

Portal



an insight into **WAMP**

**Reviews of
BaneLegions
Kabuki
& Imfamy
Miniatures**

**We have a superb
tutorial from
Maya
Morland**

**Also in this
issue we have a
fantastic article
about painting
for a Demon by
Mark Lifton**





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Hello again, friends :)

My intention here was to show there was more to this vampire than you would think, and that she was partially revealing a more demonic nature. So, to achieve this, I mixed all sorts of inspirations on the Avatars of War vampire countess; Olivier Ledroit's Requiem for the overall feeling; FF7's One Winged Angel and Hellboy II's Angel of Death.

Then came the hard task to baptize her. I used a vampire name generator, which at first took a perverse delight in giving me the cheesiest possible combinations, Ursula blood (XD), Bruxa Wildtomb (LOL) and Teophania Fogripper (LMFAO). I was all too happy to see a correct one appear at my last attempt. So Isobel Mistfang it was!

I originally wanted to put a couple of hellish mastiffs around her, in a totally Gozer-esque fashion — another time maybe.

Thanks again to Wamp team & members, to Avatars of War for doing such beautiful sculpts.

Many thanks all for your votes:)

XUR

rate **it!**
TOP THIS MONTH

Isobel Mistfang by XUR
Winner Avatars of War 2012 contest

welcome to issue 22

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W

elcome to the latest issue of Portal folks. We have some great stuff lined up this issue including details on a great new contest sponsored by Privateer Press. It's certainly a sign of the growing reputation that we can attract such big names to Wamp. Couple this with the amazing Dark Sword and Freebooter contests we have running and it's a cracking choice of contests on Wamp at the moment.

While the contests have continued in their usual greatness there has been changes at Wamp the last few weeks. I have been busy getting the site overhaul underway with changes across the board. The changes are aimed at making Wamp easier to use and to give you the content you want where you want it. The News has really taken off and that has been tweaked to make it even easier to get all the miniature news quickly (in fact Wamp generally gets a lot of news before any other site!!) It's also even easier to submit your news now, you can simply email it to us at: news@wampforum.com.

Another major change is restyling the site and the first part of that has already happened with a cool new look. I am currently working on a light version of the new design for those that prefer it, so if you use a light theme you will notice the change in due course!

I am also busy bringing other things into place including a new Wiki manager to help us really push that forward, also coming on board will be a writer to help cover interviews and articles. These new additions should help us make the content even better.

Finally before I let you all go and enjoy another fine Portal issue I would like to ask you help us out with our social networking. I am sure your all familiar with facebook and the like and how much they are used these days, well Wamp uses a social network too and we really want to push this and add as many users as possible. So if you use [facebook](#), [Google+](#), [Twitter](#) or [Linked In](#) or would like to join our mailing list or [RSS](#) feeds then please use the links below to add yourself. It all helps promote Wamp and spread our content even further. It only takes a second but it would be really appreciated.

Cheers

Brett



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in this issue

Review



Darklord casts his critical eye over a new offering from maelstrom Games' BaneLegions.

Article



This month Tim Fitch holds the spotlight on sculptor Nick Lund and shows us some of his early work.

Inspiration



Multi-Demon winner Mark Lifton gives us some inspiration and shares a few of his secrets into how to paint for a Golden Demon.

Review



Neatpete checks out the new Henrietta Jekyll 32mm miniature from Infamy Miniatures and lets us in on what he finds.

Tutorial



Maya Morland delves deeper into painting transparent clothing on miniatures with her second tutorial.

Article



Bringing up the rear our favourite Canadian explains the art of a quickie. I so hope he's talking about miniature painting.

CONTENTS

News	6
Review	8
Meet the WAMPER	9
View from the Hill	10
Tutorial	14
Company Profile	18
Contest	19
Latest Releases	20
Review	26
Contest	27
Spotlight on WAMP	28
Inspiration	30
Review	35
Gallery	36
Random Musings	46

NEWS

For all the very latest industry news check out www.wamp-forum.com

Is it me, or does it seem quiet... Salute has passed and like every year it leaves a slight vacuum behind it. Us painters are wondering what to do next. Some of you are starting on your Golden Demon entries so to help you along we have a brilliant article from multi-demon winner Mark Lifton. Others like myself are planning for other competitions (WAMP2012 in my case). But, for those few that are looking around and wondering "What's next?" we have something

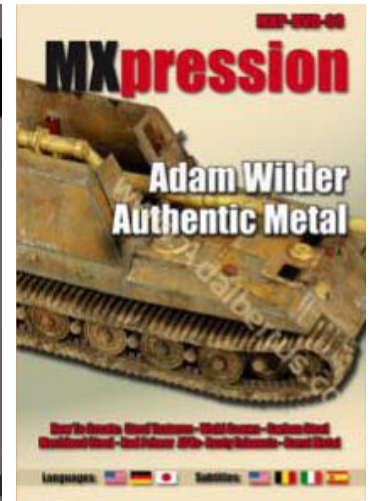
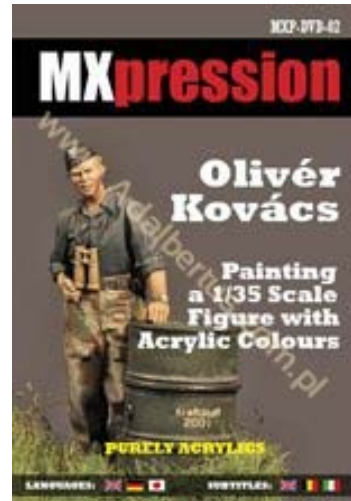
rather special for you. WAMP's first contest run in conjunction with Privateer Press!

If that's not enough to whet the old whistle then we have reviews on some very nice miniatures and also plenty of stuff in the Latest Release section for you to check out. And if you need some inspiration you should check out this months gallery with all the finest from the recent Avatars of War contest.



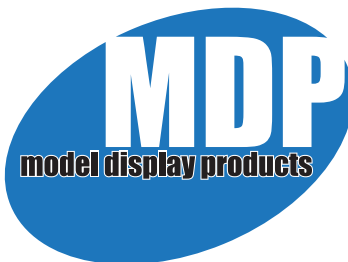
Base crafts release a new "Steampunk" themed basing kit that retails for £10. The kit includes 2 pigments and various gear & cog sizes.

More information [here](#).



MXpression, a German company have released two painting DVD's. The first by Adam Wilder shows us how to paint authentic metals. The second is by Olivér Kovács who paints a 1:35 scale miniature from start to finish.

Both DVD's are €13.77 and can be found online at [Albertus Miniatures](#).



This month Model Display Products release some "Trench" style gaming bases into their ever growing sci-fi range. They also release a 54mm resin miniature, "Bethanwyne Foxpaw" the female halfling adventurer (see page 22).

MDP are at Midlands Expo this weekend on the 20th which is held at Cocks Moors Woods Leisure Centre and Golf Course B14 6ER sp pop along and say hello.



Zombies: A Hunter's Guide (Osprey General Military)



This is a new "Free to download" book available from ebooks3000.com. Click the image to get the book.

Description

The dead have always stalked the dark corners of the earth. Since World War II, the number of zombie outbreaks has increased every year, while governments desperately try to cover up the facts. *Zombies: A Hunters Guide* contains all of the information necessary to recognize and combat this growing threat. Beginning with an explanation of the historical origins of zombies, it follows their history straight through to the threat they pose to the world today. All varieties of zombie are catalogued and examined, giving their strengths and weakness, with a special emphasis on recognition and elimination. Finally, the book covers the tactics and equipment used in zombie fighting. Accompanied by numerous full-colour reconstructions to help with identification, this book is a must for anyone on the frontlines of the Zombie Wars.



Trade-In

After hearing countless people say, "I wish I'd seen this before I bought that," when we roll out new releases we decided it was time to unveil the Secret Weapon Trade-In Program.

This program will allow you to exchange your current resin bases for the latest and greatest from Secret Weapon Miniatures!

But wait, there's more!

When you receive the coupon code for your trade-in you can use it to purchase ANY Secret Weapon product. So if you don't need more bases you can pick up some of our incredible washes or pigments!

But wait, there's even more!

Non-Secret Weapon products are eligible for trade-in! No, really, you can send us resin bases from one of our competitors and get a credit to use on your next Secret Weapon purchase. More information can be found [here](#).

Stats Box

Portal downloads	58264
Memberships	1787
New members this month	77
WAMP posts	177,450
Wiki Pages	166
Blogs	47

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](#).

pae vs vegascat - Monster

ScottRadom vs nameless - Eldar

Waghorn41 vs kdlynch - Gunslinger

Spectral Dragon vs waghorn41 -

Painted All Wrong

KDLynch vs Arjay - Science Fiction

Triple Feature Picture Show

kdlynch vs Sparks - Studio McVey

Rankings

Username	ELO	Streak
Darklord	1233	8
ScottRadom	1133	3
waghorn41	1125	3
pae	1065	3
Cregan Tur	1063	1

REVIEW

Banelegions Vilthiss

By Darklord



The BaneLegions range from Maelstrom Games has grown rapidly since it's inception and Vilthiss is one of their latest offerings but how does the Serpent warrior stack up against the opposition?

The BaneLegions, split into two ranges, BaneBeasts and BaneLords are a popular range and have scored highly in previous Wamp reviews so Vilthiss has a lot to live up to.

