

Portal



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

an insight into **WAMP**

Reviews FROM
STUDIO 38
DARK SWORD &
MIERCE
MINIATURES

GOLEM &
MASSIVE
VOODOO
EVENT REPORTS

WEATHERING
& TERRAIN
TUTORIALS



ISSUE 26: Aug/Sep 2012



CLOTHING & MERCHANDISE

Wamp has updated its clothing range to reflect the new logo and URL and we have also opened another store that enables ordering from outside of UK and Europe.

Now you can get your official Wamp clothing or items from our painters range no matter where in the world you live.

For UK and Europe you can use

<http://wamp.spreadshirt.net>

Rest of world

<http://wamp.spreadshirt.com>





Lord of The Gabrax by Thor
Winner: BaneLegions 2012

rate **it!**
TOP THIS MONTH

welcome to issue 26

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by Thor

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Welcome to our latest issue of Portal. It seems the British summer has decided to go on holiday though it's not really put much effort in of late anyway. This is often the time of year folks head indoors and that can only be a good thing for those half-finished minis gathering dust on the shelf. I know this all too well, having just finished my first mini for 9 months! It's been great to pick up the brushes again and there's not many things better for me than the excitement of prepping up a new mini. It gets the creative juices flowing and the possibilities seemingly endless. The sheer range of ideas people can come up with for the same miniature is amazing and just when you think you've seen it all in the hobby something comes along to remind you that you haven't!

I have been busy getting WAMP2013 sorted (yes starting early!) and it's going to be much bigger, hopefully I will have more news on that next month. Very soon there should be even more exciting news but you have to wait for that!

I would just like to say thank you to the guys over at The Basement for all their hard work over the years. It has been one of the best figure painting forums around and its sad it will close its doors at the end of the month. It will be sadly missed but I wish the guys all the best of luck as they concentrate on their excellent Figure range Figure World event. All the best.

Enjoy the issue folks.

Oh and the Wampstore has its own Facebook page now, if you're on Facebook please help us out and like the page using the link on the store ad at the end of this issue

Cheers

Brett

in this issue

In The Box



In our new feature Jake Cannon, from Firestorm Games takes the lid off the Gears Of War board game and shows us what to expect inside.

Tutorial



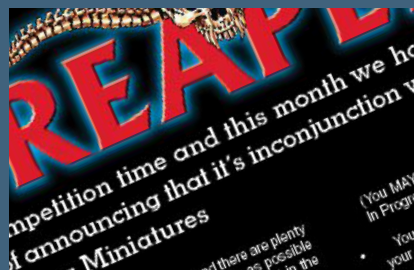
Terrain building just got sexy. Lights, lasers and smoke as well as kick-ass buildings and ground works. Our new terrain feature starts here.

Review



MaGie reviews a beast of a miniature. To find out more about the new offering from Mierce Miniatures click here.

Contest



The WAMP Comps keep getting better and just to prove the fact we welcome Reaper Miniatures for our new sponsored contest.

Event Report



Massive Voodoo's beginners painting course gets the critical eye cast over it this month. Find out more here.

Meet the WAMPER



Meet the WAMPER has a real star in focus this month. Jessica Rich doesn't quite reveal all but she tells us a lot of stuff about herself :)

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NEWS

For all the very latest industry news check out wampforum.com

Welcome to issue number 26 of Portal, the number one E-Magazine dedicated to miniature painting. Well, we have a load for you in this issue included a great new feature from Jake Cannon of Stormfire Games who is an expert on board games and each month will break the seal on a game and give us his review of the game. Also in this issue we start a new series of terrain building tutorials written by WAMPs very own terrain master, Demonn. We also have two painting seminar event reports, One about the UK Premier painting

studio, Golem Painting Studio and the other from the masters of the European paint scene Massive Voodoo. We have four great reviews were the review team looks at miniatures from Studio 38, Dark Sword Miniatures and Mierce Miniatures, who will take over the production of Maelstrom Games' Bane Legions. Megazord_man shows us how to use our weathering pigments to the best effect and Tim Fitch & Scott Radom also bring us more from their own personal slants on the hobby. Like I said, a pretty bumper issue.



The Basement to close

It was sad news when earlier this month we heard that The Basement forum is to close. The Basement (TB) was set up to promote the hobby of miniature painting and he been a UK forerunner of the hobby for a number of years. Robin, Adrain and Rob will continue to run the successful annual FigureWorld Show and their range of miniatures.

We at Portal would like to thank TB for all their help with WAMP, the WAMP live event and the tutorials we've published in Portal.

More information about FigureWorld and TB's miniatures can be found [here](#).

DUNGEONS & DRAGONS COLLECTOR'S SERIES

Gale Force 9 to release Dungeons & Dragons Collector's Series Miniatures

From their announcement: Today it gives us great pleasure to announce the upcoming release of a new line of products in support of Wizards of the Coast's Dungeons & Dragons brand. We have been given the opportunity to bring to life a series of D&D miniatures models, the likes of which the world has never seen. The Dungeons & Dragons Collector's Series is a line of high quality, unpainted, limited edition resin miniatures sculpted by some of the best names in the industry. We'd like to shine the spotlight on three product configurations.

1. Monsters (something big)
2. Duels (two creatures)
3. Adventuring Parties (groups of creatures)

Our current plan is to release two limited edition products each month beginning this fall.

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

Exclusive announcement to WAMP users. MiniCon 2013 will see another MiniCon Painting Competition. Prizes and rules are TBA, but the theme for this year's competition will be "Steel Warriors". Be it a knight in armour, a striding mecha, a robot overlord or a metal golem, we're looking for entries that celebrate the millennia-long relationship between warriors and metal.

Watch <http://minicon.org.uk> for updates, rules and prize announcements soon.



Rodeo Games announces Warhammer Quest Video Game for Spring 2013. From their announcement: This is very exciting news for us here in the office, as not only do we get to tell you all about a new computer game, but we also get the exclusive on it. That's right, you heard it from us first! Today, Rodeo Games announced that they are working on bringing a Games Workshop classic - Warhammer Quest - to the iPhone and iPad in 2013. As the first Warhammer title to come to a mobile games platform, we were thrilled to find out more about it.

Mantic are powering through their goals over on Kickstarter - with the latest one the MVP Number 88 is in and added to the Striker! reward level.

Stats Box

| | |
|------------------|---------|
| Portal downloads | 71'664 |
| Memberships | 2197 |
| WAMP posts | 188,630 |
| Wiki Pages | 278 |
| 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](#).

Synthet vs waghorn41 - VOTING

breadhead vs Devon _ boy - Protectorate Solos

Vegascat vs ArkMechanicus - Warmachine/Hordes solo

Rankings

| Username | ELO | Streak |
|------------|------|--------|
| Darklord | 1233 | 8 |
| waghorn41 | 1136 | 4 |
| ScottRadom | 1133 | 3 |
| pae | 1065 | 3 |
| Cregan Tur | 1063 | 1 |



Stormfire Games

A new web based company has just launched on the Internet and have some very interesting items of stock, here is what they say about themselves on their site "Stormfire Games aims to bring you quality board games, role playing games and collectable card games at competitive prices. Based in Cardiff UK we pride ourselves at having a wide selection, competitive prices as well as friendly and helpful staff. Stormfire Games aims to bring you quality board games, role playing games and collectable card games at competitive prices. Based in Cardiff UK we pride ourselves at having a wide selection, competitive prices as well as friendly and helpful staff." www.stormfiregames.co.uk

VIEW from the HILL

...the monthly article written by Miniature Heroes owner *Tim Fitch*

Collectors Spotlight *Brett Reavis*

Following on from the positive feedback I got from my interview with Tony Mansfield, I thought you might enjoy another one. And I have to admit this is one I've been itching to get for quite a while.

Brett used to buy miniatures from me back in my ebay days. He was also my first customer when MH started back in 2009. But more than this he's also become a good friend and has widened my knowledge of the older American miniatures quite a bit. Getting his perspective on the hobby in the early days and in the US has also proved eye opening, but that's for another time. For now just enjoy a peak into the world of another leadoholic.

Firstly could you tell us a little about yourself?

I was born and raised in north Texas, played some sports but was best known for my artistic abilities, painting, sculpture, building stuff, like moving parade floats and meeting chickies while painting scenery for the thespians and posters for the cheerleaders. Slot car racing and model building were early hobbies. After high school (class of 69) I went to the University of Texas, Austin, was there for "the revolution", 1970,71, was considered a "real hippie" (whatever that is), slept on the beach, ate Hare Krishna food and became an architect like my father before me. Met my wife, who's smarter than me, and also, but still an architect, on the job, where she was project manager, hated my jovial attitude, my privilege to be "the designer/philosopher architect" and disruption of the decorum but eventually accepted my proposal and we've both been registered Texas architects for over 28 years. We have two kids, one out of college,

with a 'Job' in her degree 'field', and one still in. We've managed to dissuade them both from architecture so far. It's a silly business to be in if your not independently wealthy.

What brought you into the hobby?

I discovered miniature wargaming while I was in college in Austin around 1973-74. Before Jim Oden founded Heritage Models in Dallas, he had Miniature Figurines, U.S.A. (founded 1972) through which he imported Minifigs and eventually Hinchliffe

historical miniatures. I thought the Hinchliffe miniatures were fantastic for their historical detail. The first thing I saw from Heritage were the Hinchliffe historical figures (Napoleonic and early medieval); then I lived in Arlington (late 70's) and I'd drive 10 miles on Saturday to get one "new" Viking berserker at the Heritage shop in north Dallas).

What sparked that first passion for collecting miniatures?



“ I discovered miniature wargaming while I was in college in Austin around 1973-74. Before Jim Oden founded Heritage Models in Dallas.”

Back when I was a kid, a friend of mine, a block away, who lived in a smaller house, had a bunch of Britians toy soldiers (red jackets & black pith helmets). My parents thought they were too expensive for me. They were right! But I wanted'em!

The first book I read (all the way through) was 'War of the Worlds' by H. G. Wells. I've always wished somebody would make a Movie of the Original Story!?. In later years I discovered his 'Little Wars' which were very simple wargaming rules: taking turns shooting nails out of little cannons at advancing Britians type toy soldiers. I have a bunch of old Britians now. Some are a bit ticked and dodgy.

How did your collection start?

I was studying the Fine Arts: architecture, sculpture, painting and life drawing etc at the time, so I naturally started converting, especially the medievals, as there were limited castings available and, I thought, units needed to be animated to look more historically accurate.



