsky. The species is so widespread that farming is unnecessary, with specimens for skinning being hunted with dogs, shot or trapped.

Kolinsky Sable has been acknowledged as the finest brush-head material for centuries, beginning with those used by Chinese calligraphers. In modern times, synthetic brushes have recently begun to achieve an equivalent level of [snap](#) and [fluid retention](#) such that professional artists, and in particular those with a strong moral objection to the human use of natural fur, are beginning to turn away from sable.

It is worth adding, though, that kolinsky are extremely plentiful, sitting firmly in the "Least Concern" category of animal extinction, and are damaging to poultry and muskrats farms in their native areas, such that trapping, shooting and hunting would occur even without the by-product of fur sales.

Base

A manufactured platform upon which a miniature or diorama stands. Bases come in three broad categories: integral bases, gaming bases and display bases.

Integral Bases

Integral bases are those which are cast as a single piece with the models which stand upon them.

Generally unpopular with dedicated miniature painters,

integral bases are often seen as old fashioned. However, they allow the models to be played with "out of the box," making them popular with roleplayers at least.

Gaming Bases

Gaming bases are those designed with the rules of a particular game in mind and which must, therefore, conform to certain dimension. Generally plastic, they may also be found in resin, metal, wood and - exceptionally - card and come in a wide range of shapes and sizes, including squares, rectangles, circles, oval and hexagons. Most gaming bases are sized in millimetres, and the most common sizes of both round and circular bases are 20mm, 25mm, 40mm, 50mm and 60mm, with rectangular bases usually being some combination of these (such as 20mmx40mm or 40mmx60mm etc).

Gaming bases include the famous slottabase, originally invented by Games Workshop who notoriously failed to file a patent for the design, which was immediately copied by manufacturers worldwide and now represents the industry standard for basing metal miniatures.

Display Bases

Display bases are any bases not intended for use on the tabletop. These include, but are not limited to, plinths, transport bases and diorama bases.

Display bases can be of any size, shape or material, including plastic, metal, wood, resin, plaster or a combination of any of these. The purpose of a display base is to convey upon the [miniature](#) or miniatures that stand on it a combination of context and prominence. Context is the idea of a story or narrative that may be explicit - such as in the case of a diorama, in which the interaction of the models is a clear and intentional narrative - or implicit. An implicit narrative is one that must be inferred by the observer from subtle clues and is usually the case with single models, in which the exact surrounding events may not be clear but can be guessed at. See Base Decorating.

REVIEW

Female Mage

by WAMP Review Team

The team were asked to review Dark Sword Miniatures Female Mage (DSM 4016), lets see how she fared under our critical eye.



Captain Sprout

This is a two piece miniature in the classic dungeons and dragons style, sculpted for Dark Sword Miniatures by Jeff Grace. The mini comes in the standard brown Dark Sword packing material, although the foam had not stopped the staff or torch from bending over on themselves. one of the problems in casting this sort of equipment in white metal. More on that later.

The mini depicts a female mage figure, holding said staff in one hand so it rests on the ground while holding a torch high in the other. The right hand, cast onto the staff is the only separate part, the rest of the mini is a single piece on an integrated 'broccoli' base which is carved to represent flagstones..a classical sort of setting for a classical figure.

Cleanup is reasonable with some flash and a couple of mould lines to get rid of but in general it is a clean cast, up to the standard we expect from Dark Sword minis. The staff on my copy was however bent in a number of places and straightening it indicated it might be a little weak. It would be best to replace it (above and below the cast on hand) with a piece of stiff wire or tubing as otherwise the staff is going to look a bit bent and wobbly and not

something a self respecting wizard might want to wield around the place. The torch was also bent over at right angles but it straightened out again with a bit of a push. This issue with the staff complicates the assembly of what would otherwise be a very simple two part figure.