Vilthiss' part humanoid part serpentine figure instantly stands out from the usual monster fare, his fanged mouth wide open and a large curved edge two handed blade menacingly poised to strike. Dressed in battered and worn heavy armour and cloth underclothes gives plenty of room for colour injection by the painter. His long lithe body wraps around and creates a great sense of sinewy movement. A skull adorned trophy spike gives height to the piece. the snake skin gives a great opportunity to really push colour schemes to mirror some of those seen in real snakes.

The sculpting is on a par with other BaneLegions, it is excellently done with crisp sharp details with plenty of smooth areas to really show off your painting skills.

The sculpting is followed up by a superb resin cast. Its top drawer casting and the sharpness of the sculpt is retained. The joins are well done and fit together well with very little extra work required. Mould lines are minimal. In fact the only niggle on the casting is the base was slightly warped but its a minor point and is probably just a one off issue.

Vilthiss is cast in 6 parts which may seem a lot but its an easy piece to put together thanks to no warping and well thought out joints. Assembly shouldn't pose any issues not even for beginners.

The miniature is priced at £19.99 though is often available at a discounted price (£17.99 at time of writing) which seems fair for the quality and size of the piece. You get a plenty for your money.

Overall this is a cracking piece, the sculpt offers something different from the usual beasts we see on offer. The sculpting and casting are fantastic, as is par for the course with the BaneLegions. If your looking for something striking this is certainly worth a look, you wont be disappointed with it

Overall

An excellent miniatures, well worth buying.

Manufacturer	
Maelstrom Games	
Material	Resin
Price	£19.99
Contact	
www.maelstromgames.co.uk	
Other Information	
Often available at discounted price.	
Ratings	
Quality	10 Brilliant casting and sculpting.
Assembly	8.5 Six parts but easy to put together.
Value	10 Not cheap but you get brilliant quality for your money
Overall Score	9.0



MEET THE WAMPER

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



Real Name: Jason Compton

Alias: Spectral Dragon

Website: <http://www.facebook.com/pages/Fullmetal-Dragon/244642778890340>

WAMP Member Since: 17-12-2010

Bio: "Painting for several years now and I am still learning the basics. I was born in California, lived in Arkansas, Michigan, and Washington State in that order and currently live in Missouri. I have many interests outside the hobby including Nature, video games, writing, reading, martial arts, and anything SciFi or Fantasy related."

Paint, Sculpt, or Game? In an ideal situation I paint around 20 hours a week, take a good chunk of one day a week to game, and play at sculpting whenever I feel like it.

Favorite Mini Company? Keeps changing, but I keep coming back to Games Workshop, despite the increasing prices and bad business decisions. I just love the setting and the game itself, and the mini's are usually to a detail level that I love. Currently looking to expand my mini pile to include things outside GW.

Favorite Sculpt? This is a tough question, as this keeps changing. My favorite one that I have ever painted and had the most fun with is Inquisitor Lok from Forge World. Currently I am loving Steampunk Dorothy though.

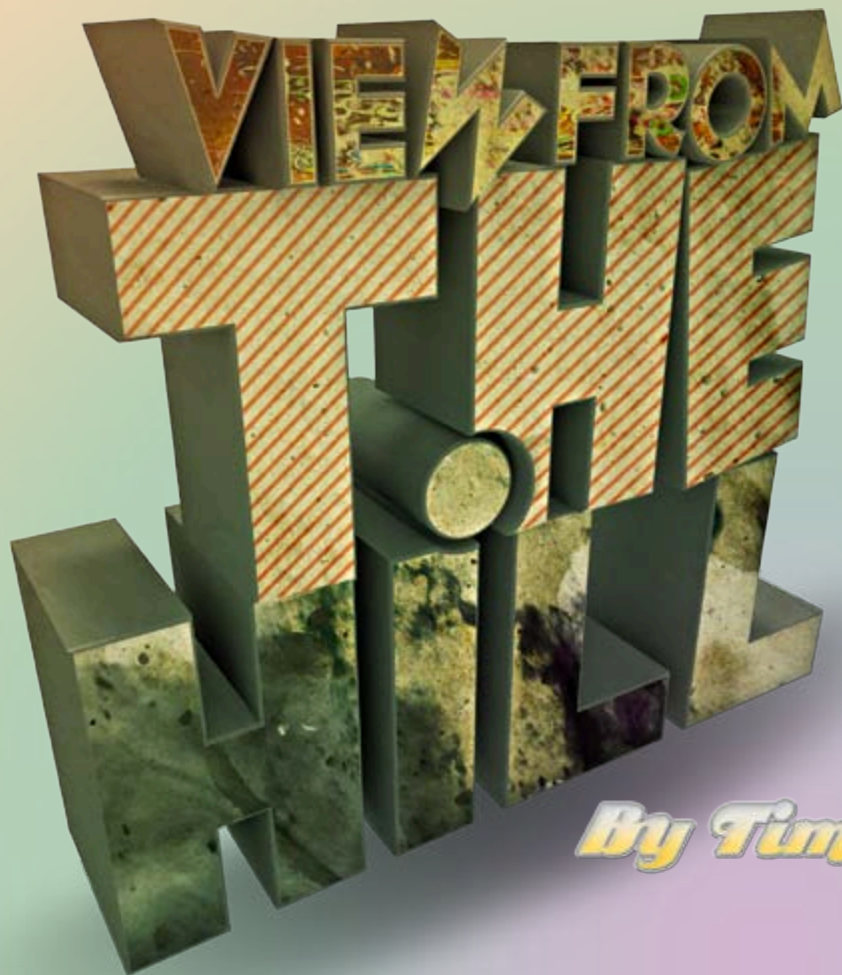
How long Have you been in the Hobby? Since sometime In 2006. So 5-6 years

How often do you visit WAMP? Daily, often several times a day. (I'm an internet junkie.)

Best thing about WAMP? The best thing about Wamp is that it is a close-knit community, to the point where you regularly chat with several active members and get to know them a bit. Few problems occur and everyone gets along so it's just helpfulness and a get together of hobby enthusiasts.

Tell us something interesting about you: I am currently working on a large project to produce a new kind of gaming system and setting for both fantasy and sci-fi gamers and mini enthusiasts. The overall project and company is called Full Metal Dragon, and I hope to start investing money in it by years end. In a year and a half I hope to have several things out for it including some rules for the game, a mini or two and some novels set in those settings.





By Tim Fitch

Sculptors Spotlight

Nick Lund

Sculpting a miniature isn't easy. Many people have a go, myself included, but quickly find that what you think is easy, most certainly isn't.

“Dungeons & Dragons was starting to make its mark in the UK and clearly this influenced Nick in what he made.”

It takes time, lots of practice and a good dollop of talent to be able to turn out something that looks like you intended it too. So perhaps it's no surprise that having invested so much time and effort in mastering the skills needed, sculptors often enjoy very long careers. Even the tragic accident that occurred to Michael Perry's hand, didn't actually stop him sculpting, he just learnt to use his other hand more. The point is, very few miniature sculptors just stop sculpting minis. In fact, I know of only two and one of them is Nick Lund.

Now if you were about and collecting in the early 80's you'll know the name. To the rest, you may have come across his work, or indeed may have a piece or two in your lead mountains without actually knowing what it is. Some may never have heard about him, which is sad because back in the day, he was quite a force.

I'll lay my cards on the table, I like his work. It's not to everyone's taste, and much of his early stuff is pretty crude, certainly by today's standards. But what you also have to remember is sculpting was a very isolated pursuit back then. Sculptors didn't have the internet

with which to share ideas and techniques. Greens were never shown, and the whole sculpting process was concealed as being akin to a dark art. Plus the sculpting materials themselves were very basic. That said, his style of sculpting is unique, and suited the subjects he sculpted very well.

I know little about his personal background or even his artistic achievements. What I do know from studying his miniatures is he seems to have started around 1981. This wasn't just the odd miniature here and there either. This was his own company, Chronicle miniatures, and he sculpted every piece.

Early and quite rare

Chronicle Fire Giant &

Dragon on pedestal



Dungeons & Dragons was starting to make its mark in the UK and clearly this influenced Nick in what he made. Adventuring characters along with the major fantasy races of Humans, Dwarves, Halfling, Gnome and Elf. However he was also quick to notice that evil characters and monsters generally sold better. After all how many wizards does an adventuring party need? But you can never have enough orcs. It was with these early evil characters that he started to lay the foundations for Chronicle's success.

Nick's sculpting style was to use the wet putty as much as possible. The miniatures appear to have been built up in layers, from basic form to clothed conclusion. Cloth was wet modeled, with extras such as quivers, bags and additional weapons being added afterwards. All pretty standard stuff you would think. And yes it is, but it's the way he did these that makes his work different. These aren't the neat crisp miniatures of Citadel, or the true 25mm figures of Denizen. Nick's miniatures were more rough and ready. Clothing that didn't quite fit, faces that weren't quite right, and of course weapons like no one else, ever!

This can of course be taken two ways. The first being Nick wasn't very good to start with, which probably has some merit. The second though is that his miniatures were trying to be more realistic than anything else on the market. These were the rougher, grimmer side of fantasy where the people weren't all good looking heroes and heroines. His were characters with rotten teeth, dubious morals and tavern clearing odours.