The first painted army was Dark Age Welsh 580 AD (WRG book two #92) because they could have 175 longbows, 6 Viking beserks and a glorious 5 extra heavy knights along with a giant horde of spearmen, converted from Hinchliffe and Minifig ranges. I loved the research and I tried to make it historical but with all the legends and fantasy I could get away with using the "truth is stranger than fiction" excuse.

We played giant games, 3 or 4 players on each side in the foundry at Heritage USA. I knew a bunch of guys that worked there. It took all day from mid morning till late at night. I also made a Henry VIII army out of Hinchliffe English Civil War figures. D&D in the den and early Grenadier 'Wizzards and Warriors' came along later in the late 70's. So, because we had them, there were a lot of Medieval historical figures that we used to create fantasy armies before Warhammer style fantasy figures coordinated with the rules came out.



How many miniatures do you have in your collection?

22, 517 ...with the scenery pieces, models like the 'Flying Sub' (from Voyage to the Bottom of the Sea TV show), wagons, extra oxen, mules and horses.

6 Which miniature manufacturers do you favour?

That has changed through time, but, in the early80s, I mail ordered a Citadel Historical - Imperial Roman army and many Medievals and later in the mid 80s, with the first Citadel Compendium I ordered almost all the boxed sets (the good, the bad and Kremlo the Slann). I've always liked the Wargames Foundry historical ranges (along with the Perry's and Copplestone's stuff) but the strange early fantasy,



manufactured by Citadel, are generally my favorite. That said, I can't leave out Games Workshop for early Rogue Trader "beaky" space marines, elder, zoats, and the Tragedy of McDeath.

Are there any specific time periods that you collect above others, ie, 70's, 80's, 90's etc?

At this point, I collect mainly preslotta figures from the 80's although I always look for special new metal figures, on your site or coming out by somewhat independent sculptors like Julie Guthrie, Mark Copplestone and Bob Olley or small companies

like Pulp Figures, Wargames Supply Dump and Hydra Miniatures with completely new ranges, in new directions. There are great new historical lines coming out like Aventine, Cutting Edge Miniatures, Gripping Beast, and Black Tree Design here in Texas. I even buy a figure every now and then from the 70's.

How do you store your collection?



High and dry. Most the painted ones are on shelves in stackable, sealed, clear plastic boxes with a limited number in the glass display case.



What is your favourite miniature?

A very early Grenadier Wizard and Warriors W09 Good Men of the West or W12 Northern Barbarian (not sure which) warrior in chain mail, a fur cloak, a strange knarly helmet and a round shield with a dragon on it.



Who is your favourite sculptor (s)?

The Perry's, Tom Meier, Julie Guthrie and Mark Coplestone.

Metal, plastic or resin?

Metal, I like the figure to have weight, but I use a lot of plastic parts or carvings for conversions.

What miniatures don't you like?

New stuff that's out of scale with the old stuff and not good enough to be bigger.

Do you paint and or game with your collection?

I paint or convert and paint, but I prefer to create figures for the game, not display, thinking of the game, the miniatures and the scenery as the diorama that can be moved. I don't play the game but like to watch and see how my figures are used by others. I think gamers think I'm too conversational and philosophical to play an actual game. I'm not that good with memorization and math.

However, I used to really enjoy the game, was told I had a good sense of strategy when it was somewhat related to history. I enjoyed sitting around looking at the minis and talking about the games that had come before like. "Remember that StarGuard game when General Fuquaa opened the hatch and came out of his Bolo tank before his Rogam Heliogips Mortar shell, Hammer III Warhead (has folding fins which cause it to 'autogiro' down slowly (15 min.)), set to fire three times (2,000 rounds in 3 turns), had only fired twice, (annihilating everything left on the field of battle) stood on his Bolo tank and said, "What a beautiful day!" as the last part of the shell fired (666.6 'Gyroject' explosive rocket rounds (4mm)), right on top of him, vaporizing him and leaving only his Bolo tank to view the field."

Where do you get most of your miniatures?

Lately, mostly from you Tim and on eBay.

What miniatures would you like that you don't yet have?

More Citadel FF65-2 Ferocious Man-Fish.

What is the most you've paid for a single miniature, and why?

£ 200 (\$300.). I was the "April Fool" for Mengil Manhide when I first discovered the old preslotta Manflayers and the old Regiments of Renown, through the SOL on the internet April 2008. I had to have it! ...and had just lost a bid for one that went for over £ 555. (Feel really sorry for that buyer), so I thought I was doing well! I do like the figure but I've seen them go for under £ 4 recently on eBay.

How does your significant other view your collecting hobby?

With astonishment. She doesn't participate but enjoys watching especially when my son or nephews are involved. She thinks I need to reorganize, consolidate and sell the surplus.

What would you like to see made that isn't currently?

Mirliton/Grenadier - Fantasy Lords - Second Series - 004 Gnome Fighters (4).

Your top 3 miniatures from any manufacturer ever?

They would be Grenadier oldest Wizzards and Warriors W09 Good Men of the West with swords figure that I described above, Ral Partha Fantasy Collector Series, Tom Meier 02-001 Wood Elf with Bow or 02-014 High Elf Archer and Citadel preslotta High Elf Hero (foot & mounted) or any First Compendium boxed sets but I always wanted an Archive Imperial Dragon. I put one together for a wargaming shop in Arlington in the late 70's. It was a bit clunky, lots of parts, but I filed, pinned and glued it together with super glue and JB Weld (a 2-part plumber's epoxy). It was solid. I was going to use my payment, for my effort, to buy another Archive Imperial Dragon for myself but somebody stole the one I made for the wargaming shop before I got paid. The owner said he thought I stole it and didn't pay me; so I never went back. You know there were still gunfights in the streets, in Texas, back then.:(



How do you see the miniatures hobby in 20 years time?

Although computer wargames seem to be more popular here now, I think people will always enjoy creating models and miniatures with their hands and interacting in this tabletop game hobby. The large manufacturers seem to be going to plastic and resin which allows people who are interested to get into the hobby without spending a lot, but I think, and hope, there will always be special new metal figures coming out by somewhat independent sculptors like Julie Guthrie, Mark Copplestone and Bob Olley with completely new ranges, in new directions, from small companies like Pulp Figures, Wargames Supply Dump and Hydra Miniatures.

The big problem with the wargame hobby is time. The world moved much slower back in the 70's. We've all got too much to do and we're trying to do it faster and faster. It takes time to play a wargame, mid morning to late at night, or to even sit around the den and play a D&D game. That's why I enjoy painting and converting miniatures which I can do in short periods; but I enjoy the interaction, so I hope to see the simple board game, or box game with special hand painted miniatures and scenery (that all goes back in a box), that is played in the evening, like Happy Hour, continues to develop. Maybe that's the way it's headed if we don't learn how to slow down.

As for the miniature painting side of the hobby I could see it developing into a category of gallery art. Not just miniatures but large blow-up photographic multimedia or collage art. I went down to Dragon Street, in Dallas, last night. All the art galleries were having 'openings' and there seemed to be a lot of collage or multimedia art. All different kinds of paintings done in layers with film, scans of very old intricate medical sketches or paintings of knarly bodies or roots by artist long dead, mixed with photographic prints with layers of paint and wax on top to create an illusion, emotion or mysterious place. I've started trying to do this with layers of photos of miniatures to create a memory of a game but with a sense of mystery. The pieces I'm working on, Howling Dog Pass and Termite Rising, are unfinished, I'm still adding layers veils of wax and paint.

My sincere thanks to Brett for taking the time to complete this interview. However that's not all from Mr Reavis. Next month I want to showcase his conversions and what it's like being a miniature collector in America.

IN THE BOX

THE LATEST BOARD GAMES

A little about me, my name is Jake Cannon and I've been a gamer all my life. Learnt with parents as a child but as so many people do I went to University and found a games society, after that I never looked back. I'll give any game a go twice and enjoy playing games of all genres and themes and really enjoy coming up with variants for games. I work for Stormfire games which is based in Cardiff where I spend my days running the website and teaching people to play games. If you ever find yourselves in Cardiff please feel free to pop by the store otherwise you can find us at www.stormfiregames.co.uk

Gears of War the Board Game

Gears of War is a fully cooperative board game set in the universe created and made famous in the Xbox 360 trilogy of video games. Whilst staying true to the video game the board game manages to create an experience that is just as enjoyable and exciting for those who love the computer game as well as those who have never played it or who just plain avoid shooters in general.



Overview

Gears comes with 7 scenarios all based on levels from the 1st and 2nd computer games but each one has a short story briefing attached to explain what you are trying to do and what your end goal is. You can play any of the missions as they do not require you to complete them in order. In fact having played the game many times there are

certain missions I pull out depending on player number and experience. Taking on a Berserker is not for the faint hearted but can offer a real challenge to a gaming group that usually excels at team-play.

The game flows extremely well with little downtime as even during other players turns you will have tactical input to make as well as the ability to lay down cover fire. The game progresses along a simple format; a player begins their turn by drawing up to 2 cards,



playing one of them for the special ability on the card or for one of the generic rulebook actions any card can be discarded to activate and then finally they will draw a Locust activation card and move the enemy figures as instructed. Players will continue taking turns until they collectively win or are all “downed” by enemy fire.

Components

The components for this game are exceptional. The quality of the sculpts are amazing and the level of detail achieved is something not readily seen in board gaming. The cards are good quality with intelligent layout and illustrations taken directly from the game or from advertising materials.



The double-sided modular boards give a fantastic amount of replay ability as every mission has a starting tile but the rest of the level is built up from a list of tiles that are laid out in a random order each game. This is an ingenious mechanic as it means playing a mission several times will never be the same. A note regarding the dice is important here – Fantasy Flight games have learnt from their earlier games such as Descent 1st edition and have outdone themselves with the dice this time. You get engraved symbols on your dice in Gears meaning that you won't have to deal with the symbols rubbing off through repeated use.



This sounds like something that should come as standard in this age of gaming, and it should, but it doesn't. I'm looking at you King of Tokyo 1st ed. A dice rolling game with symbols that rub off. Not cool. So not cool. Rant over.

Gameplay

As discussed earlier the downtime in this game is handled really well as you will have opportunities to act during team-mates turns. But before I get a head of myself let's start at the beginning.

One of the most innovative mechanics in the games is that your

actions cards also represent your wounds. So you have a maximum hand size of 6, if you ever take a wound whilst also having no cards in hand you are “downed” and crawl around the board bleeding out until a team-mate can revive you. Each turn you draw 2 fresh cards but cannot go above 6. You can also spend cards in other people's turns to either follow them if they run past you, add more defence die against an attack roll or to have a guard or “overwatch” shot at an enemy.