The mini is in an 'exploring' stance, looking into the darkness, holding a flaming torch. The minis face is in the traditional style but the extremely wide eyes look to take up the whole width of the face and detract from the whole. This might be due to the long hair but it is a strange look. The head appears a little large and the legs a bit short but its only noticeable when you look at the mini for a while. The proportions just seem a bit off, unless the mage has been following the recent diet trends of 0 size models.

Manufacturer		
Dark Sword Miniatures		
Material	Metal	
Price	\$7.99	
Contact		
www.darkswordminiatures.com		
Other Information		
Other Info: Sculpted by Jeff Grace, concept by Jeff Easley		
Ratings		
Quality	8.1	This is definitely a miniature harking back to the days of early the roleplaying games so has a nostalgic feel about it that will appeal to many.
Assembly	7.6	
Value	8.8	
Overall Score	8.2	



The drapery is a little bit overdone on the rear and it feels like there are too many creases in the cloak at the back. The gathered hood at the top is a nice touch though and there the sculpt comes to life a bit more and works very well. The mage has a variety of equipment on her belt and this is also well sculpted in miniature. The trousers, where they tuck into the high boots are, unlike the cape, just right in the amount of creases they have and are among the best bits of clothing on the mini.

Carrying a torch should ensure the mage represents an interesting figure for the painter or modeller who wants to play with the techniques of object source lighting. A nice challenge to capture the reflections and light of the flame. It's a good up and down figure to get to grips with that technique on as the planes of the figure are quite simple and straightforward so the painter new to OSL would have a good time here.

The integral base could be integrated into a different one, or removed, but it offers a reasonable option for a player wanting to use the mini 'out of the box' to get her onto a table to start a bit of adventurous casting. This is one mini that would benefit from not being on an integrated base however. Removing it should not be too onerous, though care would need to be taken not to damage the boots.

The mini is definitely 'old school' and for me its a little too old fashioned to hold the appeal of some of the other miniatures in the Dark Sword range. In terms of competition there are a lot of mage figures out there, there are better figures in my view, including from Dark Sword itself. The issues with the staff will cause a few problems for the modeller who just wants a fast assembly but apart from that it should be quick enough to prep and get out there. If old school is your thing this is probably running up your street with a great big grin but the market is so varied these days that there is nothing really here to grab the attention. Some nice touches (the hood, the hair, the trousers) though and for what it is it is well rendered enough.

This has been the first Dark Sword mini I have reviewed that I would not have considered buying and that has to be a plus as well as a minus in general terms. But for me this just

isn't striking enough, even in its own context, to be one for the collection as a painter. For gamers needing a mage with a torch this is an option, but just one of many. For painters laying the foundation of an OSL exercise this could be one to consider of course.

Cregan Tur

Following their love for the old style TSR artwork, Dark Sword created a new miniature in the same vein. It is a woman of slight build holding a crystal topped staff in one hand, and a torch in the other. I have to say that her clothes are much more believable to me for what a female adventurer would wear, as opposed to the traditional style of very revealing attire.



It's a simple miniature that only comes in 2 pieces- the body and the right hand and staff. The base is sculpted on, but could be removed easily if you want to rebase her. She's so petite that it causes some problems with this piece. Mine had a pronounced forward bend at the ankles because they're so thin. I bent her back in place easily, but this does reveal that a bit more care than usual is required with her. Attaching the staff wasn't hard, but it was a fiddly process because you have to position it perfectly; otherwise, it just looks wrong.

There is a ton of open fabric on her, which leaves painters with many areas to practice freehand or play with textures. There are some nice, but very small details on her utility belt. The face is beautiful to look at and the hair is wonderfully sculpted. I'm very impressed with the fire on the torch- it has a very alive and realistic feeling to it.

Other than the staff, there's really nothing about this miniature that screams Mage to me. If you're looking for a very realistic representation of a female adventurer, then I doubt you could find a finer example than this. However, if you're just looking for a female mage, then I can see this figure getting lost in the crowd.