Whatever your personal school of thought may be, back in 1983 Citadel was clearly worried. I don't ever remember seeing Chronicle miniatures for sale in my two local model shops here in west Essex, but they must have been selling well in other parts of the country. So well that Citadel made an offer and bought up Chronicle, with Nick going to work for them, but still making his own range. I can see why it would have appealed, Citadel had the better distribution network, and being your own boss is a tough job when things are going well. Getting paid for taking a holiday is a luxury compared to having to pay for the time yourself.

Initially things looked promising. Chronicle was included towards the back of the 1984 second Citadel compendium, and within its pages listed quite a few new models. Kobolds, orc wolf riders, ogres and expanded orcs and hobgoblins. He named his orcs, black orcs and it's a name along with his distinctive style that fitted them well. Not particularly big, but feral looking creations, sometimes referred to as dog faced orcs due to their bulldog like appearance. The combination of wolf and orc was a stroke of genius too. Nick's wolves were huge shaggy beasts, just as frightening as the fearsome orcs they carried.

Early Chronicle miniatures showing Nick's different sculpting style



This was to be the high point for Chronicle. They were listed again in the 1985 third compendium, but the range of new miniatures was smaller. New black orcs and hobgoblins, but little else. It would have also been logical to expect his talents to start to cross over into the general citadel ranges, but apart from two regiments of renown, and a boxed set, all of them orcs or goblinoids, this was almost it.

One further item he did make was the Chaos Cannon, which sadly never had a very long release. Tensions were beginning to surface and it was rumoured that Nick sculpted the breach of the cannon and it was rather unflattering version of the then head of design, Bob Naismith. Whether this is true or not, Nick soon parted company from citadel, and the Chronicle line sadly was deleted from production.



But this wasn't the end of Nick's sculpting career. More of that next month.

A group of painted black orcs

released
June 2nd, 2012

BANE BEASTS

BNB-026
KADÁMASTAR
Ancient Devourer
£59.99



BNB-024
SHAAROC
Reviled Draackox
£59.99



BNB-025
MJAGNIR
Jötunn
£59.99



BNB-019
KRULL
Servile
Lord of Dis
£99.99



BNB-017
KEIRIOC-CRÓ
The Sea Devil
£49.99



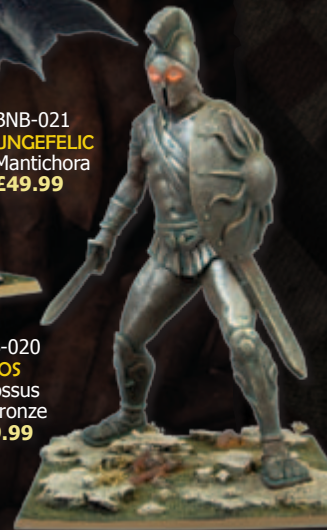
BNB-018
MARU
Swordtooth
£29.99



BNB-021
UNGEFELIC
Mantichora
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BNB-020
TALOS
Colossus
of Bronze
£49.99



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CREODA
Gúthwulf
£29.99



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£59.99



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OF FORTRIU**
Chimaera
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coming in
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Vore
£59.99



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banelegions.maelstromgames.co.uk

miniatures not shown to scale

www.maelstromgames.co.uk

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BANE LEGIONS

Transparent Cloth

By Maya Morland

This is the second tutorial by Maya in which she shares with us her methods and techniques when painting the various types of transparent clothing.

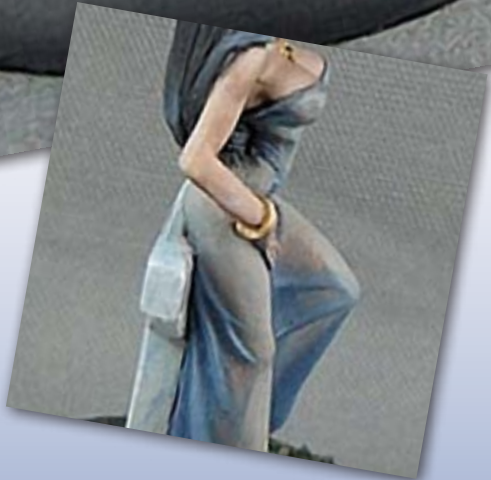
The miniature used in this tutorial is Jahenna, Vampire, sculpted by Dennis Mize and produced by Reaper miniatures. This is a very good example piece since you can not miss where the skin goes!

I personally consider "Sheer" as three different types. The "sheer sheer" is where the cloth is pretty much nonexistent and unnoticeable next to bare skin, "demi-sheer" is where you have just the barest glimpses of skin under the cloth and not as much skin detail showing, and "wet fabric" sheer is where the cloth is actively sticking to the skin and changing as it dries. "Wet fabrics" have different shadows and highlight placements than either version of dry sheer cloth.

It is very easy to go from "sheer, sheer" to "demi-sheer" by overdoing the fabric and because of this, this tutorial is done as "demi-sheer", the easier of the two to follow along with. Likewise, I have chosen blue as the colour for this tutorial since it is easier to correct and learn with than white or darker sheer colours.

It's always a good idea to eyeball your miniatures while cleaning them and get an idea of what you would like do with the miniature colour wise.

It's always a good idea to eyeball your miniatures while cleaning



them and get an idea of what you would like do with the miniature colour wise. This also gives you the chance to do any conversions you might want to add. For me, this is also the time where I map out exactly where my sheer is going to go and how sheer I want to make the clothes on the figure.

One of the most important tricks to a good sheer fabric is painting your skin normally! This means the full shadows, highlights and mid tones just as if your model didn't have any clothes on. If you skip this step, your sheer will look off. I also recommend dull coating your miniature, as this will protect your hard work on the skin and allow you to "erase" some of the paint later if you make a mistake while painting the fabric.

don't want to be too messy or you'll make more work for yourself when it comes time to layer in the sheer.



The below pictures show you the model and the black lines show where I plan to put skin tone. It's very important to follow the body curves when doing sheer. It's also very important to know how each different sheer behaves so you know how much skin you need in each area of the body.

The following pictures show the miniature base coated. The base coating step of skin is important because it lays out exactly where your skin will be showing through the cloth. If the legs, arms or any part that will be under cloth does not look like it belongs under cloth now, it won't

look good when you are done and needs to be corrected here.

If, while painting the skin, you get the flesh tone on the cloth where there won't be flesh showing, this is not a problem since the skin colour does reflect slightly in sheer fabric. If you are messy and hit the areas where the cloth will be solid, it is coverable and it is better to go a little over than not have enough skin painted. However, you

Since this mini has one leg up and leaning against the gravestone, it is important to get both sides of the leg painted so that they look even from the front. Her left side shows clearly where the leg should go, but it is not as well laid out on her right.

Since I am happy with the above base coat, I'll finish up the skin, face, eyes and mouth. I highlight all of the skin areas fully before I start laying in the sheer fabric. Finishing the skin completely is VERY important!



Once the skin has been base coated, shadowed, and highlighted and is completely finished, it is time to start painting the sheer.

I start with an extremely thin wash of blue over all of the cloth-covered skin. In this case, I used Vallejo's Transparent Blue. It should be thin enough so that when you spread a brush load over your pallet, you can see the pallet's colour.



The paint should be thin enough that you don't see but the slightest of changes with the first layer. What we want is the skin to have the barest tint of the colour of the cloth. I add more layers until I'm happy with the colouring. Try to avoid pooling and it helps to paint towards the raised cloth areas or areas of solid colour cloth. You'll see blue on parts of the miniature that aren't intended to be sheer and this is because I tend to test my brush on either the solid cloth areas (because this will be covered and doesn't affect anything) or another part of the miniature. It helps me make sure the brush isn't overloaded.



I layered up the raised cloth and the areas where the cloth pulls away from the skin with the transparent blue Vallejo glaze to block

in where the colours will be much darker. I used this as a guide to layer in the mid tone on the solid cloth sections and across the creases in the clothes. I also used a base coat of Reaper Master Series Twilight Blue to darken some of the shadow around the chest, breasts, stomach and legs. If you add too little colour, you can go back in and change it at any point, but if you do too much, it is annoying and time consuming to correct. This is also a point where, if you have rough spots from your prep of the miniature, you will notice them, and the roughage can throw off the effect. You can also correct any overage of skin fairly easy here. I made her left leg less visible



from the front as it looked too "fat" when viewed from the front with a slight angle to the left.



Those were the hard stages, now it gets much easier. Next is just adding in the shadows and highlights to the solid cloth and just a bit to the raised areas of sheer cloth.

I've layered in my shadows along the folds of the clothes with Reaper Master Series Midnight Blue, then tweaked my base coat and added some subtle highlights (my camera does not pick this up well) with a combo of Reaper Master Series Snow Shadow and Ghost White.



This is all the highlighting I will be doing right now. At this point, it is also easy to mess up, so I finish out the rest of the model and give it a quick dull coat. This lets me see the model in its entirety before I finish up the highlights and gives me a layer of protection over the paint job which makes correcting highlight errors easier.

I generally paint with paint the same consistency as the wash I showed earlier so I used about 7-8 layers for the shadows and 5 or 6 for the highlights in the above pictures. After the base coat, the shadows and highlights are smaller areas for each layer so they take less time. Painting thin does require patience, but you will still see results fairly quickly even with the thin layers. Thicker layers means much faster transitions and more noticeable mistakes and makes it really easy to lose the sheer effect.