What this all leads to is a player wanting to play a card in their turn and one card in team-mate's turn so that they can draw two new ones each turn. This leads to some really rewarding tactical decisions; an enemy steps round the corner and goes to fire at me do I do nothing and hope they miss, try to shoot them dead before they fire or use a card to weather the storm. All this and it's not even my turn.

The cards themselves allow you to take certain special actions like shooting something then moving away from it, or charging an enemy and making 3 attacks. Each card can be discarded to move or fire irrelevant of type meaning you never get stuck being unable to move or fire. The cards also have symbols on them showing what they can be used as during another players turn leading to those tough choices when you have to decide if to use your last guard card during your own turn to try and kill the locust knowing that if you fail you won't be able to have another try if it activates.

Combat is handle quickly and simply. Weapons have ranges on them, firing at over the range gives the target extra defence dice. Weapons also have 2 attack statistics the lower one is what happens when you fire he weapon conservatively and the higher one is the number of attack dice you rolls when firing on "full auto." It's generally double the dice but it uses an all-important ammo token. Once you've used all the ammo on a gun you can't fire it again in any way until you find more. Attack Dice are rolled at the same time ass defence dice. Subtract the block icons from the hit icons and total up the result. "Omen" symbols represent the special abilities of a weapon and if rolled usually trigger some additional effect. Usually kick ass. Occasionally chopping an enemy in two with a petrol powered chainsaw bayonet. (Alderaan chunks everywhere)

Wound allocation is unique too. For players they discard a card from hand for every wound that gets past their defence roll. For Locust if you deal damage equal to or over the toughness they die, turn over a token and hope for ammo. If you deal damage that's less than the toughness they become wounded. The next time they take damage if the toughness value is reduced to the new "wounded" value, usually one, meaning that it might take 3 damage to kill a drone in one go but getting one damage through twice will also do

the job. On the bigger gribbles this really leads to team-work being needed to "bring down the beast."

Criticisms

Not many here to be honest. The biggest one is that the 4 heroes look kind of similar. I'm a gears fan and even I get caught moving the wrong figure from time to time. Easily fixed by either painting them fully, or painting a small colour blob on each base to differentiate them. Only 7 missions to start with didn't feel like enough, even though the final one is a sandbox horde mode designed to be replayed many times I still would have liked to have a seen more than one area style mission to replay. Finally this isn't so much a criticism as a warning, the cards get shuffled a lot during a game. I sleeved mine as soon as buying it in FFG sleeves (the best quality ones in my opinion) but I ran into a friend a couple of months after buying it who didn't and his copy was showing the love. He didn't mind as he prefers games that feel well played and loved but I'm not the same. So I would always recommend splashing the extra £10 or so to protect.

Conclusions

This is an amazing co-op game. It flows really well; it's always throwing something new at you. You can play it guns blazing or ranged control, whatever way you like to play this game will let you try and challenge you throughout. Major pro's – No need for a GM as it runs itself. Variable length missions so you can play short 30-45mins games or 1-2 hour long ones. Components are breath-taking. Finishes to every game get tense, "we just need it not to activate the... oh of course you do." If you want a challenging, action based game this is the one, it's less challenging than ghost stories and less punch you in face than Arkham Horror but it's got the feel of Doom without the need for a sadist to run it for you.





It's new competition time and this month we have the very greatest pleasure of announcing that it's in conjunction with one of the hobbies giants, Reaper Miniatures

Reapers catalogue of miniatures is extensive and there are plenty of themes to choose from so we hope as many of you as possible enter and show Reaper why the WAMP comps are the best in the entire hobby.

Deadlines

**4pm, UK time, 24th November 2012
for non-subscribers.**

**4pm, UK time, 31st November 2012
for subscribers**

Prizes

Yet to be confirmed.

Rules

(please read them, its amazing how many dont!!)

- You must be a Wamp Member to participate. Membership is free and you may register here.
- 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 1000 pixels wide by 4000 pixels high. (It is your responsibility to check this).
- any additional photographs of that entry will be removed.
- 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 and Reaper Miniatures 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.
- Judging will be decided by public vote.
- Submissions must be posted to the contest gallery You must make sure you select the correct contest option in the contest select box either during upload (if using the basic uploader) or via edit pictures after upload



OFFICIAL REVIEW

By Cregan Tur

| | | | |
|--|----------|--|---|
| Manufacturer | | | |
| Studio38 | | | |
| Material | Resin | | |
| Price | 23,00 € | | |
| Contact | | | |
| www.figurines-studio38.com | | | |
| Other Information | | | |
| For use with Alkemy rules. | | | |
| Ratings | | | |
| Quality | 8 | Highly detailed figures that are very nice to look at. | |
| | Assembly | 8 | Dahlia required a lot of work to cover air bubbles. |
| | | Value | 7.55 |

Alkemy Dahlia and Guhlams



Alkemy is another game system developed by Studio 38 that seems to be geared to high fantasy with sculpts that seem more detailed than either of their other games. For this review, I'm taking a look at product #109, Dahlia and Guhlams.

Dahlia is a cat woman dressed like a sultan: baggy trousers, an elaborate headdress, and jewelry. The Guhlams are her guards: werelions with large polearms, scarbarded scimitars, pauldrons on one shoulder, and bracers on their forearms. The studio artwork for these figures is gorgeous, but how do the unpainted minis look?

Dahlia comes in 3 parts: body, left arm, and her tail. She is a very delicate sculpt with many fine details, such as her beaded necklace; the scrolls, spellbook, and other adornments on her belt are also painstakingly detailed. You can even see the fin lines of whiskers on her feline face and her cat's teeth are quite visible as well. Even her left index finger, which is extended, was cast well, giving us a very thin digit that many other companies may not have been able to cast well. The detailing on her is very, very good.

Prepping Dahlia will require completely removing the gate tags from the bottom of her feet, otherwise she won't sit well on the included base, which is a beautiful patterned tile floor with a step down to bricks. The mold line on her front, which ran down her right thigh and leg, was a easy to deal



Wamp
7.8
BRONZE



of these figures took a lot more work that it should have. The locating plugs were worthless because the holes were too small and the plugs themselves didn't line up. In the end I just removed the plugs and pinned them in place. The tails are easy fits, but you may have to shave down the plug a bit. The scimitars are interesting because there's no designated spot for where they belong, so you can put them wherever they fit and where you think they look nice. The kneeling one's left arm was tough to attach. I never felt like I had it in the right spot, so in the end I took a guess, glued it down, and puttied the gap a little. They have identical bases with a neat emblem on the worked stone floor. The thing I hate about them is that they have huge gates coming off of the side, so you have to cut them off and hope you can make it

The Breakdown

Quality: 8 / 10, highly detailed figures that are very nice to look at. Some issues with unusually thick mould lines. Air bubble issues ruin some surface areas and weaken thin parts. Bad gate placement on the bases

Assembly: 8 / 10, Dahlia required a lot of work to cover air bubbles. Careful gap filling required on parts that don't have a perfect fit. Locating plugs fail at their job

Value: 7.5 / 10, Good figures, but the price is a little higher than expected because they are game related.

Overall: 7.8 / 10, These figures have a few things going for them: they are unique figures that have great details. The problem is that some quality issues mean an increased prep time. They're also a little overpriced. They are not bad by any means, and if you play Alkemy or just really like the sculpts, then you won't be disappointed in purchasing them.

with, but the one on her back took a lot more care and work. It was a much thicker mold line and ran all the way from her left shoulder down to her left ankle. It wouldn't be a problem to remove except for the fact that it goes through a lot of flowing fabric, which means taking care so you don't ruin the great detail.

The biggest preparation issue, however, was that her front left thigh was riddled with tiny air holes.

Assembly is not hard with this figure, but it will take a little time. The locating plug that is on her arm does not fit well into the socket on her body. I found that shaving it off was the easiest way to get a good fit. Getting her tail to fit in place was a fiddly endeavor that ended with me making my best guess of how it's supposed to fit and then using a little putty to hide the obvious gap between her body and tail.

The Ghlams come in 2 different poses. One of them is kneeling with his fist pressed to the floor, while the other is standing in a defiant pose and roaring. The standing one comes in 4 parts: body, right hand and weapon, tail, and scimitar. The kneeling one is in 5 parts: body, right arm, left hand and weapon, tail, and scimitar.

Attaching the hands with the weapons for both

look good.

One of the Ghulam's tails snapped on me with barely any pressure and I found out it was because there was an air bubble right where it broke, which meant simply gluing it back together wasn't going to fix it. In the end I was only able to get it together and strong enough to take a little pressure by using green stuff and superglue together to fill the tiny air hole and make everything bond. It was a bit of a pain.

Prepping the Ghulams was easy- no real problems with mold lines or anything else.

There are a lot of fine details on all of these pieces, from flowing fabrics, to detailed jewelry, to delicate script engraved on the Ghulam's weapons. They offer a lot of varied surfaces for a painter to have fun on without feeling like they are cluttered with detail. After suffering through all the prep work, I think any painter will have fun with these figures.

This set features some elements that make it very unique. The anthropomorphization of the animals is very well done without making them look too human. The cast has a petite grace and frame that makes it look very good. The Ghlams are very unique, being the first time that I have ever seen were-lion miniatures.



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miniatures not shown to scale

Mierce Miniatures is now the official manufacturer of all BaneLegions and Templar's Forge products. Most BaneLegions miniatures have migrated to our forthcoming wargame, Darklands!

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Awesome Terrain

by Marko Paunovic (aka Demonn)

Over the next few issues Portal, in conjunction with UMS "Agram" and Marko Paunovic (aka Demonn) will be running a series of tutorials about building terrain. Taking you up through beginner techniques through to advanced stuff like adding lighting, lasers and smoke machines (I kid you not!) So to kick off this series we're giving you a heads up introduction that explains what you'll need to complete the tasks ahead.



UMS "Agram" was established in 2003. as an initiative of a few enthusiasts for strategic tabletop wargames who wanted to gather and enjoy their hobby and organize tournaments in strategic tabletop wargames. As the number of members and the increase in attendance of the international tournaments organized by UMS "Agram", the need for a large number of terrain soon became apparent. Therefore, the

Workshop for the making of terrain and painting miniatures was formed by the Association. In its ten-year existence, the Workshop has produced over two thousand pieces of terrain and several capital projects like Mordheim medieval monastery, a few Bloodbowl game boards, a medieval town hall with an atrium, a City of Death gaming board and Pirate's Cove gaming board, to name but a few.