Shane Rozzell

I love the classic old school type miniatures and this one fits the bill very well. This was designed to be straight out of TSR's Dungeons and Dragons and the style of sculpting really shows. The female mage is stood, back straight holding her mage staff in her right hand and in her left she

holds a flaming torch as if lighting some dingy dungeon room looking for traps; it really evokes the feel of the old RPG. There is nothing fancy about this miniature, she has no manga style eyes or huge breasts; she doesn't carry a huge, oddly shaped sword and she's even wearing a descent amount of clothing. A sensible adventurer for a change.

She comes in two pieces, her right hand and staff separate from the rest of her and pinning her hand was quite a feat as her wrist is only marginally wider than my drill bit but once done and her hand in place she's turned into a great little miniature. There are very few mould lines to remove and the casting, like all of the Dark Sword Miniatures we have reviewed is very good.

Although the pose and the style of the miniature scream RPG character there is also a lot for the none gaming miniature painter. She has nice smooth surfaces and strong sharp features



plus the flaming torch is shouting out for some OSL.

NeatPete

Standing 32mm tall to the eye, Dark Sword's Female Mage takes it back to the old school. The classic simplicity reminds me of the character art in early D&D books. It also reminds my of the early minis from that time period as well, only sculpted much crisper and cleaner.

While the name of the mini claims female gender, the mini is rather androgynous and could be used as a male. The features that usually distinguish gender in miniatures these days are females with huge lady lumps barely covered with armour or men with bulging muscles and an over sized weapon to match. None of that here. The detail is kept simple with just a few items on the belt and very simple leggings and high boots.

The staff and hand is a separate part and looks tough to pin.

You could maybe get away attaching it on the ground and cheat down the wrist and arm a bit for more strength. The mould lines are small and in a super easy spot to get to so clean up should be no problem. The base is attached to the legs and could be removed but you wouldn't have much to work with as the legs are really skinny and you'd be looking at a tough pinning job.

Painting wise the mini offers a couple opportunities to show off. The torch extended in the left hand offers an OSL option or could be converted into a spell effect pretty easily. The cloak that flows down the back could be done with good contrast and some nice freehand lining.

Captain Sprout

Quality: 7.5 / 10, the sculpting is good although not outstanding, the bent staff may cause issues for some modellers. The metal seemed quite soft overall on my copy.

Assembly: 7 / 10, although it has just two parts, the staff will need extra care and attention and to get a good display style finish would probably need replacing.

Value: 8.5 / 10, the mini retails at \$7.99 (£4.50 approx) which is good value for a mini of this type and size.

Overall: 7 / 10, although it will appeal to the old school mini lover, I can only look at it as I would see it and for me it just doesn't stand out as a sculpt or a mini in a crowded market. Its not as great in quality as the other Dark Sword miniatures I have seen and indeed suffers in comparison. In and of itself it has an audience out there perhaps, but a lot of modelling and collecting has simply moved on more than this to better things.

Cregan Tur

Quality: 8.5 / 10, impeccable detail on the entire figure. The figure's petite frame means there are some weak areas, so use a little extra caution. A very beautiful miniature, but not a stand-out in a very crowded classification

Assembly: 9 / 10, very few mould lines and a few tags— very easy clean up. Staff placement can be a bit fiddly, so test it out dry before you glue her.

Price: 9 / 10, at \$7.99 it's a fantastic price for a very good miniature.

Overall: 8.8 / 10, this is a great figure that fits in the niche of realism very well. There's a lot to like about her, especially the price, and she would be a lot of fun to paint. However, there are a lot of female mage miniatures out there and, other than the realism, there's not much to really set her apart.

Shane Rozzell

Quality: 8/10, nice smooth surfaces and strong details.

Assembly: 7.5/10, her wrist is very, very thin and difficult to drill.

Value for Money: 9.5/10, again Dark Sword Miniatures make a very nice miniature for very little money.

Overall: 8.75/10, all in all another very strong piece from Dark Sword and one I really like. I can see myself painting this mini in the future, maybe as a gaming piece or maybe in a small vignette.

NeatPete

Quality: 8.5/10, it's a cleanly cast mini with simple detailing that is sculpted very nicely.