You'll notice I have not taken highlights up extremely light or all the way to white. If you go up to a highlight of white, you went up too far and it will look odd to the eye. You should never see pure white unless the sheer fabric is white.

Google is your friend because sheer acts so differently than normal cloth and a reference is always good to look at when painting it.





In this feature we are profiling companies associated with our hobby and ask the people behind these companies what makes them tick and what role they play in getting a product from the drawing board to our painting table.

BITZ BOX



This month we have Craig Randall under the spotlight and ask him about his company "Bitzbox".

Tell us a little about your company

We supply single plastic and resin parts from Games Workshop and Forgeworld miniatures. Whether you need a single pair of legs or some extra weapons for your conversions we have it here.

How did the company come about?

The irony behind Bitzbox starting was because I had quit the hobby. I had collected Warhammer 40,000 for roughly 8 years prior to starting Bitzbox so I had a huge bits box of my own. I was already working in web design so I knew how to make an online store so I thought as a means to make extra money I would sell my left over bits. I had no idea the website would be as successful as it is now.

How long has it been going?

Bitzbox has been going since September 2006.

How many employees?

Just myself. It used to be myself and a friend who I was also working in web design with at the time but he sold me his half of the business a couple of years ago.

What's the hardest part of running the company?

Keeping up with demand. There's such a diverse range of miniatures and I don't have the time or budget to stock them all at

once so a lot of items will appear out of stock for long amounts of time. I am slowly increasing the amount I restock though.

What makes your company stand out from the rest?

Compared to other bits stores I think Bitzbox has the most diverse range and restock items more frequently. We are also the longest running out of all the current bits stores.

What's your favourite product you have released?

We are only a re-seller of bits so none of the items are made by us but out of the items we sell my favourites are the Forgeworld Space Marine armour marks.

Any product you wish you had thought of?

Again we only resell items but I do wish I had the talent and equipment to make my own range of items similar to what stores like Maxmini and Scibor provide.

Why should we buy from you?

Bitzbox is a fast and reliable bits store. It's my full time job so orders are being shipped out daily and I'm always at my desk to answer emails quickly.

What does the future hold for you?

My aim is to stock more items quicker so it's easier for people to get those hard to find bits. I've now been running the website for over 5 years and I'm really looking forward to seeing where I will be at the 10 year mark.

Any sneak peeks?

We will be running a very cool competition for our Facebook fans in a few weeks time so look out for that.



It's time for a new contest and also time for a new sponsor, coming to the table we have one of the biggest miniature companies in the world in the form of Privateer Press! We're sure you all know them and their fantastic range of miniature awesomeness.

We have some great prizes to tempt you into entering. The contest will be split into 3 categories and a best in show.

Categories

- Single Figure: Any Privateer Press single miniature.
- Warjack/Warbeast: A single light or heavy warjack or warbeast.
- Unit: A unit of at least the minimum number of models allowed and no more than the maximum number of models allowed. Unit Attachments and Weapon Attachments may be included.
- Best in Show: Chosen from the category winners.

Prizes

Single Figure

- Iron Kingdom and Trollblood Colours Paint Set's
- Cygnar Colours Paint Set

Warjack/Warbeast

- Khador and Protectorate Colours Paint Sets
- Cryx Colours Paint Set

Unit

- Mercenary and Circle Orboros Colours Paint Sets
- Skorne Colours Paint Set

Best in Show

- Warmachine Two Player Battle Box and Legion of Everblight Paint Set. Your entry will also feature on the front cover of Portal Magazine.

Judging

Category winners will be decided by public vote. Best in Show will be chosen from the Category winners by Darklord and Privateer Press.

Deadline

Tuesday 24th July 4pm (BST)

supporters deadline will be 31st July 4pm (BST)

We're pretty excited by this contest and Privateer Press are a BIG name in the industry so lets show them what Wamp can do!

For more information, rules and gallery links click [here](#).





Aidan Saint James



Etruscilla



CYCLOPS BRUTE
SKORNE™ LIGHT WARBEAST
PIP 74067 • 40mm Base



U.S. Marine (Fallujah, Iraq 2004)



Zeeona



Jhonn Creek



Sana



Vampire Vittorio Morbius



Miss Tank!

US Masterpieces
...figures



Hellenic General Ioannis Makryannis 1821Bust



Bethanwyne Foxpaw



Martian Horde Warrior



British Tank Crew WWII

URBAN WAR



Vulcan Gladiators

Forge World



MK IV SPACE MARINE ASSAULT SQUAD

BANELEGIONS



Ygerna, Sword-Melusine



Aanchuth the Cursed, Warlock of the Gabrax



Svrill, Wielder of Khthon



Blunt-Claw, Vras-Lord



Kadámaster, Ancient Devourer



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REVIEW

Honey Valentine

by Shane Rozzell

A few weeks ago I reviewed Kabuki's 54mm Hellenika which is part of their "Big Sisters range. This time around I'm looking at another from the same range, Honey Valentine, the sexy gangster!



First up I must say I don't usually go for Pinup miniatures simple because I find the whole thing about them a bit cheezy and 1970's. There are a number of companies who produce pinups, Andrea being the most well-known, and from the number of new releases they keep putting out this seems to be a popular genre of our hobby. I think the Kabuki pinups at least have some extra context or narrative other than the typical "Oops, this puppy just pulled my dress off" kind of pinup that Andrea produce.



of this miniature is the huge heart shaped chair Honey is sitting in. I think this will be a decent challenge for any miniature painter to try and paint all the red patent leather!

There are one or two small air holes to fill around her shoulders but thankfully the mouldlines are at a minimum which is good news because the highly detailed gun is very thin. I would also add that the shaped cigar she is smoking is very small so be careful, it's going to be very hard to replace!

Overall

I have added an extra .20 to the overall score because, although I'm not fussed with pinup's in general, I recognise that this is a very well-produced miniature that will appeal to a lot of people. The context of the mini isn't stretched to breaking point and it poses a nice challenge for the model maker/miniature painter.

Quality and detail seem to be synonymous with models from kabuki and I must say apart from my thoughts about pinups Honey is a pretty good miniature. I can well imagine the sexy gangster woman using all the tools are her disposal to get ahead in such a male dominated world. She has sex appeal and good looks and doesn't mind using them to get what she wants. If that fails... well there is always the machine gun on her hip.

Honey Valentine is a multipart kit that comes with a 60mm round lipped base, why, I don't know because this is obviously a display miniature so the need of the black plastic base seems a little redundant to me. Honey herself comes with the option of having her right foot with or without shoe. Apart from that everything else is standard fair and to be expected from Kabuki. The casting is nice and clean and when I fitted my version of this together it all fit snugly so there is little need for any gap filling. One of the striking aspects

Manufacturer	
Kabuki Models	
Material	Resin
Price	€21.99
Contact	
www.kabukimodels.com	
Other Information	
Concept by Aurelio Lecis, sculpted by Benoit Cauchies. Boxart by Alfonso Giraldes.	
Ratings	
Quality	9.5 Exceptional casting quality, very good sculpt.
Assembly	9 There are a lot of parts but they go together well.
Value	8.5 Isn't the cheapest 54mm resin miniature but it's good value for money.
Overall Score	9.20





This years contest will focus on the George R. R. Martin Masterwork's Range that most WAMP readers most likely know him from his Song of Ice and Fire Book series first and then his Game of Thrones HBO series second. (A Game of Thrones is book # 1 from The Song of Ice and Fire series). For the contest there are some cracking prizes on offer from Dark Sword:

- 1st Place - \$200 in Dark Sword On-line Store Credit
- 2nd Place - \$100 in Dark Sword On-line Store Credit
- 3rd Place - \$50 in Dark Sword On-line Store Credit
- 4th Place - \$25 in Dark Sword On-line Store Credit
- Honourable Mention - \$25 in Dark Sword On-line Store Credit

The Dark Sword online store credit can be used on anything in thier Online Store (not just GRRM Masterworks range).

All entries must be from the GRRM Masterworks range and as a special treat we have lined up the perfect person to judge the entries.....

George R. R. Martin himself!



That's right the very man that created the Westeros world and the books and TV series based on it will be judging your work. George R. R. Martin is a fan of miniatures and has an extensive collection painted by some of the foremost artists around. George R. R. Martin is always on the look out for new painters so this is a great opportunity to impress the man himself! Deadline for entries will be

4pm (BST), 24th May 2012

Supporters deadline is 4pm (BST), 31st May 2012

FREEBOOTER MINIATURES

It's time for a brand new sponsor and I am really excited about this addition to our fantastic line up, we have Freebooter Miniatures coming to Wamp with their massively popular miniatures. They do some cracking sculpts so this should be great.

As if just an excuse to paint a Freebooter mini wasn't enough to tempt you even more how about some prizes?

- 1st place £50 Freebooter goodies and feature on the cover of Portal Magazine
- 2nd place: £30 Freebooter goodies
- 3rd place £20 Freebooter goodies.



The Deadline for entries will be

3pm BST Saturday 23rd June 2012

Supporters deadline will be

3pm BST Saturday 30th June 2012

It gives me great pleasure to finally announce the categories and judges for **WAMP2012**.