INTRODUCTION

These series of articles are all excerpts from a script I wrote primarily for students of a program my club (UMS "Agram" – www.ums-agram.hr/eng *) organizes as a part of the City of Zagreb's Prevention of unwanted behaviour of youth and minors project in order to keep the kids off the street and give them some quality after school time. The program and these articles are made for both the beginners and advanced modelers.

It must be noted that this series of articles will deal with models (ie terrain) for tabletop strategy games. In designing such terrain one should take account of two mutually contradictory guidelines. One is a sense of realism, while the second is playability. Increasing the realism of terrain decreases its playability and vice versa. Namely, if we take the example of a game like Warhammer 40,000 whose miniatures are roughly in scale 1:50, one smallest tower 100m high and with a base of 25x25m in this scale will be 2m high and have a base of 0,5 x 0,5m, which is practically impossible to place on tabletop. Therefore, attention has been focused only on the playability, in other words that all the places on the terrain are accessible to players (or their miniatures). Furthermore, during the construction of terrain for tabletop strategy games, it is vital to follow certain rules that the game itself sets (such as the number of terrain at the gaming tables, the type of individual terrain and their size, etc.).

Readers who are interested only in realistic terrain replicas (ie one that does not engage in strategic tabletop games) do not have to immediately stop reading these articles because all the methods, tools and materials are the same for both "types" of modelling. They differ only in the geometric relationships between different dimensions.

Prior to the actual build, one should be very familiar with the tools and materials used, especially their characteristics in mutual contact. Thus, for example, high density polystyrene will be eaten by any sprays or even oil paints, and it should be previously protected. Therefore, I strongly recommend that the modeller study well how and what they work with before one starts the project planning.

Planning is the second stage in the development of the model. As with other projects, planning is also important in terrain building. It saves both time and money. Specifically, prior to making any models, it is wise to create a technical drawing or draft, preferably in scale. For it is then clear how much of this material should be used and how much of that. Then you can make a list of the necessary materials. After that, one can proceed with the purchase of materials. All materials (and tools for that matter) that are discussed in these articles are easily available in most hobby and DIY stores. Then follows the actual construction of terrain.



Low Density Styrofoam

Inexpensive, easy to cut.

Easily damaged, the ball-like structure can be seen along the cut. Dissolves in contact with superglue and spray.



Wooden slats (linden)

Smaller sizes are easy to cut, good load bearing capacity, can be pinned (drilled).

Larger dimensions require sawing.



High density styrofoam

Inexpensive, easy to cut and easily damaged.

Unlike low density styrofoam, can be cut without structure showing. Also, dissolves in contact with superglue and spray.



Cardboard

Easy to cut with scissors.

No strength.

When wet bends a lot.



Balsa wood

Easily cut by scalpel, lightweight, usually comes in slats of different thickness (width x length: 10x100cm).

Thinner balsa has no load bearing capability.



Clay (air drying)

Easy to use when sculpting or modeling.

Air-drying clay does not crack during drying.

Heavy when set.



Superglue

Instantly glues almost all materials. Dangerous in contact with the eyes / mouth / nose. When glued to the fingers - DO NOT pull! Put the fingers under warm water and gently crumble.

Dissolves polystyrene and not good for use on large areas because of the evaporation fumes!



Foliage

For representing moss, low bushes / foliage, leaves. To be glued with PVA glue. Can be glued with superglue, also.



PVA glue

Dilutable in water, inexpensive, glues everything except metal. Long drying time (approximately 6 hours).



MDF

For making bases of the terrain. Doesn't bend easily unless too much water is used in PVA. Has to be sawed.



Cork

It comes in various thicknesses, easily breaks / cuts, after painting has a stone-like texture, can be glued by PVA and superglue and thinner panels have no load bearing capability so are to be used only for decoration



Wire

For pinning
For making wire frames of the trees.



Sand / Gravel

It is used for the texture, smallest granulate (sand for chinchillas) is good for representing mortar, larger granulates are good for the earth, dirt and smaller stones and rocks.

When Styrofoam is used, it is best to cover it with a layer of sand glued by PVA for protection against dissolving by sprays or superglue.



Scalpel blade

Dangerous, sharp, to be handled with care. after use, draw in the blade! Cuts through almost all materials.



Static grass

Displays the grass in real life, comes in various lengths, to be glued with PVA. Messy method. In order to protect it, cover the workplace with newspaper.



Marker pen

For marking and drawing on various materials.



Rulers

For measuring and marking.



Files

For filing wooden and other surfaces.



Sanding paper

For sanding the styrofoam or freshly sawed wooden pieces.



Pinchers and tweezers

For easier manipulation of awkward parts.



Pliers

For bending and cutting the wire.



Brushes

For painting those smaller parts of terrain (more precise).



Modeller's saw (and other saws)

For sawing (MDF or larger wooden slats).



Large brushes

For painting/drybrushing larger areas.



Pinvice

Handheld drill used for pinning.

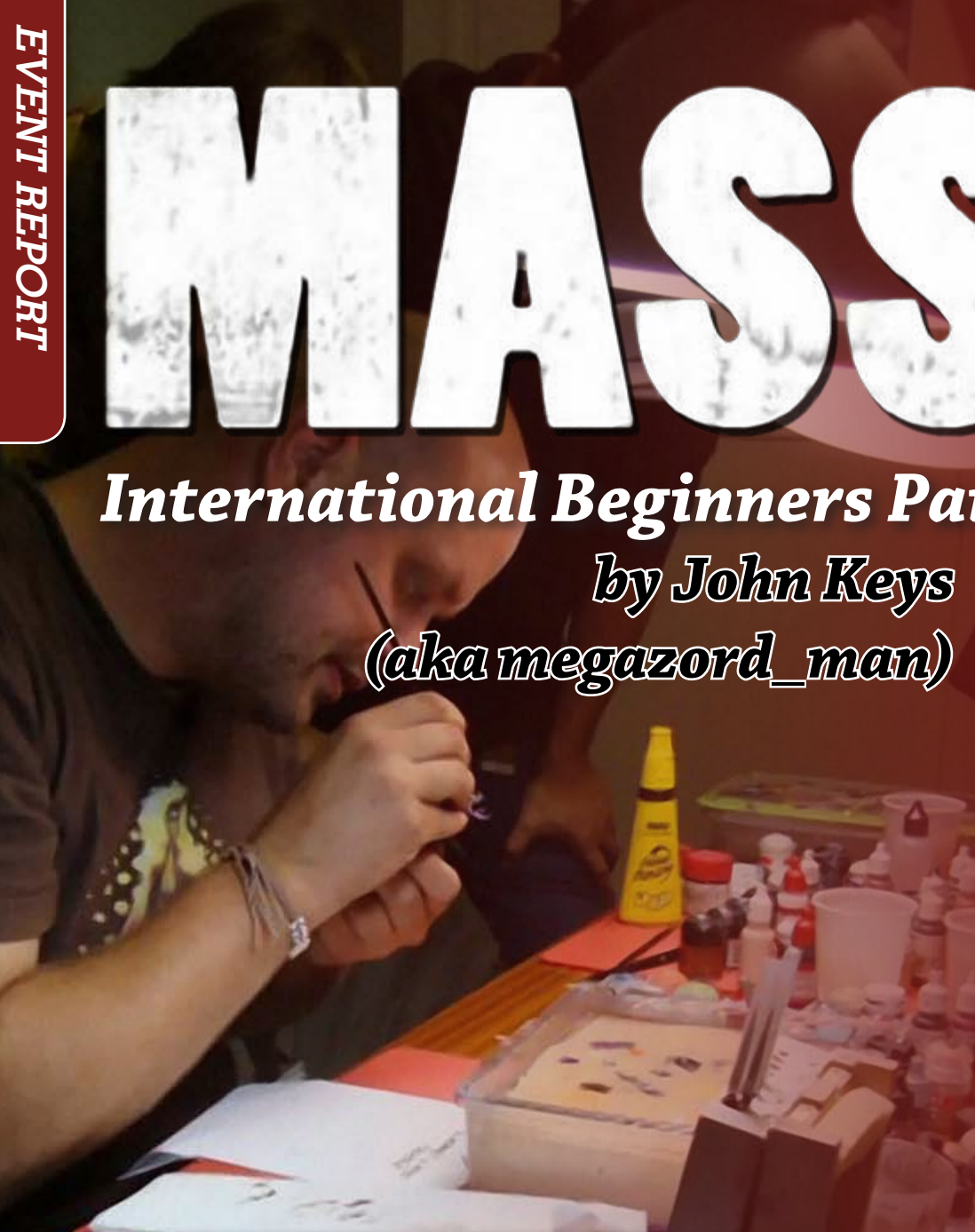


Scissors

For cutting (mostly cardboard).

MASSIVE

International Beginners Painting Course by John Keys (aka megazord_man)



At the very end of August I was lucky enough to get myself on the very first Massive Voodoo international Beginners Painting Course that was being held near Paris. Coming off the back of a whole string of successful German painting courses the guys decided to expand their wings to encompass the rest of Europe. Not only was this course held in English it was the first time the guys have held the course outside of their more familiar stomping grounds.

Let me start by saying I enjoyed this course, simply put it was brilliant! But let me tell you why:

Billed as a beginners course the long weekend covered pretty much everything you'd expect and then some. Starting with the artistic emotion of a piece, through colour theory, onto basing, painting, metallics, leather, eyes, weathering powders and blood through to the finishing touches that bring a piece alive. All this and so much more as well.

Saying that it's a beginners course really does the course a disservice as it really undermines the expert touches that attending this course could bring to your painting abilities. Yes beginners can (and did) attend extremely successfully, but if looking at some of the students previous work is anything to go by some highly accomplished painters also received this course with a good level of satisfaction.

On a personal note, we covered areas which were completely new to me through to areas which I feel comfortable with. Although putting it altogether into a single

EVOODOO



We started on the Friday around 17:00 with some artist theory and light dark contrast before going on to basing. By the time 23:30 came around we all had built a base using many of the different materials available to us and had prepped the mini.

The following day was an epically long one with more theory, undercoating, base painting and rough mini painting. The guys called this sketching the mini as in reality we wet blended highlights and shadows in a kind of rough form. Glazing smoothed it out and enhanced the shadows and highlights. It's an interesting technique that I was familiar with but was lacking much practice. Very quickly you can build nice colour transitions and also see the areas which are working and which aren't.