Assembly: 7/10, it almost looks like with a slight repositioning, this could have been a one piece model. That being said, Dark Sword knows a lot more about making miniatures than I do.

Value for Money: 8.5/10, \$8 is rather fair for the metal and skill involved here.

Overall: 8/10, Very classic styling and character. It may not appeal as much to younger generations, but may successfully cast the spell "Nostalgia" on the more experienced customer.

Portal

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TO BRING YOU A BRILLIANT NEW CONTEST

Fancy getting yourself published in Portal magazine and on Wamp? Fancy getting free stuff for doing so? Well here at Portal we are always on the lookout for great content and we thought why not reward you for helping us make the magazine what it is. So we thought we would have a little contest for all you budding authors.

We are offering someone the chance to walk away with £50 worth of miniature goodies of your own choosing from Wayland Games. All you have to do is submit a piece of hobby related content. This can be anything such as tutorials on painting, sculpting, photography, an article on why Games Workshop is better than Privateer Press or whether computer game will kill of Mini painting, even artwork can be submitted (not photos of minis though please!) basically anything you think is relevant to the hobby.

Portal staff will then pick a winner from the entries.

Here are the rules:

Deadline for Submissions is

10th October 2011

You may submit your entry by email to

portal@wamp-forum.com

You may enter as many times as you like

Any content submitted must be your own work

Content must be previously unpublished on Wamp or in Portal Magazine (but may have been published elsewhere)

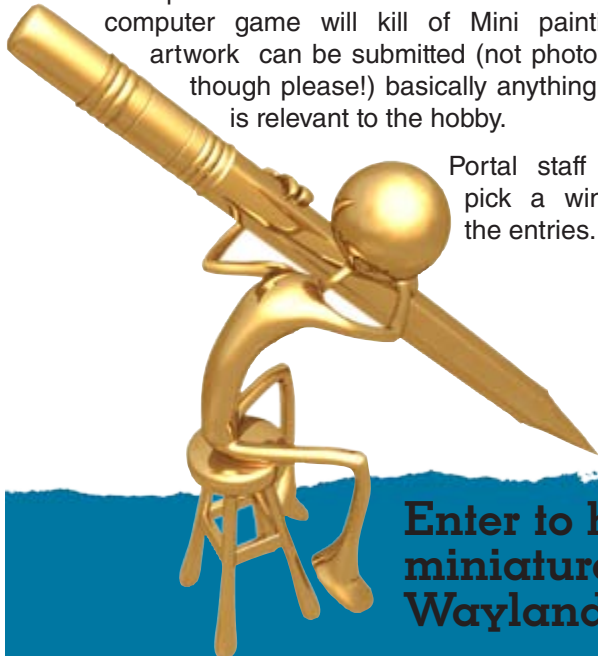
A winner will be decided by Portal staff

By submitting an entry you give Portal and Wamp permission to use and publish the content.

You retain all ownership of submitted content.

The winner will be announced in issue 15 of Portal magazine.

Winner will receive £50 credit redeemable at www.waylandgames.co.uk



Enter to have a chance of winning £50 worth of miniature goodies of your own choosing from Wayland Games.

Gallery

First of all, I should say that Hasslefree Miniatures has been a very lucky company for me, because my 1st Salute trophy was won using the first two Hasslefree minis that I had ever painted (Alyx and Jess for the Test Card Piece, Impasse - <http://www.coolminiornot.com/272759>), then I've painted a few before this competition, including the Wamp Paint Along of Alice, the Battle of Epping (for Wamped 2010 and Wamp 2011) and the Dionne/Sin City piece more recently.

I love the character that Kev sculpts into his minis, especially the ladies, and they seem to suit the way that I paint too. The four pieces that I entered for this competition were picked from a little pile that I have and each had a distinct little story I wanted to tell with them - the Sadness of Tiriell, the Urban Sportsman Ray and Grimdalf the grumpy wizard with his long



suffering apprentice Heyu. Tomoko was just a piece that I knew immediately when I saw her at Salute was going to look a distinct way as she is based on the Major Motoko character from the anime films "Ghost in a shell". Fortunately finding reference material for this wasn't difficult and I quickly printed off a story board of pictures to help inspire that paint job.