Following feedback from last years inaugural event the categories have remained almost the same.

We will be hosting the following categories:

- Single Figure
- Monster/Vehicle
- Group
- Large Scale/Busts
- Diorama/Duel

In addition to these there will be “**The Peoples Choice Award**”, voted for by the public, in addition to other awards.

- Best Banelegions/Banebeast - this is in addition to other awards.

We will also have an overall “**Best in Show**” chosen from the category winners.

Category Descriptions

Category 1. Single miniature

This category is open to any single miniature up to 54mm scale. Any manufacturer, any genre including non-monstrous mounted models . mounted on a suitable sized base. (see base size ruling)

Category 2. Monster and Vehicle

This category is for the larger sized models and vehicles . Any manufacturer, any genre. Models mounted on monsters are to be entered in this category . If models are mounted on bases they should be of an appropriate size

Category 3. Group

This category is for groups of 5 or more miniatures. Any manufacturer, any genre . models DO NOT need to be gaming legal as judges will be basing marks on paint and modelling alone.

All models need to be mounted on appropriate sized bases. (see base size ruling)

Category 4. Large Scale/Bust

This category is open to larger scale models and busts 54mm and upwards from any genre, any manufacturer. Models should be mounted on appropriate sized bases.

Category 5. Diorama / Duel

This category is for dioramas vignettes and duels. The models entered can be from any manufacturer and judges will be looking for a strong story element capturing a moment with clever usage of models and scenery.

A note on base sizes

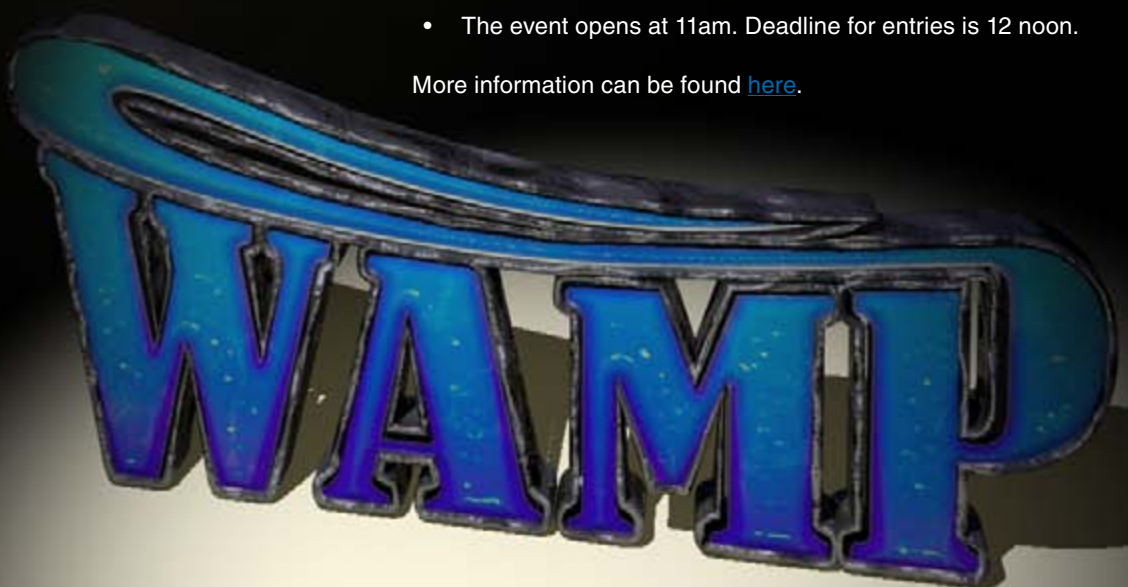
The term appropriate base size has been used throughout the category notes . There are no hard and fast rules regarding the size of base used and no model will be disqualified due to base size in any category . It is worth noting in all cases though that the emphasis of the judging will be on the painting of the model itself and base and presentation will account for a small percentage of total marks .

General Guideline

- There are no restrictions on manufacturer, genre or scale unless applied to a specific category.
- You may enter as many times as you like in each category
- You will only be eligible for 1 prize per category (though you may receive as many judging awards as you achieve a mark for)
- The Peoples Choice and Banebeasts/BaneLegions awards are given in addition to all other prizes and awards.
- You must enter your pieces in person.
- You may not enter pieces that have previously won at WAMP2011
- The event opens at 11am. Deadline for entries is 12 noon.

More information can be found [here](#).

A
Spotlight
On

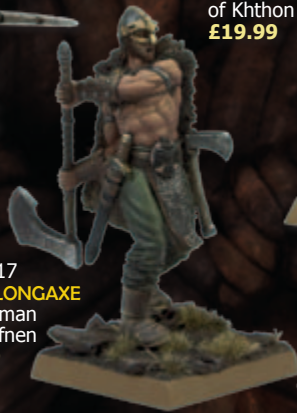


BANE LORDS

all four models released
June 2nd, 2012



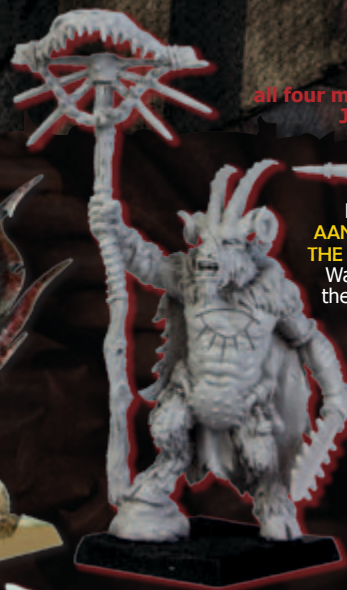
BNL-026
UGGURD
Falx-Brute
£19.99



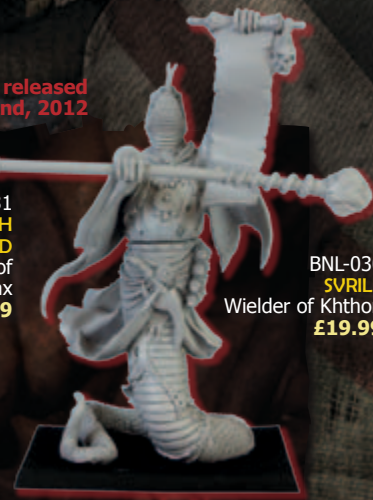
BNL-017
EIRIK LONGAXE
Steersman
of Hrafnen
£9.99



BNL-024
VILTHISS
Champion
of Khthon
£19.99



BNL-031
AANCHUTH
THE CURSED
Warlock of
the Gabrax
£9.99



BNL-030
SVRILL
Wielder of Khthon
£19.99



BNL-022
LUGUNG
Scythe-Brute
£14.99



BNL-025
MEGÁLÁVRA
Bull Krokodar
£24.99



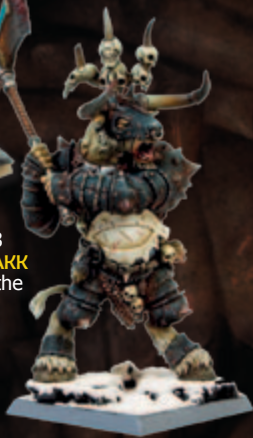
BNL-029
YGERINA
Sword-Melusine
£9.99



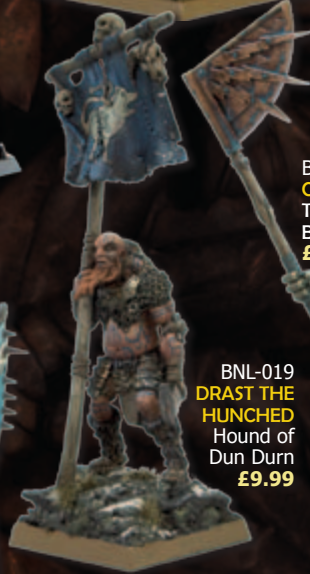
BNL-032
BLUNT-CLAW
Vras-Lord
£9.99



BNL-018
CKAARAKK
Tain of the
Tarvax
£24.99



BNL-020
KRAAN
Tain of Baalor
£29.99
Foot and mounted



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GJÖLL
Troll Vane
Bearer
£24.99



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miniatures not shown to scale



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CHASING MY Demons



Hello. My name is Mark Lifton and I am a self-confessed Golden Demon junky (there I said it). I am now just about to turn 50 and my mum still complains that I should have grown out of this stuff by now (nah!!!! Not gonna happen) – thankfully, my wife is very tolerant. As a few of you may know, I am very fortunate to have enjoyed a rather fortunate run of results at Golden Demon over the past 17 years, something which has definitely fuelled what has become a bit of an obsession (I can't deny it).

So, how did it all start?

I am actually a relatively late developer as regards painting miniatures 'properly' is concerned. Toy and model soldiers have been constant companions, for as long as I can remember. Some of my earliest memories involve buying Swappet and Timpo soldiers, and getting hold of the latest Airfix HO/OO soldiers to see what characterful figures would be included. As I progressed into and through my teens I remember building most of the Airfix tanks and a lot of planes, before moving onto Tamiya and then eventually into building Hinchcliffe and Minifigs armies. Yes, I was painting, even a lot of those little Airfix soldiers, but I was only 'colouring in' with Humbrol enamels. Painting was, for the most part, a very functional process designed to get armies created for wargaming, although bizarrely I rarely fought any battles. And just to prove my lack of painting prowess, I even painted my entire Roman and Greek Hinchcliffe armies using a pin – a 'necessity' brought about by my excessive brush attrition rate, thanks to my poor cleaning regime (actually a pin worked quite well for blocking in colours – you'd pick up a blob of paint and guide it round the model. It even worked well on small details like belts and basic shield designs).