On the Sunday we completed the face, tried out a different method of blending, metallics, leather, eyes, spots with a cocktail stick as well as nice methods of adding extra interest like uhu blood splatters and strands. This day seem more rushed and given there was a large amount to cover it was possible to finish the mini and base plus try out all of the techniques covered. But everyone left the course happy.

Be prepared to be challenged, to be tired and exhausted at the end of the weekend, but in getting to the end it feels like a start of something new. For that I say thank you Roman and Raffa. Also thank you to Francois (for the organisation) and Felix (of PK Pro for the sponsorship).

weekend did leave me feeling that it had freshened me up. Mind you the pace of delivery was unrelenting and in places it was hard to keep up with the sheer quantity of information passed across. Given the duration - finishing past 23:30 on two nights out of three makes for a knacker weekend, but as is the norm when painting the time disappears in a heart beat and before you know it you're on the way home.

One of Roman's favorite sayings over the weekend was that everything happens for a reason. For me this is really the essence of the whole course, it's not just about thinning of paints or the application of weathering powders but it's as much as the mind set and approach to the whole hobby. Of course they cover the practical details of painting and basing in a expert manner and in ways that are sometimes new and enlightening. It really boils down to the course is an extension of themselves and to understand what I mean just spend an hour or two really looking through their website; fun, quirky, artistic, inspired and quite brilliant.

The practicalities and the method of delivery are catered for in typical massive voodoo style. For example, soon after Roman delivered colour theory via some fun powerpoint slides Raffa 'knocked up' a picture to explain how you can get from colour a to b via c rather than going directly.



OFFICIAL REVIEW

Alkemy Colossius

By Neatpete

| | |
|--|--|
| Manufacturer | |
| Studio38 | |
| Material | Resin |
| Price | \$30 |
| Contact | |
| www.figurines-studio38.com | |
| Other Information | |
| For use with Anoe Alkemy rules. | |
| Ratings | |
| Quality | 8 Nice detailed mini that reaches out lurching forward. |
| | 6 Take some time getting this one together. |
| Assembly | 6 Take some time getting this one together. |
| Value | 7.5 \$30 seems rather high to me but it is a 40mm monster that comes with a base. |

This thing is big and it comes with a nice looking 40mm resin base to post up on.



When finally assembled he stands about 90 lumbering mm's tall. It looks to be some sort of infected vegetation golem.

Nicely detailed vines wrap around the appendages that sport deformed protruding bones. The rib cage is exposed and there is something grossly positioned in its belly. Its left arm reaches forward with one heck of big creepy

hand. I wouldn't let this thing come anywhere close to touching me. There is nice detail to this miniature but it's very chaotic. Vines and sticks intertwining like roots out of the ground. What could have been a very messy miniature of "stuff", is rather cohesive and you can understand the mess of detail.

Painting this miniature should be fun because you aren't restricted to normal rules of nature. It's an infected plant golem! Lots of colors could be experimented with and you won't have to be as neat with the brush as say a high elf or something like that. I could even imagine sticking a little foliage on this guy here or there to add to its botanical physique.

The mini consists of four appendages, one torso and the base makes six pieces. I was immediately bummed to see that the mini was not cushioned in the package at all and the ball of the weapon had broken off the larger piece at the chain. The little mushrooms on the head had also broken off and there is another broken wooden stick that has no home. While being in quite the PITA spot to reattach something, the other chaotic and rotten details will allow me to bond the weapon back together with a GS vine or the like. The other broken pieces aren't worth trying to save. The main pieces don't quite fit together out of the box. I'll have to do some hobby knife carving to get the joints flusher so I can mount some pins.

Overall

Not bad. For me \$5 off the price and protected pieces would have added to this score



Wamp
7.2
AVERAGE

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Stieg Brinegrog, Pirate



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Red Petals Su

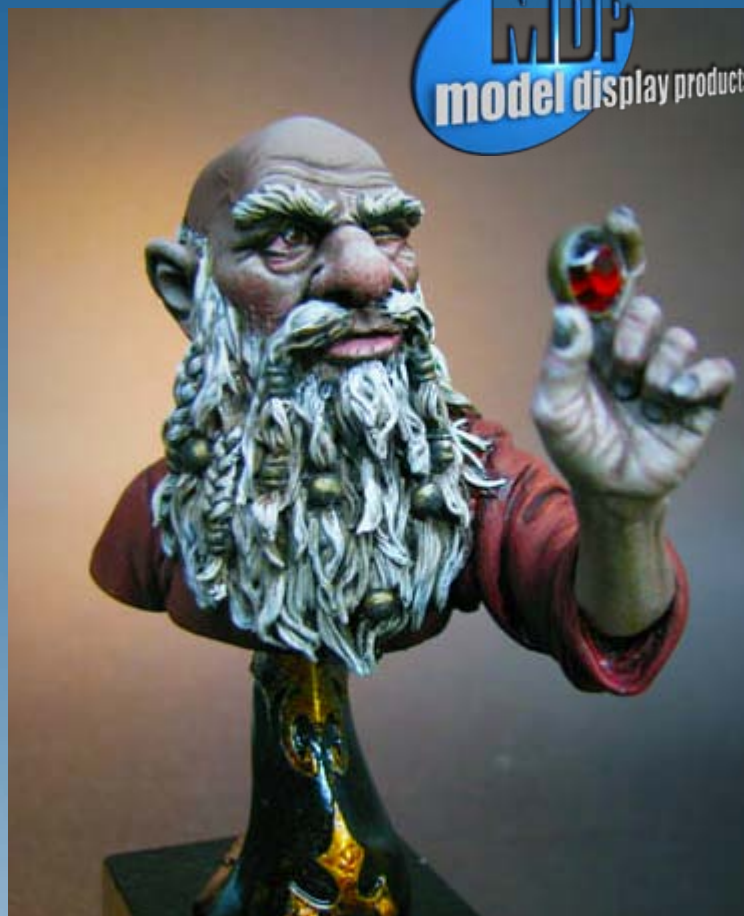


Janey Blankenship, Cowgirl

Hawk Miniatures



Bengal Cavalry Officer circa 1910



Dwarven Gem Smith



Laconian Hoplite

Tartar Miniatures



Boatswain

OFFICIAL REVIEW

by MaGie

| | |
|--|---|
| Manufacturer | |
| Mierce Miniatures | |
| Material | Resin |
| Price | £24.99 |
| Contact | |
| mierce-miniatures.com | |
| Other Information | |
| Sculpted by Allan Carrasco, artwork by Georges Clarenko | |
| Ratings | |
| Quality | 9.5 High quality resin with incredible detail. |
| | 8.5 There are no air bubbles, flash and hardly any mold lines. |
| Assembly | 8.5 A very large piece and the amount of perfection in the cast make it a good price. |
| | 8.5 |
| Value | 8.5 |

Órorqaan, Gultain of the Srónax



Órorqaan is a Srónax for the Baalor faction within the Fomorians for our forthcoming wargame, Darklands. He's the champion of a forthcoming unit of five, including standard-bearer and three warriors (out later on this year/early next year)

In this review I take a look at one of the first releases by the company Mierce Miniatures. This miniature stands around 80 mm tall and is made of a sturdy resin. It comes in a blister package, where it is securely wrapped, along with a 60mm resin base. The miniature has to be assembled using a number of parts: the main body, the right arm, the weapon including both hands, a scabbard adorned with skulls, two separate ears and an extension for one of the horns.

fantasy-oriented miniature, that the miniature is supposed to represent a type of woolly rhinoceros. Therefore, it is covered in heavy fur, only showing skin on the head, the hands & feet and on the elbows and knees. It is holding a two handed big scythe-like weapon. It is dressed up with a scabbard that has some skulls on it, and other skulls (of all sorts of animals) can also be found on the rest of the body.

Cast quality

The resin used for casting this miniature is very strong, none of the pieces show any bends. The weapon part seems to be cast in different

The miniature

I'm guessing here, because it is obviously a





material, it has a lighter colour, but the quality seems to be the same as the other parts. The sculpted details are clearly transmitted to the cast, strong edges are retained and especially the fur is cast very crisp.

All of the pieces are beautifully cast, with no flash and no air bubbles to be found. I found two tiny mould lines (one which ends up under the arm and a small one on the snout), which can be removed really easily. It is striking to see that the fur, which usually is difficult to cast and sometimes has many air bubbles, is completely neat.

Assembly

Some of the pieces need to be removed from a sprue. As the material is strong, but not hard, it is not difficult to remove it at all. And small protrusions from the sprue can be easily scraped off the surfaces.

The pieces of the miniature fit together really well. A structure has been made on the larger end surfaces, so it leaves no doubt to how the pieces should be assembled. The smaller parts have a little pre-made pin, and are therefore easy to glue on the mini. You do have to be careful when

removing the pieces from the sprue. I broke the top of the horn extension, as I was too rough.

After assembling, there is some gap-filling work to be done. On some parts it is a simple matter of adding a tiny bit of (fluid) green stuff, but I fear that near the right arm some more extensive sculpting is necessary to make a nice transition between the two parts. The assembly will require some careful planning, because once assembled some parts of the mini will be hard to reach and paint.

Painting

Obviously, the miniature consists for a large part of fur. This is something you have to like to paint. It can be more difficult to create an interesting fur coat, compared to skin, but that could be a good challenge. There is a good portion of details spread on the mini. I would have liked to see a bit more details on the back, but that is probably personal taste. The parts that could make this miniature stand out are the face (I imagine some purple & red glazes to make it look fierce) and especially the eyes. This mini would look great painted with true metallics, and it also has areas which are perfect for rust effects. Additionally, I think that some textured leather would look great on this mini too.

Ratings

Quality: 9.5/10, high quality resin with incredible detail. But it has a bit too much fur for my liking, and not much details on the back.

Assembly: 8.5/10, there are no air bubbles, flash and hardly any mould lines. Assembly is easy with sculpted pins and structures, but experience with green stuff is necessary to fill gaps.

Value: 8.5/10, a difficult point for me, as I usually would not spend so much on a single mini. But, this is a very large piece and the amount of perfection in the cast make it a good price. The mini is supposed to be part of a unit, but for gamers I think it is on the expensive side.

Overall: 9.0/10, overall, a very fierce piece. It stands out because of its size and the ferocity sculpted in the face. I would say a very strong first release, which gives high promises for Mierce Miniatures' next releases.

MEET THE WAMPER



Real Name: Jess(ica) Rich

Alias: Brushmistress

Website: www.brushmistress.com

Wamp member since: 11/18/2009

Bio: Is this the part where I talk about my awards and painting, or just me? The brief story of me is that I'm a born and raised military brat. I have loved all forms of art for as long as I can remember, be it painting, drawing or playing piano and singing. I'm happily married to my favorite DM, and I paint little people (who are like my children) as my profession.