The scheme is intended to be close to the actual scheme, and the base was intended to be like the sort of background that is typical of anime style 2D art.

I was pleased with the final look, especially the orange NMM, and to take the win, along with the other two categories was a fantastic surprise.

Thanks very much to Sally, Kev and Brett for organising this competition, and I hope that you like my take on Tomoko!

Thanks again,

Scott :)



Keep up, boy! – lacton



A fine Shot – lacton

Shimmer's Eleven - Dr Willet's Workshop



Sadie and Billie - Inquisition



Ashley Campbell by NeatPete



A Vision of things to come - Asmodeus3



Visions of things to come

No Brainer - Krimso



Elf Lord - Yogimu



Adieu by Iaction



Alice by MaGie





Always Looking on the Bright Side by Nomad



artemis by aleks



Back Off! By Yellamoon



Billy Has a Gun by Nomad



Hasslefree - Maria byInquisition

Hasslefree - Summer by Inquisition



Bokhun by Nomad

Eve by asmodeus3



Hasslefree Entry by ScottRadom



Hasslefree - Sushi Nodachi by Caius



Hasslefree Mesaan Boss by Diakon



Hasslefree Shimmer by Diakon



It's not a Party without Him there by piratemama



Hasslefree Sumo by GiraffeX



Judge me not by my size by Cregan Tur



Mjolnir Haxelfrei by shanerozell



Not finished by Leopardpixie



Nekkid Chick by Nomad



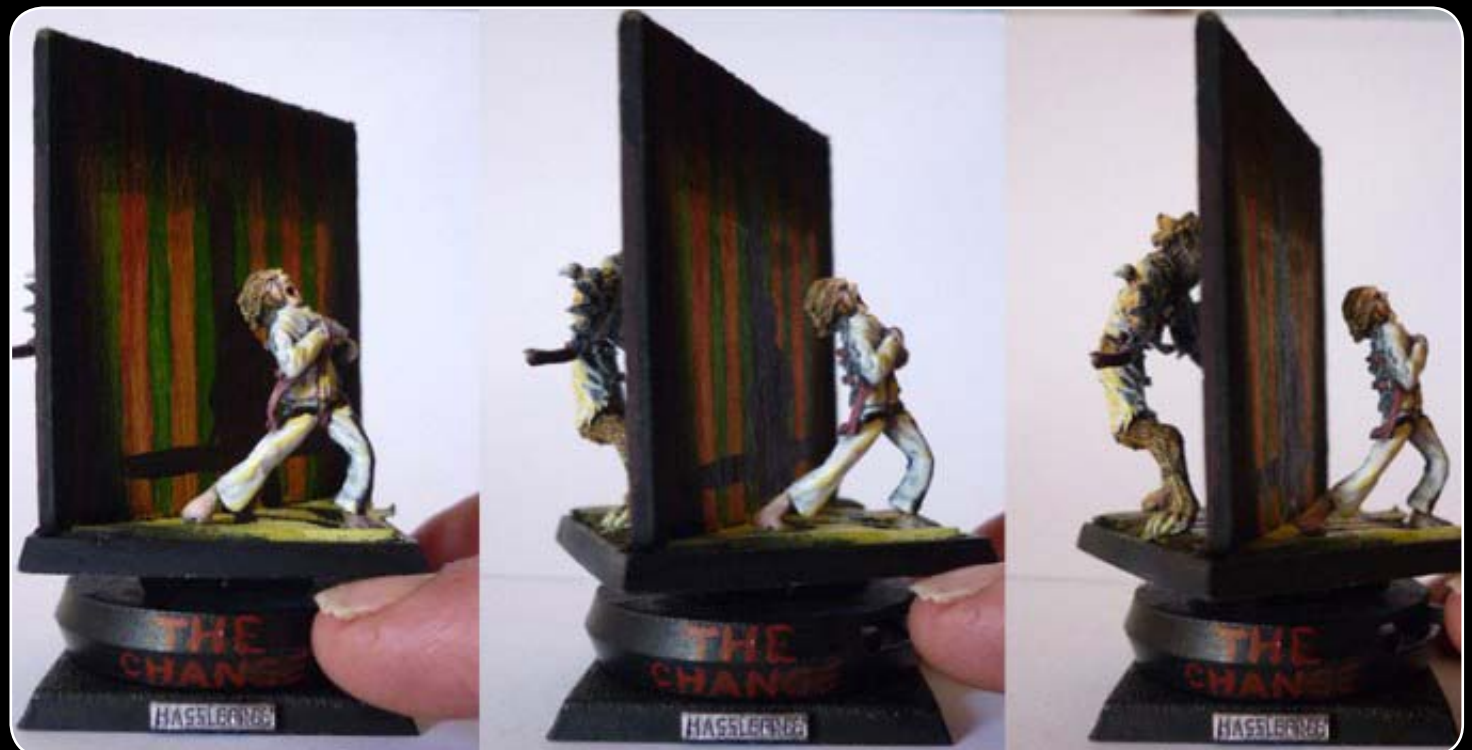


valaska sin by aleks



Police Box AKA TARDIS by Spellscape

The Change by Nomad



The Guardian by kathrynloch



Vadim, Hasslefree Orc by Avicenna



Rose by In Chigh



Vlaska Syn by Spellscape



Minias Caldar by Tommie Soule





Wamps social groups are a feature where you can join likeminded fellow WAMPERS and shoot the breeze about the things that make you tick. This [link](#) will take you to the social group area where you can see what other groups are currently up and give the choice to join in the conversation. If you have an idea for a social group you can always start you own. Below is a small selection of the current crop.

WAMPs Social Groups



Bald, Beard & Glasses Club

You just have to match at least 2 of the criteria to join:) but rules are to be broken. Not really a serious club I just want to see how many of us fit the stereo type.