Even when I got occasionally diverted into diorama building (my plasticine Somme and the Alamo converted from the Airfix Roman Fort being cherished memories), the model making was still the main activity. Looking back at the very few old modelling books that I have from those times, I can see why. The focus was on modelling with painting playing a very much secondary role with the painting also being of a pretty low grade compared to today. To illustrate that point, one of the books I have is in black and white with most of the illustrations hand-drawn. Try telling kids that today, and they don't believe you!! It was certainly a far cry from all the information and video tutorials available on the Internet today (we are spoilt rotten these days).

Now I do remember that the first painting technique I picked up (probably from Military Modelling mag) was dry-brushing. I applied this to the 15mm ACW MiniFigs wargame armies that I amassed in the early 1980's. This involved very lightly drybrushing white enamel all over the model after blocking in the basic colours (WOW ground breaking stuff!) but I clearly recall the satisfying eureka moment when I realised how much better this simple technique made my models look ... er, along with the accelerated brush attrition rate! I also recollect accidentally 'discovering' washes when I decided to use some poorly mixed flesh enamel on some 15mm faces and found that it gave a very pleasing shaded / highlighted effect over a white undercoat ... this became my prescribed technique for the skin of both armies, but I then did nothing else with that technique (I feel such a fool now). And I also experimented with using watercolour paints to paint horses – this gave a very pleasing gradient to some of the colours that I used, making the horses look a bit more life-like. Again I never used this technique on any other parts of these armies. However, despite the small steps to advance my painting techniques in the early 1980's, the focus of my attention was still on the quantity of models painted.

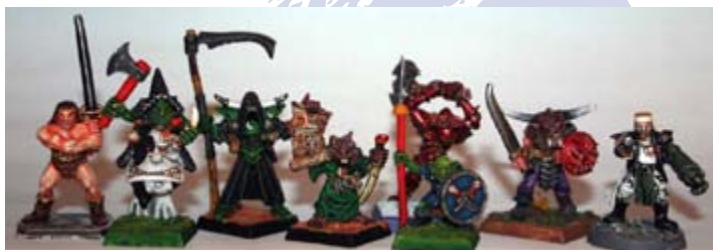
Although I was totally obsessed with building my ACW armies for quite a few years, I do also remember discovering Citadel miniatures in 1980 (most probably from a small ad in Military Modelling). I still have that small blue covered catalogue somewhere. I can remember being captivated by the characterfulness of their Sci-Fi miniatures and invested in a few Space Pirates and even painted them up ... but



again, I only coloured them in with enamels and then coated them in varnish so that I could play some games with them using some Sci-Fi rules from somewhere or other.

So when did I start trying to paint 'properly'?

The painting switch was well and truly flicked on in 1987 (I was 25 by the way) when I discovered a copy of White Dwarf in WH Smiths in Wellington (Somerset) to be precise (obviously a seminal moment to have stuck in my mind). WD was still mostly black and white (you youngsters!) but had a tantalising handful of colour pictures of painted models and artwork. I was particularly smitten by the old Chaos Warriors, and being a huge fan of Rodney Matthews fantasy artwork, these figures almost seemed plucked from that world – I had to have some. My early efforts were entirely guided by the advice to be found in White Dwarf – I didn't really know anyone else who painted minis (no on-line communities then and very few books!). My early efforts were mixed, not least due to the now semi-legendary habit of these early painting guides being slightly economic with the truth, BUT it got me experimenting and learning. I also painted a lot of the figures from the Warhammer, Necromunda and Heroquest boxed games as well as some additional metal figures. In those days I was still mostly using drybrushing and ink washes with a little bit of layering .



After several years of trying to follow those Heavy Metal painting guides, the big moment came when something made me think that it might be fun to enter Golden Demon – I have always been quite a competitive sole. It was 1993, and in those days you still had to get through initial heats at your local GW store. I took some high elves along to the Kingston Store and was rather chuffed when I won through to the main event.

In 1993 entries were dispatched by the local store to the NIA (National Indoor Arena) in Birmingham by the GW staff. There were two things that I remember most about my first GD:

I. That my painting was nowhere near as good as I thought it was.

II. The carnage that was dealt out to some of the entries. Mine suffered a few minor bruises but I can still picture a Dragon and Rider that had been bent so far forward that it was no longer rearing up and was virtually standing on four legs.



However, the great thing about that day was that I got to see some brilliantly painted minis up close. I had only ever seen photos in White Dwarf (plus some fairly well painted stuff at the GW store) and the camera, and printing technology of the day, had clearly under-represented the quality of the paint jobs I'd been using as my guide. Although I had been put squarely in my place, it just made me want to improve but, most importantly game me a standard to aim at. I wanted my models to look as good as those!



And so, undaunted, I returned to my modelling table and made my breakthrough in 1995 (at the age of 33) when I managed to get my first entry past the first cut with some Ork Rokkit Boyz – just some simple, fun conversions and some shockingly basic painting Rokkit fuelled by this success I once more picked up my brushes and paints with renewed vigour and could hardly contain my joy (I can still remember the ecstatic drive home) when I picked up a silver and bronze in 1996 with entries that would not even get near the first cut these days.



This was also the year that I encountered 'painting til 3am on the big day' – rather stupidly, I had only started painting my Ork Truck the weekend before. In fact I was so tired driving up to Birmingham that I had to pull over at a service station. I fell asleep within about 3 seconds and thankfully woke up an hour later (I could have missed the whole event!). Obviously, I resolved to never put myself in that situation again – howls of hysterical laughter – 2am is now the acceptable cut-off point.

Anyway, buoyed by my first success, I entered again in 1997. The quality of my entries was definitely better than the previous year (or so I thought) so, of course, I sat back and waited for the trophies to roll in. Wrong, wrong, wrong ... I can still feel that gut wrenching knot of disappointment in my stomach as it dawned on me that I would be returning home empty handed. This taught me some very important lessons :

- There are loads of people out there that are far better painters than me (there still are)
- I still have loads to learn (still very true)
- Never rest on your laurels and always try to improve
- And yes, I am quite competitive

The years have simply flown by since winning my first Demons. During that time I have gradually (OK quite slowly really) improved my painting skills. Most of what I have learned has, to be perfectly honest, been from White Dwarf articles and other associated GW publications plus a lot of trial and error. I have to say that the tutorials featured in WD over the past few years or so are much better than the early ones that I struggled where there seemed to be a stage or three gone missing. It has only been in the last couple of years that I have dipped into other books and also 'discovered' how much stuff is out there on the internet. I do sometimes feel that there is so much stuff out there in cyberspace that there is a danger that you can spend too much time reading and not enough doing!



So what is the secret recipe for winning Demons?

Well, I have been lucky enough to have a few conversations with Alan Merritt over the years and had the last of those just a few weeks ago at the Golden Demon Winners' Day when he did a little presentation / Q&A on the subject which continued over lunch.

The very simple answer that he gave was 'Paint Awesome Minis' and then grinned. After a little thought he broke this down further to say that models need to work on two levels :

- Overall impression. They must have some overall impact that catches your eye and draws you in. Character, colour schemes, dynamism all play a role here.
- Close Up Impact. They then have to survive close up inspection (this means from 2 inches). This is when we are getting into the nitty gritty of painting technique.

He also went on to bust a few myths that we all see regularly put forward on the web:

- Myth 1 : Latest minis are favoured (for commercial reasons). Alan said that the judges are often amazed that minis that have only been launched a matter of weeks or even days are often entered. He then re-iterated something that he has said many times over the years, something along the lines of 'don't forget that we have seen all of the new model releases incredibly well painted for 6 to even 12 months before they are launched and so their novelty has worn off' - this is something that I have taken to heart to the extent that I have not let 'latest model fever' dictate what models I use in my entries (esp not at the pace that I work!!).
- Myth 2 : EM painting style favoured. Obviously, judging is a subjective 'art' however, the judges genuinely do not feel that they favour one style over another other than that they are looking at the overall quality of painting. Alan said that he is always conscious that any decision that the judges make becomes another observed trend. He pointed out that he is usually head judge in Italy, where the style of painting is usually regarded as different, and that this year the choice for the Sword came down to 2 very different minis. One had loads of freehand and he admitted that he thought that whichever he chose would start a 'trend' that freehand was either 'in' or 'out'. Personally speaking, you only have to see Angelo Di Chello's winning minis from GD UK 2011 (in real life from 2 inches) to prove that the judging is not EM biased as Angelo's style is not classic EM at all.
- Myth 3 : GW are anti-scratch build. It just depends on there being something worthy of winning. The point that Alan made was that the competition is all about the painting so scratch building should not actually give an advantage. However, my own view is that you have created a stunningly / interestingly different mini that also just happens to be fabulously painted then clearly it will still give you an advantage.

What has my secret recipe been?