Paint, sculpt or game? Yes. If you're going to make me choose - paint.

Favourite mini company? Darksword - that's not just because I work for Jim. I've been following the line for the past decade, and hope to do so for the next one!

Favourite sculpt? See, that's not a fair question, because it isn't a Darksword piece. I'm going to go with my gut and say the original Ar-Fienel from Studio McVey.

How long have you been in the hobby? I've been painting minis for a little over 11 years. I've been in the gaming community for 20 years.

How often do you visit Wamp? Weekly. I'm mostly a lurker, only signing in and posting every couple of months. It's too easy for me to get involved in forum discussions which leads to foot in mouth disease (of which I've been a life long sufferer)! I'm also likely to get no work done if I constantly troll around and chat up the threads.

Best thing about Wamp?

The best crowd around, hands down. There's nothing adversarial about your boards, which I adore - just the best online painting competitions and forum members out there.

Tell us something interesting about you?

I had a very brief stint as a cruise ship lounge singer.





GOLEM

PAINTING STUDIO

Golem Daemon day 2012

by Terry Cowell (phatkid1966)

A seven hour miniature painting event held at Maelstrom Games in Mansfield.

It was attended by painters of all levels and organised by Golem Painting Studio. The aim was to offer individual advice to those of us seeking wisdom, to teach us new skills and to provide the priceless opportunity to spend the day with some of the best painters in the business.

This was all achieved in the relaxed, fun and dynamic atmosphere anyone fortunate enough to have attended a previous Golem painting event will be used to.

The leading cast on the day were an impressive ensemble consisting of Tommie Soule, Ben Jarvis, Fil Dunn and Peter Bell. When you look at some of the work produced by the four of them and the list of achievements they have won between them you feel very humble walking into that upstairs studio.

The layout was simple. We were asked to bring in some of our own models which could be current projects or works you were stuck on or like me work you had turned into a complete disaster and needed someone able to spell out how it should be rescued (or thrown off a near cliff)! The fantastic four then moved from table to table spending time with everyone and individually answering any questions, imparting advice, tips and tricks whilst leaving an impression on all. They allowed us to single them out and ask anything at any time toilet breaks excluded. They were happy to share their own personal experiences and were all very approachable.

What follows is a snapshot of my experience with each of them and a brief description of how they helped me improve throughout the day. I had brought along specific projects aimed at improving a skill I had in mind or one in need of rescue.

“ I saw ‘the Clockmaker’ it was gorgeous and I had to have a closer look. You guessed, I broke it! ”

When Fil Dunn arrived at my table I wanted someone to cast a critical eye over a War Griffon bust called 'Old Gnome' I had crashed badly with this one. I originally cast one side of his face in shadow and it didn't sit comfortably, so



painstakingly I worked the colour up to match the other side of his face. It still didn't work and I was stuck. Fil Dunn sat down and examined it carefully. "You need to paint it all in shadow and then build it up again" he said cheerfully. He then went on to explain how I had obscured important detail and to rescue the model I would need to gain these back. He then showed me on a diagram to ensure I understood what he meant. While sitting at our table he also talked about his time at Eavy Metal and why he moved on from there. He explained that he is painter at heart who just happened to become a good manager. The better he became at management the more he found himself going down that path. He is pleased to have left that behind him and is now working on his own range of miniatures with the first 4 models to be cast in the near future.

When Ben Jarvis sat with me I asked him for advice on sculpting some new hair for Lady Elspeth on a Dragon. I always felt her hair net or headscarf looked wrong as she sits in a serene pose atop a fiercely dynamic dragon. I imagined her with wild unkempt hair until Ben Jarvis pointed out the obvious. "The gravity of the dress she is wearing falls vertically with little movement in any other direction, this wouldn't fit with wild unkempt hair." He explained I could still sculpt long hair as long as it fell in line with the dress. Why didn't I see that? He could have stopped at that but was kind enough to advise me on simple ways to achieve that effect and his own experience with different sculpting mediums and their various qualities. The advice from Ben was until you have the confidence keep it simple.

Peter Bell sat at the table and made some nice comments about the VC necromancer I had brought along to improve my contrasting. He talked about the painting community he was involved in (Slave to Paint) and he described this as a place where discussion takes place largely around preparation for Golden Demon and Crystal Brush standards. I was tempted to point out that at Wamp we also



have artist and discussion of that standard until he said that had he not been so involved in S2P he would have joined Wamp. I was trying not to eavesdrop on his chat with a talented fellow across from me, no that's an outright lie. I was trying hard to eavesdrop and listened to the fellow explain how he was having problems applying NMM technique using dark colours and I was impressed to see Peter pick up a brush and give it a go. It was also reassuring to see that someone that talented isn't always happy with their results. It is enlightening seeing painters at that level going through the same self critical process as me.

Last but by no means least was Tommie Soule. He seemed to be at every table at once throughout the whole day and worked hard to ensure everyone was getting as much as they could fit into 7 hours. I like to learn from Tommie more than anyone. He has a down to earth approach and will engage in demonstrating what you need to learn enabling you to really absorb what you need. He made me give myself a clap when I had a breakthrough with my brush strokes. I felt like a 7 year old winning a gold star(strangely gratifying)! He offers advice but points out often that his way of doing things isn't necessarily the only way or the right way. He has a unique way of teaching that imparts the joy painting above all. Tommie also gave short invaluable tutorials ensuring the newer journeymen have something extra to take home. It is plain to see he is passionate about sharing and I admire him for this.

My highlight of the day? Tommie, Ben and Peter all brought in fantastic examples of the work they have done . Fil brought in a port folio and I thought to myself at the time, perhaps he doesn't trust people to be gentle with his models. While looking at Ben Jarvis models I saw 'the Clockmaker' it was gorgeous and I had to have a closer look. You guessed, I broke it! Even worse Ben saw me break it! To save my embarrassment he pointed out that the part I broke off(the clockmaker name plate on the front of the plinth) was probably not glued on properly. My highlight was getting away with that but I wonder if we will see Ben with a port folio at future events?

To conclude then. An amazing day out and if you haven't been to a Golem event you simply must get along to one in the future. Tommie did point out that the guys from Wamp were missed so we will need to put that right at the next event. Finally, huge thanks to Wamp staff for providing me with the wonderful opportunity to add to my 'cherished memories' file.

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...and their
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Follow Mini Painting Wiki on



WAMP Forums' Mini Painting Wiki is an invaluable source of information about the hobby of miniature figurine painting.

Scale

With the metrication in the United Kingdom, United States manufacturers began to describe miniature scale in the metric system rather than fractions of inches in order to match military models with miniatures for table-top wargaming. Miniature figure scales are commonly expressed as the height of a six-foot (183 cm) human male. In 28 mm scale, children and short characters such as dwarves, hobbits, and goblins will be typically be smaller than 28 mm, whereas large characters like ogres, trolls and dragons will be taller.

Scales of 25 mm, 28 mm, 30 mm, 32 mm, and 35 mm are the most common for role-playing and table-top games. Smaller scales of 10 mm, 15 mm, and 20 mm are used in wargames representing massed warfare. Larger figures of 54 mm and more are commonly used for painters and collectors. The use of scale is not uniform and can deviate by as much as 33-percent. A manufacturer might advertise its figures as "28mm", but their products may be over 30 mm tall. A contributing factor is the different methods for calculating scale. Some manufacturers measure figure height from the feet to level of the figure's eyes rather than the top of its head. Therefore a 6-foot (1.83m) figure in 28 mm scale would be 30 mm tall. As a result, 15 mm figures are interpreted as 1:100 real-life height by some and 1:120 by others. A further complication is differential interpretations of body proportions. For example, take a 30 mm figure from Privateer Press and compare it to the accurate scaled proportions of a real person, one sees that the figure has exaggerated proportions making it look much wider, with bigger features like the head, hands and weapons. Figures from other manufacturers display similar deviations. Some of these began as concessions to the limitations of primitive mold-making, but they have evolved to artistic and stylistic choices over the years.

Brownstuff

Manufactured by Polymeric Systems Inc., Kneadite® brown/neutral, brown-aluminium or brownstuff to sculptors and modellers, is a two part epoxy sealant-adhesive that has a long working time and cures hard with a non-grainy texture that is excellent at holding fine detail. It also has excellent adhesive qualities with most materials.

It comes in two parts, white and brown, which are mixed together in a 50:50 ratio to give a putty with a working time of between 30 minutes to an hour, full curing being reached in about 5 hours. As

with many epoxy puttys the two parts can be mixed in differing ratios to give an end result with differing properties. For instance more of the hardener, the white material, will produce a harder material once cured allowing for better working of the hardened sculpt. This can be particularly useful for hard surfaces such as armour plates whereas mixing more softener, the brown material, will produce a less dense material that is better suited for [sculpting](#) more organic objects such as flesh or flowing clothing. More softener also extends the curing time allowing the piece to be worked on for longer.

Unlike [greenstuff](#) when cured brownstuff can be sanded, using a fine grade sanding paper, drilled cut, sawn or carved to achieve the required shape and finish. This makes it ideal for sculpts that require hard lines or very flat surfaces. This hardness allows the sculptor to scrape away and replace errors in the surface detail

Brownstuff has a thicker consistency than [greenstuff](#) but the two can be mixed to create a [sculpting medium](#) that has some stiffness but that retains a little flexibility.

Sculpting tool

[Miniature](#) sculptors use a variety of tools that range from sets specifically designed for the task, through general sculpting tools and home-made items designed for a specific task, to every day household items. It is important to remember that many [sculpting mediums](#) are very sticky and will adhere to tools unless a barrier substance is used such as water or petroleum jelly, depending on the [medium](#) used. Sculpting tools can be grouped into the following broad categories:





Yes folks those lovely folks at Hasslefree are back to serve up a delicious meal of miniature perfection, cooked expertly by Kev and served up with a smile by Sally.

Yes one of our favourite miniature companies is throwing some goodies your way to try and tempt you into getting your brushes into action.

For this years event we are offering up a much simpler contest with a single category and we have upped the prizes!