Group Maintained By: Shane Rozzell

Members: 16

Group Pictures: 0

Group Discussions: 2



Waghorn Appreciation Society

For all those people that think Ian can actually paint despite his self-deprecating about his own abilities.

Ian this is your own personal fan group!!

Group Maintained By: Darklord

Members: 28

Group Pictures: 1

Group Discussions: 2



Threadomancy is where we look at some of the most interesting and helpful post from the recent past.

Threadomancy

suggestions for heavy-duty mini sealant

thetang22

I have been painting up some minis recently for gaming purposes, and I want to make sure they've got a good protective sealant on them. Most of the stuff I've painted in the past has gone straight into the display cabinet, and doesn't see much "action." I've been fine with a Krylon Matte spray for those types of projects. However, in the rare times that I do paint a piece that is used for frequent gaming...the Krylon spray isn't quite good enough.

Darklord:

Gloss varnish is indeed stronger - apply gloss varnish (couple of coats) then apply matt varnish and that should reduce the glossiness down again but still gets the extra prtotection. Some folks use furniture varnish even . Never done either technique though just relaying info!

War Griffon:

I have used furniture varnish for gaming mini's before, don't dip though paint it on sparingly as it is quite thick, the stuff I have used in the past has been Blackfriars Satin or matt varnish and then dull it down afterwards with matt spray of choice.

Failing that then several coats of GW purity seal/ardcoat and then dullcote on top of that does the trick.

Warhammergrimace:

Army Painter dip works well, then matte varnish to get rid of the shine....I've been known to throw my minis to show how good it is to people.....They never chip.

Leopardpixie:

There is one technique that I saw on one of the minis DVD's I bought. They call it a Bullet coat. They say that the Gloss Varnish is a harder coat then the dullcote it.

thetang22:

So Blackfriars is a brand of varnish I should be able to get at the hardware store, and you've used it with success on minis? Does it dry completely clear? And it should be safe to use with acrylics?