Overall, I would sum up my strategy as the 'Cunning

Conversion' route – just kit bashing with a little bit of chopping up and filling. And to be honest this has not really changed. I just really enjoy hunting for that little twist that can be made that gives a model that something extra. This usually is based around adding some extra animation from a subtle change of pose coupled with some additional complementary bits. The things that help me are:

- I. Being GW focussed / immersed has been a huge advantage. I think I have developed a natural sense about what will appeal to the judges and, importantly, what will not ... although I am not infallible.
- II. Having fun – the play value of GW minis is often overlooked by many. There is a very good reason why GW used to sell all those bits separately ... FUN ... it certainly wasn't commercially viable. The plastic sets fuel that play value still further and I know that the judges really enjoy seeing novel (but appropriate) combinations of 'bits'. This is the part of the hobby that I really enjoy and that I spend a lot of my time on. Trial and error fuelled by having an obscenely vast bits mountain plays a huge part in this – I am addicted to hoovering up interesting bits and accessories from loads of different plastic sprues via Ebay.
- III. Don't forget the base – you can have a lot of fun with that too (especially in Duel). If you are a judge and looking at two equally well painted minis and one has a better base, guess which will win?
- IV. Constantly evaluating every single new product for GD potential (gawd that really sounds sad!). Ideas can come from a variety of sources. A single part of a model. A photo of a model from a certain angle.

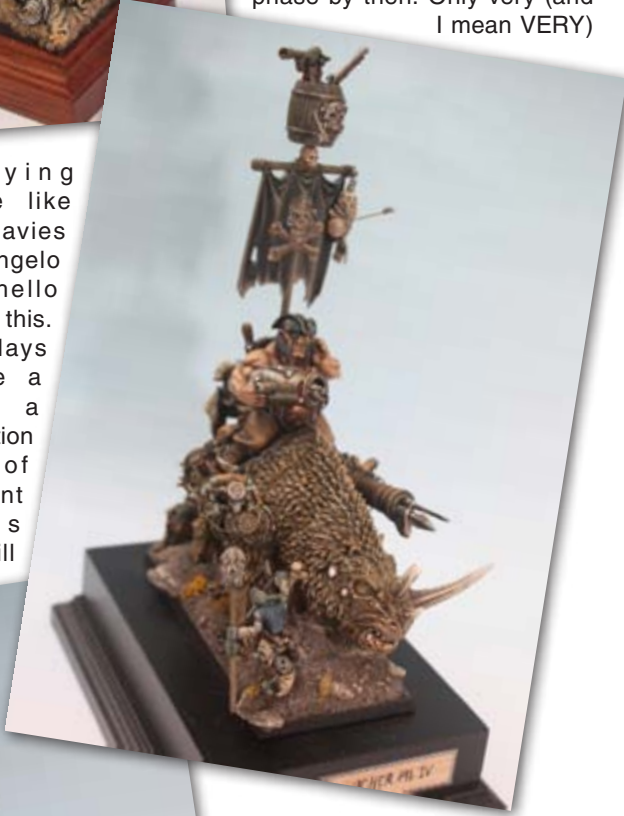




V. Fluke / happy accidents – a snapped Kroot leg helped me with the design for my 2002 Kroot vs Tyrannid Duel, whereas my 2011 Duel started out as a single mini until I returned to a blu-tacked Cold One only to find that the model had sagged into an interesting position that looked like the Cold One had been hit.

VI. Giving myself plenty of time. I am constantly amazed at how many entrants start thinking about what to enter a month or two before GD. I have already entered the 'will I get this finished in time' phase by then. Only very (and I mean VERY)

annoying people like Will Davies and Angelo Di Chello can do this. Nowadays I have a bit of a production line of different ideas that will



sometimes take 3 or more years to complete. The best example of this are my 3 winning monster entries for 2006, 2007 and 2008. They were all started in the same month in a huge blu-tack bits fest (marvellous fun!).

VII. Only judge the quality of other minis from 2 inches. You REALLY cannot tell how good a mini is from cabinet distance or from photos on the web. Many minis flatter to deceive. If you get the chance to get close to a winning mini just get right in there and learn.

But there are clearly other routes to success – the stunningly original paint job – mind boggling freehand – scratch building – the sculpted conversion. Each has its merits and some work better in some categories than others.

The key thing that I believe you need to aim for is the 'Wow Factor' – OK, this sounds obvious but let me explain. Just be aware that the liking of new and different stuff is a basic human trait (just look at the tediously annoying mobile phone market!!! – er, a shameless grumpy old git comment, I admit). What you are trying to achieve is the same effect that you feel when you see a brand new mini for the first time and your instant reaction is 'I want one!'. Now think about how that feeling / need gradually wears off over time, often quite quickly – that is what has already happened to the judges view of the newest minis (especially as they've had to paint them all). That is why I believe that the 'cunning conversion' and 'kit bashing' routes have been quite successful for me over the years. My painting has never been top notch (although I am still improving) so serving up something slightly new and different (and hopefully fun) has been my way to catch the judges' attention. You'll know when you've got there when your mucking about with a mini and start grinning inanely as you think 'Wow, I really like that!'

And finally ... you do have to be slightly masochistic and enjoy the challenge, trauma and agony that is pushing yourself to hit that competition deadline, nicely summed up by the following (that I wrote a little while ago) ...

The Golden Demon 10 Commandments

1. Thou shalt have grandiose ideas of entering at least 5 classes ... in October ... nay 6!
2. Thou shalt start building all of them.
3. Thou shalt 'plan' to have an entry finished by Christmas.
4. Thou shalt get distracted by other bright and shiny non GW products.
5. Thou shalt grow tired of thy part-builds and have even better GD entry ideas and starteth work on them.
6. Thou shalt suddenly find thyself at the start of July with nothing completed and find thyself wondering where on earth the last 9 months went (eth).
7. Thou shalt still believe that 3 months is enough time to get at least 3 entries completed.
8. Thou shalt still believe that 2 months should just about be enough time to get 2 entries completed.
9. Thou shalt come to thy senses with a month to go and realiseth that thou hadst better get thy arse in gear and finisheth one entry ... whilst still thinking that there still might (sort of) be time to get 2 done.
10. Thou shalt find thyself painting at 3am on the morning of Golden Demon wondering why thou cannot be more organised and why thou putst thyself through this every year.

Then for the following year ... return to point 1 and start again.

Well, this pretty much sums up the last 17 years for me!!

But above all ... enjoy your hobby ... it is supposed to be fun!



REVIEW

Henrietta Jekyll

by NeatPete

Manufacturer	
Infamy Miniatures	
Material	Resin
Price	£12.99, \$24.86 to the USA
Contact	
www.infamyminiatures.com	
Other Information	
Sculpted by Sebastian Archer. Limited first casting to 650.	
Ratings	
Quality	9.5 Great character, incredible details and originality.
Assembly	9 This mini goes together nicely, flash is minimal and no bubbles, very nicely done.
Value	7.5 \$25 to my door is on the high side, but that's in line with fine quality boutique minis like this.
Overall Score	9.0



What is Infamy Miniatures?

“ Infamy Miniatures is the culmination of 22 years spent playing with and painting toy soldiers.”

-James



I first came across this company while admiring the incredible artwork of the owner (James) in this year's Iron Painter. Talented dude himself, so I didn't hesitate to click over to his website that promised the availability a hot 1st release resin debut.

James, you have my attention.

This miniature is awesome. I love the character, this (for lack of a larger vocabulary) steampunk style is so hot right now, but Infamy has found an original take on it and is headed in a direction I'll follow.

It's sculpted by Sebastian Archer, so you know its as good as it can get. He really nailed the concept art and brought it to the third dimension. The face is not pretty, nor should it be. It has unique character and the feeling of hardship to me.

The casting is very smooth and crisp. The details go deep into the cracks and crevices. The legging comes under the coat and still holds

delicate detail. The plethora of bottles strapped to her waist are uniformly round and present an interesting challenge to show off some paint fu. Lots of tubes connect these vials and bottles to a rudimentary but effective looking flamethrower type weapon. I was pleased with this purchase and I'll be keeping my eye on this company.

There is a skirmish game in the works, "set in 19th century London, where opposing gangs battle it out for control of technology, power and finances." Reading around the website, it sounds to me like the minis will help develop the game and a lot of them will be based on literary characters. So far I see three groups:

- 1) Doctor Jekyll's Monstrous Menagerie
- 2) The Baker Street Irregulars
- 3) The Lost Boys

Overall

A great, highly detailed resin miniature!