Prizes

- 1st place - £75 Hasslefree voucher & featured on the Portal Magazine front cover
- 2nd place - £50 Hasslefree voucher
- 3rd place - £25 Hasslefree voucher

Deadline: 6pm 23rd September 2012

**Supporters deadline: 6pm
30th September 2012**

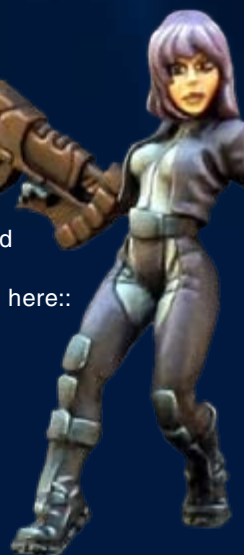
(all times are GMT)

Hasslefree produce some lovely miniatures covering everything from Fantasy females to ghost nabbing Great Danes. They are a pleasure to paint and if you haven't tried them before you really should

Hasslefree miniatures can be found here:
Hasslefree Miniatures

Get painting folks!

**Last years winner.
Major Tomoko by Iacton.**



It's contest time and we'd like to welcome a new sponsor this year, as you can already probably tell it's Soda Pop Miniatures, makers of Relic Knights, Super Duneon Explore & Tentacle Bento.

Inspired by Anime and Japanese pop-culture, Soda Pop Miniatures feature plenty of robots and girls with guns and bigger huge hair! Based in their own Sodaverse these are some of the most characterful and high quality miniatures available.

Prizes

- 1st Place - SDE box set
- 2nd place - \$50 Soda Pop voucher
- SpecialWAMP Prize - \$50 voucher to the entry Darklord likes best from the rest

Deadlines

4pm UK Time, 24th October 2012

4pm UK Time, 31st October 1012

For WAMP subscribers.



OFFICIAL REVIEW

Group Review

Dark Sword's Raccoon Thief

Cregan Tur

My wife gave me the Raccoon Thief from Dark Sword miniatures for my birthday a few years ago, so I'm very familiar with the piece even though it still gets shuffled around my lead mountain and hasn't seen any painting except as a cloth demo on the cloak about a year ago. Really need to strip him down and give him a good paint job... but I digress.

If you don't know what a raccoon is, then you're not from the United States and have never seen Disney's Pocahontas. They're omnivorous rodents that commonly steal food, especially from trash cans, so portraying one as a thief is a cute pun. By now I'm sure you're all tired of my digressions and want me to get on with the review. Fine, have it your way.

This is a single piece figure from Dark Sword that portrays an anthropomorphized (yes I did spell that correctly from memory without spell check) bipedal raccoon wearing leather armor, a cloak, and holding a coin purse. The base is attached and is saved from my complaining by the addition of several gold coins on the ground which I like because it makes this into a scene instead of being a very good figure on a plain base.

The head of the raccoon is overly large, but it looks good because this is a very cartoony and fun figure. Let me be clear- I like this miniature. It shows character with the wide smirk on the face, the coin purse held aloft on his palm, and the other hand resting on his hip. He's a confident little sneak-thief who doesn't mind mocking his marks (look mom, alliteration!).



Everything about this figure is done in a loose, cartoony style that works incredibly well without sacrificing any detail. The fur is sculpted with such precision that it looks like it should be soft to the touch. The leather armor is interesting in its design and all of the other costume elements form a very cohesive design.

There are a number of animal-as-people miniatures available from a few different companies. Reaper immediately springs to mind, but none of their come close to this level of detail or character. Their Legion of Justice and Caeke series is the closest comparison, but it has a very different style. The Dark Sword variety of animals have a much more realistic bent that make them stand out from the crowd. There is also a very wide selection, so you will be able to find a number of different animals as fantasy heroes that your friends would love to receive.

| | | | |
|--|----------|-----|--|
| Manufacturer | | | |
| Dark Sword Miniatures | | | |
| Material | Metal | | |
| Price | \$9.99 | | |
| Contact | | | |
| www.darkswordminiatures.com | | | |
| Other Information | | | |
| Sculpted by Dave Summers | | | |
| Ratings | | | |
| Value | Quality | 9.1 | Excellent execution of solid design. |
| | Assembly | 9.3 | Single piece and a clean cast requiring little clean up. |
| | Value | 8.9 | For \$10 it's a finely detailed metal miniature. |



Captain Sprout

Dark Sword miniatures have quite a number of animals as people fantasy miniatures in their lineup and this Raccoon Thief fits neatly into the range. It's sculpted by Dave Summers, who has sculpted a number of other animal figures in the range and this is as good as his others. The mini is in 30mm heroic scale and cast in white metal with 2010 marked on the bottom of the base.

The mini is packed in the usual sturdy, well designed packing material on a piece of foam that ensures it has no transit damage.

The mini is cast in a single piece including the love it (or not) cast on broccoli base. The mini shows a 'thief' figure holding some loot / an old fashioned 'purse' where the body and legs are human like

but the head and the long fingers are that of a raccoon. These little animals are probably more familiar to Americans than people in Europe, though there are apparently loads of them in Germany (ah the wonders of Google!). Apparently quite clever / brainy and able to figure out puzzles as well as spending a lot of time stealing food and apparently dining on cat food with skunks (Google images fail to lie) they suit their anthropomorphism into a thief rather well. It does look like a raccoon too in terms of the head sculpt, which is no bad thing.

The details on the mini are well sculpted with a cleverly realized tail, good boots and trousers and the well rendered raccoon head. The armor is leather and the details have cast out well. The cloak is very well sculpted with realistic drapery and its large expanse will suit a painter wanting to practice their freehand or blending. The little bag will be good for a bit of practice on leather as will the armor and boots. Some good opportunities for a colorful paint job with different surfaces here. The sword, which goes behind the model's legs inside the cloak, works well and has clean surfaces.



There are very few mould or flash lines and the one piece cast will be easy to clean up and suit even the least experienced modeler. Indeed, if the subject matter takes your fancy it is a good model to make a start with as its not covered in too much detail but it does have some nice touches. It's a good balance between intimidatingly plain and horribly over detailed.

The integral base would be easy to remove if the modeler chose to but it's quite simple and not unpleasant so it's just as easy to either leave it in place or integrate it with a larger one. It has some coins on the base which might have come from the bag so has a point if you like it for gaming. I really don't like these bases but it's a personal choice and it doesn't make me hate the mini.

The mini is quite 'cutesy' but this is the range and they are actually well sculpted, pleasant to look at and have something for the gamer or painter to get their hands on. Before I had these minis I wouldn't have looked at 'animals as people' much but these little minis have a sense of fun as well as being high quality stuff. It doesn't hurt that the paint jobs are always well executed and interesting and the DS website is a good place to gain some inspiration for the pure, simple, elegant PJ.

In terms of other minis out there, there are not that many in this sort of style apart from DS themselves, though MSB do a range of ninja animals including frogs and pandas. The masters of this sort of mini are doubtless DS themselves though.

This is a fun, well sculpted, well cast model that proclaims the company's production standards. It's fun and would be a good mini for a beginner to start with and its audience is modelers with a sense of fun.



NeatPete

This furry little guy looks cute, but watch your wallet. Dark Sword added to the list of animal personalities they have with another great one here. The raccoon animal matches up with the thief personality perfectly. The mini is sculpted with a smirk and posture that proudly displays the recent bounty. The armor and accessories are done in a cartoony style that also compliments the subject matter nicely.

Detail wise it matches previous DS miniatures with very clean, crisp edges and tiny mold lines. I am again impressed with the great depth they were able to obtain in one piece model. The tail comes around and clearly has the classic rings on the raccoons tail sculpted into the fur. Fine detail like this helps me a lot when I'm painting. The rest of the mini offers good surfaces to paint and the cloak is rather flat and pretty much symmetrical. This will be a great chance to use the cloak for some freehand designs or that ninja raccoon pattern you always wanted to try. Finally, the mini just feels good in your hand; it could withstand the roughest and rowdiest of gaming sessions.

ShaneRozzell

Sculpted by Dave Summers

Standing 27mm to his eye, Dark Sword Miniatures, Raccoon Thief is one of my all-time favorite miniatures that they have produced. Everything about this guy is very well done. This miniature, with its cocky stance and smug look while holding up his swag, shows how full of character it is. It's also testament to Dave Summers' ability as a sculptor to follow Des Hanley's concept art so closely.

The sculpture, while being quite simplistic, is full of detail; the fur, armor and decoration are beautifully rendered as is the sword and satchel. On my version there is only one small mould line

that has to be fixed and that is along the line of his cloak so it's easy to get to.

Like all of Dark Sword miniatures the base is integral but this one is well sculpted so I hardly think this is an issue any more as it can easily be blended into a base of your own design.

Because the miniature is cast so well, I feel it offers a painter plenty of scope for some detailed brush work but while I was researching this miniature (yes I do research them) I checked out a certain website, known for its miniature gallery and was surprised to see only one version of this miniature, painted by our very own Valloa. This got me thinking as to why it's not been painted by every man and his dog and I can come to only one conclusion. The only problem with it, if it is a problem at all is the fact that because the pose is very strong it's going to be hard for the display painter to customize this miniature and make it something unique. The only possible chance for any conversion is swapping the swag bag for something else, but what?



The Ratings

Cregan Tur

Quality: 9 / 10, excellent execution of solid design. Amazingly crisp details, especially in the fur.

Assembly: 9.5 / 10, minor mould lines are the only thing you'll need to deal with.

Value: 9 / 10, slightly more expensive than traditional styled DS miniatures, but well worth the money

Overall: 9.2 / 10, this is a very fun and unique miniature that shows how you can create fun animal characters that feel real, as opposed to the anime style you normally see in this genre. If you want something realistic, then Dark Sword is where you should look. This figure has a great blend of fur, open fabric, and details to be painted and would be a fun project for any painter.

Captain Sprout

Quality: 9 / 10, well detailed quality sculpt with high production values.

Assembly: 9 / 10, single piece and a clean cast requiring little clean up.

Value: 9 / 10, retails for \$9.99 (6 approx) plus shipping. Good value for a white metal mini of this size.

Overall: 9 / 10, worth buying if you like the style or want to try something new or work on your larger surfaces not covered in 'skullz'. Worth thinking about. These minis are the definition of quirkiness.

NeatPete

Quality: 9/10, well planned and executed character brought to life.

Assembly: 9.5/10, right out of the box, one piece mini that could take a beating.

Value: 8.5/10, for \$10 it's a finely detailed metal miniature.

Overall: 9/10, another cleverly detailed miniature with great character from Dark Sword!

ShaneRozzell

Quality: 9.5/10, everything about this guy is top quality from the concept art, through the sculpting to the casting.

Assembly: 9.25/10, this is a single piece casting so no fiddly bits to pin and glue. My version had one mould line to clean so from that point of view this guy is almost ready for paint straight from the packet.