Thanks for the info, I'll have to give it a look.

Smooth Paint Issues (especially skintones)

skippen:

I have heard the key to have smooth paint (other than the primer of course) is to paint with thinned paint. I paint with thinned paint (about 1:1 water and paint), and it doesn't look smooth to me. Is it just my eyes looking at my figures? I don't know, but it doesn't look smooth to me. I don't see the quality that I do in other painters painted figures (such as Midnight Lurker's or Darklord's).

Ideas?

shanerozzell:

For a base coat I use at least 1:3 paint to water. Takes a lot more coats but why rush something you enjoy? My Magic recipe is 50% Distilled water, 25% flow aid, 25% slow dry. Flow aid is W&N and the Slow Dry is Liquatex. Dropper bottles are better, you can be more accurate with your mixing and replicating mixes. I use Vallejo but I want to try RMS

frogimus:

Distilled water or mixing medium is usually better than tap water for me because we have very hard water.

Jester666:

Vallejo all the way here. I even use their Acrylic medium and thinning medium to control colour consistency while thinning. I also tend to add a bit of ink in with base coats if a richer base colour is needed.

Shades:

Try a wet palette, if you haven't already. It practically forces you to use a thinner paint. Be advised, though, you'll

sometimes need to touch a paper towel before applying the paint, because the water content may cause a loss of paint control when you bring the brush to the mini.

yellamoon:

Hey Skippen, When you apply your basecoat (thinned), try different directions of you brushstrokes between coats. That is, for example, if you're panting a jacket,; 1st coat, vertical strokes. After that is dry, next coat horizontal strokes, next coat diagonal, etc. This technique will make a good, even, quick basecoat and keep unwanted texture from uneven paint layers (usually caused by buildup of paint from brushstrokes). If you get little lumpy things (like little dust pieces) in your finish (I always do) blow on your mini to remove any particles before you apply your paint. If you still get little lumps it may be little pieces of dried paint from your paint bottle. These you should take off before your paint coat dries.

Stripping a specific area of a Mini

skippen:

Have any of you ever stripped a particular area of a mini? The mini I am currently working on, I am fairly happy with, but there are a couple areas that I just don't like, and I want to strip, but only those areas. This is a metal mini. Normally, I would just dunk it in Pine Sol, but there is a lot of work here I want to save. Maybe just "paint" on the Pine Sol in the areas I am concerned with?

Ideas?

kdlynch:

Never have tried just a part of a mini to strip... I'd imagine the pinesol would just leak all over if brushed on. If the paint you've done so far is thin enough, you could just go over it. Or perhaps a small bit of high grit sandpaper?

haroldjclements:

If you have used acrylic paint, you could try surgical spirit on a cotton bud. You just have to make sure that the cotton bud is not saturated as it will drip surgical spirit on areas that you want to save.

breadhead:

Unless the paint is slapped on really thick I would think your best option is just going to be to paint over the offending areas. Three or four thinned basecoats shouldn't obscure any detail. If you try and strip a little area whatever you use is bound to spread and damage paintwork you were happy with.

Einion:

I think overpainting is probably your safest bet if texture isn't a problem. If you do decide you need to strip then I'd suggest using paint stripper or cellulose thinner (lacquer thinner) applied carefully with a dampened synthetic brush. You should be able to control drips or runs this way, although edges are still going to be troublesome. I nearly always overpaint if some area didn't turn out right so I've only done this a couple of times myself and it's worked okay, but it's tricky to do well so could you practice on something old that you intend to strip and repaint anyway?

shanerozzell:

I have done this a few times in that, mainly when attempting freehand. I use isopropyl alcohol (this is basically tamyra acrylic paint thinner). I just paint it on.

whats in issue 15

In issue 15 we'll have the results from our article contest plus plenty of great miniatures for you to see. We'll also have the low-down from the various shows and contests plus more reviews, news and interviews.

... just as long as you keep posting them :-p

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4. You can join the Wamp Ladder - a challenge based ranking system for mini-painters.

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