Daemon Champion by Tigershark
2nd Place, Avatars of War 2012 contest



Dwarf Engineer
by Nord



Chaos Daemon
by fayte581

Tzeentch Sorcerer by Orki
3rd Place, Avatars of War 2012 contest



Slaanesh Hero
by Orki



Orc Brute
by AndyS



Samurai 7
by We7



Samurai 7
by We7

Chaos Marauder
by Nameless



Aithrand Nightblade by parvusmachina



Samurai 7
by We7





Susan and Grumps
by waghorn41



PKZ-2 Helicopter
by jfariahitech



Super Dungeon Kobolds
by odinsgrandson





maodimatteo.blogspot.com

the Mighty Thor
by mao



White Scars Terminator
by skraaal



Eldar Farseer
by MaGie



English Civil War Herald
by StampedingViking

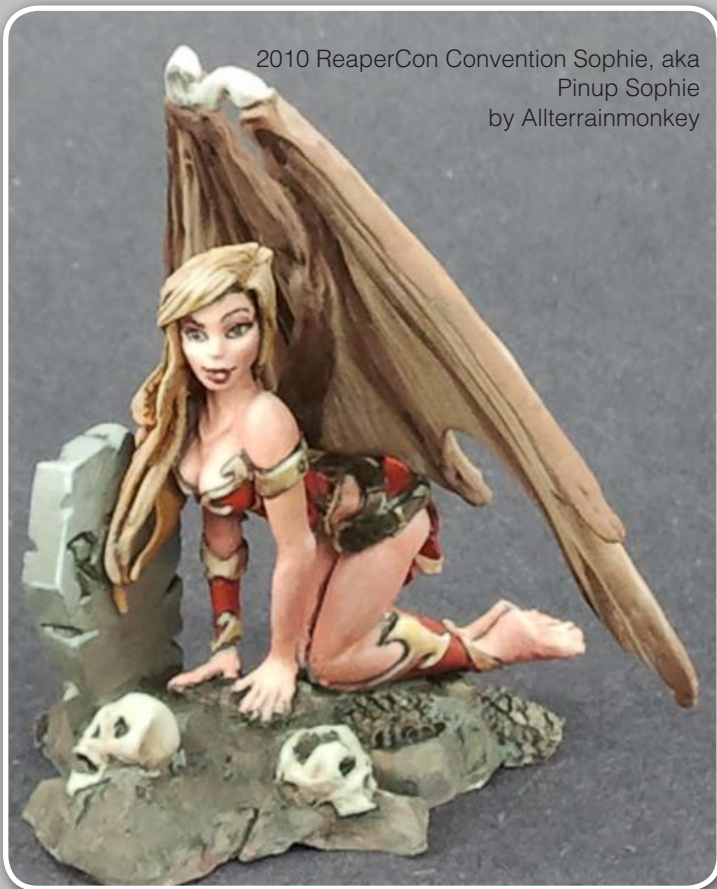
Skaven
by HaWior



The Cult of December
by Tommie Soule



2010 ReaperCon Convention Sophie, aka
Pinup Sophie
by Allterrainmonkey



Lanura Windsong
by Allterrainmonkey



WAMP Global 4hour Challenge
by Spectral Dragon



Sebastian, Rider On The Strohm
by We7





WAMP Global 4hour Challenge
by Nameless



WAMP Global 4hour Challenge
by kdlynch



WAMP Global 4hour Challenge
by Cregan Tur



WAMP Global 4hour Challenge
by exilesjib

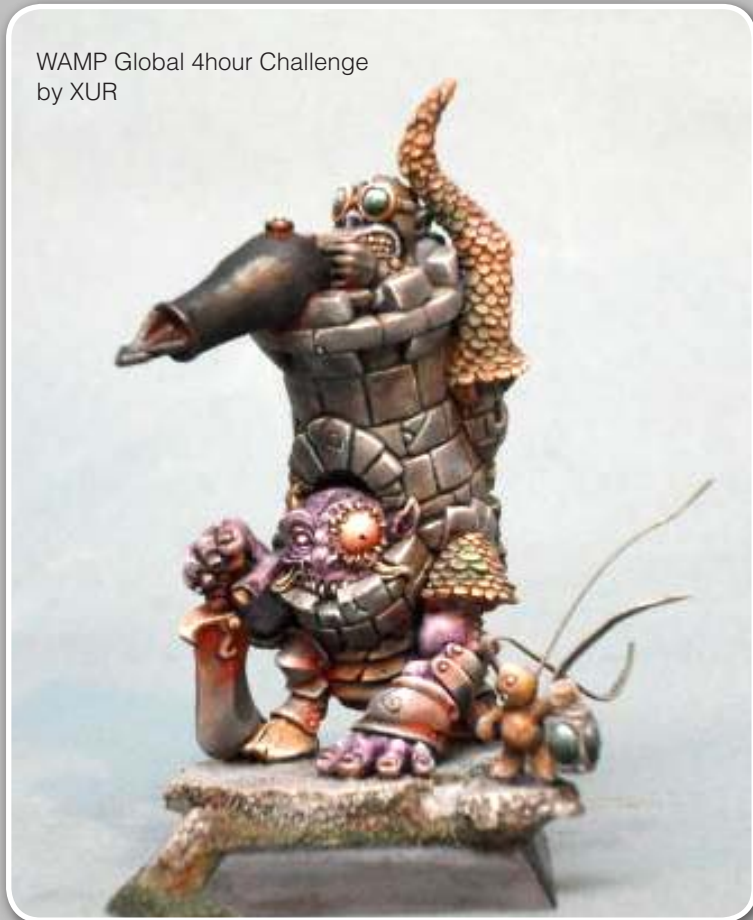
WAMP Global 4hour Challenge
by NeatPete



WAMP Global 4hour Challenge
by Nord



WAMP Global 4hour Challenge
by XUR



WAMP Global 4hour Challenge
by Shades



WAMP MUSINGS

The art of The Cluckie

By Scott Radom

4hrs seems like less time than it is. You can do different things to make 4hrs seem like the blink of an eye. For example I find a 4hr round of golf to fly by in an instant. One second we're figuring out who's teeing off first and the next we're tallying scores after 18 good ones. Or... you could watch "Waterworld" start to finish just about TWICE. That's gonna make 4hrs seem like 4 days for sure. But thanks to an idea recently brought to our attention on WAMP by MegaZordMan (No claim for the original idea is made by him, I'm just sayin' he brought it to our attention!) there is a new way to spend a four hour block of time on a weekend afternoon. No longer do you simply have to stare at the clock and countdown the minutes for Monday morning and a new work week to come! Now we have the birth of a great concept, the four hour challenge! The four hour challenge is a great way to encourage painters to strive for a fun afternoon painting without worrying about achieving technical perfection.

The idea of the challenge is simple. Pick a project and prepare and base the miniature as you like. This process is done ahead of time and not part of the four hour block you're going to allow yourself for the actual painting of the mini. Personally I've really taken to painting smaller miniatures inside the 28-32mm range. Things like smaller goblins, Halflings, robots etc. That would all be up to about the waist on one of Games Workshop's Space Marines. Ton's of fun to paint and not a massive time commitment to a project on normal terms. The four hour time limit is a perfect chance for those who maybe haven't given a smaller mini a chance an opportunity to give 'er a whirl and see how they like the change of pace from larger miniatures.

There is likely to be a great feeling of liberty in painting up a miniature and getting to focus on the completion of the piece rather than the perfection of the process. I mean I personally try to improve my technical process and achieve smoother blends as I progress and every once in a while it really becomes an exercise in frustration. With such a tight constraint on time though there will certainly be some allowances made for the odd visible brush stroke or off kilter colour pairing. There is no rule that once the four hour session is over someone can't go back and fix things they feel could be better but I for one will NOT be looking back after my mini is complete. I will not violate the sanctity of the spirit of this grand idea!

Another aspect of the contest that I am looking forward to is something that I think is key to successful miniature painting and something I have just about never done; planning out the miniature! Usually I just start off at a point of the mini and stumble along as I go. Planning a rough outline about colour placement on a mini is going to be very important in dealing with the timeline. At four hours there isn't much time for going back and forth debating paint selections. I think this is going to make for much better looking finished work. I plan on prepping, basing, spraying primer on the mini, then drawing a little sketch with some paint splashed in the key areas. If I like what it does for me for the four hour project I will see about adopting this super logical step for some larger commitment mini's.

I am completely enthused with the idea of painting to a time limit. I've not quite been able to paint up a unit or a warband or any kind of tabletop force for some time. Part of why I've been unable to paint up a gaming collection was that I would try to paint each and every mini to the fullest of my meager skills and the time commitment was anxiety inducing. I like this four hour idea a lot. For whatever reason putting a cap on the time allowed for a mini somehow makes me feel like even if I am not happy with how the technical aspect of the mini came out I can still be proud knowing I did my best for the time allowed. The weird little self imposed restriction of a time limit is something that I can really get behind. It appeals to me for reasons I can't explain and I look forward to taking part in the upcoming WAMP 4 hour paint challenge. I certainly will be trying out some four hour (or maybe less... three hour?) painting projects well past our WAMP event for sure.

If you'd like to have a go at the four hour challenge then here are a few threads from WAMP you should check out.

[Wamp Global Speed Paint Day: WAMP Monthly?](#)

[Wamp Global Speed Paint Day: Sign Up Thread](#)

[Speed Painting chat thread](#)

... in the Next Issue

In Issue 23 we'll start the countdown to Portals second birthday by bringing you all the latest from around the hobby. We'll have more reviews and tutorials for your reading pleasure Plus lots of great pictures of fantastic miniatures.

Portal Issue 23, Available to download 16th June.

PC Portal
an insight into WAMP

Alejandro Fernandez OF ANDREA MINIATURES INTERVIEW

Two Industry Insider Interviews
We hear from Privateer Press & Dream Pod 9

Mayke Reimer is In The Frame

ALSO IN THIS ISSUE
2 Great Tutorials, Miniature insights with View From The Hill. All the Latest News from around the hobby. We also get inside the WAGS head!

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