Value: 9/10, \$9.99 is very good value for any miniature but one of this quality means it's excellent.

Overall: 9.25/10, what can I say, I love this guy but was surprised to see so small a number of painted versions of him, I know of only three and that includes the box art. It's decided, this guy is getting some paint this evening.



Weathering Tutorial

by John Keys (aka megazord_man)

Since I was unable to complete the weathering session at the recent Wamp event I was asked if I could translate my plans into a tutorial. Happily I accepted the offer and here it is.

From a weathering perspective I like to build things up step by step in the same way as they would happen in real life. For example, the first step would be for any paint on top of the base coat to chip off leaving the under lying colour showing through. Then in the weathering process undercoat would show up, followed by dark rust spots, grim, rust streaks, oil streaks, dirt and finally worn but shiney metal. In following the natural process the weathering looks pretty convincing and quite realistic.

Of course it's often said that less is more and the same is true of weathering. It's hard to know when to stop and how much is too much. But that's the fun of weathering, if you're anything like me you'll find it difficult to do it sparingly. Also try to follow the natural contours of the object, think about where water and oil would run as that would

give a good indication where rust should be. Also think about which parts would be worn and which not so much. For example around doors would be pretty well worn whereas center of panels less so.

When it comes to rust, old rust can be a very dark brown whereas very recent a yellow orange colour. Using these colour changes gives an impression of time and history to a object that can be fun to play with. Sometimes a contrast between a new part that's in mint condition on an old assembly can be cool too.

Really it boils down to weathering adding interest and history in a natural kind of way.

Here's how -



coat. I've found this is an important stage as it gives the weathering life later in the process and really adds a great deal of realism and depth.

To do this I mixed the khaki with some white paint + water and dabbed it on using a sponge again. As I added water the marks are a great deal softer with less defined edges. In places I've lightly dragged the sponge across the base coat to give impressions of scratches rather than bubbles.

This works with any paint scheme, blue with a sponge of light blue, grey with light grey and so on. I'm concentrating this onto the edge of panels or to places where I think rust or scratches would naturally be - around the door frame or near handles for example.

For this tutorial i started with the back door of a GW tank painted Kommando Khaki with a nice blue stripe of Shadow Grey. I airbrushed the Khaki but just brushed the blue on. The metal parts got a quick base of silver.



Here I'm adding old rust starting to show through the undercoat.

Using a mixture of black and scorched brown without water I've dabbed on the rust spots and rubbed on some scratches. To load the sponge I dipped it into the paint mixture and dabble most of it off onto some kitchen towel until it's almost dry. You can tell when it's ready as rather than leaving a great big splat it leaves tiny random spots and shapes.

The first step is to give the impression that the blue stripe has been painted over the top of the Khaki but along the road it's been chipped off - in other words the base coat is showing through. To achieve this I used Khaki paint straight out of the pot and a corner of a sponge in a dabbing motion onto the blue stripe. I use the paint out of the pot as it gives nice crisp paint chips whereas watered down paint tends to leave more fuzzy marks.

Once again I'm following the natural places where rust would occur.

This stage can be used for simulating chipped camo patterns or decals.



Next I add general grime.

I mix plenty of Gryphon Sepia with a tip of black to make quite a dark wash. I only use these colours as I like how it turns out, I'm sure the mud or new earth washes would work equally as well.

This stage simulates the undercoat bubbling through the base

I spread the wash all over the whole part but leave it to pool in panel recesses and along edges. I wait for this to dry naturally as using a hair dryer sometimes blows the wash to strange places I also like to leave it flat to dry out so that the wash isn't pulled away by gravity.



At this stage I'm starting to build the grime up in specific places.

Using the same mix as the last stage I'm starting to add some grimy streaks and areas of more dirt. For this example I concentrated on a couple of rivets, below the door and above the right piston. These were build up slowly over about a dozen or so thin layers being careful to let each area to dry before applying the next.



Here I'm starting to add a rust colour to the areas of increase grime.

Using many glazes of Graveyard Earth I once again build up areas where I think the rust and dirt would naturally build up. Again I'm careful to let each layer dry before doing the next. If I didn't do this I would drag off the previous layer to leave tide marks.



More and more rust streaks are now showing through.

Using glazes of bestial brown I'm increasing the rust effect. At this stage the glaze covers a lot smaller area then the previous. Remember that newer rust is a lighter colour so this is a medium aged stage of rust.



Very new rust is now coming through around a couple of rivets and in areas of pronounced age.

Using a small amount of glazed vomit brown I've now finalized the rust streaks.



I've just reapplied the metallic colour to give me a nice starting position for the next stages of oil damage.



Oil stains on the pistons, handles and tow hook.

Using a mixture of gryphon sepi and a little more black than last time I use it as a glaze on the metallic parts to give the impression of oil stains. Building the colour over many layers it adds lots of depth to the metals. I paint the glaze toward the point I want it darkest as it naturally pools at the point the brush leaves the item. This stage is particularly good on the pistons and perhaps less so on the door handle.



I'm then showing places where a oil O ring has blown and oil has seeped out.

Using a mixture of back with a little sepi I add areas of oil spills. Adding gloss varnish to the mix gives impression of wet oil and without old oil stains. Note I've added some of this mix to the door hinge area to help make the thing look more real.



The final stage - dust and metallic parts.

Using dry weathering powders, both dark sand and light earth, I carefully dusted the powder onto the lower areas. This gives the impression the items in the real world and adds another layer of interest. Once again less is more! For a display piece I wouldn't fix the powder with anything as it's not going to be handled. If the item was a gaming piece I would fix it with artists white spirit.

The final stage is adding some metallic back to highly worn or rubbed areas. In real life the highest spots are often bright metal as the rubbing naturally gives the metal a shine and keeps the rust at bay. To simulate this I use a tiny amount of graphite powder (from a pencil or in the form of dark iron weathering powder - they're the same thing) on my little finger and rub the high spots in a few places. As always less is more here. A edge highlight of silver works as well but often doesn't look quite as good.

So - have fun, make a mess and get your sponges out!





Vilthiss by Darklord
Runner up: BaneLegions 2012



Keirioc-Cro by XUR
Second Runner up: BaneLegions 2012

Typhaggahw, Gwyfern of Ceredigion
by Spectral Dragon



Muldo by p1per



Kraan by AndyS



Ulric the Defiler by mclimbin



Brunchaath The Vile by Yourbiscuit



Kaastaruk by Yourbiscuit



Daachuch The Broken by Yourbiscuit

Ulric. the Defiler by Halestorm



Aanchuth the Cursed by precinctomega



Akkraasck - Tain of The Tarvax by Sparks

Ulric - The Defiler by p1per





Ulric the Defiler by Corvus



Muldo by Novakman



Meloda by AndyS



Eric Long Axe by AndyS

Creoda by AndyS



Vilthiss, Champion of Khthon by Michael R Ballard



Liche Priest by Spellscape



Ma.K Gustav in 1/35th by megazord_man



Untitled by Conium Maculatum





Shae by War Griffon

Dark Vengeance Deathwing Terminators
by lilloser





By Scott Radom

ZONING OUT

Time is our most precious commodity. It doesn't grow back like a tree or a finger. Once it's gone it's gone. So how we spend our time is important. It's always a balancing factor to try to figure out the perfect mix of how to spend your time between the things you need to do like work and sleep vs. the things you want to do like have fun and sleep. However if you're like me you find it tough to juggle the schedule to find time between all the "have to" stuff and the other "want to" things to do. For me mini painting is completely unlike any other thing on either of my have or want to do lists. I am sure it's happened to others and for me it's something completely unique in my life. With painting alone I find myself motivated enough to sit down at my painting station grab a brush and a mini and then... nothing. Mini Painting is the only activity I have that suffers from gross amounts of "zoning out" and it needs to be stopped.

Never have I decided to do some laundry and then got the dirty clothes and headed to the washer and then just stopped there for a half hour or so. I love golf! I've never got to the tee box with my driver and then just sorta stood there wondering if I should spend this time getting caught up on some reading instead. Zoning out is the worst! I have even taken steps to ensure that I have plenty of options at my station if I am not mentally capable of painting at that moment. Plenty of constructive mini painting related things await me at my desk every day. I always leave a big mess for myself to clean if need be. I always have a pile of mini's I could start assembling and cleaning for a day when I am a little less of a potato head. I even have a stack of CD's I like to listen to that need organizing. Instead I find myself skirting around all those little productive traps and take the bait for the worst option. Just kinda sitting there.

I've even been able to identify some of the roadblocks in the way of my painting during these crappy mental no-shows. Sometimes if I am in the middle of a mini that I am happy with I worry that in that moment I might ruin the work done so far with a session of painting

poorly. Sometimes if I am in the middle of painting a mini I am NOT happy with I worry about wasting time even finishing the mini and waste the rest of the session wrestling with my -self in a fit of self loathing as I ponder adding it to the shame filled pile of mini's to be never finished. And sometimes if I haven't even started a mini I sit there wondering what to start with and I spend an hour deciding it'd be better to not pick ANY of my mini's to paint. It sucks!

I just can't emphasize enough how much I hate throwing time in the garbage. There is literally nothing worse! When I lay lying on my deathbed at the age of 312 surrounded by many beautiful wives and billions of dollars instead of muttering "Rosebud" and dying I'll probably say "I shoulda painted that goblins boots when I had the chance!" I mean you might not want to try dotting eyeballs on a 15mm miniature when you might not be feeling at peak brushing capacity but surely there's something you can do that is fun, productive, and helps get another mini into the completed category? Maybe even just painting the ring around the base? Just sitting there is not an option for me anymore. I will not accept that result!

So how can someone go about minimizing the risk of a zone out? I am gonna try a few things. I have a couple of the CMON annuals I'll flip through for inspiration before I go sit and paint. Maybe that'll help me maintain some focus and motivation! Also I am going to try posting WIP pictures of my mini's. Maybe the public shame of lack of progress will serve as a motivator? Also I think I will try to be less hard on myself and if I do have a zone out I am just going to go ahead and forgive myself. 'Cause wasting time hating myself is probably worse than wasting time not painting. Probably only marginally so . But still...



... in the Next Issue

In Issue 27 we'll have a show report from this years Euro Militaire, more on our terrain building tutorial and plenty of reviews, hobby news and lots of great looking miniatures to have a gander at, including all the entries of this years Hasslefree miniatures contest and the very best of the months new releases.

Alejandro Fernandez
OF ANDREA
MINIATURES
INTERVIEW

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

Marika 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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